BATTLEFIELD WALKAROUND: 11/03/2009

Into the Rubble By Todd Larsen

Into the Rubble uses geo boards to represent various urban battles during WWII. Normal ATS rules apply except where modified below.

Rooftops - are in effect only as per SSR.

Debris – Unlike other terrain types, in hexes where a Road passes through Debris the road has no effect on the Debris terrain.

Debris Lane - Anytime a FULLY tracked vehicle passes successfully enters a Debris hex (i.e., makes a roll on the Immobilization Table without becoming M-KILLed) place a Minefield Lane marker in the hex to signify subsequent entry by FULLY tracked vehicles does not require another roll on the table.

Multiple buildings in a hex - (BFPA EE7) treat as one location.

Storage Tanks – (BFP B W3) Storage Tanks with large white center dots are Level+30 blocking terrain (**BFP A X7**), small white center dots are Level +20 blocking terrain, (**BFP B X7**). Storage tanks cannot be entered, use the other terrain in the hex (i.e. Debris) for any cover mods. Storage Tanks block any LOS that touches their artwork. Movement cost is based on the OTHER terrain in the hex.

Towers – (BFP A K6) Large round brown, wood structure. Improved cover if **IN** the tower at Level +10 or by SSR. Treat as a tower with a Level+10 and is a Level +20 LOS obstacle. Same level LOS is possible through the base of the tower, but suffers Obscuring +1/1L mods. The Tower blocks any non ground level LOS that touches it's artwork.

Factory (BFP B CC1) - A Factory is any building on BFP A or B that has a black bar interior wall on more than hexside and/or a building with at least 1 road or railroad entering into the building. Vehicles and H Weapons may enter/exit at these points. Factories with a large white square (representing the Stairwell) are Level +20 Blocking terrain. All other Factories are Level +10 Blocking terrain, with a Stairwell in each hex that connects to the Rooftop. If rooftops are in play they can be reached only via a stairwell hex or a hex where a road/railroad enters the factory. Buildings not on BFP A or B are Factories only by SSR.

Rubbled City Overlay – Hex O3 is a multi hex building with 1 hex rubbled. Hex O3 has a Level +10 and is a Level +20 LOS obstacle. N3 is +5 ground level rubble.

Factory Overlay – This overlay is always a Factory. Any road/railroad that runs into a hex of the overlay creates a vehicle sized entrance and Rooftop access point at that hexside even though the road/railroad artwork does not touch the building.

Sapper Squads – In some scenarios squads may be designated a Sapper by SSR. A Sapper may attempt to create a lane in a mine or wire hex. A Sapper squad must begin the turn on the mine or wire hex. The squad must remain non B/S and cannot move or fire for the turn. During section B of the end of turn segment the Sapper squad rolls 1d10. On a roll ≤ 3 a

lane is created in the mine or wire. This roll may be modified by a non B/S leader that has been stacked with the squad for the entire turn.

Dug In AFVS – An AFV designated Dug In may use Hidden setup in allowable terrain. The AFV cannot move and can only pivot and fire it's Turret weapons. A Turret Hit Location is required to hit, all other locations are a miss.

Molotov Projector (Mol P) In some scenarios a Russian M|MTR is used to represent a Molotov thrower. It has a range of 4 hexes and uses the A1 HPT table to hit as a D weapon. A successful hit results in a Molotov Attack on the MC table with the following exception. An attack vs a bunker or building is resolved normally but if successful do not eliminate the Infantry. A hit versus Infantry in any location is resolved on the 4GF column of the F2 table with no shifts.

Flakvierling 38 - The Flakvierling 38 has a ROF of 4 and may use Semi Automatic Fire at a value of 20GF.

Fortified Building Location - by SSR.
- provides additional +1/1L to the normal terrain modifier.
- Friendly units cannot enter a Fortified location that is already occupied by non broken/surrendered Enemy units, even by Infiltration or via Sewer Infiltration.
- a Fortified location can be captured and controlled by an enemy unit normally.
- Infantry may enter an Enemy Occupied Fortified Building Location provided it is a Tunnel entrance/exit location or they enter it from an adjacent Hedgehog or AT Trench.

Sewer Infiltration - by SSR.
- Russian units may use it freely.
- Germans may only do so if accompanied by a leader who passes an unmodified Morale check with a special +4drm, ie harder to pass. This check is in addition to the check below.
- Units must start the Infiltration Segment in a +0 level of a Sewer entrance hex (black manhole circle).
- A unit eligible to Infiltrate may attempt to move to another Sewer hex within 3 hexes of its current hex(cannot be a Fortified Location). All units in a stack that wish to use Sewer movement from a hex may do so together, although there is no requirement they do so.
- Following the announcement of the intention to use Sewer movement, a morale check is made, using the original (ie, printed, no mods) morale of any ONE unit in the hex if using a single check for all units or a morale check for each unit if moving separately. If the unit(s) fail this morale check, the impulse is considered used for the unit(s) and one of two events occurs at the OPPONENT'S behest:
a) The unit(s) may not Infiltrate;
b) Place the unit(s) in any Sewer hex within three hexes. When multiple units fail, the opponent may freely divide them among different Sewer hexes (or no move, i.e., end their Infiltration).
- If a Commissar is chosen for the morale check, for himself or if checking for a group, ONLY a '0' will result in failure and casualties are applied among the checking units (unless the Commissar is checking alone, in which case their is no further effect beyond a-b above).