BATTLEFIELD WALKAROUND: 12/16/2023
Starter Kit boards t u v w x y z   By Todd Larsen

clarifications for scenarios on Starter Kit geo boards t u v w x y z to represent various rural and urban settings for WWII battles.

All ATS rules apply normally except where modified below.

Brush - (u D2)
Dirt Road - (y R4)
Hills - (u E9)
Open Ground - (y EE5)
Orchard Road - (u P4)
Paved Road - (T4)
Woods - (y F5)
Woods Road - (y E4)

Crop - (y Z4) treat normally in season late May through September. **Harvested** Oct thru May, treat as open ground with 1 mp cost

Orchard - (y T5) treat normally in season Apr thru Oct. Treat as **Out of season** Nov thru Mar and are obscuring, not blocking, for LOS between different elevations.
non-inherent Orchard - by SSR. LOS obscured only if it touches the actual art

Wooden Building - (x P8) all level 0, +10 LOS
Masonry Building - (x P7) all level 0, +10 LOS
Multiple buildings in a hex - (y L7) treat as one location.

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

Rubble 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.

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

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.

ATS Optional Rule C10.0-10.2 Gun Jamming/Cleared is in effect for all scenarios.

Debris - by SSR
Embankment Railroad - by SSR
Factory - by SSR
Flat Roofed building - by SSR
Flooded Hexes - by SSR
Rain - by SSR
Sewer Infiltration - by SSR
Soggy Ground - by SSR
Snow - by SSR
Winter Camouflage - by SSR
Wetland Hexes - by SSR