

RED BARRICADES CAMPAIGN GAME III

Leaflet House Rules

RB Map historical overlays:

- 1. VICTORY CONDITIONS:** There are no longer any conditions that will determine which side has won a CG Day. In essence, winning the whole CG is only what really matters (delete O11.32 & O11.6235).
- 2. GAME END:** A CG scenario can no longer end on Game Turn 5 and 8. End of Game Turn 6 it will end on a $dr \leq 4$, otherwise, it ends Game Turn 7.
- 3. CPP REPLENISHMENT O11.616:** Each side makes a non-secret DR to replenish its CPP, and only the highest DR is used by both players.
- 4. FULL-STRENGTH RG:** Each Infantry Coy/Pltn, Armor Pltn, and Gun Battery are received at Full-Strength (i.e., never Depleted, ignore O11.6201).
- 5. MMC BATTLE HARDENING TABLE NA:** In rule O11.6112, line 5, delete "Each side also" and all text and the table thereafter.
- 6. MIST:** If Heavy Winds occur during Mist (in the RePh step O11.6241 or during play) the Weather becomes Clear for the remainder of that CG Day.
- 7. NIGHT ASSAULT NA:** Delete O11.6234.
- 8. BLAZE/FLAME:** No Rooftop Location can contain a Flame counter. Each time a Flame becomes a Blaze in the building Location directly beneath a Rooftop Location, a Blaze is also immediately placed in that Rooftop above. A second Flame counter can never be created in any Location.
IDLE DAY BURNING: When an Idle Day occurs and there are still Blazes on the map, then perform the following: roll for wind status (B25.63-.64), then for 8 Player Turns roll for Wind Change, checking for falling rubble, spreading fire, building collapse, gusts, etc. Then perform rule O11.609 (Extinguishing Blazes) with the following sub-steps O11.6091-.6097. Each AFV/weapon/unit that is confined to setting up in a specific Location(s) that become ablaze during the Idle Day is Eliminated.
- 9. FACTORIES:** There is no LOS between a Factory Rooftop and the same-hex ground-level. Replace the three line of rules at the end of B23.741 about Residual FP, with the following: For Residual FP in a Factory Location, Building TEM applies vs moving units if the unit that placed the Residual FP fired from outside that Factory Location, Factory TEM applies if the unit that placed the Residual FP fired from within the factory to that Factory Location. Bypassing unit of the Factory Location always receive Building TEM.
DC BREACH OF BLACK BAR: A Placed DC that detonates create a Breach on an Original DR of 9 or less. When a Breach is created, no Rubble Creation is possible. Delete line 11-12 in rule O5.331 that reads the following "only one Gun (whether Vehicular or not) per Location may fire through such a Breached hexside per Game Turn".
- 10. GUTTED BUILDINGS:** MF cost for Guttred non-factory buildings is the same as before being gutted. A non-guttred factory has a cost of either 1 MF or 2 MF (in O1.2, line 2, replace "3 MF" with "2 MF"). Infantry enters a Factory hex that is Guttred or roofless for a cost of 2 MF. *Example: on the RB map, from N15 enter O16, or 4 MF; Manhandling, or 1/2 MP; AFV).*
- 11. RUBBLE:** For Rout purposes A10.51 DIRECTION, apply the following. Rubble (even Fallen Rubble) in original Locations of a multi-hex building is still considered to be part of the same building, even if the entire building is rubble. Each Printed and Fallen rubble hex is treated as a single building hex.
- 12. ENTRENCHMENTS:** SSR RF6, line 4, delete "only to the RF Cellar (6.21) if it exists in that hex;" and in line 16-17, delete "nor if entering/leaving a Cellar Location to/from such a trench, is the unit considered to be changing elevation for any purpose." Each Entrenchment is treated as one single building hex for Rout (towards and beneath it), and for Rally Bonus purposes. Units beneath an Entrenchment are considered to be in Concealment Terrain.
- 13. STUKA:** Purchased German Air Support arrive either in the form of 3 Stuka M42 with bombs (cost 1 CPP) or four Stuka M42 with bombs, "Early Stuka; -2 drm" (cost 2 CPP). **ERRATA:** Reserve unit(s) must remain Cloaked even when a STUKA is within one hex, in rule O11.6194b, in line 8, delete "(or enemy Air Support [SSR 9] is within one hex)".
STUKA ACE: Upon the aircraft Turn of Entry, the German player make one dr (no drm), instead of a DR, on the Armor Leader Table and if he receives one Armor Leader, it is assigned (non-secretly) to a Stuka and act as a Stuka Ace that may use his Leadership for both To Hit and MG attacks. A Stuka Ace with morale 9 or 10, has a better Sighting TC chance.

THE BARRIKADY

RB1-RB7 are used

STALINGRAD 1942

The Leaves Fall... But Not Stalingrad

- 14. OFFBOARD ARTILLERY (OBA):** When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this 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).
An Original Contact/Maintenance DR of 12 does not cause the breakdown of a Radio or elimination of a Field Phone, although an Original DR of 12 does cause the loss of Field-Phone Contact. A Security Area line of hexes (C1.23) can be drawn to any non-Isolated Location and is never cut for any reason (i.e., the line can have bends and is never cut by FFE/enemy-DR-of-2).
HIP OBSERVER ON ROOF: Each HIP leader in possession of only a Field Phone (or Radio) in a Roof Location remains HIP despite enemy LOS to its Location (i.e., as opposed to other units, see B23.82). Any Observer with a Radio or Field Phone may set up using HIP (cost no FPP).
OFFBOARD OBSERVER: Each Russian OBA Module purchased on 24th October and thereafter, has the option to have an Offboard Observer assigned to it (at no cost and no limits). The Offboard Observer is at level 3 of any east-edge hex, secretly recorded before German setup. Each German OBA Module purchased has the option to have an Offboard Observer assigned to it (at no cost), the CG Max (O11.6196) determine the limit of Offb'd Observers.
SPOTTER PLANE: Each German non-Rocket OBA 150+mm (or 100+mm) OBA Module purchased has the option to have a Spotter Plane assigned to it (at no cost), the CG Max (O11.6196) determine the limit of Spotter Planes. Ignore E7.6-.62 and use the following rule instead: A Spotter Plane is an Off-board Observer (C1.63) with the ability of LOS to all Locations [EXC: Sewer/Culvert] on the map and Hindrance drm never apply to the Accuracy dr. A Spotter Plane is immediately revealed when the Module assigned to the Spotter Plane has its SR or AR converted to an FFE:1 (place a Spotter Plane on the map, a Glider counter may be used). Only one Spotter Plane is allowed per CG scenario and may not be used in Overcast/Mist weather conditions.
- 15. LEADERS:** In rule O11.6113 (Leader), delete in line 3 "Each side" and everything thereafter, and in rule O11.6205 (Leader Determination), delete the last sentence (starting with "Each Infantry"). Delete O11.6114 (Promotion Out Of The Ranks). Replace rule O11.610 with the following:
O11.610 WOUNDED LEADERS: Each player makes a dr for each of his currently Wounded leaders. On a dr of 1, the leader is Retained and no longer wounded, otherwise, the wounded leader is evacuated (or dead).
8+1 COMMISSAR: Each time an 8-0 leader is exchanged (O11.6206) for a 9-0 Commissar, the Russian player makes a dr, and on a dr of 6 that 9-0 Commissar is replaced with an 8+1 Commissar.
- 16. ARMORED FIGHTING VEHICLES:** Replace the word "may" with "must" in rule O11.6133 (AFV MG Exchange). AFVs must attempt to Repair their Malfunctioned weapons during each RPH. Withdrawal of an AFV that belongs to a pltn never occurs (delete O11.6142 & O11.6143).
AFV/WRECK LOS HINDRANCE: Contrary to D9.4, an AFV/non-burning-wreck inside (i.e., not in Bypass) a building/Factory/woods obstacle does not present any LOS Hindrance.
VEHICLE CREW: As an additional option, each 1-2-7 crew or 2-2-8 on foot is allowed to enter any non-Isolated, non-Shocked/UK already manned AFV of its choice at the start of RePh step O11.6131 (that AFV is abandoned by its [Temporary] Inherent crew to make room for the 1-2-7 crew or 2-2-8 entering it). Each 1-2-7 crew still on-foot at the end of RePh step O11.6131 is now eliminated. Each time a 2-2-8 Infantry Crew has entered an abandoned AFV it now becomes an Inherent 1-2-7 Vehicle Crew (permanently).
DUG-IN AFV: Dug-In AFVs setting up HIP may do so for free (i.e., contrary to O11.6194c such HIP need not be separately purchased).
Once, a Dug-In AFV has been revealed it may not set up using HIP again. A Dug-In AFV may not set up in a Front Line Location.
Each time a DC is Placed/Thrown against a Dug-In AFV a hit location in the hull is considered to be in the turret instead. In the "DC POSITION DRM" table (C7.346) where it says "hull", consider that word replaced with "turret" when a DC is Placed/Thrown against a Dug-In AFV.
WRECKS: All Burnt-Out-Wrecks in rubble/building/Factory/woods hexes (including in VBM) are removed from play in RePh step O11.6097. Contrary to SSR CG7 (O11.4), a wreck/Burnt-Out-Wreck is removed from play due to rule D10.41 FIRE and can be removed by D10.42 PUSHING.

17. BOOBY TRAPS: Booby Trap Level C may not be increased. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack, delete O11.6123.

18. MILITIA COMPANY: A Militia Coy RG consist of 15 squads (not 12 squads). No Militia Coy (15) receives any SW (O11.6202).

19. ASSAULT ENGINEERS: German/Russian Assault Engineers have an underscored Morale Factor, are exempt from Disruption, and an ELR of 5. Each German Pioneer Coy RG (13) receives two DC less (i.e., three DC, not five). The Smoke Exponent of German 8-3-8 squads is not increased by two (i.e., a Smoke Exponent of 3 during play, not 5).

20. WEAPONS: Guns may set up as Emplaced in Paved Road hexes that also contains shellholes. Guns may always set up HIP if Emplaced and also HIP if non-Emplaced in Concealment Terrain (delete "eligible per A12.34" in rule O11.4 CG SSR 5). HS may set up as if a Crew with a Gun.

MOL: An attack using a MOL may only be made vs Locations containing at least one Known/concealed enemy unit.

MOL-PROJECTOR NA: MOL-P pltns can no longer be purchased.

HEAVY WEAPON PLATOONS: Each 1-2-7 crew received with an HW Pltn is replaced with a 2-2-8 crew.

WEAPON REPAIR TABLE: All Malfunctioned vehicular armaments can possibly be repaired, while all malfunctioned non-vehicular Weapons (e.g., SW/Gun) are Eliminated in this RePh step (O11.6132).

CAPTURED WEAPON/AFV: Each Captured weapon is Eliminated and AFV becomes a wreck, in RePh step O11.6135 and O11.6136.

SW/GUN NOT IN FRIENDLY SETUP AREA: All SWs and Guns not in a Friendly setup area after Perimeter determination is Eliminated.

ONE SW ELIMINATION: Each side must eliminate one functioning SW of their choice, after each scenario played

SET DC: A Set DC may only be designated as such with Purchasing Fortifications rule O11.621 (i.e., only during set up, not during play). In rule O11.621, footnote 9, delete "building/rubble/bridge/pillbox/trench" (i.e., a Set DC may be in any non-Isolated friendly-Controlled Location A23.7).

LIGHT MORTARS: At the end of each of the following four phases: PFPh, MPPh, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

FLAMETHROWERS: The Basic TK# for the OT-34 BF32 is 6 at one hex (or same hex), 4 at two hexes and 3 at three hex range. The same decreased TK# applies for an Infantry FT (i.e., 6 at one hex (or same hex) and 4 at two hex range). Modifications of the Basic TK# (C7.2) apply. Ignore the rule change C7.344 (FT TK), in Journal 16.

AMMUNITION SHORTAGE REMOVAL: In rule O11.6243, lines 6-8, delete "at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn".

SPECIAL AMMO: Russians/Germans are never Guards/Elite (C8.2).

21. STILL HIDDEN UNITS: Hidden non-Isolated units in RePh step O11.602 not subject to O11.604 (Encirclement/Minefields) may remain HIP unless such a unit must either be used to determine the friendly Perimeter and/or to obstruct the non-friendly Perimeter. Contrary to O11.602 still HIP Dug-In AFVs remains HIP, and no HIP units are revealed.

Hidden units are now cleared from the map in step O11.607, although Guns removed from Fortified-Location/Pillbox must always set up there again and may be Eliminated by Blaze due to Fire Spreading during an Idle Day.

On the final CG Day being played, at the start of Game Turn 5, all HIP units lose HIP status and are placed onboard beneath concealment.

22. SEARCHING: Searching may only reveal Fortifications, Set DC, AFV, Dug-In AFV, and Gun ADJACENT (A.8) to the Searching unit(s) (i.e., Infantry, Dummy units, tunnels cannot be Searched/revealed).

23. RECONNAISSANCE & RECON INSPECTION NA: Delete these two rule paragraphs O11.622 & O11.6245 that are not allowed.

24. OFFBOARD RED OCTOBER MAP: Copy the RO north edge map, hexes numbered 0-3, place it adjacent to the Red Barricades map. The Red October map hexes are not in play [EXC: for offboard-set-up/movement].

25. HEAVY MACHINE GUNS: Each HMG received in a German Coy or Russian Coy is replaced with an LMG.

26. SPW 251/10: Each SPW Pltn (A9) purchased, contains three SPW 251/1 and one SPW 251/10. In RePh step O11.602 (Marker Removal) remove any MA Disabled/Malfunction counter from each SPW 251/10 that is not under Recall due to D5.341.

27. LEADER DETERMINATION: Red October CG Leader Tables are used for Leader Determination (delete the RB Leader Tables).

28. StuIG 33B pltn: The purchase cost for the second StuIG 33B Pltn (A3) is only 2 CPP (i.e., the first pltn cost 5 CPP and the second pltn cost 2 CPP).

29. FANATIC BUILDING-NEST: The first Idle Day in October and the first Idle Day in November the Russians must secretly designate one non-Isolated building as a Fanatic Building-Nest. For a building to be eligible for designation, the Russians must Control all Locations of the building.

All Locations of the designated building are automatically Fortified.

A maximum of two buildings may be designated and only one per month. The designated building remains a Fanatic Building-Nest for the remainder of the CG. Only Rubble that is in any of the original Locations of the building is considered to be part of the building (even if the entire building is rubble) for the purpose of the fanaticism benefit. Russian units are Fanatic while in the designated building as per SSR CG11 (O11.4).

30. EXPERIENCE LEVEL RATING (ELR): In rule O11.6161, in line 3, delete "ELR Loss/Gain (O11.617)," and at the end add "The ELR is modified inversely by the side's positive Historical DRM for the current CG Day." This means that the German ELR drops to 3 during nine CG Days and to 2 during one CG Day, while the Russian ELR drops to 2 during five CG Days. Replace rule O11.617 (ELR Loss/Gain) with the following new rule:

O11.617 GERMAN & RUSSIAN ELR: The Germans have an ELR of 4 and the Russians an ELR of 3, and their respective ELR can be decreased by the positive Historical DRM [EXC: Assault Engineers].

IDLE REQUIREMENTS: In the CG, there must be at least one Idle Day during each of the following five 6-day-periods: 17/10-22/10; 23/10-28/10; 29/10-3/11; 4/11-9/11; 10/11-15/11.

Example: if during CG Days 17/10-21/10 there has been no Idle Day(s), then both players must choose an Idle chit for the next CG Day (22/10) since there has not been an Idle Day during that 6-day-period. If both players select an Idle chit for CG Day 23/10, the next CG Day which must be an Idle Day is 3/11 (if there has been no Idle Day(s) during 29/10-2/11).

31. ARMY AD-HOC COY & AFV PLATOON: If 28 October is a non-idle Day and the Russian player roll a reinforcement dr of 1-3 on the first Russian Player Turn, he receives an Ad-Hoc Coy & AFV pltn that consists of the following units: one 6-2-8 squad; two 4-5-8 squads; three 4-4-7 squads; four 4-2-6 squads; leaders 10-2; 9-1; two 8-0; two LMG; OT-34, two T-70 tankettes. The force must enter as per SSR CG9 (O11.4).

On a dr of 4-6, no reinforcements will arrive. On the next non-idle Day the Russian must repeat this and make a new reinforcement dr (i.e., repeat the process each non-idle day until a dr of 1-3 is made). In RePh step O11.602 (Marker Removal), remove all MA/SA Disabled/Malfunction counters from the OT-34, unless it is under Recall (O11.6141).

RED BARRICADES THE BARRIKADY CG III 17 OCTOBER – 15 NOVEMBER

RED BARRICADES CAMPAIGN GAME II

LHR for CG III The Barrikady, are used in RB CG II Operation Hubertus

Operation Hubertus 11-15 November 1942

32. LIMITED INFANTRY PURCHASE: Reinforcement Groups (RG) with ID: I (Infantry Coy and Infantry Pltn), replace each CG II Max number with 1 (i.e., number 2, 3, 4 are all replaced with number 1).

33. HEAVY WEAPON PLATOONS: Add one HW Pltn to the German At start OB and one HW Pltn to the Russian At start OB.

34. GERMAN RIFLE COY LEADERS: Each German Rifle Coy adds a +2 DRM to its Leader Determination DR. Delete the German Leader DRM "+1 if a CG II/IV scenario".

35. GERMAN AT START FPP: On the first CG Day (11/11) the German player have the option to secretly exchange all his 50 FPP for 1 CPP (i.e., increase the German allotment of 17 CPP to 18 CPP).

36. FANATIC BUILDING-NEST AT START: On the first CG Day (11/11) the Russian player may designate one building as a Fanatic Building-Nest during his set-up (see LHR 29).

RED BARRICADES CAMPAIGN GAME I

Leaflet House Rules

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- 1. VICTORY CONDITIONS:** There are no longer any conditions that will determine which side has won a CG Day. In essence, winning the whole CG is only what really matters (delete O11.32 & O11.6235).
- 2. GAME END:** A CG scenario can no longer end on Game Turn 5 and 8. End of Game Turn 6 it will end on a $dr \leq 4$, otherwise, it ends Game Turn 7.
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- 5. MMC BATTLE HARDENING TABLE NA:** In rule O11.6112, line 5, delete "Each side also" and all text and the table thereafter.
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IDLE DAY BURNING: When an Idle Day occurs and there are still Blazes on the map, then perform the following: roll for wind status (B25.63-.64), then for 8 Player Turns roll for Wind Change, checking for falling rubble, spreading fire, building collapse, gusts, etc. Then perform rule O11.609 (Extinguishing Blazes) with the following sub-steps O11.6091-.6097. Each AFV/weapon/unit that is confined to setting up in a specific Location(s) that become ablaze during the Idle Day is Eliminated.
- 9. FACTORIES:** There is no LOS between a Factory Rooftop and the same-hex ground-level. Replace the three line of rules at the end of B23.741 about Residual FP, with the following: For Residual FP in a Factory Location, Building TEM applies vs moving units if the unit that placed the Residual FP fired from outside that Factory Location, Factory TEM applies if the unit that placed the Residual FP fired from within the factory to that Factory Location. Bypassing unit of the Factory Location always receive Building TEM.
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INTO THE FACTORY STALINGRAD 1942

RB1-RB7 are used

The Leaves Fall... But Not Stalingrad

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18. MILITIA COMPANY: A Militia Coy RG consist of 15 squads (not 12 squads). No Militia Coy (I5) receives any SW (O11.6202).

19. ASSAULT ENGINEERS: German/Russian Assault Engineers have an underscored Morale Factor, are exempt from Disruption, and an ELR of 5. Each German Pioneer Coy RG (I3) receives two DC less (i.e., three DC, not five). The Smoke Exponent of German 8-3-8 squads is not increased by two (i.e., a Smoke Exponent of 3 during play, not 5).

20. WEAPONS: Guns may set up as Emplaced in Paved Road hexes that also contains shellholes. Guns may always set up HIP if Emplaced and also HIP if non-Emplaced in Concealment Terrain (delete "eligible per A12.34" in rule O11.4 CG SSR 5). HS may set up as if a Crew with a Gun.

MOL: An attack using a MOL may only be made vs Locations containing at least one Known/concealed enemy unit.

MOL-PROJECTOR NA: MOL-P pltns can no longer be purchased.

HEAVY WEAPON PLATOONS: Each 1-2-7 crew received with an HW Pltn is replaced with a 2-2-8 crew.

WEAPON REPAIR TABLE: All Malfunctioned vehicular armaments can possibly be repaired, while all malfunctioned non-vehicular Weapons (e.g., SW/Gun) are Eliminated in this RePh step (O11.6132).

CAPTURED WEAPON/AFV: Each Captured weapon is Eliminated and AFV becomes a wreck, in RePh step O11.6135 and O11.6136.

SW/GUN NOT IN FRIENDLY SETUP AREA: All SWs and Guns not in a Friendly setup area after Perimeter determination is Eliminated.

ONE SW ELIMINATION: Each side must eliminate one functioning SW of their choice, after each scenario played

SET DC: A Set DC may only be designated as such with Purchasing Fortifications rule O11.621 (i.e., only during set up, not during play). In rule O11.621, footnote 9, delete "building/rubble/bridge/pillbox/trench" (i.e., a Set DC may be in any non-Isolated friendly-Controlled Location A23.7).

LIGHT MORTARS: At the end of each of the following four phases: PFPh, MPPh, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

FLAMETHROWERS: The Basic TK# for the OT-34 BF32 is 6 at one hex (or same hex), 4 at two hexes and 3 at three hex range. The same decreased TK# applies for an Infantry FT (i.e., 6 at one hex (or same hex) and 4 at two hex range). Modifications of the Basic TK# (C7.2) apply.

Ignore the rule change C7.344 (FT TK), in Journal 16.

AMMUNITION SHORTAGE REMOVAL: In rule O11.6243, lines 6-8, delete "at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn".

SPECIAL AMMO: Russians/Germans are never Guards/Elite (C8.2).

21. STILL HIDDEN UNITS: Hidden non-Isolated units in RePh step O11.602 not subject to O11.604 (Encirclement/Minefields) may remain HIP unless such a unit must either be used to determine the friendly Perimeter and/or to obstruct the non-friendly Perimeter. Contrary to O11.602 still HIP Dug-In AFVs remains HIP, and no HIP units are revealed.

Hidden units are now cleared from the map in step O11.607, although Guns removed from Fortified-Location/Pillbox must always set up there again and may be Eliminated by Blaze due to Fire Spreading during an Idle Day.

On the final CG Day being played, at the start of Game Turn 5, all HIP units lose HIP status and are placed onboard beneath concealment.

22. SEARCHING: Searching may only reveal Fortifications, Set DC, AFV, Dug-In AFV, and Gun ADJACENT (A.8) to the Searching unit(s) (i.e., Infantry, Dummy units, tunnels cannot be Searched/revealed).

23. RECONNAISSANCE & RECON INSPECTION NA: Delete these two rule paragraphs O11.622 & O11.6245 that are not allowed.

24. OFFBOARD RED OCTOBER MAP: Copy the RO north edge map, hexes numbered 0-3, place it adjacent to the Red Barricades map. The Red October map hexes are not in play [EXC: for offboard-set-up/movement].

25. HEAVY MACHINE GUNS: Each HMG received in a German Coy or Russian Coy is replaced with an LMG.

26. SPW 251/10: Each SPW Pltn (A9) purchased, contains three SPW 251/10 and one SPW 251/10. In RePh step O11.602 (Marker Removal) remove any MA Disabled/Malfunction counter from each SPW 251/10 that is not under Recall due to D5.341.

27. LEADER DETERMINATION: Red October CG Leader Tables are used for Leader Determination (delete the RB Leader Tables).

28. CG DAYS 17-27 OCTOBER: The CG only last to 27 October and 28-29 October are not played (wanted to decrease the size of the CG).

29. FANATIC BUILDING-NEST: During the first Idle Day in October the Russians must secretly designate one non-Isolated building as a Fanatic Building-Nest. For a building to be eligible for designation, the Russians must Control all Locations of the building. All Locations of the designated building are automatically Fortified.

The designated building remains a Fanatic Building-Nest for the remainder of the CG. Only Rubble that is in any of the original Locations of the building is considered to be part of the building (even if the entire building is rubble) for the purpose of the fanaticism benefit. Russian units are Fanatic while in the designated building as per SSR CG11 (O11.4).

30. EXPERIENCE LEVEL RATING (ELR): In rule O11.6161, in line 3, delete "ELR Loss/Gain (O11.617),". Replace rule O11.617 (ELR Loss/Gain) with the following new rule:

O11.617 GERMAN & RUSSIAN ELR: The Germans have an ELR of 4 and the Russians an ELR of 3.

IDLE REQUIREMENTS: In the CG, there must be at least one Idle Day during the following five 6-day-periods: 17/10-22/10

Example: if during CG Days 17/10-21/10 there has been no Idle Day(s), then both players must choose an Idle chit for the next CG Day (22/10) since there has not been an Idle Day during that 6-day-period.

31. INFANTRY COY/PLTN PURCHASE: Decrease the number of CG I Max purchase for all Infantry Group Type by one [EXC: Militia Coy I5]. Now the Russians can only purchase 22 Coy & 3 HW Pltn, and the Germans can only purchase 14 Coy & 2 HW Pltn.

32. NEW VICTORY CONDITIONS – INTO THE FACTORY CG I:

The Germans win upon the conclusion of CG Day 11 (27 October) if they Control at least 12 buildings of the following 20 buildings: Bread Factories – J44, L40, O41, S44. Along the Volga – Chemist's Shop X9, Commissar House BB18, Apothecary BB21, Kindergarten BB24, Circuit House GG21. 11 Large factories (large is defined as a 7-hex-factory or larger): M11, M16, M28, P6, P11, P22, P33, S17, S24, S28, T22.

Once a building is completely within the German perimeter (O11.6066), it is first then, it is considered German Controlled and the Germans will only lose Control of the building if it is completely within the Russian Perimeter (O11.6066 Drawing The Perimeter). Enemy Pockets will deny complete Control of a building. Rubble in any original building Location is considered part of the building (even if the entire building is rubble).

RED BARRICADES INTO THE FACTORY CG I 17-27 OCTOBER

RED BARRICADES – RED OCTOBER – BALANCE

R1: In the Initial CG Scenario, each German Leader Original-DR over 7 equals 7.

R2: R1+ The second CG Day, each German Leader Original-DR over 7 equals 7.

R3: R2+ In the Initial CG Scenario, decrease the Russian SAN by one.

R4: R3+ In the Initial Scenario, add one German 9-1 Leader to any Coy.

R5: R4+ All German Assault Engineer Coy cost 12 CPP (instead of 14 CPP).

G1: In the Initial CG Scenario, each Russian Leader Original-DR over 7 equals 7.

G2: G1+ The second CG Day, each Russian Leader Original-DR over 7 equals 7.

G3: G2+ In the Initial CG Scenario, decrease the German SAN by one.

G4: G3+ In the Initial Scenario, add one Russian 9-1 Leader to any Coy.

G5: G2+ All Russian Assault Engineer Coy cost 10 CPP (instead of 12 CPP).

RED OCTOBER

CAMPAIGN GAME I

Leaflet House Rules

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

2. GAME END: A CG scenario can no longer end on Game Turn 5 and 8. End of Game Turn 6 it will end on a $dr \leq 4$, otherwise, it ends Game Turn 7.

3. CPP REPLENISHMENT O11.616: Each side makes a non-secret DR to replenish its CPP, and only the highest DR is used by both players.

4. FULL-STRENGTH RG: Each Infantry Coy/Pltn, Armor Pltn, and Gun Battery are received at Full-Strength (i.e., never Depleted, ignore O11.6201).

5. MMC BATTLE HARDENING TABLE NA: In rule O11.6112, line 5, delete "Each side also" and all text and the table thereafter.

6. MIST: If Heavy Winds occur during Mist (in the RePh step O11.6241 or during play) the Weather becomes Clear for the remainder of that CG Day.

7. NIGHT ASSAULT NA: Delete O11.6234.

8. BLAZE/FLAME: No Rooftop Location can contain a Flame counter. Each time a Flame becomes a Blaze in the building Location directly beneath a Rooftop Location, a Blaze is also immediately placed in that Rooftop above. A second Flame counter can never be created in any Location.

IDLE DAY BURNING: When an Idle Day occurs and there are still Blazes on the map, then perform the following: roll for wind status (B25.63-.64), then for 8 Player Turns roll for Wind Change, checking for falling rubble, spreading fire, building collapse, gusts, etc. Then perform rule O11.609 (Extinguishing Blazes) with the following sub-steps O11.6091-.6097.

Each AFV/weapon/unit that is confined to setting up in a specific Location(s) that become ablaze during the Idle Day is Eliminated.

9. FACTORIES: There is no LOS between a Factory Rooftop and the same-hex ground-level. Replace the three line of rules at the end of B23.741 about Residual FP, with the following: For Residual FP in a Factory Location, Building TEM applies vs moving units if the unit that placed the Residual FP fired from outside that Factory Location, Factory TEM applies if the unit that placed the Residual FP fired from within the factory to that Factory Location. Bypassing unit of the Factory Location always receive Building TEM.

DC BREACH OF BLACK BAR: A Placed DC that detonates create a Breach on an Original DR of 9 or less. When a Breach is created, no Rubble Creation is possible. Delete line 11-12 in rule O5.331 that reads the following "only one Gun (whether Vehicular or not) per Location may fire through such a Breached hexside per Game Turn".

10. GUTTED BUILDINGS: MF cost for Guttled non-factory buildings is the same as before being gutted. A non-guttled factory has a cost of either 1 MF or 2 MF (in O1.2, line 2, replace "3 MF" with "2 MF"). Infantry enters a Factory hex that is Guttled or roofless for a cost of 2 MF. *Example: on the RB map, from N15 enter O16, or 4 MF; Manhandling, or 1/2 MP; AFV.*

11. RUBBLE: For Rout purposes A10.51 DIRECTION, apply the following. Rubble (even Fallen Rubble) in original Locations of a multi-hex building is still considered to be part of the same building, even if the entire building is rubble. Each Printed and Fallen rubble hex is treated as a single building hex.

12. ENTRENCHMENTS: SSR RF6, line 4, delete "only to the RF Cellar (6.21) if it exists in that hex;" and in line 16-17, delete "nor if entering/leaving a Cellar Location to/from such a trench, is the unit considered to be changing elevation for any purpose." Each Entrenchment is treated as one single building hex for Rout (towards and beneath it), and for Rally Bonus purposes. Units beneath an Entrenchment are considered to be in Concealment Terrain.

13. STUKA: Purchased German Air Support arrive either in the form of 3 Stuka M42 with bombs (cost 1 CPP) or four Stuka M42 with bombs, "Early Stuka; -2 drm" (cost 2 CPP). **ERRATA:** Reserve unit(s) must remain Cloaked even when a STUKA is within one hex, in rule O11.6194b, in line 8, delete "(or enemy Air Support [SSR 9] is within one hex)".

STUKA ACE: Upon the aircraft Turn of Entry, the German player make one dr (no drm), instead of a DR, on the Armor Leader Table and if he receives one Armor Leader, it is assigned (non-secretly) to a Stuka and act as a Stuka Ace that may use his Leadership for both To Hit and MG attacks. A Stuka Ace with morale 9 or 10, has a better Sighting TC chance.

X-TAG

STALINGRAD 1942

The Leaves Fall... But Not Stalingrad

14. OFFBOARD ARTILLERY (OBA): When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this 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).

An Original Contact/Maintenance DR of 12 does not cause the breakdown of a Radio or elimination of a Field Phone, although an Original DR of 12 does cause the loss of Field-Phone Contact. A Security Area line of hexes (C1.23) can be drawn to any non-Isolated Location and is never cut for any reason (i.e., the line can have bends and is never cut by FFE/enemy-DR-of-2).

HIP OBSERVER ON ROOF: Each HIP leader in possession of only a Field Phone (or Radio) in a Roof Location remains HIP despite enemy LOS to its Location (i.e., as opposed to other units, see B23.82). Any Observer with a Radio or Field Phone may set up using HIP (cost no FPP).

OFFBOARD OBSERVER: Each Russian OBA Module purchased on 24th October and thereafter, has the option to have an Offboard Observer assigned to it (at no cost and no limits). The Offboard Observer is at level 3 of any east-edge hex, secretly recorded before German setup. Each German OBA Module purchased has the option to have an Offboard Observer assigned to it (at no cost), the CG Max (O11.6196) determine the limit of Offb'd Observers.

SPOTTER PLANE: Each German non-Rocket OBA 150+mm (or 100+mm) OBA Module purchased has the option to have a Spotter Plane assigned to it (at no cost), the CG Max (O11.6196) determine the limit of Spotter Planes. Ignore E7.6-.62 and use the following rule instead: A Spotter Plane is an Offboard Observer (C1.63) with the ability of LOS to all Locations [EXC: Sewer/Culvert] on the map and Hindrance drm never apply to the Accuracy dr. A Spotter Plane is immediately revealed when the Module assigned to the Spotter Plane has its SR or AR converted to an FFE:1 (place a Spotter Plane on the map, a Glider counter may be used). Only one Spotter Plane is allowed per CG scenario and may not be used in Overcast/Mist weather conditions.

15. LEADERS: In rule O11.6113 (Leader), delete in line 3 "Each side" and everything thereafter, and in rule O11.6205 (Leader Determination), delete the last sentence (starting with "Each Infantry"). Delete O11.6114 (Promotion Out Of The Ranks). Replace rule O11.610 with the following:

O11.610 WOUNDED LEADERS: Each player makes a dr for each of his currently Wounded leaders. On a dr of 1, the leader is Retained and no longer wounded, otherwise, the wounded leader is evacuated (or dead).

8+1 COMMISSAR: Each time an 8-0 leader is exchanged (O11.6206) for a 9-0 Commissar, the Russian player makes a dr, and on a dr of 6 that 9-0 Commissar is replaced with an 8+1 Commissar.

16. ARMORED FIGHTING VEHICLES: Replace the word "may" with "must" in rule O11.6133 (AFV MG Exchange). AFVs must attempt to Repair their Malfunctioned weapons during each RPh. Withdrawal of an AFV that belongs to a pltn never occurs (delete O11.6142 & O11.6143).

AFV/WRECK LOS HINDRANCE: Contrary to D9.4, an AFV/non-burning-wreck inside (i.e., not in Bypass) a building/Factory/woods obstacle does not present any LOS Hindrance.

VEHICLE CREW: As an additional option, each 1-2-7 crew or 2-2-8 on foot is allowed to enter any non-Isolated, non-Shocked/UK already manned AFV of its choice at the start of RePh step O11.6131 (that AFV is abandoned by its [Temporary] Inherent crew to make room for the 1-2-7 crew or 2-2-8 entering it). Each 1-2-7 crew still on-foot at the end of RePh step O11.6131 is now eliminated. Each time a 2-2-8 Infantry Crew has entered an abandoned AFV it now becomes an Inherent 1-2-7 Vehicle Crew (permanently).

DUG-IN AFV: Dug-In AFVs setting up HIP may do so for free (i.e., contrary to O11.6194c such HIP need not be separately purchased).

Once, a Dug-In AFV has been revealed it may not set up using HIP again.

A Dug-In AFV may not set up in a Front Line Location.

Each time a DC is Placed/Thrown against a Dug-In AFV a hit location in the hull is considered to be in the turret instead. In the "DC POSITION DRM" table (C7.346) where it says "hull", consider that word replaced with "turret" when a DC is Placed/Thrown against a Dug-In AFV.

WRECKS: All Burnt-Out-Wrecks in rubble/building/Factory/woods hexes (including in VBM) are removed from play in RePh step O11.6097.

Contrary to SSR CG7 (O11.4), a wreck/Burnt-Out-Wreck is removed from play due to rule D10.41 FIRE and can be removed by D10.42 PUSHING.

17. BOOBY TRAPS: Booby Trap Level C may not be increased. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack, delete O11.6123.

18. MILITIA COMPANY: A Militia Coy RG consist of 15 squads (not 12 squads). No Militia Coy (I5) receives any SW (O11.6202).

19. ASSAULT ENGINEERS: German/Russian Assault Engineers have an underscored Morale Factor, are exempt from Disruption, and an ELR of 5. Each German Pioneer Coy RG (I3) receives two DC less (i.e., three DC, not five). The Smoke Exponent of German 8-3-8 squads is not increased by two (i.e., a Smoke Exponent of 3 during play, not 5).

20. WEAPONS: Guns may set up as Emplaced in Paved Road hexes that also contains shellholes. Guns may always set up HIP if Emplaced and also HIP if non-Emplaced in Concealment Terrain (delete "eligible per A12.34" in rule O11.4 CG SSR 5). HS may set up as if a Crew with a Gun.

MOL: An attack using a MOL may only be made vs Locations containing at least one Known/concealed enemy unit.

MOL-PROJECTOR NA: MOL-P pltns can no longer be purchased.

HEAVY WEAPON PLATOONS: Each 1-2-7 crew received with an HW Pltn is replaced with a 2-2-8 crew.

WEAPON REPAIR TABLE: All Malfunctioned vehicular armaments can possibly be repaired, while all malfunctioned non-vehicular Weapons (e.g., SW/Gun) are Eliminated in this RePh step (O11.6132).

CAPTURED WEAPON/AFV: Each Captured weapon is Eliminated and AFV becomes a wreck, in RePh step O11.6135 and O11.6136.

SW/GUN NOT IN FRIENDLY SETUP AREA: All SWs and Guns not in a Friendly setup area after Perimeter determination is Eliminated.

ONE SW ELIMINATION: Each side must eliminate one functioning SW of their choice, after each scenario played

SET DC: A Set DC may only be designated as such with Purchasing Fortifications rule O11.621 (i.e., only during set up, not during play). In rule O11.621, footnote 9, delete "building/rubble/bridge/pillbox/trench" (i.e., a Set DC may be in any non-Isolated friendly-Controlled Location A23.7).

LIGHT MORTARS: At the end of each of the following four phases: PFPh, MPH, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

FLAMETHROWERS: The Basic TK# for the OT-34 BF32 is 6 at one hex (or same hex), 4 at two hexes and 3 at three hex range. The same decreased TK# applies for an Infantry FT (i.e., 6 at one hex (or same hex) and 4 at two hex range). Modifications of the Basic TK# (C7.2) apply. Ignore the rule change C7.344 (FT TK), in Journal 16.

AMMUNITION SHORTAGE REMOVAL: In rule O11.6243, lines 6-8, delete "at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn".

SPECIAL AMMO: Russians/Germans are never Guards/Elite (C8.2).

21. STILL HIDDEN UNITS: Hidden non-Isolated units in RePh step O11.602 not subject to O11.604 (Encirclement/Minefields) may remain HIP unless such a unit must either be used to determine the friendly Perimeter and/or to obstruct the non-friendly Perimeter. Contrary to O11.602 still HIP Dug-In AFVs remains HIP, and no HIP units are revealed.

Hidden units are now cleared from the map in step O11.607, although Guns removed from Fortified-Location/Pillbox must always set up there again and may be Eliminated by Blaze due to Fire Spreading during an Idle Day.

On the final CG Day being played, at the start of Game Turn 5, all HIP units lose HIP status and are placed onboard beneath concealment.

22. SEARCHING: Searching may only reveal Fortifications, Set DC, AFV, Dug-In AFV, and Gun ADJACENT (A.8) to the Searching unit(s) (i.e., Infantry, Dummy units, tunnels cannot be Searched/revealed).

23. RECONNAISSANCE & RECON INSPECTION NA: Delete these two rule paragraphs O11.622 & O11.6245 that are not allowed.

24. RED OCTOBER MAP CONFIGURATION: Hexrows numbered 4 to 44 are in play. Hexes numbered < 4 and > 44 are terrain areas not in play [EXC: for offboard-set-up/-movement and offboard rubble still blocks LOS]. In CG SSR 9 (O11.4) replace "HH48/II48" with "HH44/II44/F44".

25. VILLAGE STREETS NA: Replace the rule Village Terrain B31.1-15 with the following rule: Consider the Narrow Street artwork to be Open Ground and only drawn for aesthetic purposes (i.e., Narrow Streets drawn on the map use the same rules as if Open Ground).

26. CG DAYS 23-29 OCTOBER: The CG only last to 29 October and 30-31 October are not played (i.e., to represent the historical time frame).

27. DELETE INITIAL SSR I3-I5: Delete I.3 (no setup on hexrow B), I.4 (no restricted entry) and I.5 (no +1 drm to the Game End dr).

28. RUSSIAN AT START OB: In the Russian OB, replace the 2-2-8 crew, and the HMG.50cal with one HW Pltn (I7). Add to the Russian OB, five WIRE, four 6 A-P minefields, 15 conscripts 4-2-6 squads, and a 7-0 Leader that all set up as Broken Units in 16 different Factory hexes.

29. GERMAN AT START OB: In the German OB, replace the 150+mm Nebelwerfer Rocket OBA Module with a 100+mm Artillery Module directed by an Offboard Observer that may Pre-Register two hexes.

The Pre-registered hexes and the Offboard Observer's hex are recorded after the Russian setup, the same also applies, if the Germans have purchased a second OBA module with an Offboard Observer/Pre-Registered hex(es)

30. EXPERIENCE LEVEL RATING (ELR): Replace rule O11.617 (ELR Loss/Gain) with the following new rule:

O11.617 GERMAN & RUSSIAN ELR: The Germans have an ELR of 4 and the Russians an ELR of 3 [EXC: Assault Engineers].

IDLE REQUIREMENTS: In the CG, each side must choose an Idle chit for the CG Day 26 October (i.e., a historical idle day).

31. LIMITED INFANTRY COY PURCHASE: In each CG scenario, the Russians purchase two Infantry Coy and the Germans purchase one Infantry Coy [EXC: on the Idle Day 26 October, the Russians purchase one Infantry Coy and the Germans purchase two Infantry Coy].

During the CG, 13 Russian Coy and 8 German Coy must be purchased. No Infantry Coy can be purchased on the last CG Day (29 October).

32. MARTINOVSKI SHOP: If all hexes of Martinovski Shop (S22) are in Control by the Germans at the end of a CG scenario, then the following is ignored, otherwise, the following applies, to simulate a Russian counterattack of infiltration and deception in the defensive-advantage-terrain, such as the large factory-concrete-bridge and the long-secret culvert.

After step O11.607 (Clearing The Map), the Russian player make a Counter-attack-DR, the number rolled is how many Martinovski factory hexes the Russians gain Control of from the Germans. Hexes in the easternmost hexrow(s) of the factory must be claimed Control of first by the Russians. In this process, each Isolated German unit in a Martinovski hex regained Control by the Russians is eliminated, German weapons are captured, and an Immobile German AFV can be Isolated (or eliminated). Russian unit(s) may become non-Isolated and cleared from the map.

Example: After the Perimeter has been drawn and the - Clearing The Map - step is done. The situation is that the Germans Control hexrow T4-T44 and all hexes west of this hexrow, except for these 5 Russian Controlled Isolated hexes Q24, P23, O22, O23, O24. The Russian Counterattack-DR is 7, the Russians regain Control of 3 hexrows (6 hexes) and may choose to regain Control of hex Q23 and the Isolated Area of 5 hexes is no longer Isolated and the Russian units are cleared from the map. In hex, Q22 is an Immobile German AFV and if the Russians decide to regain that hex instead the AFV is eliminated and the Russian units remain Isolated. If the Russian Counter-attack-DR is 9, the Russians may choose to regain Control of hex P21, then the German Controlled hex P22 would be Isolated and become a Russian Controlled hex, unless an Immobile German AFV is in that hex, that now would be Isolated, unless the Russians choose to eliminate it.

33. RUSSIAN SMOKESTACK SNIPER: In addition to (Russian) SAN Adjustment (O11.6122), the following applies: If the Russian SAN is < 3 it is automatically raised to 3, provided, that the Russians Control more non-rubble Smokestack Chimney hexes than the Germans. (i.e., Delete O5.82), this rule replaces "Any possible Sniper attack on a dr of 3".

RED OCTOBER CG I

X-TAG 23-29 OCTOBER

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

2. GAME END: A CG scenario can no longer end on Game Turn 5 and 8. End of Game Turn 6 it will end on a $dr \leq 4$, otherwise, it ends Game Turn 7.

3. CPP REPLENISHMENT O11.616: Each side makes a non-secret DR to replenish its CPP, and only the highest DR is used by both players.

4. FULL-STRENGTH RG: Each Infantry Coy/Pltn, Armor Pltn, and Gun Battery are received at Full-Strength (i.e., never Depleted, ignore O11.6201).

5. MMC BATTLE HARDENING TABLE NA: In rule O11.6112, line 5, delete "Each side also" and all text and the table thereafter.

6. MIST: If Heavy Winds occur during Mist (in the RePh step O11.6241 or during play) the Weather becomes Clear for the remainder of that CG Day.

7. NIGHT ASSAULT NA: Delete O11.6234.

8. BLAZE/FLAME: No Rooftop Location can contain a Flame counter. Each time a Flame becomes a Blaze in the building Location directly beneath a Rooftop Location, a Blaze is also immediately placed in that Rooftop above. A second Flame counter can never be created in any Location.

IDLE DAY BURNING: When an Idle Day occurs and there are still Blazes on the map, then perform the following: roll for wind status (B25.63-.64), then for 8 Player Turns roll for Wind Change, checking for falling rubble, spreading fire, building collapse, gusts, etc. Then perform rule O11.609 (Extinguishing Blazes) with the following sub-steps O11.6091-.6097.

Each AFV/weapon/unit that is confined to setting up in a specific Location(s) that become ablaze during the Idle Day is Eliminated.

9. FACTORIES: There is no LOS between a Factory Rooftop and the same-hex ground-level. Replace the three line of rules at the end of B23.741 about Residual FP, with the following: For Residual FP in a Factory Location, Building TEM applies vs moving units if the unit that placed the Residual FP fired from outside that Factory Location, Factory TEM applies if the unit that placed the Residual FP fired from within the factory to that Factory Location. Bypassing unit of the Factory Location always receive Building TEM.

DC BREACH OF BLACK BAR: A Placed DC that detonates create a Breach on an Original DR of 9 or less. When a Breach is created, no Rubble Creation is possible. Delete line 11-12 in rule O5.331 that reads the following "only one Gun (whether Vehicular or not) per Location may fire through such a Breached hexside per Game Turn".

10. GUTTED BUILDINGS: MF cost for Guttled non-factory buildings is the same as before being gutted. A non-guttled factory has a cost of either 1 MF or 2 MF (in O1.2, line 2, replace "3 MF" with "2 MF"). Infantry enters a Factory hex that is Guttled or roofless for a cost of 2 MF. *Example: on the RB map, from N15 enter O16, or 4 MF; Manhandling, or 1/2 MP; AFV).*

11. RUBBLE: For Rout purposes A10.51 DIRECTION, apply the following. Rubble (even Fallen Rubble) in original Locations of a multi-hex building is still considered to be part of the same building, even if the entire building is rubble. Each Printed and Fallen rubble hex is treated as a single building hex.

12. ENTRENCHMENTS: SSR RF6, line 4, delete "only to the RF Cellar (6.21) if it exists in that hex;" and in line 16-17, delete "nor if entering/leaving a Cellar Location to/from such a trench, is the unit considered to be changing elevation for any purpose." Each Entrenchment is treated as one single building hex for Rout (towards and beneath it), and for Rally Bonus purposes. Units beneath an Entrenchment are considered to be in Concealment Terrain.

13. STUKA: Purchased German Air Support arrive either in the form of 3 Stuka M42 with bombs (cost 1 CPP) or four Stuka M42 with bombs, "Early Stuka; -2 drm" (cost 2 CPP). **ERRATA:** Reserve unit(s) must remain Cloaked even when a STUKA is within one hex, in rule O11.6194b, in line 8, delete "(or enemy Air Support [SSR 9] is within one hex)".

STUKA ACE: Upon the aircraft Turn of Entry, the German player make one dr (no drm), instead of a DR, on the Armor Leader Table and if he receives one Armor Leader, it is assigned (non-secretly) to a Stuka and act as a Stuka Ace that may use his Leadership for both To Hit and MG attacks. A Stuka Ace with morale 9 or 10, has a better Sighting TC chance.

14. OFFBOARD ARTILLERY (OBA): When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this 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).

An Original Contact/Maintenance DR of 12 does not cause the breakdown of a Radio or elimination of a Field Phone, although an Original DR of 12 does cause the loss of Field-Phone Contact. A Security Area line of hexes (C1.23) can be drawn to any non-Isolated Location and is never cut for any reason (i.e., the line can have bends and is never cut by FFE/enemy-DR-of-2).

HIP OBSERVER ON ROOF: Each HIP leader in possession of only a Field Phone (or Radio) in a Roof Location remains HIP despite enemy LOS to its Location (i.e., as opposed to other units, see B23.82). Any Observer with a Radio or Field Phone may set up using HIP (cost no FPP).

OFFBOARD OBSERVER: Each Russian OBA Module purchased on 24th October and thereafter, has the option to have an Offboard Observer assigned to it (at no cost and no limits). The Offboard Observer is at level 3 of any east-edge hex, secretly recorded before German setup. Each German OBA Module purchased has the option to have an Offboard Observer assigned to it (at no cost), the CG Max (O11.6196) determine the limit of Offb'd Observers.

SPOTTER PLANE: Each German non-Rocket OBA 150+mm (or 100+mm) OBA Module purchased has the option to have a Spotter Plane assigned to it (at no cost), the CG Max (O11.6196) determine the limit of Spotter Planes.

Ignore E7.6-.62 and use the following rule instead: A Spotter Plane is an Offboard Observer (C1.63) with the ability of LOS to all Locations [EXC: Sewer/Culvert] on the map and Hindrance drm never apply to the Accuracy dr. A Spotter Plane is immediately revealed when the Module assigned to the Spotter Plane has its SR or AR converted to an FFE:1 (place a Spotter Plane on the map, a Glider counter may be used). Only one Spotter Plane is allowed per CG scenario and may not be used in Overcast/Mist weather conditions.

15. LEADERS: In rule O11.6113 (Leader), delete in line 3 "Each side" and everything thereafter, and in rule O11.6205 (Leader Determination), delete the last sentence (starting with "Each Infantry"). Delete O11.6114 (Promotion Out Of The Ranks). Replace rule O11.610 with the following:

O11.610 WOUNDED LEADERS: Each player makes a dr for each of his currently Wounded leaders. On a dr of 1, the leader is Retained and no longer wounded, otherwise, the wounded leader is evacuated (or dead).

8+1 COMMISSAR: Each time an 8-0 leader is exchanged (O11.6206) for a 9-0 Commissar, the Russian player makes a dr, and on a dr of 6 that 9-0 Commissar is replaced with an 8+1 Commissar.

16. ARMORED FIGHTING VEHICLES: Replace the word "may" with "must" in rule O11.6133 (AFV MG Exchange). AFVs must attempt to Repair their Malfunctioned weapons during each RPh. Withdrawal of an AFV that belongs to a pltn never occurs (delete O11.6142 & O11.6143).

AFV/WRECK LOS HINDRANCE: Contrary to D9.4, an AFV/non-burning-wreck inside (i.e., not in Bypass) a building/Factory/woods obstacle does not present any LOS Hindrance.

VEHICLE CREW: As an additional option, each 1-2-7 crew or 2-2-8 on foot is allowed to enter any non-Isolated, non-Shocked/UK already manned AFV of its choice at the start of RePh step O11.6131 (that AFV is abandoned by its [Temporary] Inherent crew to make room for the 1-2-7 crew or 2-2-8 entering it). Each 1-2-7 crew still on-foot at the end of RePh step O11.6131 is now eliminated. Each time a 2-2-8 Infantry Crew has entered an abandoned AFV it now becomes an Inherent 1-2-7 Vehicle Crew (permanently).

DUG-IN AFV: Dug-In AFVs setting up HIP may do so for free (i.e., contrary to O11.6194c such HIP need not be separately purchased). Once, a Dug-In AFV has been revealed it may not set up using HIP again.

A Dug-In AFV may not set up in a Front Line Location. Each time a DC is Placed/Thrown against a Dug-In AFV a hit location in the hull is considered to be in the turret instead. In the "DC POSITION DRM" table (C7.346) where it says "hull", consider that word replaced with "turret" when a DC is Placed/Thrown against a Dug-In AFV.

WRECKS: All Burnt-Out-Wrecks in rubble/building/Factory/woods hexes (including in VBM) are removed from play in RePh step O11.6097.

Contrary to SSR CG7 (O11.4), a wreck/Burnt-Out-Wreck is removed from play due to rule D10.41 FIRE and can be removed by D10.42 PUSHING.

17. BOOBY TRAPS: Booby Trap Level C may not be increased. Contrary to B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack, delete O11.6123.

18. MILITIA COMPANY: A Militia Coy RG consist of 15 squads (not 12 squads). No Militia Coy (15) receives any SW (O11.6202).

19. ASSAULT ENGINEERS: German/Russian Assault Engineers have an underscored Morale Factor, are exempt from Disruption, and an ELR of 5. Each German Pioneer Coy RG (13) receives two DC less (i.e., three DC, not five). The Smoke Exponent of German 8-3-8 squads is not increased by two (i.e., a Smoke Exponent of 3 during play, not 5).

20. WEAPONS: Guns may set up as Emplaced in Paved Road hexes that also contains shellholes. Guns may always set up HIP if Emplaced and also HIP if non-Emplaced in Concealment Terrain (delete "eligible per A12.34" in rule O11.4 CG SSR 5). HS may set up as if a Crew with a Gun.

MOL: An attack using a MOL may only be made vs Locations containing at least one Known/concealed enemy unit.

MOL-PROJECTOR NA: MOL-P pltns can no longer be purchased.

HEAVY WEAPON PLATOONS: Each 1-2-7 crew received with an HW Pltn is replaced with a 2-2-8 crew.

WEAPON REPAIR TABLE: All Malfunctioned vehicular armaments can possibly be repaired, while all malfunctioned non-vehicular Weapons (e.g., SW/Gun) are Eliminated in this RePh step (O11.6132).

CAPTURED WEAPON/AFV: Each Captured weapon is Eliminated and AFV becomes a wreck, in RePh step O11.6135 and O11.6136.

SW/GUN NOT IN FRIENDLY SETUP AREA: All SWs and Guns not in a Friendly setup area after Perimeter determination is Eliminated.

ONE SW ELIMINATION: Each side must eliminate one functioning SW of their choice, after each scenario played

SET DC: A Set DC may only be designated as such with Purchasing Fortifications rule O11.621 (i.e., only during set up, not during play). In rule O11.621, footnote 9, delete "building/rubble/bridge/pillbox/trench" (i.e., a Set DC may be in any non-Isolated friendly-Controlled Location A23.7).

LIGHT MORTARS: At the end of each of the following four phases: PFPh, MPPh, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

FLAMETHROWERS: The Basic TK# for the OT-34 BF32 is 6 at one hex (or same hex), 4 at two hexes and 3 at three hex range. The same decreased TK# applies for an Infantry FT (i.e., 6 at one hex (or same hex) and 4 at two hex range). Modifications of the Basic TK# (C7.2) apply.

Ignore the rule change C7.344 (FT TK), in Journal 16.

AMMUNITION SHORTAGE REMOVAL: In rule O11.6243, lines 6-8, delete "at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn".

SPECIAL AMMO: Russians/Germans are never Guards/Elite (C8.2).

21. STILL HIDDEN UNITS: Hidden non-Isolated units in RePh step O11.602 not subject to O11.604 (Encirclement/Minefields) may remain HIP unless such a unit must either be used to determine the friendly Perimeter and/or to obstruct the non-friendly Perimeter. Contrary to O11.602 still HIP Dug-In AFVs remains HIP, and no HIP units are revealed.

Hidden units are now cleared from the map in step O11.607, although Guns removed from Fortified-Location/Pillbox must always set up there again and may be Eliminated by Blaze due to Fire Spreading during an Idle Day.

On the final CG Day being played, at the start of Game Turn 5, all HIP units lose HIP status and are placed onboard beneath concealment.

22. SEARCHING: Searching may only reveal Fortifications, Set DC, AFV, Dug-In AFV, and Gun ADJACENT (A.8) to the Searching unit(s) (i.e., Infantry, Dummy units, tunnels cannot be Searched/revealed).

23. RECONNAISSANCE & RECON INSPECTION NA: Delete these two rule paragraphs O11.622 & O11.6245 that are not allowed.

24. RED OCTOBER MAP CONFIGURATION: Hexrows numbered 4 to 44 are in play. Hexes numbered < 4 and > 44 are terrain areas not in play [EXC: for offboard-set-up/-movement and offboard rubble still blocks LOS]. In CG SSR 9 (O11.4) replace "HH48/II48" with "HH44/II44/F44".

25. VILLAGE STREETS NA: Replace the rule Village Terrain B31.1-15 with the following rule: Consider the Narrow Street artwork to be Open Ground and only drawn for aesthetic purposes (i.e., Narrow Streets drawn on the map use the same rules as if Open Ground).

26. EXPERIENCE LEVEL RATING (ELR): In rule O11.6161, in line 3, delete "ELR Loss/Gain (O11.617)," and at the end add "The ELR is modified inversely by the side's positive Historical DRM for the current CG Day." This means that CG Days 14 Nov and 15 Nov, the German ELR drops to 3, while the Russian ELR drops to 2. Replace rule O11.617 (ELR Loss/Gain) with the following new rule:

O11.617 GERMAN & RUSSIAN ELR: The Germans have an ELR of 4 and the Russians an ELR of 3, and their respective ELR can be decreased by the positive Historical DRM [EXC: Assault Engineers].

27. DELETE TWO GERMAN COYS: Delete from the German At start Order of Battle, one Rifle Coy and one Sturm Coy.

28. LIMITED INFANTRY PURCHASE: Reinforcement Groups (RG) with ID: I (Infantry Coy and Infantry Pltn), replace each CG II Max number with 1 (i.e., number 2, 3, 4, 5 and 7 are all replaced with number 1).

This Means that the German player can only purchase 3 different Infantry Coy and 1 HW Pltn and the Russian player can only purchase 5 different Coy and 1 HW pltn.

29. GERMAN RIFLE COY LEADERS: Each German Rifle Coy adds a +2 DRM to its Leader Determination DR. Delete the German Leader DRM "+1 if a CG II/IV scenario".

30. MARTINOVSKI SHOP: If all hexes of Martinovski Shop (S22) are in Control by the Germans at the end of a CG scenario, then the following is ignored, otherwise, the following applies, to simulate a Russian counterattack of infiltration and deception in the defensive-advantage-terrain, such as the large factory-concrete-bridge and the long-secret culvert.

After step O11.607 (Clearing The Map), the Russian player make a Counter-attack-DR, the number rolled is how many Martinovski factory hexes the Russians gain Control of from the Germans. Hexes in the easternmost hexrow(s) of the factory must be claimed Control of first by the Russians. In this process, each Isolated German unit in a Martinovski hex regained Control by the Russians is eliminated, German weapons are captured, and an Immobile German AFV can be Isolated (or eliminated). Russian unit(s) may become non-Isolated and cleared from the map.

Example: After the Perimeter has been drawn and the - Clearing The Map - step is done. The situation is that the Germans Control hexrow T4-T44 and all hexes west of this hexrow, except for these 5 Russian Controlled Isolated hexes Q24, P23, O22, O23, O24. The Russian Counterattack-DR is 7, the Russians regain Control of 3 hexrows (6 hexes) and may choose to regain Control of hex Q23 and the Isolated Area of 5 hexes is no longer Isolated and the Russian units are cleared from the map. In hex, Q22 is an Immobile German AFV and if the Russians decide to regain that hex instead the AFV is eliminated and the Russian units remain Isolated. If the Russian Counter-attack-DR is 9, the Russians may choose to regain Control of hex P21, then the German Controlled hex P22 would be Isolated and become a Russian Controlled hex, unless an Immobile German AFV is in that hex, that now would be Isolated, unless the Russians choose to eliminate it.

31. RUSSIAN SMOKESTACK SNIPER: In addition to (Russian) SAN Adjustment (O11.6122), the following applies: If the Russian SAN is < 3 it is automatically raised to 3, provided, that the Russians Control more non-rubble Smokestack Chimney hexes than the Germans. (i.e., Delete O5.82), this rule replaces "Any possible Sniper attack on a dr of 3".

RED OCTOBER CG II

11-15 NOVEMBER

OPERATION HUBERTUS

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