

**STALINGRAD**  
**RED BARRICADES**  
**CHARTS & TABLES**  
**RB CG III**  
**THE BARRIKADY**

# Red Barricades CG III – The Barrikady

# FORTIFICATION PURCHASE TABLE

GERMAN LEADER TABLE		RUSSIAN LEADER TABLE	
Final DR	Ldr received	Final DR	Ldr received
≤ 1	9-2, 9-1, 8-0	≤ 1	9-2, 9-1, 8-0
2	9-2, 8-1, 8-0	2	9-2, 8-1
3	9-2, 9-1, 7-0	3	9-1, 9-1
4	9-2, 8-1, 7-0	4	9-1, 8-1
5	9-1, 8-1, 7-0	5	9-1, 8-0
6	9-1, 8-1, 6+1	6	9-1, 7-0
7	9-1, 8-0, 7-0	7	8-1, 8-0
8	9-1, 8-0	8	8-0, 7-0
9	9-1, 7-0	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

  

DRM:		DRM:	
-2	Sturm Coy	-2	Assault Engineer Coy
-1	Pionier Coy	-1	Guards Coy
+1	6th to 8th Rifle Coy purchased	+1	SMG Coy (First Line)
+2	9th to 14th Rifle Coy purchased	+3	Militia Coy

Fortification Type	FPP Cost
A-P Mine (Russian cost)	3 per factor (EX: 6 A-P = 18 FPP)
A-P Mine (German cost)	1 per factor (EX: 6 A-P = 6 FPP)
A-T Mine (Russian cost)	9 per factor (EX: 3 A-T = 27 FPP)
A-T Mine (German cost)	3 per factor (EX: 3 A-T = 9 FPP)
A-P/A-T Mines: B28.531 is allowed. B28.9 is NA. Each side may spend no > 90 FPP per CG Day on mines. During setup, the strength of friendly-Controlled, pre-existing minefields may be increased by adding extra A-P/A-T mine factors to them (though only in allowed increments and to allowed maximums).	
Foxole <sup>LHR9</sup> (allowed in Isolated Loc.)	3S=3 FPP, 2S=2 FPP, 1S=1 FPP
Trench <sup>LHR9</sup> (allowed in Isolated Location)	7 FPP
A-T Ditch <sup>LHR9</sup> (purchase, only Russian)	21 FPP
Pillbox (purchase, only Russian) (a+b+c) x3 (EX: 2+5+7 x 3 = 42 FPP)	
Tunnel (A Tunnel can only be purchased, B8.6 is NA)	30 FPP
Fortified Building Loc. (allowed in Front Line/Isolated Loc.)	10 FPP
“?” (allowed in Front Line/Isolated Location)	1 FPP
May be used as Dummy Reserve Cloaking counters, see 11.6194 & CG15 (11.4).	
Wire	15 FPP
Roadblock (allowed in Isolated Location)	12 FPP
Set DC <sup>LHR16</sup> (allowed in Front Line Location)	15 FPP
Prior to play, a Retained DC (or a DC granted to an Infantry Company setting up on-map) may be set up using HIP in a Friendly-Controlled Location as a Set DC. Its setup Location must be recorded at that time, as must the ID of the detonating Infantry unit, that must pass a TC (when non-pinned) and be between 2-6 hexes with a LOS to the Set DC to be able to detonate it, during any phase it would otherwise be able to fire any weapon. A Set DC TC do not cause loss of HIP/?.	
HIP (allowed in Front Line/Isolated Loc.)	3 <sup>Squad</sup> /2 <sup>HS</sup> /1 <sup>Crew</sup> /1 <sup>SMC</sup> FPP

No more than 10% (FRU) of a side's non-Reserve Infantry squad-equivalents, but excluding hidden Guns and their manning crews, Leader with Phone and pillbox-occupants, (and any SW/SMC stacked with them) may set up using HIP in a CG scenario. Guns possessed by crew or HS may always use HIP if Emplaced and also HIP if non-Emplaced in Concealment Terrain possessed by any type of Infantry unit (see LHR16).

### ARMOR LEADER TABLE & STUKA ACE<sup>LHR 10</sup>

Final DR	Armor Leader (or Stuka Ace) received	DRM:
≤ 2	10-2	
3	9-2	-1 If German
4	9-1	+1 If Russian
5	8-1	
6-11	-	
12-13	6+1 All Russian AFV of that Pltn have Inexperienced Crews	

GERMAN OBA TABLE		RUSSIAN OBA TABLE	
Final DR	Ammunition	Final DR	Ammunition
≤ 4	Plentiful	≤ 2	Plentiful
5-8	Normal	3-7	Normal
≥ 9	Scarce	≥ 8	Scarce

**DRM:** +x/-x Friendly Historical DRM for the current CG Day

## FORTIFICATION REMOVAL TABLE

Attempts may be made to Eliminate any known wire/minefield/Entrenchment in any friendly-Controlled, non-Isolated Location. A roadblock may be rolled for removal, but only if the removing side Controls both ground-level Locations that share that hexside. If a Location contains more than one type of the above-mentioned items (all mines are considered the same “type”), the side may roll once for each, but must announce which one is currently being rolled for [EXC: all A-P mines must be Cleared from a Location before a removal attempt may be made for another same-Location non-mine fortification]. Only one attempt may be made per “type” per Location per completion of this RePh step. Labor (B24.8) drm are not applicable.

Final dr	Result
≤ 3	Eliminated *
≥ 4	No Effect †

\* vs a Known minefield, this result Eliminates all mines (A-P & A-T) in the Loc.

† An Original dr of 6 results in Casualty Reduction of a non-Isolated Elite MMC (AE if possibly, otherwise owner's choice; if no Elite MMC is available, Reduce a 1st Line MMC, etc.).

**drm:**  
 -1 Friendly side currently Retains ≥ three non-Isolated Assault Engineer squads  
 +2 Wire/Minefield/Entrenchment is in a Front Line Location  
 +2 Roadblock is along a hexside of ≥ one Front Line Location  
 +1 Wire/Minefield/Entrenchment is ADJACENT to—not in—a Front Line Location  
 +1 Roadblock is not along a hexside of a Front Line Location, but is along a hexside of a hex that is ADJACENT to a Front Line Location

## INFANTRY COMPANY SW CHART

- I1 German Rifle Coy:** MMG, 2x LMG, ATR, Lt MTR
- I2 German Sturm Coy:** MMG, 2x LMG, 2x Demo Charge
- I3 German Pionier Coy:** 2x LMG, 3x DC, 3x Flamethrower
- I1 Russian Gds Rifle Coy:** MMG, 3x LMG, 2x ATR, 2x Lt MTR
- I2 Russian Gds SMG Coy:** one Demo Charge
- I3 Russian Rifle Coy:** MMG, 2x LMG, ATR, Lt MTR
- I4 Russian SMG Coy:** No Support Weapons
- I5 Russian Militia Coy:** No Support Weapons
- I6 Russian Assault Engineer Coy:** 2x LMG, 4x DC, 2x FT

Each SW received must set-up/enter possessed by a unit of its respective RG only during the first CG scenario in which its RG participates [EXC: if the whole Coy is Retained off-map].

## AFV ARMAMENTS – WEAPON REPAIR TABLE<sup>LHR16</sup>

Final dr	Result
≤ 4	Repaired
≥ 5	Eliminated <sup>If MA, the AFV is placed under Recall (O11.6141)</sup>

**drm:** +1 if only Non-Qualified Use (A21.13) possible. +1 if Isolated

**AFV MG EXCHANGE:** A Disabled non-Captured, non-Isolated AFV MG must<sup>LHR12</sup> be automatically repaired by the Elimination of a friendly, non-Isolated Retained LMG

**STALINGRAD**  
**RED BARRICADES**  
**CHARTS & TABLES**  
**RB CG II**  
**OPERATION HUBERTUS**

# Red Barricades CG II – Operation Hubertus

# FORTIFICATION PURCHASE TABLE

## GERMAN LEADER TABLE

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

### DRM:

- 2 Sturm Coy
- 1 Pionier Coy
- +2 Rifle Coy

## RUSSIAN LEADER TABLE

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

### DRM:

- 2 Assault Engineer Coy
- 1 Guards Coy
- +1 SMG Coy (First Line)

## Fortification Type

Fortification Type	FPP Cost
A-P Mine (Russian cost)	3 per factor (EX: 6 A-P = 18 FPP)
A-P Mine (German cost)	1 per factor (EX: 6 A-P = 6 FPP)
A-T Mine (Russian cost)	9 per factor (EX: 3 A-T = 27 FPP)
A-T Mine (German cost)	3 per factor (EX: 3 A-T = 9 FPP)
A-P/A-T Mines: B28.531 is allowed. B28.9 is NA. Each side may spend no > 90 FPP per CG Day on mines. During setup, the strength of friendly-Controlled, pre-existing minefields may be increased by adding extra A-P/A-T mine factors to them (though only in allowed increments and to allowed maximums).	
Foxole <sup>LHR9</sup> (allowed in Isolated Loc.)	3S=3 FPP, 2S=2 FPP, 1S=1 FPP
Trench <sup>LHR9</sup> (allowed in Isolated Location)	7 FPP
A-T Ditch <sup>LHR9</sup> (purchase, only Russian)	21 FPP
Pillbox (purchase, only Russian) (a+b+c) x3 (EX: 2+5+7 x 3 = 42 FPP)	
Tunnel (A Tunnel can only be purchased, B8.6 is NA)	30 FPP
Fortified Building Loc. (allowed in Front Line/Isolated Loc.)	10 FPP
“?” (allowed in Front Line/Isolated Location)	1 FPP
May be used as Dummy Reserve Cloaking counters, see 11.6194 & CG15 (11.4).	
Wire	15 FPP
Roadblock (allowed in Isolated Location)	12 FPP
Set DC <sup>LHR16</sup> (allowed in Front Line Location)	15 FPP

Prior to play, a Retained DC (or a DC granted to an Infantry Company setting up on-map) may be set up using HIP in a Friendly-Controlled Location as a Set DC. Its setup Location must be recorded at that time, as must the ID of the detonating Infantry unit, that must pass a TC (when non-pinned) and be between 2-6 hexes with a LOS to the Set DC to be able to detonate it, during any phase it would otherwise be able to fire any weapon. A Set DC TC do not cause loss of HIP/?.

HIP (allowed in Front Line/Isolated Loc.)  $3^{\text{Squad}}/2^{\text{HS}}/1^{\text{Crew}}/1^{\text{SMC}}$  FPP

No more than 10% (FRU) of a side's non-Reserve Infantry squad-equivalents, but excluding hidden Guns and their manning crews, Leader with Phone and pillbox-occupants, (and any SW/SMC stacked with them) may set up using HIP in a CG scenario. Guns possessed by crew or HS may always use HIP if Emplaced and also HIP if non-Emplaced in Concealment Terrain possessed by any type of Infantry unit (see LHR16).

## ARMOR LEADER TABLE & STUKA ACE<sup>LHR 10</sup>

### Final DR Armor Leader (or Stuka Ace) received

≤ 2	10-2
3	9-2
4	9-1
5	8-1
6-11	-
12-13	6+1 All Russian AFV of that Pltn have Inexperienced Crews

### DRM:

- 1 If German
- +1 If Russian

## GERMAN OBA TABLE

Final DR	Ammunition
≤ 4	Plentiful
5-8	Normal
≥ 9	Scarce

## RUSSIAN OBA TABLE

Final DR	Ammunition
≤ 2	Plentiful
3-7	Normal
≥ 8	Scarce

DRM: +x/-x Friendly Historical DRM for the current CG Day

## INFANTRY COMPANY SW CHART

- I1 German Rifle Coy:** MMG, 2x LMG, ATR, Lt MTR
- I2 German Sturm Coy:** MMG, 2x LMG, 2x Demo Charge
- I3 German Pionier Coy:** 2x LMG, 3x DC, 3x Flamethrower
- I1 Russian Gds Rifle Coy:** MMG, 3x LMG, 2x ATR, 2x Lt MTR
- I2 Russian Gds SMG Coy:** one Demo Charge
- I3 Russian Rifle Coy:** MMG, 2x LMG, ATR, Lt MTR
- I4 Russian SMG Coy:** No Support Weapons
- I6 Russian Assault Engineer Coy:** 2x LMG, 4x DC, 2x FT

Each SW received must set-up/enter possessed by a unit of its respective RG only during the first CG scenario in which its RG participates [EXC: if the whole Coy is Retained off-map].

## AFV ARMAMENTS – WEAPON REPAIR TABLE<sup>LHR16</sup>

Final dr	Result
≤ 4	Repaired
≥ 5	Eliminated

If MA, the AFV is placed under Recall (O11.6141)

drm: +1 if only Non-Qualified Use (A21.13) possible. +1 if Isolated

AFV MG EXCHANGE: A Disabled non-Captured, non-Isolated AFV MG must<sup>LHR12</sup> be automatically repaired by the Elimination of a friendly, non-Isolated Retained LMG

## FORTIFICATION REMOVAL TABLE

Attempts may be made to Eliminate any known wire/minefield/Entrenchment in any friendly-Controlled, non-Isolated Location. A roadblock may be rolled for removal, but only if the removing side Controls both ground-level Locations that share that hexside. If a Location contains more than one type of the above-mentioned items (all mines are considered the same “type”), the side may roll once for each, but must announce which one is currently being rolled for [EXC: all A-P mines must be Cleared from a Location before a removal attempt may be made for another same-Location non-mine fortification]. Only one attempt may be made per “type” per Location per completion of this RePh step. Labor (B24.8) drm are not applicable.

Final dr	Result
≤ 3	Eliminated *
≥ 4	No Effect †

\* vs a Known minefield, this result Eliminates all mines (A-P & A-T) in the Loc.

† An Original dr of 6 results in Casualty Reduction of a non-Isolated Elite MMC (AE if possibly, otherwise owner's choice; if no Elite MMC is available, Reduce a 1st Line MMC, etc.).

### drm:

- 1 Friendly side currently Retains ≥ three non-Isolated Assault Engineer squads
- +2 Wire/Minefield/Entrenchment is in a Front Line Location
- +2 Roadblock is along a hexside of ≥ one Front Line Location
- +1 Wire/Minefield/Entrenchment is ADJACENT to—not in—a Front Line Location
- +1 Roadblock is not along a hexside of a Front Line Location, but is along a hexside of a hex that is ADJACENT to a Front Line Location

**STALINGRAD**  
**RED OCTOBER**  
**CHARTS & TABLES**  
**RO CG I**  
**X-TAG**

# Red October CG I – X-Tag

## FORTIFICATION PURCHASE TABLE

### GERMAN LEADER TABLE

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

### RUSSIAN LEADER TABLE

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

#### DRM:

- 2 Sturm Coy
- 1 Pionier Coy
- +0 Rifle Coy
- +1 Croatian Coy

#### DRM:

- 2 Assault Engineer Coy
- 1 Guards Coy
- +1 SMG Coy (First Line)
- +3 Militia Coy

### Fortification Type

### FPP Cost

A-P Mine (Russian cost)	3 per factor (EX: 6 A-P = 18 FPP)
A-P Mine (German cost)	1 per factor (EX: 6 A-P = 6 FPP)
A-T Mine (Russian cost)	9 per factor (EX: 3 A-T = 27 FPP)
A-T Mine (German cost)	3 per factor (EX: 3 A-T = 9 FPP)
A-P/A-T Mines: B28.531 is allowed. B28.9 is NA. Each side may spend no > 90 FPP per CG Day on mines. During setup, the strength of friendly-Controlled, pre-existing minefields may be increased by adding extra A-P/A-T mine factors to them (though only in allowed increments and to allowed maximums).	
Foxole <sup>LHR9</sup> (allowed in Isolated Loc.)	3S=3 FPP, 2S=2 FPP, 1S=1 FPP
Trench <sup>LHR9</sup> (allowed in Isolated Location)	7 FPP
A-T Ditch <sup>LHR9</sup> (purchase, only Russian)	21 FPP
Pillbox (purchase, only Russian) (a+b+c) x3 (EX: 2+5+7 x 3 = 42 FPP)	
Tunnel (A Tunnel can only be purchased, B8.6 is NA)	30 FPP
Fortified Building Loc. (allowed in Front Line/Isolated Loc.)	10 FPP
"?" (allowed in Front Line/Isolated Location)	1 FPP
May be used as Dummy Reserve Cloaking counters, see 11.6194 & CG15 (11.4).	
Wire	15 FPP
Roadblock (allowed in Isolated Location)	12 FPP
Set DC <sup>LHR16</sup> (allowed in Front Line Location)	15 FPP

Prior to play, a Retained DC (or a DC granted to an Infantry Company setting up on-map) may be set up using HIP in a Friendly-Controlled Location as a Set DC. Its setup Location must be recorded at that time, as must the ID of the detonating Infantry unit, that must pass a TC (when non-pinned) and be between 2-6 hexes with a LOS to the Set DC to be able to detonate it, during any phase it would otherwise be able to fire any weapon. A Set DC TC do not cause loss of HIP/?.

HIP (allowed in Front Line/Isolated Loc.)  $3^{\text{Squad}}/2^{\text{HS}}/1^{\text{Crew}}/1^{\text{SMC}}$  FPP

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### ARMOR LEADER TABLE & STUKA ACE<sup>LHR 10</sup>

#### Final DR Armor Leader (or Stuka Ace) received

≤ 2	10-2
3	9-2
4	9-1
5	8-1
6-11	-
12-13	6+1 All Russian AFV of that Pltn have Inexperienced Crews

#### DRM:

- 1 If German
- +1 If Russian

### GERMAN OBA TABLE

Final DR	Ammunition
≤ 4	Plentiful
5-8	Normal
≥ 9	Scarce

### RUSSIAN OBA TABLE

Final DR	Ammunition
≤ 2	Plentiful
3-7	Normal
≥ 8	Scarce

DRM: +x/-x Friendly Historical DRM for the current CG Day

## INFANTRY COMPANY SW CHART

- I1 German Rifle Coy:** MMG, 2x LMG, ATR, Lt MTR
- I2 German Sturm Coy:** MMG, 2x LMG, 2x Demo Charge
- I3 German Pionier Coy:** 2x LMG, 3x DC, 3x Flamethrower
- I5 Croatian Coy:** 2x LMG, ATR, Lt MTR
- I1 Russian Gds Rifle Coy:** MMG, 3x LMG, 2x ATR, 2x Lt MTR
- I2 Russian Gds SMG Coy:** one Demo Charge
- I3 Russian Rifle Coy:** MMG, 2x LMG, ATR, Lt MTR
- I4 Russian SMG Coy:** No Support Weapons
- I5 Russian Militia Coy:** No Support Weapons
- I6 Russian Assault Engineer Coy:** 2x LMG, 4x DC, 2x FT

Each SW received must set-up/enter possessed by a unit of its respective RG only during the first CG scenario in which its RG participates [EXC: if the whole Coy is Retained off-map].

### AFV ARMAMENTS – WEAPON REPAIR TABLE<sup>LHR16</sup>

Final dr	Result
≤ 4	Repaired
≥ 5	Eliminated <sup>If MA, the AFV is placed under Recall (O11.6141)</sup>

drm: +1 if only Non-Qualified Use (A21.13) possible. +1 if Isolated

AFV MG EXCHANGE: A Disabled non-Captured, non-Isolated AFV MG must<sup>LHR12</sup> be automatically repaired by the Elimination of a friendly, non-Isolated Retained LMG

## FORTIFICATION REMOVAL TABLE

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#### Final dr

#### Result

≤ 3

Eliminated \*

≥ 4

No Effect †

\* vs a Known minefield, this result Eliminates all mines (A-P & A-T) in the Loc.

† An Original dr of 6 results in Casualty Reduction of a non-Isolated Elite MMC (AE if possibly, otherwise owner's choice; if no Elite MMC is available, Reduce a 1st Line MMC, etc.).

#### drm:

- 1 Friendly side currently Retains ≥ three non-Isolated Assault Engineer squads
- +2 Wire/Minefield/Entrenchment is in a Front Line Location
- +2 Roadblock is along a hexside of ≥ one Front Line Location
- +1 Wire/Minefield/Entrenchment is ADJACENT to—not in—a Front Line Location
- +1 Roadblock is not along a hexside of a Front Line Location, but is along a hexside of a hex that is ADJACENT to a Front Line Location

## LEAFLET HOUSE RULES