

# Drew Dorman's BATTLEFIELD WALKAROUND: STREETS OF FIRE

**1.0 Locale** – The four geomorphic boards (a, b, c, and d) can be linked together to form various terrain layouts that are found on each scenario set up sheet. Hex references like 'cH4' are read as map board 'c', hex 'H4'.

**2.0 Land Forms** – The terrain on the map is primarily of a uniform level 0 height, with ravines lowering the terrain to -10 in their hex. All hedge hex side terrain (bG4-bG5) depicted on the maps are +5 levels high.

**2.1 Ravines** – The ravines depicted on the maps have sides that are extremely steep in many locations. Thick black lines running along the edge of the ravines (dF1) indicate these locations. Units may not enter "up" positions along these ravine sides and their LOS only extends as far as an adjacent hex (dF1 may attack dE1 and vice versa). Ravine hexes that do not include these thick black edges are treated normally. LOS extends down sequential ravine hexes normally, regardless of the existence of thick black edge art.

**2.2 Gullies** – Some scenarios mention gullies; treat these like ravines in all respects.

**2.3 Brush** – There are a few brush hexes located on the maps (cC1). These are treated normally. When brush exists in conjunction with ravine terrain (dC5), use the obscuring brush modifiers when firing through the hex and the ravine effects when firing at targets in the hex.

**2.4 Woods** – There are a few woods hexes located on the maps (bB2). These are treated normally. When woods exist in conjunction with ravine terrain (dD4), use the woods terrain when units are in the 'up' position and the ravine terrain when units are in the 'down' position. Some woods hexes have paths (cB4) through them. Use the woods terrain for cover, and the path itself for movement. Units may only receive the path movement rate when traveling along the path. If the path/woods hex is entered from a non-path hex side (bJ4 to bK5), pay the woods movement cost.

**2.5 Orchards** – There are several orchard hexes located on the maps (bG4). Orchards are Obscuring terrain from same level LOS regardless if the LOS touches orchard artwork or not (i.e., as long as the LOS is either traced through or along side an orchard hex, the LOS is Obscured), and create blind hexes from higher level terrain if any orchard artwork is touched by LOS.

**3.0 Terrain Forms** – The terrain depicted on the maps consists mainly of single and multi-hex wooden and masonry buildings, as well as a lumber yard. All wall hex side terrain (aL3-aL4) depicted on the maps are +5 levels high.

**3.1 Lumber yard** – There are three lumber yard hexes on map 'c' (cC4, cC5, and cD4). These are treated like level +10 wooden houses in all respects, with the exceptions that units in these hexes may fire mortars and SCW's and AAA guns with no restrictions, and may also not be Overrun.

**3.2 Buildings** – With the exception of factories, all building types are found on the various maps. Factories will be specified if in play via SSR for that particular scenario. All buildings and factories conform to ATS building rules, unless otherwise stated by SSR. There are several buildings with multiple buildings in a hex (bF4). These are treated as one location.

**3.3 Black bars** – Map board 'c' has a row house of four buildings (bE4, bF3, bG3, and bH2) that are each separated by a black bar. These buildings are treated as individual buildings, and normal black bar rules apply (i.e., no movement, infiltration, gunfire or grenade attacks are allowed, and morale modifiers do not apply across these black bar hex sides).

**3.4 Roads** – Both roads (aF1) and paths (cB4) are found on the maps. These are treated normally. Emplacements may not be set up in paved roads.

**3.5 Sewer movement** – Small circles on the maps (dC3) depict sewer entrances. Only personnel and their light and medium weapons may move "through" sewers during infiltration. The units must occupy the ground level of a sewer hex in order to use sewer movement. When activated for infiltration, one or more units in the hex must make an unmodified morale check. Units may either roll against their individual morale values or they may make a single roll for all units using the squad or leader in the location with the best morale value. When using a single unit to check for multiple units, those units must infiltrate as a group. A successful morale roll allows the active player to move the infiltrating units up to THREE hexes to another sewer entrance location. Failure to make the morale roll allows the opposing player to either: a) not allow the active units to infiltrate; or b) move the infiltrating units up to THREE hexes to another sewer entrance location. When a group of units fail their morale check, the opposing player MAY split them up. If a commissar is used to check for sewer infiltration, failure only occurs on a die roll of '0' (apply commissar related casualties normally).