

BATTLEFIELD WALKAROUND: 10/25/2009

Red Barricades By Todd Larsen

The Red Barricades map covers the entire Red Barricades factory complex in Stalingrad circa September 1942. The map is a sprawling collection of buildings, factories, debris and rubble.

All information and rules provided here apply to all Red Barricades scenarios and Campaign Games.

1.0 ELEVATIONS

The map is almost entirely +0 level, dropping to -10 in the Ravines and near the River.

2.0 TERRAIN FEATURES

Paved road(H4)	Unpaved road(CC15)
Wall(U20/V20)	Hedges(Y20/Z19)
Clear +0 level(CC36)	Clear -10 level(GG33)(FF9)
Manhole/Sewer Entrance(U37)	Brush(HH17)
Debris(K34)	Wood Rubble(J41)
Masonry Rubble(U41)	Shell holes(L368),
Orchard Road(CC39)	Ravine(U39)
Black Bar(S33/S34)	Masonry Bridge(T38)
Wood Bridge(CC31)	Tower(C33)
Large Building(G33)	Stairwell Building(AA25)
Masonry House(H19)	Wood House(F23)
Roofless Factory(P13)	Cliff(GG15/HH14)

2.1 SPECIAL TERRAIN NOTES – normal ATS rules except where modified below.

Rooftops are in effect.

Multiple buildings in a hex (EE41) treat as one location.

Factory (F16) A Factory is +20 Level LOS obstacle if it has a square center dot(stairwell hex) in the building or if not it is a +10 Level LOS obstacle. In either case it only has +0 level or rooftop, no other floors. The rooftop can be reached only via a stairwell hex or a hex where a road/railroad enters the factory.

Ravine Cliff (CC36/CC37) Units may not enter "Up" or move across a Ravine Cliff hexside, ie the dark line.

Storage Tanks (HH29) +0 level only but are +20 level LOS obstacle. +1/1L Terrain mod, Inf 1 MP COT. No entry or setup is allowed for vehicles or guns. LOS blocked if artwork is touched.

Railroad Embankment (E2/F1) represents slightly elevated Railroad tracks, +5 level. Each hexside crossed by the grey/black railroad artwork is treated exactly like a wall for LOS, cover effects and movement costs but no IM roll for fully tracked or halftracked vehicles. ex. E4 has a "wall" on 4 hexsides.

Cellars –All multi-hex, non-Factory buildings hexes have a -10 Level cellar location. Only Personnel and their carried L/M weapons may set up in or enter, Cellar marker placed on top.

- Considered Fortified Bldg location with Terrain Modifier +4/4L Masonry, +3 Wooden; all Fortified Building rules apply.

- Only Direct Fire from L/M weapons and Personnel GF, including Grenades/Satchel Charges/Gammon Bombs is allowed from a Cellar. A squads range is normal but it's inherent GF is ½ vs non-adjacent targets. L/M weapons range and GF is normal.

- Every Cellar hex may be entered/exited from the +0 level of the same hex via an inherent Cellar staircase at a cost of 2 MP.

- Units may also move to/from a Cellar location if it is a Tunnel Entrance/Exit or an adjacent Hedgehog, AT Trench, Blockhouse or Bunker directly from UNDER those Emplacements at COT.

- Movement and fire is allowed between connected Cellar hexes subject to Building and Black Bar rules.

Culverts (D38/E39) - Culverts cannot be destroyed.

- Units in a Culvert are placed under a +10 LOS marker.

- Units in a culvert have LOS only to adjacent hexes

- can only be fired on from adjacent hexes, Stationary cover

- Stacking in a culvert is 3 SPs max inc. L/M weapons, cannot be over stacked, this includes during Melee.

- Entry and movement costs 2 MP per hex to enter and move along, exit 1MP+COT.

Volga River (GG6) No Entry.

Debris – Unlike other terrain types, in hexes where a Road passes through Debris 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.

3.0 SCENARIO SPECIAL RULES

OBA Notes - Neither side's 150mm OBA may fire Smoke; no OBA may fire WP; only MTR OBA and German 105mm+ OBA may fire Flares, on board MTRs may fire flares normally.

Fortified Building Location – by SSR or by purchase in a CG.

- provides additional +1/L 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.

Tunnels - exists only by SSR, CG purchase or if a player exchanges a Fortified Location for a Tunnel. A Fortified Location that is specified by building/hex coordinate cannot be exchanged.

- A Tunnel's two entrance hexes, must be friendly controlled locations, are recorded secretly prior to play and must be within 3 hexes of each other (ie. 4 hexes max total tunnel length) and must be of the following type: Blockhouse, Bunker, Building, Brush, woods.
- A tunnel entrance/exit may also 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.
- An infantry unit(s) of the owning side +(carried L/M weapons) must use crawling movement to a Tunnel Entrance and is placed under a +10 marker. The unit(s) must exit the opposite end during Infiltration of the same turn, place on the exit at +0 level even if occupied by enemy units and Fortified, melee then occurs.

- A Tunnel cannot be over stacked, this includes during Melee..

Sewer Infiltration - Sewers Infiltration is allowed by both sides but Not allowed after Game Turn 4 of a Campaign Game.

- 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:
 - The unit(s) may not Infiltrate;
 - 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 there is no further effect beyond a-b above)

Russian Fanatic Resistance Nests FNR – Treat all non-B/S Russian personnel in a Fanatic Resistance Nest as if they are marked with Courage markers until at least one enemy unit (including vehicles) enters any building location of that building.

Dug In AFVS – An AFV designated as Dug In may use Hidden setup in allowable terrain. The AFV cannot move and can only pivot and fire its 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|MTTR 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.

Special Emplacement notes - All Emplacements may be placed in a paved-road hex that also contains shell holes.

- A roadblock may also be set up IN a Ravine or Culvert to block a Ravine/Culvert hexside. A roadblock IN a Ravine or Culvert may be crossed by Infantry only via Crawling and is treated as a wall at the level of a unit DOWN in a Ravine.