BATTLEFIELD WALKAROUND: 01/14/2013

Valor of the Guards By Todd Larsen

The VOTG map covers the central Stalingrad area circa September 1942. The map is a sprawling collection of buildings, large squares, burnt out buildings, factories, debris and rubble. **All information and rules provided here apply to all VOTG 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

Burnt Out Building(K23)	Burnt Out Factory(I19)
Clear +0 level(CC12)	Clear –10 level(LL49)
Cliff(EE21/EE22)	Debris(H34)
Destroyed Railcar(D14)	Ferry Landing (GG8/HH7)
Hedges(II41/II42)	Hexside Road(Q33/P33)
Large Masonry Building(U3)	Large Wooden Building(HH12)
Lumberyard(H11)(II12)	Manhole/Sewer Entrance(Y33)
Masonry Factory(I17)(G22)	Masonry House(L6)
Masonry Rubble(Y29)	Orchard Road(N47)
Orchard(U49)	Partially Collapsed(L18)
Paved road(K12)	Pier((LL16)
Railroad Car(D10)	Railroad(E7)
Ravine(G49)	Shell holes(FF47)
Stairwell Building(S5)	Tower(K7)
Unpaved road(JJ37)	Volga River (GG6)
Wall(I12/J11)	Wide Boulevard(O5)
Wood House(II45)	Wood Rubble(II43)
Wooden Factory(LL17)	

2.1 SPECIAL TERRAIN NOTES

– normal ATS rules except where modified below.

2.11 Rooftops are in effect.

2.12 Multiple buildings in a hex (H2) treat as one location.

2.13 Ravine Cliff (E13/E14) Units may not enter "Up" or move across a Ravine Cliff hexside, ie the dark line.

2.14 Partially Collapsed Building(L18) a building that is rubbled but with portions of its walls still standing. Normal rubble rules apply except where an LOS touches the black wall artwork. A small center dot is a +10 LOS obstacle, Large center dot is a +20 LOS obstacle. A attack that would rubble the building hex will cause the partial wall to collapse, indicate with a rubble marker.

2.15 Factory (F16) A **multi-hex** building is a Factory if it has a large white center dot(I18) and/or a road/railroad entering a building hex(G22). All factories are +20 Level LOS obstacle. In either case it only has +0 level or rooftop, no other floors. The rooftop can be reached only via a hex with a large white center dot or a hex where a road/railroad enters the factory.

2.16 Burnt out Factory (I19) cannot be set on fire and is considered Roofless. Can be Fortified. Interior and Exterior walls exist normally.

2.17 Burnt out Building (K23) cannot be set on fire and is considered Roofless but all non rooftop levels and Interior/Exterior walls exist normally. Masonry and can be Fortified. The Terrain mod (including Fortified) vs Indirect Fire is +2/2L(no ½ frag) plus all non rooftop levels above target level are 1L per level. Indirect Fire from top non roof location is OK. Infantry entry costs are Masonry Building+1.

2.18 Wide Boulevard(O5) Any paved road hex with a large black LOS center dot is a Wide Boulevard. A 1R column shift is applied to ALL F2 table attacks (no additional -1 HPN DRM) vs targets in such a hex.

2.19 Fountain (I38) Level +5 high. Some ornamental urban Fountains are found on the map. They are Obscuring terrain, providing a +1 HPN DRM or 1L for any LOS that passes through their hex and touches the terrain art.

2.20 Railroad Cars (D10) Treat normally except as follows. If the hex has a gap in the railroad car artwork (the gap must be minimum the width of the railroad car artwork) then Fully and Half tracked vehicles may Assault move through at ½ of it's

Assault Move MPs. Wheeled vehicles roll on IM table after entering. If there is not a gap in the artwork in the hex then only Fully Tracked AFVs may enter after a successful IM roll (-1 drm).

2.21 Destroyed Railroad Cars (D14) treat as wood rubble, +5 Level. Any HE attack vs a rail car hex with a +C4 result will destroy the rail car and result in wood rubble.

2.22 Lumberyard (H11)(II12) treat like level +10 wooden houses for LOS and Cover. Units in these hexes may fire mortars and SCW's and AA guns with no restrictions, and may also not be Overrun. Fully and Half tracked vehicles may Assault move through at ½ of it's Assault Move MPs. Wheeled vehicles roll on IM table after entering. Inf 2 MPs to enter.

2.23 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.

2.24 Debris – Unlike other terrain types, in hexes where a Road passes through Debris the road has no effect on the Debris terrain.
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 Lane marker in the hex to signify subsequent entry by assault moving fully tracked vehicles does not require another roll on the table.

3.0 SCENARIO SPECIAL RULES

3.01 Fortified Building Location -SSR or purchase in a CG.
- provides additional +1/1L to the normal terrain modifier.
- Friendly units cannot enter a Fortified location that is already occupied by non Broken/Surrendered (B/S) Enemy units, even by Infiltration or via Sewer Infiltration.
- 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.
- a Fortified location can be captured and controlled by an enemy unit normally.

3.02 Tunnels - exists only by SSR or CG purchase. A Fortified Location cannot be exchanged for a Tunnel in VOTG.
- 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.

3.03 OBA Notes
- Neither side 150mm OBA may fire Smoke
- no OBA may fire WP
- only MTR OBA and German 100mm+ OBA may fire Flares. , on board MTRs may fire flares normally.
- In all scenarios from 9/18 to 9/27 all German 81mm and 105mm OBA has Low Ammunition.

3.03.1 Aerial Bombardment – Available by SSR or CG purchase. Not available if spotting conditions are Night or Fog. Prior to setup, the German player records his CFF hex. After setup but prior to the start of play he places the CFF. Roll for accuracy normally with a +10 Accuracy mod but without LOS or enemy unit requirements. Every hex within 2 hexes of the resulting FFE is attacked by 105mm HE, resolve as a normal OBA attack. Any units in a resulting Flame Location may move one hex prior to the start of play, the game commences normally on turn 1. The CFF cannot be within 5 hexes of another CFF placed in the same turn. The FFE is removed immediately after resolution.

3.04 Sewer Infiltration - Sewers Infiltration is allowed by both sides but **Not** allowed after Game Turn 4 of a Campaign Game.
- Russian units must be accompanied by a leader who passes an unmodified Morale check. This is in addition to the check below.
- 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 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)

3.05 Volga River (GG6) Level –10 No Entry unless in a boat.
3.05.1 Volga Pier (LL16) Level –10 wooden pier jutting into the Volga.
- It is obscuring if an LOS from one Pier location crosses another Pier location to a River Hex, otherwise it has no effect on LOS.
- Treat as a wooden Pontoon Bridge location with no location beneath.
- Destroyed by an HE/Frag attack result of C4+.
- Boats may offload occupants at a Pier hex as if on a shore.
3.05.2 Ferry Landing (MM18/LL18) – A Ferry Landing consists of a building hex and at least 1 Volga Pier hex that are attached by contiguous artwork. A rubbled building hex is OK but a rubbled Pier hex is not nor can a rubbled Pier hex be **between** a non rubbled Pier hex and a building hex. The Russian may treat a friendly controlled non Interdicted Ferry Landing as a Friendly map edge for the purposes of RG arrival.
- A Ferry Landing ceases to exist if a pier hex used as part of the Ferry landing is rubbled.
3.05.3 Interdiction – Interdiction is checked at scenario end in a CG. A Ferry Landing is Interdicted (and thus unable to function as an RG entry point) if all of its Pier hexes are Interdicted or the Russian is unable to trace a path of un-Interdicted Volga River hexes from the Pier to the Map east edge.
- A unit may be designated as Interdicting even it if fired all it's inherent GF or a weapon's ROF during the preceding turn. The unit must also be non-B/S, non-Winded and have a clear, unobstructed LOS to a hex within its Normal range or 16 hexes, whichever is less. The unit is then marked with an F marker for each ROF used. The marker is removed prior to the start of the next CG scenario, not during the ATS CG Rules (3a) marker

removal step. Units marked may not move during the sector resolution process.
- a Squad/crew may interdict 1 hex with it inherent GF.
- Vehicle Weapons, H/M and L weapons may Interdict 1 hex per each ROF used (no change to any CA allowed)
- During Night Spotting conditions Pier and River hexes are assumed to be visible for the purposes of Interdiction.

3.06 Russian Fanatic Resistance Nests FRN – Treat all non-B/S Russian personnel in a Fanatic Resistance Nest as if they are marked with Courage markers for the duration of the CG or until at least one enemy unit (including vehicles) enters any building location of that building. See additional limits on the NKVD type below.
3.06.1 Different Types of Fanatic Resistance Nests (FRN) – 3 types.
3.06.2 Historical FRN – Specific buildings designated by SSR which may be activated during a scenario or CG. The Russian must record it as Fanatic during setup, Fortify all locations and control all locations to activate.
3.06.3 Battalion FRN – May be purchased during a scenario or CG. Providing the Russian controls all the building locations and all Ground level locations are Fortified he may designate it a Battalion FRN by paying the required EPP cost.
3.06.4 NKVD FRN – During scenario or CG setup the Russian may designate any building an NKVD FNR if the building meets the following conditions
- all building locations must be Russian controlled
- all ground level locations must be Fortified
- at least 1 NKVD squad/crew and Commissar are in the building
3.06.41 NKVD FRN Effects
- No Russian unit may voluntarily leave the NKVD FRN, including those that enter during play.
- The status of the NKVD FRN is lost at the end of any CG scenario or if at any point there are not both at least 1 NKVD squad/crew and 1 Commissar in the FNR.

3.07 Unit Notes
3.07.1 Emplacements
- may be placed in a paved-road hex that also contains shell holes.
3.07.11 Roadblocks
- to reflect the slighter nature of the Roadblocks in use they may destroyed on a C3 result from Direct or Indirect Fire or by a result on the Demo table. Fully tracked AFVS may attempt to cross a roadblock by expending ½ of its Assault MPs and a successful roll on the IM (-1 drm) table, before crossing. A lane is placed after a successfull roll for use by other Assault moving vehicles. A failed IM roll leaves the roadblock intact and the vehicle M-Killed.
- A roadblock may also be set up IN a Ravine to block the Ravine hexside. A roadblock IN a Ravine may be crossed by Infantry only via Crawling and is treated as a wall at the level of a unit DOWN in a Ravine.
3.07.2 Dug In AFVS – A Russian 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.
3.07.3 Russian Militia (4|3|6) – All Russian 4|3|6 units are Militia. These units only have a base Assault movement rate of 3MP, Running rate of 6MP, +1 if with a leader. All other movement rules apply normally.
3.07.4 Russian squads (8|2|8) – Russian 8|2|8 squads are used to represent several different squad types. Guards SMG, Storm Groups (Combat Eng) and NKVD SMG. Players will have to note the squad ID for each type if there are more than 1 type in play in a given scenario.
3.07.5 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.