

Red Barricades Campaign Game Compilation

v1.0 Andreas Carlsson 2015-05-21

RED BARRICADES CAMPAIGN GAME III

– THE BARRIKADY, STALINGRAD 1942

1. VICTORY CONDITIONS: There are no longer any conditions that will determine which side has won a CG Day. In essence, winning the whole Campaign Game III (O11.53) is only what really matters (delete O11.32 and O11.6235).

2. BURNING BARRICADES: Kindling (B25.11) is not allowed. Rule V7 (Gutted Buildings) and V12.6104 (Non-Factory Building) are used. There can never be more than one Flame counter per Location. No Rooftop Location (B23.8) can contain a Flame counter. Each time a Flame becomes a Blaze in the building Location directly beneath a Rooftop Location, a Blaze counter is also immediately placed in that Rooftop Location.

3. STILL HIDDEN UNITS: Each still hidden non-Isolated unit in RePh step O11.602 not subject to O11.604 (Encirclement & Minefields) may remain hidden until RePh step O11.607 or until the next CG scenario if included in the exceptions in O11.607, unless such a unit must either be used to determine the friendly Perimeter and/or to obstruct the non-friendly Perimeter.

Hidden units confined to setting up in specific Locations, such as the possessor of a Gun in a Fortified-Building-Location/Pillbox may drop possession of its Gun and the inherent crew of an Immobile AFV may Abandon its AFV (D5.411 applies) to be allowed to be removed from the map, but if this option is taken its hidden status is lost.

A unit that remains hidden may record a new CA before each CG scenario. All units except Guns must spend FPP to retain HIP.

4. TRENCH: Each Trench counter is treated as a building for Rout (A10.51) towards and beneath it, and for Rally Bonus (A10.61) purposes. Units beneath an Trench counter is considered to be in Concealment Terrain. A hidden unit beneath an Trench counter would immediately be placed on-map unconcealed if the Trench counter is removed, unless still in Concealment Terrain.

5. MOL-PROJECTOR & MOL: An attack using MOL or a MOL-Projector may only be made vs Locations containing at least one Known/concealed enemy unit. Each TH# printed on the back of the MOL-Projector counter is decreased by two [EXC: Each TH# is decreased by three vs Large vehicles and decreased by four vs Very Large vehicles]. Contrary to O10.45 a MOL-Projector hit does not create any Smoke and fire in the same way as a SW without Smoke capability (delete O10.45 and the sixth sentence [starting with “Moreover, in”] in O10.2).

6. ASSAULT ENGINEERS: Each German Pioneer Coy RG (I3) and each Russian Engineer Coy RG (I6) is always received at Full-Strength.

7. MILITIA COMPANY: Each Russian Militia Coy RG (I5) is always received at Full-Strength, and they receive no SW (O11.6202).

8. LIGHT MORTARS (LT. MTR): At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each Lt. Mtr’s Area Acquisition counter is removed from play.

9. ARMORED FIGHTING VEHICLES: In rule O11.6133 (AFV MG Exchange) replace the word “may” with “must”. Each AFV on the map must always attempt to Repair all of its Malfunctioned weapons during each Rally Phase. Withdrawal of an AFV that belongs to a Pltn never occurs, but Recall occurs as usual (delete O11.6142 and O11.6143).

10. SPOTTER PLANE: Ignore E7.6-.62 and use the following rule instead: A Spotter Plane is treated as an Offboard Observer (C1.63) with the additional advantages that the Spotter Plane Observer has a LOS to all Locations [EXC: Sewer/Culvert] on the map and Hindrance drm never apply to the Accuracy dr. No Spotter Plane is allowed in a CG scenario with Overcast/Fog/Heavy Mist/Mist weather conditions and only one Spotter Plane may be used per CG scenario. The use of a Spotter Plane Observer must be revealed immediately when the module assigned to the Spotter Plane Observer has its SR or AR converted to an FFE:1. A Spotter Plane is only available for non-Rocket OBA ≥ 100+mm.

11. OFFBOARD ARTILLERY: When attempting Battery Access for an OBA module and no more than one black and/or red chit(s) have been permanently removed from the Draw Pile and the second permanently-removed red chit is drawn, return it to the Draw Pile instead, and that ends the Observer’s OBA actions for that Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA module).

12. RUSSIAN INFANTRY RG: In rule O11.4, SSR CG9, RUSSIAN INFANTRY RG section, replace the last sentence with “Russian RG may always enter along the east edge on/south-of JJ36.”.

Red Barricades Special Rules for all RB Scenarios Unless noted, all SSR apply in all RB scenarios – both CG and non-CG type.

RB1. EC are moist, with no wind at start.

RB2. Sewer Movement is allowed. Russians may use it freely; Germans may use it only if a leader passes a 4TC (B8.4). A unit may use Sewer Movement to cross from one side of a gully to the other only if it ends its MPH in the Sewer Location of a gully-Manhole hex (e.g., hex Y38). A unit en-trenched in a Manhole Location (see SSR RB 5) may not enter that hex’s Sewer Location, since a unit may enter a Sewer only at the very start of its MPH (B8.4).

RB3. Rooftops (B23.8) are in effect. Control of a Rooftop/Sewer Location nevercounts as Controlling a building Location.

RB4. The river (i.e., the Water Obstacle hexes in the northeast corner of the map area) is Flooded (B21.122; B21.21) with a Heavy current flowing north to south. Hex CC31 contains a one-lane wooden bridge; all other bridges are two-lane stone.

RB5. Hidden-Mines/Entrenchments (including A-T Ditches; B27.56, O11.621) may be placed in a paved-road hex that also contains shellholes; mines set up thusly can attack regardless of whether or not the unit tehnetierLinogcation is using the road rate/bonus. A roadblock may also be set up IN a gully or Culvert to block a gully/Culvert hexside. A roadblock IN a gully or Culvert may be crossed by Infantry only via a Minimum Move, does not affect Bypass in adjacent Level 1 Locations, and for LOS purposes is treated as a wall at Level 0 (the level of a unit IN a gully on the RB map).

RB6. Trenches (including A-T Ditches) are considered to “connect” (as per B30.8) all ADJACENT building/rubble Locations (EXC: not to a Location that is rubbledduringplay of that scenario) (see also O6.21 and O6.6, last sentence). Infantry entering such a building/rubble Location need not pay an extra MF to leave the trench in that Location, but must still pay applicable building/rubbleCOT. Infantryleavingsuchabuilding/rubbleLocationneed not pay an extra MF to enter a “connecting” trench. Infantry may not enter such a trench while using Bypass Movement; nor may they use Bypass Movement while in such a trench; nor may they exit such a trench to directly use Bypass Movement. A unit entering/leaving a building/rubble Location via a “connecting” trench is not subject to Snap Shots as it does so. A vehicle must pay the appropriate MP costs/penalty to cross such a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that Location were not Fortified provided they enter it from a trench/AT-Ditch that is “connected” to that building Location.

RB7. Due to superior German aerial reconnaissance, Entrenchments/Wire given-in/purchased-for any Russian OB may not be set up using HIP.

RB8. Rubble is treated as a building for Ambush (A11.4) and Street Fighting (A11.8) purposes.

RB9. German Air Support, when available, is always in the form of Stuka M42 with bombs. The actual number received and their turn of arrival is still determined as per E7.2-7.21.

RB10. All Locations (EXC: Aerial; IN a Sewer or Culvert) are eligible sniper target Locations.

RB11. Hand-to-Hand CC (J2.31) is allowed in all RB scenarios.

RB12. For both sides: neither 150+mm OBA nor any Rocket OBA may fire Smoke; no OBA may fire WP; only MTR OBA and German 100+mm OBA may fire IR.

RB13. ATMM (C13.7) are available to elite (only) German Infantry, but only on an ATMM Check Original dr of 1 (i.e., no drm apply). The effects of an Original 6 dr remain unchanged.

RB14. No Quarter (A20.3) is in effect for both sides.








RB15. Russians always have a Level C Booby Trap capability (EXC: in the CG they may increase it to Level A or B by CPP expenditure). Booby Traps are active over the entire RB map, but are activated only by appropriate German TC. Mines factors may not be exchanged for Booby Traps. Germans have no Booby Trap capability.

RB16. A tunnel entrance/exit may cross a cliff hexside provided that tunnel begins or ends in the lower-level hex and “crosses” that cliff hexside, and the Base Level of that cliff hex is one level lower than that of the hex at the other end of the tunnel.

RB17. Any road exiting a map edge on the RB map is considered, for purposes of A2.51, to extend off that map edge along that lettered hexrow (if off the north or south edge), or in the hexes of the same coordinate (if off the west or east edge). The off-map road is considered of the same type (paved/dirt) as the road hex it is connected to on the map. For instance, paved roads extend off the north edge haleoxngrows D, V and Y, and dirt roads extend off the east edge along hexes with a coordinate of 38, 40 and 43. All terrain on the off-map setup area is still considered Open Ground. If units are set up to enter (as per A2.51) they must enter during the Player Turn or be forfeit (EXC: in the RB Campaign Game such unentered units may not enter during that scenario but are Retained for the next CG scenario).

RB18. All Good Order Russian elite and first line Infantry are Stealthy.

RB CELLARS (O6): All multi-hex, non-Factory bldgs have Level -1 cellar location (bldg location even for falling rubble and VC purposes). Considered Fortified Bldg loc with TEM +4 (+3 if wooden); all Fortified Bldg rules apply. Only Inf/SW may setup/enter. LOS traced outside to non-ADJ location do so as if entrenched (B9.21). Can never claim WA. Inherent FP of unit in Cellar is halved as Area Fire for outside targets if US# of unit is ≥ 3.

Terrain	LOS	TEM/Ind	MF	Fully Tr	Halftr	Notes
 Debris	Half-level LOS Hindrance, Inherent, Concealment	+1/+1 Case A TH DRM not doubled	1+COT	1/4 MP + Bog	NA	1. Hin. cum. w/Factory TEM/Hin. 2. No kindling, can't catch fire. Cleared like Fallen rubble (O3.2, B24.71), but contra B24.71, can't be totally Cleared. 3. +1 Bog DRM (add. +1 DRM for entry of factory location, if applicable). 4. Dash, road bonus, veh. road rate NA except via TB. 5. Fortifications possible unless other terrain prevents. Manholes usable.
 Roofless Factory Hex/ Factory Debris	Factory Debris is Half-Level LOS Hindrance, Concealment	See Note 3.	1+COT	As regular NA Debris	NA	1. Not inherent, exists only in bldg. Unclearable. 2. Bldg. TEM applies to Direct Fire attack traced from outside Factory. 3. Indirect Fire and Fire from w/in Factory are subject to Factory TEM (+1) and Factory debris TEM (+1). Debris Hindrance cumulative with Roofless Factory Hex Hindrance. 4. EC & Weather apply to Roofless Factory Hex; see O5.441 for Wind/Smoke.
 Printed Rubble	1/2 Level LOS obstacle, Inherent, Concealment	+2/+2 Wood +3/+3 Stone	3	1/2 MP allotment + Bog	NA	1. Only printed Rubble considered Fallen is that in road or gully Location (B24.71). Can't be totally cleared. 2. No Cellar Locations.
 RB Factories	2 1/2 Level LOS obstacle w/ printed stair- well; 1 1/2 LOS obstacle w/o stairwell. No upper floors. +1 half-level Hindrance for LOS traced w/in factory	+3/+3 (if stone) for fire from outside factory; +1/+1 for fire from inside factory.	2 from outside factory; 1 w/in factory. 1 if through vehicle entrance	1/4 MP +Bog (to exit, must pay normal bldg costs +bog/rubble, unless exiting through vehicle exit)	NA	1. RB bldg with **1 road entering it is a Factory. Normal Factory rules (B23.74) apply except as amended. 2. +1 Bog DRM.3. Interior Walls similar to Rowhouses; block LOS (EXC: breach, rubble, possibly roofless). Can “bypass” except outside building. Can be breached by DC or AFV; see O5.331 for breach effects. If hexes on both sides of Interior Wall are rubble, Wall ceases to exist along that hexside. 4. No Cellars. 5. Gutted factory is roofless, can't catch fire. 6. All categories of Guns can set up in an RB Factory. See O5.6 for movement.
 Culvert	LOS to ADJ locations only	0; FFMO Indirect Fire has no effect	2	NA	NA	1. D38/E39. Subterranean gully; open ground. No Crest status. Not a sniper target. No overstacking. See E1/923 for rules on subterranean units/ Locations. 2. Only small INF/AT Guns, and MTRs, may be set up in/Manhandled INTO a culvert.
 Storage Tanks	1 1/2 Level LOS obstacle	+1/+1	1	VBM only	VBM only	1. Gun cannot setup or enter. Unscalable. Can't catch fire. Not a bldg for any obstacle only purpose.
 Railway Embankment	1/2 level LOS obstacle	+2/+1	1 + COT	1 + COT	1 + COT	1. Treat as wall. No Roadblock allowed. COT 2. All units cross at 1 + COT with no Bog. 3. Exempts Straying as road/path/etc.

GERMAN REINFORCEMENT GROUP CHART

ID	GROUP	FULL/DEPL	UNIT TYPE	CPP COST	DAILY MAX	CG:III MAX
S1	Stuka	1-3	DB (see SSR RB9)	1 ^b	1	9
A1	StuG B Pltn	3/2	StuG IIIB ^{d10w}	4	2	3
A2	StuG G Pltn	3/2	StuG IIIG ^{d10w}	5	1	2
A3	StuG Pltn	3/2	StuIG 33B ^{d10w}	5	1	2
A4	Pz III H Pltn	3/2	Pz IIIH ^{d10w}	3	2	3
A5	Pz III L Pltn	3/2	Pz IIIL ^{d10w}	4	2	3
A6	Pz IV F1 Pltn	3/2	Pz IV F1 ^{d10w}	5	2	3
A7	Pz IV F2 Pltn	3/2	Pz IV F2 ^{d10w}	6	1	2
A8	PSW Pltn	4/3	PSW 222L ^{d10w}	3	1	3
A9	SPW Pltn	4/3	SPW 251/1 ^{gr}	2	2	4
I1	Rifle Coy	12/9	4-6-7 th	7	2	14
I2	Sturm Coy	12/9	5-4-8 th	9	2	9
I3	Pioneer Coy	8/6	8-3-8 th	14	2	7 ^c
I4	HW Pltn		2 x HMG, 2 x MMG, 2 x 81* MTR ^{acd}	6	1	5
O1	Btl Mtr		80+mm Btl Mtr OBA Module ^{abp}	2	2	12
O2	Med Arty		100+mm OBA Module ^{abp}	4	2	7
O3	Hvy Arty		150+mm OBA Module ^{abp}	6	2	5
O4	NebelWerfer		150+mm Rocket OBA Module ^{ap}	2	2	4
O5	Offb'd Observer		Offboard Observer	1	2	7
O6	Spotter Plane		Observation Plane (E7.6) ^c	1	1	4
G1	AT Battery I		50L PaK 38 x 3 ^{acd}	3	1	3
G2	AT Battery II		75L PaK 40 x 3 ^{acd}	4	1	3
G3	Inf Battery		75* INF x 3, 150* INF ^{acd}	4	1	2
M1	Fortifications		20 FPP ^e	1	2	60
M2	Sniper		SAN Increase +1	1	1	20

- a - Available for on-map setup on CG day of Purchase.
- b - Apply a -2 DRM to its Turn of Entry dr (E7.2) if purchased at two CPP. Each Stuka RB must be used on its CG Day of purchase or be forfeit (therefore, such an RG should not be purchased if the weather is Overcast or the German side anticipates being Idle (11.623).
- c - Each MG is accompanied by a 1-2-7 crew; each Gun by a 2-2-8 crew.
- d - To determine Depleted Strength see RePh step 11.620.
- e - Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7).
- g - After determining Strength (11.6201) the German may freely exchange one just-purchased SPW 251/1 for one SPW 251/10.
- l - To determine SW and (armor) Leaders see RePh steps 11.6202 and 11.6205-6207, respectively.
- n - Not available until November 5.
- o - Offboard Observer is at level 3 in (i.e. at the second level of) any friendly-Controlled west-edge hex or north-edge hex on/west-of hexrow N. Secretly record the hex prior to Russian setup. Cost is per module. Each Offboard Observer is Retained as long as the module he is assigned to is Retained (SSR CG10; 11.4).
- p - Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > two Pre-Reg hexes). Each Pre-Reg hex is retained as long as the module it is assigned to is Retained (SSR CG10; 11.4). Purchase of a Pre-Reg hex(es) in the RB CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-2)36. See also SSR CG6 (11.4).
- r - Must enter as reinforcements if entered on the CG Day of purchase [EXC: 11.6194]. The RG is available for on-map setup if purchased on any CG Day prior to that of the scenario. See SSR CG9 (11.4) for Infantry/Armor RG entry restrictions.
- s - Available for non-RCT OBA ≥ 100mm. The Spotter Plane is Retained as long as the module it is assigned to is Retained (SSR CG10; 11.4).
- w - Subject to AFV Platoon Withdrawal as per 11.6142. If > one AFV Pltn of the same type are in the side's OB, the ID's of those AFV belonging to each Pltn should be recorded in case that Pltn is subsequently Withdrawn.

RUSSIAN REINFORCEMENT GROUP CHART

ID	GROUP	FULL/DEPL	UNIT TYPE	CPP COST	DAILY MAX	CG:III MAX
A1	T-60 Pltn	3/2	T-60 ^{d10w}	3	1	3
A2	T-70 Pltn	3/2	T-70 ^{d10w}	3	2	3
A3	T-34M41 Pltn	3/2	T-34M41 ^{d10w}	5	1	1
A4	T-34M43 Pltn	3/2	T-34M43 ^{d10w}	6	1	1
A5	KV Pltn	2/1	KV-1 M42 ^{d10w}	4	1	1
I1	Gds Rifle Coy	12/9	4-5-8 th	9	2	6
I2	Gds SMG Coy	9/7	6-2-8 th	7	2	8
I3	Rifle Coy	12/9	4-4-7 th	5	2	14
I4	SMG Coy	9/7	5-2-7 th	4	2	12
I5	Militia Coy	12/9	4-2-6 th	4 ^f	2	4
I6	Engineer Coy	9/7	6-2-8 th	12	1	4
I7	HW Pltn		MMG x 2, HMG, .50c-HMG, 82* MTR x 2 ^{acd}	6	1	6
I8	MOL-P Pltn		MOL-P x 3 ^{acd}	2	1	6
O1	Lt Arty		70+mm OBA Module ^{abp}	1	2	8
O2	Btl Mtr		80+mm Btl Mtr OBA Module ^{abp}	1	2	10
O3	Med Arty		120+mm OBA Module ^{abp}	3	2	7
O4	Hvy Arty		150+mm OBA Module ^{abp}	5	2	6
O5	Katyusha		200+mm Rocket OBA Module ^{ap}	3	2	6
G1	AT Battery		45L AT x 2, 45LL AT x 2 ^{acd}	4	1	4
G2	ART Battery		76L ART x 4 ^{acd}	5	1	2
G3	INF Battery		76* INF x 3 ^{acd}	4	1	4
M1	Fortifications		40 FPP ^e	1	4	90
M2	Sniper		SAN Increase +1	1	1	30
M3	MOL Capability		MOL Capability ^{ams}	2	1	30

- a - Available for on-map setup on CG day of Purchase.
- c - Each MG is accompanied by a 1-2-7 crew; each Gun by a 2-2-8 crew.
- d - To determine Depleted Strength see RePh step 11.620.
- e - Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7). If other 6-2-8 are in play, record ID to distinguish. If Replaced, all Assault Engineer benefits are lost for the duration of the CG (even if the unit subsequently Battle Hardens).
- f - Available only in October.
- l - To determine SW and (armor) Leaders see RePh steps 11.6202 and 11.6205-6207, respectively.
- m - Gives all Russian Personnel MOL capability (even if Isolated).
- p - Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > two Pre-Reg hexes). Each Pre-Reg hex is retained as long as the module it is assigned to is Retained (SSR CG10; 11.4). Purchase of a Pre-Reg hex(es) in the RB CG allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-2)36. See also SSR CG6 (11.4).
- r - Must enter as reinforcements if entered on the CG Day of purchase [EXC: 11.6194]. The RG is available for on-map setup if purchased on any CG Day prior to that of the scenario. See SSR CG9 (11.4) for Infantry/Armor RG entry restrictions.
- w - Subject to AFV Platoon Withdrawal as per 11.6142. A Russian AFV Platoon may be purchased as Dug-In (11.6194 c). If > one non-Dug-In AFV Pltn of the same type are in the side's OB, the ID's of those AFV belonging to each Pltn should be recorded in case that Pltn is subsequently Withdrawn.

HISTORICAL DRM CHART

Date	German DRM	Russian DRM
17 Oct	-2	-1
18 Oct	-2	-1
19 Oct	-1	0
20 Oct	0	0
21 Oct	-1	-1
22 Oct	-2	0
23 Oct	-1	-1
24 Oct	-1	-1
25 Oct	-1	0
26 Oct	0	0
27 Oct	-1	-1
28 Oct	0	-1
29 Oct	+1	0
30 Oct	+1	-1
31 Oct	0	-2
1 Nov	+1	-1
2 Nov	+2	0
3 Nov	+1	+1
4 Nov	+1	+1
5 Nov	+1	+1
6 Nov	+1	0
7 Nov	0	0
8 Nov	0	0
9 Nov	-1	-1
10 Nov	-2	-1
11 Nov	-3	-1
12 Nov	-1	0
13 Nov	0	0
14 Nov	+1	+1
15 Nov	+1	+1

RG STRENGTH TABLE

Final DR	RG Strength	DRM:
≤ 8	Full Strength	+x Friendly Historical DRM (11.6161) for current CG Day.
≥ 9	Depleted	-y As per CG scenario Balance provision (11.32) in effect.

GUN BATTERY/OBA MODULE

GERMAN OBA	RUSSIAN OBA	GUN BATTERY TABLE	
Final DR	Ammo	Final DR	Strength
≤ 4	Plentiful	≤ 2	Plentiful
5-8	Normal	3-7	Normal
≥ 9	Scarce	≥ 8	Scarce

Gun Battery and OBA Tables DRM:

- +x Friendly Historical DRM (11.6161) for current CG Day.
- y As per CG scenario Balance provision (11.32) in effect.
- *A depleted Battery receives one less of each type of Gun listed in its respective RG chart.

INFANTRY COMPANY SW CHART*

Nationality	Coy Type	HMG	MMG	LMG	ATR	LtMtr	FT	DC
German	Rifle	1	1	1	1	1		
German	Sturm		1	2				2
German	Engineer			2			3	5
Russian	Gds Rifle	1	1	2	2	2		
Russian	Gds SMG							1
Russian	Rifle	1	1	1	1	1		
Russian	SMG							
Russian	Militia		1	1	1	1	2	4
Russian	Aslt Eng.			2				

FORTIFICATION TABLE

Fortification type	FPP Cost
Foxhole ^d	3/2/1 ^e
Trench ^d	7
A-T Ditch ^h	21
A-P Mine	1/3 per factor ²
A-T Mine	3/9 per factor ^{2,3}
Roadblock ⁱ	12
Wire	15
Pillbox ^k	(a + b + c) x 3 ⁴
Fortified Building ^{l,j}	10 ⁷
Tunnel	30
HIP ^{g,3}	5/3/2/1/1 ^e
^{2,f}	1 ⁷
Booby Traps ^h	40 ⁸
Set DC (A23.7) ^f	15 ⁹

GERMAN/RUSSIAN LEADER TABLE

Final DR	Leader Received	Final DR	Leader Received
≤ 1	10-3, 9-1, 8-0	≤ 1	10-3, 9-1, 8-0
2	10-2, 8-1, 8-0	2	10-2, 8-1
3	10-2, 8-1, 7-0	3	9-2, 9-1
4	9-2, 9-1, 8-0	4	9-2, 8-1
5	9-2, 8-1, 7-0	5	9-1, 8-0
6	9-1, 8-1, 8-0	6	9-1, 7-0
7	9-1, 8-1, 7-0	7	8-1, 8-0
8	8-1, 8-0, 7-0	8	8-0, 7-0
9	9-1, 8-0	9	9-1
10	8-1, 8-0	10	8-1
11	8-1, 7-0	11	8-0
12	8-0, 7-0	12	7-0
≥ 13	8-0, 6+1	≥ 13	6+1

Leader DRM:

German Leader DRM	Russian Leader DRM
-2 Sturm Coy	-2 Assault Engineer Coy
-1 Pioneer Coy	-1 Guards Coy
+X* Rifle Coy	+1 (First Line) SMG Coy
+1 If Depleted	+2 If Depleted
+1 If a CG II scenario	+3 Militia Coy

* +1 If this is the sixth, seventh or eighth German Rifle Coy purchased;
+2 if this is the ninth German Rifle Coy purchase

HISTORICAL DRM CHART

Date	German DRM	Russian DRM
17 Oct	-2	-1
18 Oct	-2	-1
19 Oct	-1	0
20 Oct	0	0
21 Oct	-1	-1
22 Oct	-2	0
23 Oct	-1	-1
24 Oct	-1	-1
25 Oct	-1	0
26 Oct	0	0
27 Oct	-1	-1
28 Oct	0	-1
29 Oct	+1	0
30 Oct	+1	-1
31 Oct	0	-2
1 Nov	+1	-1
2 Nov	+2	0
3 Nov	+1	+1
4 Nov	+1	+1
5 Nov	+1	+1
6 Nov	+1	0
7 Nov	0	0
8 Nov	0	0
9 Nov	-1	-1
10 Nov	-2	-1
11 Nov	-3	-1
12 Nov	-1	0
13 Nov	0	0
14 Nov	+1	+1
15 Nov	+1	+1

RG STRENGTH TABLE

Final DR	RG Strength	DRM:
≤ 8	Full Strength	+x Friendly Historical DRM (11.6161) for current CG Day.
≥ 9	Depleted	-y As per CG scenario Balance provision (11.32) in effect.

GUN BATTERY/OBA MODULE

GERMAN OBA	RUSSIAN OBA	GUN BATTERY TABLE	
Final DR	Ammo	Final DR	Strength
≤ 4	Plentiful	≤ 2	Plentiful
5-8	Normal	3-7	Normal
≥ 9	Scarce	≥ 8	Scarce

Gun Battery and OBA Tables DRM:

- +x Friendly Historical DRM (11.6161) for current CG Day.
- y As per CG scenario Balance provision (11.32) in effect.
- *A depleted Battery receives one less of each type of Gun listed in its respective RG chart.

INFANTRY COMPANY SW CHART*

Nationality	Coy Type	HMG	MMG	LMG	ATR	LtMtr	FT	DC
German	Rifle	1	1	1	1	1		
German	Sturm		1	2				2
German	Engineer			2			3	5
Russian	Gds Rifle	1	1	2	2	2		
Russian	Gds SMG							1
Russian	Rifle	1	1	1	1	1		
Russian	SMG							
Russian	Militia		1	1	1	1	2	4
Russian	Aslt Eng.			2				

FORTIFICATION TABLE

Fortification type	FPP Cost
Foxhole ^d	3/2/1 ^e
Trench ^d	7
A-T Ditch ^h	21
A-P Mine	1/3 per factor ²
A-T Mine	3/9 per factor ^{2,3}
Roadblock ⁱ	12
Wire	15
Pillbox ^k	(a + b + c) x 3 ⁴
Fortified Building ^{l,j}	10 ⁷
Tunnel	30
HIP ^{g,3}	5/3/2/1/1 ^e
^{2,f}	1 ⁷
Booby Traps ^h	40 ⁸
Set DC (A23.7) ^f	15 ⁹

GERMAN/RUSSIAN LEADER TABLE

Final DR	Leader Received	Final DR	Leader Received
≤ 1	10-3, 9-1, 8-0	≤ 1	10-3, 9-1, 8-0
2	10-2, 8-1, 8-0	2	10-2, 8-1
3	10-2, 8-1, 7-0	3	9-2, 9-1
4	9-2, 9-1, 8-0	4	9-2, 8-1
5	9-2, 8-1, 7-0	5	9-1, 8-0
6	9-1, 8-1, 8-0	6	9-1, 7-0
7	9-1, 8-1, 7-0	7	8-1, 8-0
8	8-1, 8-0, 7-0	8	8-0, 7-0
9	9-1, 8-0	9	9-1
10	8-1, 8-0	10	8-1
11	8-1, 7-0	11	8-0
12	8-0, 7-0	12	7-0
≥ 13	8-0, 6+1	≥ 13	6+1

Leader DRM:

German Leader DRM	Russian Leader DRM
-2 Sturm Coy	-2 Assault Engineer Coy
-1 Pioneer Coy	-1 Guards Coy
+X* Rifle Coy	+1 (First Line) SMG Coy
+1 If Depleted	+2 If Depleted
+1 If a CG II scenario	+3 Militia Coy

* +1 If this is the sixth, seventh or eighth German Rifle Coy purchased;
+2 if this is the ninth German Rifle Coy purchase

Table 21: 58" Gun Set-up restrictions (in buildings).

Rules Sections: B23.41, 23.742, 23.85, 23.93, C2.7, 11.2, 12.23, O5.6.
 Situation: Can I set up my 58" Gun in that Building Location?

	AA	ART	AT	INF	RC ¹	MTR ²
Ground Level Building (non-Fortified)	yes, if Small Target Size		yes, if not Large Target Size		yes, if Small Target Size	
Ground Level Building (Fortified) ³	yes, any Target Size					
Upper Level Building (Fortified)	N/A	yes, if ≤ 76mm, and building must be Stone		N/A	N/A	
Roof-top	N/A	N/A	N/A	N/A	N/A	yes, if ≤ 82mm ⁴
RD Factory	yes, any Target Size					

Notes:
¹ Can set up in, but can't fire from. EXC: US 57mm ICL (C12.23).
² MTR may not fire from ground level building location unless roofless.
³ Includes Celler Locations (which are Fortified). May not fire at Aerial targets or more out of Fortified Location.
⁴ On MTRs, 82mm may be portaged to/from Roof-top locations. May not be Employed on Roof-top.

Table 23: Flame/Rubble/Shellhole Placement Table for various IFT attacks.¹

Rules Sections: A22.35, 22.6111, 23.41, 24.32, B2.1, 23.41, 24.11-13, 24.6, 25.12, 25.5, C3.73.

Situation: This table describes the most common situations which may cause Flame, Rubble or Shellhole counter placement.²

Weapon Type	Flame Placement		
	WP (5/8" SMOKE or 1/2" Grenade)	Flamethrower	HE or HEAT ³ (any Caliber)
Terrain Type	Burnable Terrain		
IFT Result Required	none	Original KI or KIA result on IFT	Original KIA result on IFT
Special Conditions?	EC must be Dry or Very Dry	FT attack must be v. Unarmored target	none
Subsequent DR?	(DR + DR mod ⁴) ≥ Kindling # of terrain type, then place Flame ⁴	If (DR + applicable EC) ≥ Kindling # of terrain type, then place Rubble	If (DR + applicable EC) ≥ Kindling # of terrain type, then place Rubble

Weapon Type	Rubble Placement		
	FFE/Aerial Bomb/Rocket ≥ 150mm	FFE/HE (≥ 70mm), DC or HEAT	GT BU FT AFV enters Building Location
Terrain Type	OG, Orchard, Palm Tree, Brush, Grain or Kunal	v. Building Location ⁷	v. Ground Level Building Location
IFT Result Required	Original KIA result on IFT		
Special Conditions?	none	Rubble creation takes precedence over flame creation above (B24.6)	N/A
Subsequent dr?	Place Shellhole, no subsequent DR/dr required ⁸	If (dr [+1 dr if stone bldg]) ≤ KIA #, then place Rubble ^{9,11}	If (cdr [+ dr mod ¹⁰]) ≤ 0, (or the Bog Check DR), then Building is Rubbled ^{10,11}

Notes:
¹ A Critical Hit has no special effect v. Terrain. Flame, Rubble and Shellhole creation are handled as a non-CH.
² This chart does not incorporate the rules for Bombardment (C1.823), HE effects on Minefields (B26.62), Set DC v. Bridge (A23.71), DC/FFE or fully-tracked vehicle effects on Wire (B26.51-53), Flames caused by MOL (A22.6111) or MOL-Proj (C13.87-89), various types of Breach (B9.541, B23.711, B23.921, O5.33), or the unique flame and collapse rules for Hubs (G5.5, 5.6-5.7). See B25.66 when a burning building Location collapses into burning rubble on a wind change DR of 12. See B24.8 when combinations of various Flame/Rubble situations occur.
³ Normal EC modifiers do not apply, but use +1 DRM if EC are Dry or -2 DRM if placed in a building.
⁴ The flame placement DR for WP takes place in the MPH of the placing player (even if placed during that MPH).
⁵ N/A if Collateral Attack, Vehicle Target Type or for an attack which first caused Rubble as described above.
⁶ Also removes entrenchment counters (but not necessarily their contents which might survive due to TEM).
⁷ The level affected by an OBA/Area Target Type attack v. a multi-level building is determined by Random Selection. All unarmored units (including SW) in a Rubbled Building Location in this manner are eliminated.
⁸ If Rubble is placed above ground level, the entire building hex may collapse if (subsequent dr [+1 for each non-roof-top level above the one which was Rubbled]) ≥ 8.
⁹ dr modifiers are -1 if wooden and/or -1 if single story house. If (cdr [of Bog Check DR] = 6, AFV falls into Celler (B23.41) (if non-factory building location).
¹⁰ Unarmored occupants of building Rubbled in this manner are unaffected (unless at upper level).
¹¹ Whenever an upper Building Location is Rubbled, Rubble may fall into an adjacent hex. Make a Subsequent DR: If (cdr [+1 for each non-roof-top level above Ground Level which was Rubbled]) ≥ 7, then Falling Rubble occurs (where the wr = direction of the Falling Rubble (if applicable). Falling Rubble always falls to Ground Level and transforms non-Water Obstacle terrain into Rubble (which may cause more Falling Rubble). Falling Rubble eliminates any non-armored units, OT AFVs, Fortifications/TB and Shuns any CE GT AFV in that hex. Any surviving AFV must immediately check for Bog.

SIGHTING TC DRM

DRM Condition

- +X SMOKE Hindrance DRM as per E.6
- +3 Target is in building/woods/rubble/orchard in season
- +1 Target is in brush/grain/marsh/crag/graveyard
- +1 Target is within four hexes of non-HIP vehicle/MMC friendly to and in the LOS of the aircraft
- +1 Mist/Dust/Heat-Haze (regardless of Aerial Range)
- 1 Target is vehicular, or boat in water
- 1 Target has entered a new hex/used VBM/been in Motion during this Player Turn [EXC: Dashing or movement totally inside a building/trench/pillbox]
- 1 Target is part of a Convoy or Column
- 1 Target has been attacked by a friendly plane during this Player Turn
- 2 Target is not entirely concealed/HIP

7.31 RECALL: An Original Sighting TC DR of 12 results in Recall at the end of the MPH/DFPH of the TC, although if it also results in a Sighting/Mistaken Attack, that turn's attack is resolved first.

7.32 MISTAKEN ATTACK: A Final Sighting TC DR ≥ 12 results in a Mistaken Attack. The ATTACKER may then immediately move the aircraft (but only onboard; he may not exit it from play by moving it offboard) and attack (without a new Sighting TC) the DEFENDER's non-hidden onboard ground unit that is closest (in hexes) to the aircraft's initial target and not in a completely Blind Hex (ATTACKER's choice of equidistant targets). If strafing, this attack must be continued (using MG/bombs) to include any other onboard ground units within the range and Hex Grain of a normal Strafing Run. The plane can use a different Hex Grain and type of attack than that initially planned by the DEFENDER.

12.154 SEARCH CASUALTIES: If a Location that is Searched/Mopped-Up contains an armed Good Order unit/minefield/Residual FP/HE FFE Blast Area, or if the DEFENDER has any Booby Trap capability (B28.9), the DEFENDER may make one Casualty dr per Search dr in an effort to cause casualties to the searching/Mopping-Up unit(s). This Casualty dr (which does not involve a "P" loss action) is in addition to, not in lieu of, any attack made by the DEFENDING unit(s). A Final dr ≤ 1 causes Casualty Reduction to the Searching/Mopping-Up unit (or units if Random Selection results in a tie). This Casualty dr is modified as follows (based on the concealed status at the time of the Search dr):

- 1 Per Stealthy concealed DEFENDING unit
- 1 Per HS equivalent > one concealed DEFENDING HS
- +x Leadership Factor of best concealed DEFENDING leader if not alone (10.7)
- +1 Per Lax concealed DEFENDING unit

- 1 Per Stealthy Searching unit
- 1 Per HS equivalent > one HS Searching
- +x Leadership factor of best participating leader
- +1 Per Lax or CX Searching unit (per each condition)
- +2 vs Japanese [EXC: vs building/rubble only] (G1.63)

SEWER EMERGENCE CHART Δ

dr	Action Required
≤ 4	May emerge concealed at owner's option during the APH; not subject to Defensive Fire in the interim.
5-6	Cannot emerge during this Game Turn; not subject to Defensive Fire in the interim.
≥ 7	Discovered. Cannot emerge during this Game Turn; subject only to Defensive Fire from any opposing Infantry in Manhole Location but without benefit of concealment (although concealment is not lost).

The following cumulative drm apply to the Sewer Emergence dr:

- 1 Manhole Location is occupied by other friendly unit(s)
- 1 Manhole is in a building Location unoccupied by enemy units or in a non-building Location not in LOS of enemy or all such LOS is Hindered by ≥ +2
- +1 Sewer units are currently lost
- +1 Per enemy Good Order MMC* in Manhole Location
- +1 Enemy non-dummy unit(s)* in adjacent Sewer Location

* Any such concealed unit must be momentarily revealed (and hidden units placed on board) for this drm to apply, but the DEFENDER may do so at his own option after the dr is made.

24.7 CLEARANCE: Rubble, Wire, mines, Set DC, roadblocks, and Flame may all be removed as Tasks by units (at least one MMC/dozer) in the same Location which becomes TI through the Clearance process using similar rules and DRM. From the time a unit declares a Clearance attempt, it is considered engaged in that attempt until it makes a Clearance DR, is pinned, or is no longer Good Order. Only unpinned, Good Order units may engage in Clearance attempts. A final DR ≥ 2 is always required for success. All attempts to clear the same item in the same phase must be combined into one DR. The following DRM apply:

- +x Labor Status (24.8)
- +y the leadership factor of one participating leader directing another unit
- 1 for Clearance attempt by one squad
- 1 for each additional HS/crew (-2 for each squad) beyond the one required MMC/Dozer
- +x 1EC DRM (25.5)
- 1 *for each participating Hero
- 2 *for each Sapper (28.8) squad (-1 for Sapper HS)
- 5 @ for each bulldozer

† Applicable only to Flame
 * Applicable only to mine, Set DC, or Wire Clearance attempts
 @ Applicable only to Flame, roadblock, or rubble Clearance attempts

24.71 RUBBLE: Fallen rubble may be partially negated from any non-building hex (i.e., one not containing a building depiction—even if completely rubbled) by any unpinned, Good Order Infantry MMC/bulldozer in the rubble hex by rolling ≥ 2 on a Rubble Clearance DR at the end of their CCPH. The units involved must have declared their Clearance task as Hazardous Movement by expending ALL of their MF to enter (or remain in) the hex during their MPH and being marked with a TI counter. A bulldozer may enter a rubble hex without checking for Bog and make a Clearance attempt provided it expends its entire printed MP allotment (other than for Starting/changing-VCA) to enter/remain-in the hex, is not using Reverse/ESB, and becomes TI. A cleared rubble hex is marked with a TB counter across any two hexesides of the rubble hex of the clearing player's choice. A TB counter reduces movement costs into that hex through the TB hexside to its pre-rubble status cost. The TB has no effect on LOS or TEM of that hex (see 13.421.2). If every hexside of the rubble hex is crossed by a TB, the rubble and the TB are removed.

IX: One squad, a bulldozer, and a 9-1 leader engage solely in rubble clearance throughout their entire Player Turn can create a TB through the rubble hex with an Original DR +9 because they qualify for a -7 DRM (-5 [bulldozer] -1 [squad] -1 [leadership] = -7).

24.72 FIRE: Unpinned, Good Order Infantry may attempt to extinguish a Flame in the same Location during its own MPH/DFPH as Hazardous Movement, provided the unit declares such an attempt, has not already moved or fired (or directed fire) during that Player Turn, and is not engaging in any other activity during that phase (as evidenced by placement of a TI counter). If more than one Flame counter exists in a Location, each must be cleared separately with its own separate DR, although all extinguishing units may attempt to put out each Flame. A Blaze cannot be extinguished by Clearance attempts. An extinguished Flame leaves the terrain in its pre-Fire condition.

24.721 HAMPER: A Final Fire Clearance DR of 3-6 prevents a Flame from becoming a Blaze during that Player Turn. A Hampered Flame is signified by placement beneath a PIN counter.

24.73 WIRE: Unpinned, Good Order Infantry beneath a Wire counter which has not moved or fired (or directed fire) during that Player Turn (as evidenced by placement of a TI counter and the declaration of their Wire Removal attempt during their MPH/DFPH) may remove that Wire counter with a successful Clearance DR at the end of the CCPH. See also 26.51-53.

24.74 MINEFIELD: Unpinned, Good Order Infantry in a minefield Location (but not on top of a Wire counter) which has not fired (or directed fire) during that Player Turn and becomes TI during its MPH in an attempt to clear mines may clear a lane through a minefield with a successful Clearance DR at the end of its Player Turn's CCPH. However, any Original Minefield DR of 12 (11 or 12 if inexperienced) results in Casualty Reduction vs the clearing unit(s). If successful, the minefield hex is marked with a TB counter across any two hexesides of the ATTACKER's choice (28.61). If every hexside of the minefield hex is crossed by a TB, the mines and TB are removed. Good Order Infantry may enter a Known minefield hex free of minefield attack by placing a partial TB, provided they expend their entire MF allotment to do so, become TI, and attempt to clear the minefield at the end of their CCPH. Unless the minefield is cleared, these units may exit the minefield free of minefield attack only by the hexside through which they entered. No other units may use the partial TB. The partial TB counter is removed if they are eliminated or exit the hex. See also 28.62-8.

24.75 SET DC: Unpinned, Good Order Infantry which has not moved or fired (or directed fire) during that Player Turn (as evidenced by placement of a TI counter and the declaration of their removal attempt during their MPH/DFPH) in a Location containing a Set DC may remove that Set DC with a successful Clearance DR at the end of the CCPH.

24.76 ROADBLOCK: Unpinned, Good Order Infantry MMC/Dozer which has not moved or fired (or directed fire) during that Player Turn (as evidenced by placement of a TI counter and the declaration of their removal attempt during their MPH/DFPH) in a Location containing a roadblock hexside may remove that roadblock as Hazardous Movement with a successful Clearance DR at the end of the CCPH (see also 29.5).

24.8 LABOR STATUS: Any unit which fails a Clearance Attempt (or Entrenchment or Manhandling) DR is placed beneath a Labor (-1 DRM) counter. If it attempts that same DR again it may add the -1 Labor Status DRM to its DR even if joined by new units. If it fails another DR of the same type, the Labor counter is flipped to its -2 DRM side which will then be applicable to future attempts. Once earned, a Labor counter remains in place until the Task is achieved or all MMC beneath it are eliminated or removed from their current Location. A Labor Status DRM is applicable only to the specific Task attempt for which the Labor counter was placed.

22.6 MOLOTOV COCKTAILS (MOL): MOLs are available only when specified by SSR or DYO purchase.

22.61 AVAILABILITY: A MOL is not represented by a counter, but is considered an inherent SW of any Personnel unit. A MOL can be used at the option of any unpinned, Good Order (or Berserk) Personnel unit as a SW in one of three ways. It cannot be used in CC.

22.611 vs UNARMORED TARGETS: Any Personnel unit may make a MOL Check dr after declaring a PBF/TPBF attack but prior to resolving it, provided the attack is not through an orchard or woods hexside (i.e., a hexside shared by two orchard hexes or by two connected woods hexes) [EXC: across a road hexside vs unit on the road]. Using a MOL in a PBF/TPBF attack entitles the firer to add four FP to that attack, even if it occurs as part of a Final Fire or TPBF attack. The MOL-4 FP bonus is always added after any modification of FP; i.e., it is not subject to modification. In order to have a MOL and be in position to use it, a unit must roll a 1-3 on a MOL Check dr (Δ). There is a +1 dr if the unit is a HS/crew and a +2 dr if the unit is a SMC. There is also a cumulative +1 dr to the MOL Check dr (Δ) if it is being used by a CX unit, or vs a non-AFV. A MOL Check dr can be made in neither Subsequent First Fire nor FPF, nor in both Defensive First Fire and later in Final Fire whether MOL were actually used in First Fire or not. A unit taking a MOL Check must declare any FG it will be part of, as well as its target, prior to making the MOL Check dr. The declared FG must immediately attack the announced target even if the MOL Check dr is not passed. A FG may make only one MOL Check dr per attack. A MOL Check dr counts as use of a SW, so a HS/crew which fails a MOL Check dr may not attack at all because it has exhausted its only attack opportunity for that Player Turn (7.352-353); this would not negate any FG including it, however. A squad which makes a MOL Check dr may not fire any other SW and must add its inherent FP to the attack (See Mandatory FG; 7.55). A SMC may attack alone with a MOL without combining into a FG.

22.6111 There are several possible consequences to a MOL attack. If the Original colored dr of the IFT DR is a 6, the unit using the MOL is broken (only one unit if being used by a FG) and both the FP of the unit and the MOL it contributed to the attack are voided, and a Flame is placed in the thrower's Location. The breaking of the unit does not void its FG. If the Original colored dr of the IFT DR is a 1, a Flame is placed in the target Location. In both cases, the Flame is placed only if the Location contains Burnable Terrain. If the Location containing the Flame is a Fortified Building or a non-building Location subject to adverse weather, the EC drm must also be consulted to determine if the Flame is placed. For purposes of Flame determination only, the white dr of the MOL attack DR is modified by -1 if in a Fortified Building (B23.94) or by the appropriate EC DRM (B25.5) for adverse weather; a Flame is placed only if the Final white dr is ≥ 1.

EX: Assume a squad makes a MOL attack vs a unit in a woods hex during Wet EC. The MOL attack DR is a 3 with a 1 on the colored dr. Normally, the 1 colored dr would create a Flame in the woods hex, but because EC are Wet there is a -2 drm to the white dr for Flame Determination purposes so no Flame is placed (2 [white dr] - 2 [Wet drm] = 0 which is not ≥ 1).

22.612 vs ARMORED TARGETS: Use of a MOL against armored targets is identical to 22.611-6111 except as follows; the AFV must be pre-designated as the specific target. If the MOL Check dr is successful, the ensuing Small Arms—MOL attack is resolved vs the AFV by means of a To Kill DR on the MOL column of the C7.34 HE & Flame To Kill Table. This same DR also serves as a Specific Collateral Attack (using both the Small Arms FP and the MOL's 4 FP) vs the AFV's Vulnerable PRC, and as a normal IFT attack (using only the Small Arms FP) vs all other non-armored units in the AFV's Location. If the MOL Check dr is not successful, the IFT attack (minus the MOL-4 FP bonus) is carried out against all non-armored units in that Location. The AFV is turned into a burning wreck by a To Kill DR < the AFV Final TK#, and eliminated (with PRC Survival possibilities) by a To Kill DR equal to the Final TK#. There is no armor modification; however, the AFV's Basic TK# is modified by +2 for an OT AFV or by +1 for a CE AFV (unlike a FT attack where both OT and CE modifiers can apply, only one of the two can apply to a MOL attack). A MOL's Basic TK# is reduced by two vs a U20 moving vehicle (C.8). See also C7.344. When attacking from the same hex, a MOL is assumed to have scored a rear hit; otherwise the Target Facing determines the facing hit. The Rear Armor and Elevation Advantage To Kill Modifications (Cases A and B; C7.21-22) can apply to a MOL attack vs an AFV.

22.613 vs TERRAIN: Any Infantry unit with a MOL (ascertained by making the MOL Check dr of 22.611) may add +2 to its Kindling Attempt DR (B25.11). Unlike the other uses of a MOL, the user is in no jeopardy of breaking for using it to enhance his Kindling Attempt DR.

22.62 LEADERSHIP: Leadership modifiers do not apply to a MOL To Kill DR, or to the MOL Check dr, but do apply to any FG attack containing more than four FP factors from a MOL.

Table 8: Application of CA/NCA TEM modifiers (and other effects) upon fire v. occupants of a Pillbox (Bunker).

Rules Sections: B30.1 - B30.8, A24.31 and C3.74, C8.31

Situation: Weapons listed attempting to affect the units inside of a pillbox (bunker).

Weapon	Fire from CA of pillbox	Fire from NCA ^{*1} of pillbox	From within same hex ^{**2} as pillbox
AP/APCR/APDS ³	0 TEM	0 TEM	0 TEM
BAZ/PIAT/HEAT ⁴	+CA TEM	+NCA TEM	+NCA TEM
Canister	+CA TEM & (½ FP)	No Effect	No Effect
CC	N/A	N/A	yes ⁵
DC (Placed or Thrown)	+CA TEM	+NCA TEM	+CA TEM per B30.31
FFE	N/A	N/A	+NCA TEM
FT	0 TEM	+NCA TEM	+NCA TEM
HE (Direct Fire)	+CA TEM	+NCA TEM	+NCA TEM
HE (Indirect Fire) or Aerial Fire	+NCA TEM	+NCA TEM	N/A
Overrun	N/A	N/A	No Effect
Small Arms/MG/IFE/ATR/PF	+CA TEM	No Effect	No Effect
WP NMC (Direct Fire) (includes BAZ/45 WP6 ammo)	WP NMC is N/A unless CH achieved ⁶	WP NMC is N/A from NCA	N/A unless fired by BAZ/45 WP6 ^{10, *10}
WP NMC (Indirect Fire)	WP NMC is N/A ⁷	WP NMC is N/A ⁷	N/A
WP NMC (smoke grenade)	WP NMC is N/A ⁸	WP NMC is N/A ⁸	yes, NCA TEM ⁹

Notes:

- *1: This column represents units firing from the NCA, but not from the same hex as the pillbox itself. CH NCA TEM is considered zero.
- *2: Units in pillbox hex are considered to be ADJACENT to, but in the NCA of the pillbox Location (B30.1).
- *3: Zero TH TEM applies provided that the basic TEM of the AP/APCR/APDS is > twice the CA/NCA TEM respectively that would normally apply. Otherwise, treat as HE (direct fire). HE Equivalency (C9.31) is utilized to determine FP.
- *4: HE Equivalency (C9.31) is utilized to determine FP. See WP NMC (Direct Fire) line for treatment of BAZ/45 WP6 ammo.
- *5: HH CC, Melee and CC v. Vehicle are all N/A v. units in a pillbox.
- *6: Direct Fire WP NMC is N/A unless a CH is achieved v. the pillbox occupants from the CA or from an ADJACENT Location. If this is the case, use the CA TEM as a positive NMC modifier.
- *7: Indirect Fire WP NMC is N/A, even if a CH is achieved per B30.113 and B30.34.
- *8: WP grenades may be placed into the pillbox hex from the adjacent hex, but the NMC is N/A v. pillbox occupants since the WP grenade is NOT considered placed into the pillbox's Location.
- *9: NCA TEM is used as a negative modifier on the WP NMC caused by a WP grenade from within the same hex (EXC: A WP grenade CH considers the NCA TEM to be zero).
- *10: Normally WP direct fire is N/A within the same hex unless WP6 is fired by a BAZ/45. In this case, the firer would also be subject to a WP NMC from a BAZ/45 WP6 attack if WP6 was successfully fired.

Other pillbox (bunker) notes:

- The 1/2 FP Area fire penalty nor the Case K TH DRM v. Concealed/HIP units in a pillbox does not apply.
- Attacks v. a pillbox Location cannot affect other units in the pillbox hex (or vice-versa), (EXC: Area Target Type, Spraying Fire, Residual FP, Canister, OBA, Aerial Bomb).
- Target size modifiers do not apply to Guns inside of pillboxes, nor do other TEM modifiers combine with Pillbox TEM.
- TPBF and Target Selection Limits (A7.211-212, A8.312) do NOT apply to units inside of pillboxes.
- Units in a pillbox cannot form Fire Groups, be Encircled, nor are they forced to Rout.
- Units in a pillbox cannot fire at Aerial targets or fire Mortars.
- Fire from units inside a pillbox against enemy units in it's own hex is limited to: WP grenade, thrown DC, CC, or in the enemy MPH w/ PBF should they cross one of the two CA hexsides (B30.2).

7. GUTTED BUILDINGS:



7.1 DESCRIPTION: Any non-factory building containing Roofless Building artwork (EX: buildings P33, Q33, Q34, R33, R34 and S34) is a Guttered Building, representing a building that was burnt-out in previous fighting. Guttered Buildings are created during the Refit Phase of a CG or by SSR, they are never created during play. Rules for Guttered Factories are handled as per Q3.5.

7.2 ROOFLESS: Guttered Buildings are Roofless buildings but retain their original obstacle height (i.e., 1, 1.5 or 2.5 level) (EXC: if rubbled). All Roofless Factory hex rules (Q3.4) apply in the uppermost existing location (EXC: unless rubbled) of each hex of the building except as amended below. All non-rooftop Locations of a Guttered Building still exist normally.

7.3 TEM/LOS: Normal LOS rules apply to LOS within the building (B23.23); i.e., each Guttered Building Location is still a LOS obstacle. The TEM of such Location is a Guttered Building is +1 (+4 if fortified) (EXC: vs Aerial attacks (7.6) and Indirect Fire (7.7)).

7.4 ENTRY: The cost for Infantry to enter a non-factory building Location is increased by 1 MP if it is guttered. APV entry of a Guttered Building is handled per normal building entry rules (U2.4-4).

7.5 KINDLING: A Guttered Building Location may never catch fire in any way (i.e., it is not Burnable Terrain) (EXC: if rubbled).

7.6 AERIAL: The Sighting TC DRM vs a unit in a Roofless Location of a Guttered Building is a +2, vs a unit in a non-Roofless Location of the building the DRM is a +3. Aerial fire vs a unit in a Roofless Location of a Guttered Building receives a +2 TEM, even if fortified; the TEM is +3 (+4 if fortified) vs a non-Roofless Location.

7.7 INDIRECT FIRE: Indirect Fire vs a Roofless Location of a Guttered Building receives a +2 TEM (even if fortified). Indirect Fire (including non-SW mortar in upper-Level Locations) is allowed from a Roofless Location of a Guttered Building (but AA fire vs Aerial units is not). Indirect Fire vs a unit in a non-Roofless Location of a Guttered Building receives a +1 DRM for each non-rooftop level of the building above it.



11.4 CLIMBING: Only Good Order Infantry may cross a cliff hexside, and only in the act of Climbing. A Climbing unit may not use, transfer, recover, (un)dm, or repair a SW, Prep Fire, or perform any other form of movement or advance (EXC: 11.432). A Climbing unit is not subject to Pinning. Climbing is also used to scale buildings (23.424) or bridges (6.4).

11.41 FALLING DR: An Infantry unit must make a DR $\Delta \leq 9$ in order to ascend or descend a cliff hexside during that MPH. If a 10 or 11 Final DR is rolled, the unit may not move from its present position during that phase even though it is considered to be in the act of Climbing/descending. If a 12 or higher is rolled on the Falling DR, the unit and any SW in its possession is eliminated. There is a cumulative +1 DRM to the Falling DR if rain, snow of any kind, or heavy winds are currently in effect. A broken/wounded unit may not Climb. A Climbing unit may portage only its CX IPC (i.e., one less PP than its normal IPC; A4.52).

11.42 A Climbing unit is using Hazardous Movement, but a LOS may not be drawn to a Climbing unit through the cliff hexside it is Climbing unless the firer is occupying a hex formed by that cliff hexside. All fire to a Climbing unit must be traced to a vertex of the hexside being Climbed. The correct Climbing vertex is designated by placing the Climb counter so that the arrow touches the vertex. If the counter is ambiguously placed, the opponent has his choice of which vertex to fire at. Climbing units never receive a favorable TEM (even Height Advantage) but Hindrances do apply to incoming fire. Any unit that becomes broken wounded, or berserk while Climbing is eliminated, but Climbing units need not take any type of MC that is not directly dictated by the IFT (including LLMC/LLTC). Climbing units at a level higher than the base level of the hex are immune to Indirect Fire unless the attack crosses the lower-elevation hexside opposite the cliff when being placed in that target hex. For this purpose, OBA is considered traced from the center of the road exiting the firer's Friendly Board Edge at hex row Q, or AS/6, or GG5/6 as applicable.

EX: A Climbing unit is on level 1 of the 2T6-T7 cliff hexside. A mortar firing into T7 will affect the Climbing unit only if its LOF is traced through the T7-T8 hexside.

11.43 Climbing requires ALL of a unit's MF allotment. Infantry attempting to traverse a cliff hexside is placed on an appropriate (i.e., equaling the unit's present height on that cliff hexside) Climb counter on the lower side of the cliff hexside. During its MPH, if the unit successfully descends, it is placed on a Climb counter one level lower than previously occupied. If the unit is ascending, it is placed on a Climb counter one level higher than previously occupied. Normal stacking limits apply to each level of the cliff surface. Unpossessed equipment on a Climb counter is eliminated.

11.431 Climbing units may fire only during their AFPh and never beyond their Normal Range (although combining AFPh Fire with PBF will return their attack to normal strength), and trace their LOS from their Climbing vertex.

11.432 APH: Climbing may not be attempted during the APH. However, if in the MPH a Climbing unit reaches a level equal in height to its destination it may advance across the cliff hexside if ascending (thereby eliminating the Climb counter) or, if descending, it may remove the Climb counter. A Climbing unit is never restricted by the A4.72 APH rules for advancing into difficult terrain, but if there were any movement penalties in addition to Climbing (e.g., leaving an Encircled Location, Climbing in SMOKE, etc.) then the unit would be pinned after advancing off the Climb counter. If scaling a building, the Climbing unit merely removes the Climb counter and substitutes the proper building level counter.

11.433 COMMANDO: Gurkhas, or any unit specified by SSR or DYO special purchase as Commandos are specially trained and equipped for climbing. Commandos are prevented from Climbing a cliff hexside only on a Final Falling DR of 12 and eliminated only on a Final Falling DR ≤ 13 (11.41).

11.434 CX: Climbing units are always considered CX while on a Climb counter. Once the Climbing unit advances off the Climb counter it is marked with a CX counter.