

1. VICTORY CONDITIONS: There are no longer any conditions that will determine which side has won a CG Day. In essence, winning the whole Campaign Game III (O11.53) is only what really matters (delete O11.32 and O11.6235).

VICTORY CONDITIONS: *When no one really cares which side wins a CG Day or even try to achieve it, then it's time to delete the rule. This rule sometimes declared that one side had won, but in reality both players agreed that it was a bad day for the winning side and a good day for the losing side. The CG scenario VC (O11.6235) that is deleted, favor the Germans and they will win a great majority of the CG scenarios played, and the Russians will accept that and try to get deleted rule O11.32 (CG Scenario Balance Provisions) into effect as fast as possible. The benefits of using this house rule is that it speeds up play, since there is no longer any need during play to either count the exact number of Stone Locations gained/lost or CVP inflicted per side. It will also decrease the number of 9-2, 10-2, and 10-3 leaders available during the CG for both sides (O11.6113), since the -2 drm (or -1 drm) will no longer be applied. The effects of the original rules were that the Germans received more superior leaders and Battle Hardened more squads from the very beginning, while the Russians would have less depleted forces and more CPP, but these benefits started to have an effect first at the end of the first week.*

2. FOG, HEAVY MIST, & MIST: When Fog occurs on the RB Weather Table (O11.618) it will not come into effect, instead Heavy Mist will be in effect with the same LV Hindrance given on the Heavy Rain counter-side (as per rule E3.51).

If Heavy Winds occur during Mist/Heavy-Mist (either in RePh step O11.6241 or during play) the Weather immediately becomes Clear for the remainder of that CG Day (i.e., the Mist/Heavy-Mist vanishes).

FOG, HEAVY MIST, & MIST: *Anyone caught by this seldom occurrence when the whole front is engulfed with fog-smoke rules will be surprised what a strange battle is about to occur, something you are never able to read about in the literature about Stalingrad.*

Our assumptions are that if extreme fog occurred in a combat zone then both sides would start to fire and throw grenades into the blinding fog at the slightest sound, and no commander in his right mind would try to conduct an offensive under such circumstances due to the great risk of friendly fire among his attacking troops playing blind-man's-buff (perhaps-in-front-of-the-enemy). In my reading of Stalingrad I found the following: "...Armeekorps was informed, by the commanding officer von Schwerin, that due to fog and strong snow falls, the attack could not be started. Von Seydlitz-Kurzbach postponed it for the next day. Otherwise the day stayed quiet for both sides...". The house rule still provides a rather different weather experience with the Heavy Mist LV Hindrance from the very beginning of the CG Day. Once we had Mist conditions and Heavy Winds came into effect and we thought it was odd that if fog had been present it would have rather quickly disappeared, but there is no rule that Heavy Winds affect Mist conditions. This house rule was written to cover when these conditions occurred, and we believe it should be implemented in the Rulebook as well.

3. BURNING BARRICADES: Kindling (B25.11) is not allowed. Rule V7. (Gutted Buildings) and V12.6104 (Non-Factory Building) are used.

There can never be more than one Flame counter per Location (i.e., if a Flame counter already exists in a Location a second Flame counter can never be created in that Location). No Rooftop Location (B23.8) can contain a Flame counter. Each time a Flame becomes a Blaze in the building Location directly beneath a Rooftop Location, a Blaze counter is also immediately placed in that Rooftop Location.

Blaze Spread during Idle Days: When an Idle Day is generated and there are still Blazes on the map, then perform the following: roll for wind status (B25.63-.64), then for 8 Player Turns roll for Wind Change, checking for falling rubble, spreading fire, building collapse, gusts, etc.

Then perform rule O11.609 (Extinguishing Blazes) with the following substeps O11.6091-.6097. Each Immobile AFV (and inherent crew) and Gun (and its possessor, if any) that is confined to setting up in a specific Location and that remains on-board during the Idle Day is Eliminated if the Location is ablaze. Each unit (and its Equipment) in an Isolated Area that has its current Location set ablaze during the Idle Day is Eliminated.

BURNING BARRICADES: *Commander in chief – Chuikov would probably have officers executed if they, contrary to orders, burned down buildings that they had been given an easily understood order for – DEFEND! In other words “kindling tactics” did not occur in Stalingrad, at least to the best of our knowledge. The gaming aspect (aside from the ahistorical feel) when allowing kindling attempts is that it slows down the speed of play. Huge blazing infernos will still occur, but they will be “out of control”. We could have made a more humorous house rule that would, after a CG Day, eliminate the three best leaders from each side responsible for any fires that occurred during the CG Day (i.e., Baam! Baam! Baam!). Now non-factory buildings can from time to another become gutted-non-factory-buildings and the rules have been included due to historical reasons, described in literature.*

The possibility for Blazes to spread during Idle Days is for a better feeling of play and as an incentive to go idle and hope that the fire will consume itself. The reasons that no more than one Flame counter is allowed per Location and none on Rooftops by the house rule are that we have always thought that fires are spreading too rapidly in ASL, and the great benefit is that the speed of play will be increased, due to the much less fewer DRs made and less “counter-exercise” such as placement/removal of Blaze/Flame/Level counters. That a rooftop now only can get a Blaze counter placed in its Location and no Flame counter is due to the excitement level of flames on Rooftops is below zero and the “counter-exercise” is a pain and time-consuming. Now it should also burn a little less in Fortified stone buildings, than with the original rule. E.g., if an OBA scores a KIA in a Fortified building, and the subsequent Kindling DR is an 8, a Flame counter would be placed on the Rooftop and even if the building was not Fortified the Flame will with the house rule be placed inside of the building (not Cellar) and making it easier to carry out Extinguishing Attempts against the Flame. We think this house rule should be implemented in the official rules. Try them out and we think you will notice why, and experience that the barricades will burn plenty enough anyhow.

4. STILL HIDDEN UNITS: Each still hidden non-Isolated unit in RePh step O11.602 not subject to O11.604 (Encirclement & Minefields) may remain hidden until RePh step O11.607 or until the next CG scenario if included in the exceptions in O11.607, unless such a unit must either be used to determine the friendly Perimeter and/or to obstruct the non-friendly Perimeter.

Hidden units confined to setting up in specific Locations, such as the possessor of a Gun in a Fortified-Building-Location/Pillbox may drop possession of its Gun and the inherent crew of an Immobile AFV may Abandon its AFV (D5.411 applies) to be allowed to be removed from the map, but if this option is taken its hidden status is lost. A unit that remains hidden may record a new CA before each CG scenario.

STILL HIDDEN UNITS: *The house rule suggested in Footnote 19 (in chapter O) is now “translated” into this written house rule. With the original rule a player had to place still hidden Dug-In-AFVs/Guns/units on map in their Locations and then later in RePh step O11.607 if the Gun was not removed from the map, then the conclusion would be made by your opponent that it is located in a Fortified-Building-Location/hidden-Pillbox. Cannot really understand that this Footnote was not included in the rules proper, if the reason is to help forgetful minds or players that cannot keep track of their HIP notes, then Stalingrad is probably not suited for those few players anyhow.*

5. RUBBLE: Rubble is treated as a building for Rout (A10.51), Rally (A10.61), Ambush (A11.4), and Street Fighting (A11.8) purposes.

RUBBLE: *We discovered that Factory Rubble is no longer a building hex (B23.743) and that meant that we had played it wrong for several years, since we always treated Factory Rubble as a building Location with Rally Bonus and also being able to Rout to it. When discovered, we immediately adopted a new house rule on the spot (like we had always played it) and after some discussions we decided to treat all Rubble as a building for Rout and Rally Bonus purposes in addition to Ambush and Street Fighting. Note that Rubble is different compared to buildings/trench/pillboxes with the difference being that a broken unit under DM may opt to keep its DM when in Rubble and Rubble is often not possible to designate as the nearest-Rout-destination due to the increased MF cost. The good effect of this is that Rubble feels more like buildings as they should be since a rubble building is still a building, just less so.*

6. ENTRENCHMENTS: Each Entrenchment counter is treated as a building for Rout (A10.51) towards and beneath it, and for Rally Bonus (A10.61) purposes. Units beneath an Entrenchment counter is considered to be in Concealment Terrain. A hidden unit beneath an Entrenchment counter would immediately be placed on-map unconcealed if the Entrenchment counter is removed, unless still in Concealment Terrain.

Emplacement: Guns may set up Emplaced in Paved Road hexes that also contain shellholes.

ENTRENCHMENTS: *We wanted to be able to Rout to an Entrenchment and why not? E.g., when a unit breaks due to artillery fire in Open Ground then the unit cannot Rout beneath a nearby Entrenchment, not even if above it, if it is possible to reach a building. In this example it has the following options: stay put in Open Ground above the Entrenchment, Low Crawl towards a building, or Rout to a building subject to Interdiction in its Rout path. With this house rule it can rout into its beloved Foxhole with a +4 TEM or still rout to/towards the building.*

We also wanted to be able to set up concealed or hidden beneath Entrenchments similar to the ability to set up concealed or hidden on Rooftops, in Orchard, etc. Before this house rule was used, Trenches, Foxholes, and A-T Ditches in Open Ground were often abandoned since the benefit of setting up concealed (or hidden) beneath them was not present and the thoughts about its use were if you are able to move (non-assault) inside Trenches and not lose concealment, then it should also be possible to set up concealed inside of them or even HIP. If reserves can set up concealed in open ground then non-reserves should surely be able to set up concealed beneath Entrenchments.

The rule about Emplaced Guns could be seen more as a clarification, if you believe that Emplacement should also be allowed where Entrenchments, Mines, and Dug-In AFVs are allowed to set up, i.e., in paved roads that contains shellholes (possibly an oversight).

7. DUG-IN AFV: Dug-In AFVs setting up HIP may do so for free (i.e., contrary to O11.6194c such HIP need *not* be separately purchased). Once a Dug-In AFV has been revealed it may not set up using HIP again. A Dug-In AFV may *not* set up in a Front Line Location.

Each time a DC is Placed/Thrown against a Dug-In AFV a hit location in the hull is considered to be in the turret instead. In the “DC POSITION DRM” table (C7.346) where it says “hull”, consider that word replaced with “turret” when a DC is Placed/Thrown against a Dug-In AFV.

DUG-IN AFV: *This cost-free house rule is meant to make Dug-In AFVs cheaper and to add more fog of war to the game by deleting the dilemma the Russian player is faced with when the cost outweighs the benefit of HIP-status and since a Dug-In AFV can never be concealed (D9.52) it becomes very vulnerable and would soon find itself in the sight of a German Anti-Tank Gun (now it will only happen after it has revealed itself for some possible good ambush effect). Dug-In AFVs may now with this house rule not set up in any Front Line Location, and the reason is similar to as why Entrenchments, Mines, Roadblocks, Wire, Tunnels, and Pillboxes are not allowed to set up in any Front Line Location.*

The house rule about DC vs Dug-In AFV is two-folded; first we use turrets (actually, we use designed home-made “Turret counters” – see the picture of the Russian Raaco box on Stavkaarchives.com) to represent Dug-In AFVs (not as described in rule D9.54) and since “Turrets” are used we don’t like the book keeping that would be necessary for the few instances when a DC is resolved vs a Dug-In AFV.

8. MOL-PROJECTOR & MOL: An attack using MOL or a MOL-Projector may only be made vs Locations containing at least one Known/concealed enemy unit. Each TH# printed on the back of the MOL-Projector counter is decreased by two [EXC: Each TH# is decreased by three vs Large vehicles and decreased by four vs Very Large vehicles]. Contrary to O10.45 a MOL-Projector hit does not create any Smoke and fire in the same way as a SW without Smoke capability (delete O10.45 and the sixth sentence [starting with “Moreover, in”] in O10.2).

MOL-PROJECTOR & MOL: *The MOL-Projector is too good to be true – point of view: In the early stages of the war the Russians were shocked by German panzer blitz tactics and felt the urgent need for any kind of weapons that could raise their anti-tank potency. Since the production of anti-tank guns and tanks were not sufficient enough to replace the huge amounts of losses taken at the front, they started to use Molotov cocktails and sent soldiers armed with nothing else vs panzer formations, had demolition charges strapped to trained dogs with the purpose of blowing up panzers with the dogs underneath them, and designed a simple mortar that fired “gasoline bombs”, the MOL-Projector.*

After the victory at Stalingrad, the Russians began to consider these ad-hoc weapons to be of little value. They continued to use Molotov cocktails and MOL-Projectors for a limited time, but their use was less frequent and eventually ceased altogether. You may wonder why? In ASL the MOL-P is superior to any other allied A-T SW (BAZ, PIAT, MOL) when it comes to dealing frontally with the new generation of German panzers (Tiger, Panther). The last use of the MOL-Projector may have been at Kursk, or elsewhere. Information about this weapon is scarce, not an uncommon case with weapons that fall into the category of non-worthy designs (see Footnote 10 [in Chapter O]). The weapon is still more lethal than Molotov cocktails and that is how it should be considered – a weapon better than a hand-held burning gasoline bottle but not much more than that.

The smoke laying capacity that it has when achieving a hit, we do not find to be very believable. It may have produced some smoke on the battlefield but the same is true (dust = smoke) for any large caliber guns firing, but to be able to produce an artificial cloud of smoke giving cover against the enemy was probably very much an occasional event. It would be more believable to place a smoke counter each time a 150mm schweres Infanteriegeschütz 33 fired, even when it missed its target (even a 75mm gun we believe would produce more smoke). Why we have banned MOL-P and MOL firing into empty Locations is to prevent kindling (i.e., Kindling is still not allowed).

9. ASSAULT ENGINEERS: Each German Pionier Coy RG (I3) and each Russian Engineer Coy RG (I6) is always received at Full-Strength [EXC: German Pionier Coy RGs receive two DC less (i.e., three DC, not five)]. The Smoke Exponent of German 8-3-8 Assault Engineer squads is *not* increased by two (i.e., they have a Smoke Exponent of 3 during play, not 5).

ASSAULT ENGINEERS: *These Coys are expensive, the intention of this house rule is to make them more price-worthy and to give an incentive to purchase them more often, even when the Historical DRM is +1 (when the chance for depletion is 42% with the original rule). The house rule is also a matter of increased fun-factor since we want to see them more often in play.*

The reason that each German Pionier Coy only receives three DCs is to avoid that too many DCs are in play than reasonable. One SW per 8-3-8 squad is plenty enough and the German Assault Engineers will also be re-supplied with new DCs repeatedly (and Flamethrowers). The Russians will receive about 24 DCs while the Germans will receive about 40 DCs (before the Germans received about 52 DCs). The Germans will now be re-supplied with new DCs (by the 56 x 8-3-8 squads) more often than the Russian Engineers, due to the fact that there are 36 x 6-2-8 squads and these will from time to another be subjected to ELR failure and Russian infantry also suffer more casualties.

The reason that the smoke exponent is no longer increased to 5 is due to the fact that it is too easy to have an effective smoke screen placed than what is believable and it also gives a better ASL design for effect – Success dr 1-3; Failed smoke screen dr 4-5; Failure dr 6.

10. LEADERS: In rule O11.6205 (Leader Determination), delete the last sentence (starting with “Each Infantry”). In the German Leader Table and in the Russian Leader Table, each 10-3 leader received is replaced with a 10-2 leader.

8+1 Commissar: Each time an 8-0 leader is exchanged (O11.6206) for a 9-0 Commissar, the Russian player makes a secret dr, and on a dr of 6 that 9-0 Commissar is replaced with an 8+1 Commissar. When Commissars are replaced at the end of October (SSR CG12 [O11.4]) each 8+1 Commissar is replaced by an unwounded 7-0 leader.

Replace rule O11.610 (Wounded Leaders) with the following new rule:

O11.610 WOUNDED LEADERS: Each side makes a dr for each currently Wounded leader. On a dr of 1 the leader is Retained in his unwounded state, otherwise, the leader is considered seriously wounded and evacuated (or to have died of his wounds).

LEADERS: *The deleted text in rule O11.6205 has no merit and only contributes to slowing down the setup for each side. We want to avoid any type of needless book keeping that does not add anything to our gaming sessions. This house rule replaces 10-3 leaders with 10-2 leaders because we wanted to decrease the number of 10-3 leaders received for each respective side. Now they can only be received during actual play or in RePh step O11.6113 (Battle Hardening). Before, without any house rules, the Russians received about one 10-3 leader while the Germans received about three to five 10-3 leaders. These numbers are only valid if the Campaign Game is played its full/almost-full length. We did not want to ban these 10-3 leaders but only make them much more rare than before and to decrease the chance that a CG is spoiled due to a couple of lucky leader DRs.*

We like that a “bad” Commissar (similar to the Japanese 8+1 Leader) is available for the CG. They still rally troops quite good, although it might be wise to avoid to rally Conscript troops.

The Wounded Leader house rule is a good, simple improvement, since there is no longer any book keeping of which leader type is wounded, until next time you resume your campaign game. With the original rule, your wounded 8-1 leader was often thrown in alone against a squad in close combat since he will always be a poor wounded leader, and before if you retained a wounded leader, then in the next CG scenario and you had plenty of leaders (as is often the case after a couple of CG Days) he was quite suicidal and wanted to die in close combat or tried other “death-missions” before being sent away.

11. MILITIA COMPANY: A Full-Strength Militia Coy RG consists of 15 squads, and, Depleted-Strength consists of 12 squads. No Russian Militia Coy RG (I5) receives any SW (O11.6202).

MILITIA COMPANY: *Those who have played this CG before might have heard the following: In my Rally Phase the stack over here will transfer some SWs, a 4-2-6 holding onto four SWs transfers the LMG to a leader, a Light Mortar to a 4-4-7 and a MMG to a 4-5-8 and later in the Advance Phase the ATR is transferred to a 5-2-7 and finally the leader now gives the LMG to a 6-2-8. We just got sick of it and removed the supply of SWs to the four Militia Coys. Another approach on how to deal with this issue could have been made, we even tried out another way to handle it, but settled for this simple and better solution. Comparing what the differences are between what you received before with the original rule for the Militia Coys and what you will receive in average now; with the original rule you received about 45 Conscript squads and three MMGs; four LMGs; four ATRs; four Light Mortars, while with this house rule you will now receive about 57 Conscript squads and no SWs (i.e., 15 support weapons vs 12 Conscript squads).*

12. HEAVY MACHINE GUNS (HMG): Each HMG received by German Rifle Coy RGs (I1), Russian Gds Rifle Coy RGs (I1), and Russian Rifle Coy RGs (I3) is replaced with a LMG.

HEAVY MACHINE GUNS (HMG): *One of the most game changing effects we have ever experienced in Red Barricades CG III. I picked up the idea when searching the web for other Red Barricades AAR and discussed it with the others and we decided to try it out. We like the game changing effect a lot and we will never turn back to the original allotment of HMGs provided in the original design, we only wished that we had implemented this house rule earlier than we did and give thanks to whoever put their idea on print on the web. The CG now has a better feeling than before and the fewer number of HMGs still dominates, but are no longer decisive in determining the outcome of the CG.*

Did some number crunching of the amount of machine guns provided for each side (in full strength) that we played with before and what we now are provided with and also calculated the amount of machine guns provided in the six largest scenarios (together in total) from the first edition of Beyond Valor and the ratio given between LMGs, MMGs, and HMGs is now excellent and similar to the ratio in these classic Beyond Valor scenarios.

Original allotment in Red Barricades – *Leaflet House Rules

Scenario: ASL3, ASL4, ASL5, ASL8, ASL9, ASL10

German OB	Russian OB	Beyond Valor: German OB	Russian OB
25 HMG – *10 HMG (15 HMG deleted).	34 HMG – *12 HMG (22 HMG deleted).	5 HMG	3 HMG
35 MMG – *35 MMG (no change).	38 MMG – *34 MMG (4 MMG deleted).	12 MMG	9 MMG
49 LMG – *64 LMG (15 LMG added).	40 LMG – *60 LMG (20 LMG added).		20 LMG
18 LMG			

13. HW & MOL-P PLATOONS: All crews received with HW and MOL-P platoons are 2-2-8 crews (i.e., replace 1-2-7 crews with 2-2-8 crews). In rule O11.6203 (HW & MOL-P Platoon Weapons), replace the second sentence with: “If the Platoon is Depleted, delete one MTR/MOL-P and one 2-2-8 crew.”, and delete the third sentence, starting with “[EXC: At least”.

HW & MOL-P PLATOONS: *I always thought the original rule a bit silly when a MOL-P pltn was Depleted and you still received all of the Pltn members as if it was received in Full Strength anyway. Anyhow, the real reason to write a house rule is that we did not want to have any of the 12 HMGs provided to the Russians and the 10 HMGs provided to the Germans depleted and decided that automatically deplete a MTR 81-82mm (with its crew) seemed as a severe penalty (although, before the penalty was often more severe) and as a good side effect, less smoke capability will now be on the battlefield to shroud your opponent’s HMG-nests that are not as many and as strong as before. That all crews received in these platoons are 2-2-8 crews is good since it strips away their vehicle capability and give them a better feel of really belonging to the infantry and not really afraid anymore of a single SMC trying to jump the crew in close combat. Another good aspect with having only 2-2-8 crews is to avoid that in the Rally Phase the 1-2-7 crew you had before transfer their possessed HMGs and MMGs to either German or Russian 8-morale units during their first Rally Phase.*

That MOL-Projectors now are possessed, at start, by 2-2-8 crews (and not 1-2-7 crews) is good since they are now still price-worthy, despite the house rule that decreases the performance of the MOL-P (as per LHR 8).

14. LIGHT MORTARS (LT. MTR): At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each LT. MTR’s Area Acquisition counter is removed from play. Each time a LT. MTR hits a hex, the player has the option to consider that hit to be a miss instead (i.e., no Effects DR has to be made on the IFT).

LIGHT MORTARS (LT. MTR): *The speed of play is increased immensely since you can easily play without the large Area Acquisition counters and the effect that you can derive from this weapon is less effective than before, it will also generate less sniper activation than before and this we consider to be more as it should be, since not to fire them in an attempt to decrease the enemy sniper activity was hardly the case during a battle, quite the opposite in fact. Now it is up to you if you want to conduct a Light Mortar attack such as a 2 FP +4 DRM that can only result in a PTC or similar. We have used this house rule for many years now in Red Barricades and we would like this to be a standard ASL rule.*

15. The 62nd Army Staff Ad-Hoc Coy & AFV pltn: On the 28 October the Russians receive an Ad-Hoc Coy and an AFV pltn that consists of the following units: two 6-2-8 squad; three 4-4-7 squads; three 4-2-6 squads; 10-2; 9-1; two 8-0; two LMG; DC; OT-34, and two T-70 tankettes. The force must enter as per SSR CG9 (O11.4). If 28 October is an Idle Day, then the force enters the next non-Idle Day.

Огнѐмѣтнѣй танк 34: In RePh step O11.602 (Marker Removal), remove all MA/SA Disabled/Malfunction counters from the OT-34, unless it is under Recall (O11.6141). The Basic TK# for the BF32 is 6 (instead of 8) and halved normally at Long Range (i.e., 3 at three hex range). All other modifications of the Basic TK# (C7.2) apply normally.

The 62nd Army Staff Ad-Hoc Coy & AFV pltn: In scenario J22 (Oh Joy!), this special ad-hoc force made up of thirty men just released from the field hospital, staff personnel, and a platoon of tanks including the dreaded flamethrowing tank OT-34 appears – this platoon of tanks is also presented in the scenario RB6 (The Last Bid). We wanted to bring this force home to the Mother of all CGs – The Barrikady. We made some changes to this force compared to the Russian OB-given “scratch force” in the scenario (for instance using 4-2-6 squads instead of 4-4-7 squads with Walking Wounded rules attached to them). I decreased the Basic TK# for the BF32 from 8 to 6 at normal range (4 to 3 at long range) and this house rule could be suggested to any future scenario as a special rule when flamethrowing tanks could engage any other tank, for obvious and abstract reasons as we see it, since they never make a To Hit attempt and only make a To Kill DR, it seemed justified to decrease the Basic TK# of 8 to a Basic TK# of 6 (a much better abstraction of a combined To Hit and To Kill DR).

16. FANATIC BUILDING-NEST: During the first Idle Day in October and the first Idle Day in November the Russians must secretly designate one non-Isolated building as a Fanatic Building-Nest. All Locations of the designated building are automatically Fortified.

A maximum of two buildings may be thusly designated and only one per month. For a building to be eligible for designation, the Russians must Control all Locations of the building. The designated building remains a Fanatic Building-Nest for the remainder of the CG. Only Rubble that is in any of the original Locations of the building is considered to be part of the building (even if the entire building has been rubbled) for the purpose of the fanaticism benefit. Russian units are Fanatic while in the designated building as per SSR CG11 (O11.4).

FANATIC BUILDING-NEST: This house rule adds a new element to the CG, when famous buildings such as the Commissar’s House, Electronic Center, L-Shaped House among others can be turned into a Fanatic Building-Nest (and automatically Fortified). Literature describes how certain buildings (non-factory) were defended with an act of fanatical desperate heroism, we wanted that to occur in our games.

17. BOOBY TRAPS: The Russian player may never increase the Booby Trap Level and contrary to rule B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack (delete O11.6123).

BOOBY TRAPS: The Booby Trap rule is what we call the “Murderer”, its use in an ordinary scenario is regarded by us as no big problem, but with the weaponry, terrain, situation, and length of The Red Barricades CG III we find it to be – to a great extent – too deadly. It makes the Russian player conduct fire attacks that can have no other result than a PTC in an attempt to cause Bobby Trap activation. The reason that “immune” (already pinned, broken, berserk, climbing, etc.) units don’t roll for Booby Trap purposes (contrary to rule B28.9) with this house rule is to increase speed of play – we have no desire to roll a massive amount of DRs for the sole purpose to see if a booby trap is triggered when rolling a DR of 12.

18. STUKA-GESCHWADER: German Air Support RG (S1), when available is always in the form of three Stuka M42 with bombs (i.e., no E7.21 dr to determine the number of aircraft received is made).

STUKA-GESCHWADER: The reason the house rule is used is to make them more price-worthy and as a bonus the enjoyment is now increased by the behavior made by adults making Siren-sound-whistle-humming at the gaming table.

19. WEAPON REPAIR TABLE: On the Weapon Repair Table (O11.6132), only malfunctioned vehicular-armaments may attempt to be repaired while all malfunctioned non-vehicular Weapons (e.g., SW/Gun) are Eliminated in this RePh step.

WEAPON REPAIR TABLE: The reason to not allow non-vehicular weapons to be repaired on the Weapon Repair Table is to reduce the accumulation of weapons, an occurrence that will still happen but at a slightly slower pace than before, since the lifespan of troops compared to SWs/non-vehicular-Guns is much shorter. Other good effects discovered during play when trying out this house rule is that units with malfunctioned weapons are less eager to drop possession of it. With the original rule you could abandon a weapon before entering into Close Combat or just moving up to the front while risking capture of your weapon if Eliminated and hope to repair the abandoned weapon on the Weapon Repair Table instead. At the end of a CG Day when the Germans have three malfunctioned weapons this house rule eliminates one of them in average, because without the house rule two of them would have been Eliminated anyhow. Weapons Eliminated by this house rule during the CG is less than one weapon per CG scenario in average for the Germans and about one weapon per CG scenario for the Russians, and that seems alright especially since the Russians suffer more casualties than the Germans.

20. ARMORED FIGHTING VEHICLES: In rule O11.6133 (AFV MG Exchange) replace the word “may” with “must”. Each AFV on the map must always attempt to Repair all of its Malfunctioned weapons during each Rally Phase. Withdrawal of an AFV that belongs to a pltn never occurs, but Recall occurs as usual (delete O11.6142 and O11.6143).

Debris: Halftracks may enter Debris (O1.2) [EXC: they may not enter Factory Debris (O5.41)] in the same manner as a fully-tracked AFV, but at an increased risk for Bog (D8.21). Armored Cars may enter Debris only via Trail Breaks (O1.5; B24.71) created by Infantry.

SPW 251/10: In RePh step O11.602 (Marker Removal) remove any MA Disabled/Malfunction counter from each SPW 251/10 that is not under Recall due to D5.341.

SdKfz 10/5 pltn: The first time the German player makes an Original DR of 12 on the O11.616 “CPP REPLENISHMENT TABLE” he receives a pltn of three SdKfz 10/5 for free in his purchasing RGs step (O11.619). The pltn is always received at Full-Strength, but is not eligible for any Armor Leader (O11.6207). SdKfz 10/5 halftracks using IFE may participate in multi-unit FG as if they were armored halftracks (D6.64).

ARMORED FIGHTING VEHICLES: The SdKfz 10/5 pltn was added to the Kesselschlacht. I did not want to have these FlaK vehicles as a purchase option, instead the uncertainty of the platoon appearing feels good. It might of course never appear but most of the times it will if the CG is long enough (we have already seen this platoon enter on the second CG Day 18/10). The rule for the SPW 251/10 (MA 37L) is used since this SPW will never be recalled due to having its MA Disabled, so the decision was made to always restore its MA to make it more valuable (we like this fragile little bugger).

In Footnote 3 (in chapter O) it is written “Debris represents scattered cannon barrels, pipes, steel girders and wrecked machinery, as well as other light rubble from shelling and bombing, which littered the Red Barricades Ordnance Factory and surrounding area.”, therefore we think it is reasonable to allow halftracks to enter non-Factory Debris in the same manner as a fully-tracked AFV. Armored Cars can now also enter Debris via Trail Breaks which was not possible before. This house rule removes the AFV Platoon Withdrawal dr of 6, that punished the Germans (hardly ever the Russians) and also increases the value of purchased AFV platoons. We wanted to remove the rather gamey aspect for players if they wanted to repair any AFV armament in the RePh instead of during play when the chance is less likely to succeed. This mandatory rule that forces each AFV on the map (you may exit the map to increase the chance for Repair) to try to repair all of its Malfunctioned weapons exists for rather obvious reasons and a failure to repair the MA would Recall the AFV and could easily be seen as a Withdrawal instead. It happened quite often before, that a single AFV was subjected to the now deleted AFV Platoon Withdrawal rule. The reasons for applying the mandatory MG Exchange in the RePh is because it just feels better and is historically right.

21. VEHICLE CREWS: As an additional option to rule O11.6131, each non-Isolated 1-2-7 crew on foot is allowed to enter any non-Isolated, non-Shocked/UK *already manned* AFV of its choice at the start of RePh step O11.6131 (that AFV is Abandoned by its [Temporary] Inherent crew to make room for the 1-2-7 crew entering it). Remove STUN counters from MMC on foot in RePh step O11.602 (Marker Removal), although any Armor Leader is still Eliminated (as per D5.341).

VEHICLE CREWS: Now it is possible to get a 1-2-7 crew on foot into another already occupied AFV (especially if occupied by a Temporary Crew), since the original rules only allowed a 1-2-7 crew to enter an abandoned AFV in the RePh, and sometimes you just wanted to have your 1-2-7 crew on foot with a 9-2 Armor Leader to switch places with an Inherent/Temporary-crew. Before when we played with the original rules, the AFV had to enter Debris during play and Bog (easily done) and then be Abandoned to make the AFV available to the on-foot 1-2-7 crew with the 9-2 AL (that would have no problem to remove that BOG counter). That “skillful play” is now thankfully removed from our gaming sessions with this house rule.

22. WRECKS: A wreck can only be attacked by Indirect Fire or by ordnance using the Area Target Type. An Abandoned AFV can only be attacked by Indirect Fire or by ordnance using the Area Target Type [EXC: the non-Abandoning side may attack it normally].

Contrary to SSR CG7 (O11.4), wrecks/Burnt-Out-Wrecks are removed from play due to rule D10.41 and Burnt-Out-Wrecks can be removed per D10.42. All Burnt-Out-Wrecks in rubble, building, and Factory hexes (including in Bypass) are removed from play in RePh step O11.6097.

AFV/Wreck LOS Hindrance: Contrary to rule D9.4, an AFV/non-burning-wreck *inside* (i.e., not in Bypass) a building/Factory obstacle does not present any LOS Hindrance.

WRECKS: I have never liked to explain rule D9.4 to new players of ASL that an AFV (or wreck) inside a building (even if concealed) causes a Hindrance outside the building depiction. An AFV traversing the factory floor inside the factory halls we think should not add any additional LOS Hindrance than what is already present inside a Factory hex (neither should non-burning wrecks). This simple house rule we think should be implemented in the Rulebook as well. The removal of wrecks from the map is an abstract rule that very well reflects that vehicles were recovered by both sides for repair (or for spare parts) and later on sent into battle again. When the fourth pltn of PzKpfw III is purchased the second week of the battle it may very well contain one or more PzKpfw III that were “lost” during the first week (or earlier). This tow-away-tanks house rule should be seen as a typical Design for Effect to increase playability without the unnecessary DRs and book keeping type-of-rules. The house rule will certainly also reduce the counter stacking-process. All AFVs are not removed from the map due to being beyond repair, but you are allowed to push them off the map if you would like to have them removed (i.e., “abstractly recovered” or pushed into a ditch, pile of rubble, shellhole, outer wall of a building, alleyway, etc.). The reasons that a wreck or an Abandoned AFV have restrictions of how it may be attacked is to prevent “kindling” –for instance an Immobile T-60 M42 is abandoned in a building and then a Russian anti-tank gun blasts it in the rear until it burns that in turn will burn down the building it is in and very likely more adjacent buildings.

23. SPOTTER PLANE: Ignore E7.6-62 and use the following rule instead: A Spotter Plane is treated as an Offboard Observer (C1.63) with the additional advantages that the Spotter Plane Observer has a LOS to all Locations [EXC: Sewer/Culvert] on the map and Hindrance drm never apply to the Accuracy dr. No Spotter Plane is allowed in a CG scenario with Overcast/Fog/Heavy-Mist/Mist weather conditions and only one Spotter Plane may be used per CG scenario. The use of a Spotter Plane Observer must be revealed immediately when the module assigned to the Spotter Plane Observer has its SR or AR converted to an FFE:1. A Spotter Plane is only available for non-Rocket OBA ≥ 100 +mm.

SPOTTER PLANE: Chapters E, F, and G would benefit if a total re-write of them was done since much of them is clearly the opposite of design for effect, simplicity, and clarity or simple a bad joke (Animal-Pack, Convoy, Panjis, etc.). The too complex language-text used for most of them is not in comparison with chapters A-D (or chapter O). They also seem to be written more with the intent of heavy realism in mind (or you could say too little abstraction) instead of playability, the very thing that the written introduction to Chapters A-D claims to have tried to avoid in an attempt to preserve it as a simpler game of this scale. Anyhow, this simplified Design for Effect house rule for Spotter Planes, that will speed up play, replaces the 37 lines of rule text found in chapter E and the God of War has a real presence in the sky above. Lastly, the original rule for a Spotter Plane that allows a Mistaken attack to occur, why does it even have to exist? We usually bomb our own troops with artillery anyhow in the CG, no need for a rule that allows the Russians to gain temporary control over the German OBA module with 150+mm artillery guns (or 100+mm).

24. OFFBOARD ARTILLERY: When attempting Battery Access for an OBA module and no more than one black and/or red chit(s) have been permanently removed from the Draw Pile and the second permanently-removed red chit is drawn, return it to the Draw Pile instead, and that ends the Observer’s OBA actions for that Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA module). An Original Contact/Maintenance DR of 12 does *not* cause the breakdown of a Radio or elimination of a Field Phone, although an Original DR of 12 does cause the loss of Radio/Field-Phone Contact. A Security Area line of hexes (C1.23) is never cut for any reason (i.e., the line is never cut by FFE/enemy-DR-of-2).

OFFBOARD ARTILLERY: This unique and simple draw-pile house rule that easily could be implemented in the official rules, will let you remove at least two black chits from the draw pile and will for sure appear as an SSR in future scenario designs. There are many ways an OBA module can become a failure, but breakdown of a Radio or elimination of a Field Phone (DR of 12) are the most frequent failures. You still have to roll for Contact but a DR of 12 will now only be a temporary failure and not as before, mostly a permanent failure.

A Field Phone’s Security Area line is a rather boring surveillance-rule and can also be subjected to very gamey tactics if the opponent knows or suspects the observer’s hidden location (note that a security line must be able to run through friendly Controlled terrain, see SSR CG6 [O11.4]).

We are very pleased with how these OBA rules have worked out while playing with them, when we now roll a DR of 12 for Radio/Field-Phone Contact or draw the second red chit (with only one [or no] black chit permanently removed) it is still considered to be bad luck, but much less so than before.

25. EXPERIENCE LEVEL RATING (ELR): In rule O11.6161, in line 3, delete “ELR Loss/Gain (O11.617),” and at the end add “The ELR is modified inversely by the side’s *positive* Historical DRM for the current CG Day. This means that the German ELR drops to 3 during nine CG Days and to 2 during one CG Day, while the Russian ELR drops to 2 during five CG Days.”.

Replace rule O11.617 (ELR Loss/Gain) with the following new rule:

O11.617 GERMAN & RUSSIAN ELR: The Germans have an ELR of 4 and the Russians an ELR of 3, and their respective ELR can be decreased by the positive Historical DRM [EXC: German 8-3-8s/3-3-8s have an ELR of 5 which is never decreased].

EXPERIENCE LEVEL RATING (ELR): One of the rules that we disliked the most, and changed to this simpler house rule. The DRMs on the ELR chart favors the Russians to a greater extent than the Germans and that will (probably) make them come to the conclusion to stop going Idle and “attack” 30 days in a row, thereby avoiding getting sucked into an “ELR-War” that they are bound to lose. Although the main reason to use this house rule is to avoid the boring-factor of having to constantly replace units that break and use a great deal of Disruption counters. There are almost 50 official scenarios portraying the battles in Stalingrad 1942 and no scenario gives any side an ELR lower than 3. After repeated playings with this house rule which we tried to design after Charlie Kibler’s footnotes 33 and 34, we believe it has proven to be with a “positive” result.

26. IDLE REQUIREMENTS: Replace rule O11.6235 (RB CG Scenario Victory Conditions) with the following new rule:

O11.6235 IDLE REQUIREMENTS: In the CG, there must be at least one Idle Day during each of the following five 6-day-periods: 17/10-22/10; 23/10-28/10; 29/10-3/11; 4/11-9/11; 10/11-15/11. *Example: if during CG Days 17/10-21/10 there has been no Idle Day(s), then both players must choose an Idle chit for the next CG Day (22/10), since there has not been an Idle Day during that 6-day-period. If both players select an Idle chit for CG Day 23/10, the next CG Day which must be an Idle Day is 3/11 (if there has been no Idle Day(s) during 29/10-2/11).*

IDLE REQUIREMENTS: *This house rule is linked to Leaflet House Rule 25 – Experience Level Rating (ELR) and gives the campaign game struggle some good flavors as it forces the combatants to rest and refit as their historical counterparts would have been forced to do. Playing the CG straight up without Leaflet House Rules 25 and 26, the Germans should never go Idle and that will be his best and we think his only chance to win the CG.*

27. NIGHT SCENARIO NA: The Russians cannot declare a Russian Assault CG scenario to be a Night scenario (delete O11.6234).

NIGHT SCENARIO NA: *The investment in time to play a night scenario of this scale is not worth it fun-wise since the night rules are too much of a counter-exercise and time-consuming and fit better for small to medium sized CG scenarios or regular scenarios. I have played a couple of hundred night scenarios, mostly CG night scenarios (nearly 40 Pegasus Bridge CG night scenarios).*

The CG is also easier to introduce to new players that I am sure will find the night rules less fun, especially at this scale. When we played CG Night scenarios – called Russian Night Assault – what occurred those time was that the Russian tried as little as possible to activate the Germans and turned the Night Assault into an Idle-day-at-night to build up his strength and only tried to take back, later into the night (on Turns 5-6), what the Germans had abandoned in order to strengthen his defense. It is no easy task to attack the Germans at night and an attack can easily lead to the Russians suffering losses without any real gains and the Germans counterattacking the Russian Low-Crawling-Retreat. Historically in the Red Barricades sector in October the Germans also conducted night attacks and on a larger scale than the Russians (often preparatory attacks conducted before the sunrise) while the Russians had very small scale raiding parties that achieved little and sometimes also suffered heavy casualties, Russian large scale attacks are always, with no exceptions, described as taking place during the day. In November the Russians became more active at night but still only small scale attacks were launched and that is not what we want to play (i.e., small-scale-attacks and Idle-day-at-night) or for that matter a German Night Assault.

28. AMMUNITION SHORTAGE REMOVAL: In rule O11.6243, in lines 6-8, delete “at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn”.

AMMUNITION SHORTAGE REMOVAL: *We have never seen an Isolated unit be re-supplied by the deleted original rule, although it has been possible to re-supply units suffering Ammunition Shortages, neither I or my opponents have thought it has been worth doing. We have only seen Isolated units be re-supplied with this simpler house rule in play.*

29. RUSSIAN INFANTRY RG: In rule O11.4, SSR CG9, RUSSIAN INFANTRY RG section, replace the last sentence with “Russian RG may always enter along the east edge on/south-of JJ36.”.

RUSSIAN INFANTRY RG: *This house rule is meant to correct what we believe is an oversight by the designer (hard or nearly impossible to discover during playtest), since the Germans will otherwise never take control of all board edge hexes even if he can, and then the Russians may only enter with a whole Coy or AFV pltn through one or two hexes into a death trap. We discovered this the first time when the Germans reached this board edge in a CG several years ago.*

30. RECONNAISSANCE & RECON INSPECTION NA: Delete O11.622 & O11.6245.

RECONNAISSANCE & RECON INSPECTION NA: *In an attempt to get rid of a an unnecessary section of the rules and to protect new players to Red Barricades from using this useless rule it has been deleted. Also note that the original rule E1.23 has been modified in Red Barricades from Hexes to Locations and units lost concealment before, whereas now they keep their concealment after inspection. We used to joke that there is plenty of Recon during play anyhow, both sides know what the other side may purchase, badly placed concealment counters, knocking over your own concealed stacks (or the opposite), rolling for radio contact and then drawing a red chit is good information to use to your advantage, etc. We have no desire to decrease the fog of war (we never liked other CG that allows Civilian/Prisoner Interrogation), hence these rules have been deleted, instead of changed to try and “fix” them. I think the peasants have talked to much already since I got such detailed information about the order of battle of my opponent’s troops, what he can get and enter his reinforcements, where he might set up, what the main goal of my opponent is, and what he thinks is important. Give that kind farmer a jerry tank of our precious gasoline as a sign of gratitude for the detailed battle-map the farmer provided us with – we should shoot him, only a spy could have such a detailed map over the area – calm down Heinz – it’s only a game!*

The Leaflet House Rules... With Footnotes

The Leaves Fall... But Not Stalingrad

AFTERMATH: The Leaflet House Rules, came about, not because I thought that the original rules were unplayable. But after playing Red Barricades for 22 years (almost every year and only CG III – The Barrikady) with more than 80 Campaign Games (about 600 CG scenarios played) vs eight different opponents (plus a CG Day or two vs two additional opponents), it’s my belief that we have probably gained a better perspective of the Campaign Game design than the original playtest groups could have attained, and also how to make it more to our taste of enjoyment – and hopefully, to others that can get enjoyment and inspiration from these house rules. The thoughts about these house rules came into being (after playing with the original rules for 8 years) with the help, input, and ideas from friends here in Sweden. I still have a great admiration of the original design, thanks to Charlie Kibler and his crew for their creative and playable design, otherwise, the Red Barricades box would have been put aside and not dwelled upon.

We consider the CG to be the most pleasing amongst all the different campaigns that have been played on numerous of occasions throughout the years. Even if it were to be played again without any of our house rules, it would still be a very fine game, especially in the beginning, but later on, several design problems become obvious. Our Stalingrad experiences finally made us step forward and better it more to our own consensus. Balance has also been considered when writing these house rules and if all 30 are used together we dare to state that it is as balanced as we think is possible. A handful of house rules have perished as we tried them out in the streets of Stalingrad since they did not add or improve much to our gaming sessions.

Advanced Squad Leader – The Role-Playing Fantasy Game 3rd edition – Melvin Falk (8 Hit-Points).

RED BARRICADES – CG III THE BARRIKADY

G1: The Russian player may declare one time at the *end* of the first Rally Phase of a CG Day that all his units are Fanatic during this CG Day.

G2: G1 + Each Russian Original DR over 7 equals 7 on the MMC Battle Hardening Table (O11.6112).

G3: G2 + The Russian player is entitled to two DR on the CPP Replenishment Table (O11.616) and chooses which one to use.

LEAFLET HOUSE RULES – ABS

R1: The German player may declare one time at the *start* of the first Rally Phase of a CG Day that all his 8-3-8s/3-3-8s are Fanatic during this CG Day.

R2: R1 + Each time the German player receives a Depleted Rifle Coy, replace three 4-6-7 squads from that Coy with three 4-6-8 squads.

R3: R2 + The German Player is entitled to two DR on the CPP Replenishment Table (O11.616) and chooses which one to use.

Two "rules of principles" that you can print out and glue underneath your dice-tower or simple use a pen marker and write the text underneath your dice-tower. Note that there are two different text version of "Dice-Tower Usage" and "Sniper Placement", but should mean the same, despite the different wording of the two.

DICE-TOWER USAGE

When a DR or dr is made, each die must, together with each other die, be rolled through the full height of the dice-tower and end its roll flat on the tower-floor.

Otherwise the entire DR or dr must be re-rolled

DICE-TOWER USAGE

When a DR is made it must be rolled into and go through the tower and for it to be considered a valid DR, each die must have ended its roll flat on the tower-floor, if one (or both) has ended its roll differently than described above then the DR has to be re-rolled. When a dr is rolled (or several for any purpose) the same as above applies.

DICE-TOWER USAGE

When a DR or dr is made, each die must, together with each other die, be rolled through the full height of the dice-tower and end its roll flat on the tower-floor.

Otherwise the entire DR or dr must be re-rolled

DICE-TOWER USAGE

When a DR is made it must be rolled into and go through the tower and for it to be considered a valid DR, each die must have ended its roll flat on the tower-floor, if one (or both) has ended its roll differently than described above then the DR has to be re-rolled. When a dr is rolled (or several for any purpose) the same as above applies.

SNIPER PLACEMENT

Each Sniper counter, regardless of how it is actually placed in its hex, is considered to point with its number "1" to the North or East, whichever is possible. The corresponding applies to all similar direction determination (OBA, etc.).

SNIPER PLACEMENT

Each Sniper counter is always considered to point with its number "1" towards the North, but when not possible it is instead pointed towards the East. The above applies regardless how a Sniper counter otherwise is located in its hex. For similar direction determination (OBA, etc) the same as above applies.

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