20. VALOR OF THE GUARDS SOLITAIRE ASL

The solitaire ASL player can now experience the fighting in the streets of central Stalingrad with four new *VotG SASL* missions. The Mission rules have been structured to utilize as much of the *Valor of the Guards* Campaign Game rules as possible. This allows these missions to also act as a training tool by focusing on a subset of the *Valor of the Guards* rules. There are also rules included that allow a player to enjoy the experience of participating in a full solitaire campaign game.

These missions differ from *Solitaire ASL* due to their size and limitation to the *VotG* mapsheets. If the number of S? counters in play exceeds the total number available in the *Solitaire ASL* module, then it will be necessary to use "?" counters of other nationalities. The rules and tables on the following pages are extensions of the Chapter S rules.

20.1 REPLACEMENT TABLE: All references to the original *SASL* tables, including those in the *VotG SASL* Missions or *VotG SASL* campaign games, refer to the replacement tables below. The following *Solitaire ASL* Chapter S tables are replaced by the ones included herein: A1, A5, A9e, A11, G2, G3, G4, G5, G6a, G9, R2, R3, R4, R5, R6, R9 and R10.

20.2 VALOR OF THE GUARDS RULES MODIFICATIONS/ CLARIFICATIONS: Chapter V rules V.1 through V11 are in effect for all *Valor of the Guards SASL* Missions. Parts of V12 are used in the *Valor of the Guards SASL* Missions and are identified by the MSR as required. Additionally, the following Chapter V rules apply to all *Valor of the Guards SASL* Missions:

V12.6215: RG Daily Max limits apply to purchases made in *Valor of the Guards SASL* Missions.

V12.624: The player makes an Activation Check for the S? counter in the Location that is chosen for Recon.

20.3 SOLITAIRE ASL RULES MODIFICATIONS: Several rules previously set forth in Chapter S are modified for use during *VotG* SASL games:

Table A4b: Movement rosettes may be backwards depending on the ENEMY nationality and FBE. For any such instance, align the appropriate hex rosette such that movement is toward the FBE.

3.321 MOVEMENT OF S?: Unless otherwise specified by MSR, a S? in Advance Attitude moves towards the closest Friendly-Controlled VPO or Friendly board-edge hex; use a Random dr if > 1 hex qualifies.

4.12 PLACEMENT ON BUILT-UP MAPBOARDS: The entire *VotG* map (or portion thereof) is considered to be a built-up mapboard.

4.21 & 4.22 ENTRY: Board entry of S? is determined randomly. To assist in determining the entry location, create chits numbered 1 to 50. If entering along the north or south edge, draw one Letter Chit. If entering on the east or west edge, draw one numbered chit.

5.1 ACTIVATION CHECK: The AC drm on the Chapter S Divider are NA, instead use the AC drm listed for each Mission or CG.

5.712 IN BOG TERRAIN: A vehicle activated from a S? in Advance attitude in Bog Terrain is activated in bypass if possible and thereby avoiding Bog DR.

5.73 LEADER GENERATION: If Russian ENEMY and a DR on table A1 or R10a results in a Leader being Activated along with ≥ one NKVD MMC and/or ≥ one 4-2-6/2-2-6 MMC, then use table R3a (instead of table R3) to determine the leader received.

5.742 FORTIFIED BUILDING LOCATION: If a fortification Activation occurs in a building Location and the dr {A5} results in a successful *Entrenchment* generation, that building Location (and each such level beneath it) is henceforth Fortified (B23.9).

5.7421 NKVD STRONGPOINT: If ≥ one NKVD MMC and Commissar are activated in a Fortified Building Location, the building immediately becomes a NKVD Strongpoint (CG11.1c, V12.4) and all remaining ground-level Locations of the building are Fortified, even if previous attacks were made without the Fortified Building DRM.

5.753 MORTAR: A mortar of ≤ 60mm Activated in a *non-Roofless* building/pillbox Location is replaced by a MMG; if ≥ 70mm a HMG is Activated instead *[EXC: if NKVD/4-2-6 MMC SW is a MMG]*.

5.761 INSIDE/OUTSIDE: If a Gun is Activated in a Factory or Roofless building Location, randomly select the Inside [1-3] or Outside [4-6] Gun Generation Table {x5} to be used *[EXC: reroll for a mortar Activated in a non-Roofless Factory Hex]*.

6.3061 ENEMY DC UNIT: A Good Order ENEMY unit armed with a DC automatically receives a Move Command and will attempt to place the DC in an ADJACENT Target Location. Such a unit without an ADJACENT Target will move until it has an ADJACENT Target. Such an Infantry unit with a DC SW uses Assault Movement into best cover when attempting to place the DC. A Good Order ENEMY unit armed with a DC determines its Target using the following priorities:

Priority List:
1. ADJACENT Target;
2. Target in VPO Location;
3. Target in a Fortified Building Location
4. Location with most Known Infantry Targets
5. easiest-to-kill vehicular Target.

6.30611 BREACH ATTEMPT: An attempt to place a DC against a Target in a Fortified Building Location is instead resolved as a Breach attempt (A23.711; A23.9221) on a dr ≤ 3 *[EXC: if the hexside has been previously breached]*.

6.30612 THROWN DC: A Berserk ENEMY unit using Defensive Fire or Advancing Fire will always throw a DC at a Target (including a same Location Target). An unpinned Good Order ENEMY unit will throw a DC at a Target during Defensive Fire only if it passes a NTC, using the Final IFT DRM for the attack as TC DRM.

6.312 IMPROVED POSITIONS: If in Hold Attitude, an Activated ENEMY unit in an IP rolls for an Action normally *[EXC: if the IP is a fortified building Location it automatically has a Fire Command, or does nothing if no Target exists]*; if in Advance Attitude, an Activated ENEMY unit in an IP always rolls for an Action normally.

6.4 AFV RIDERS: An ENEMY AFV Rider must attempt to disembark if the AFV has expended a stop MP; if insufficient MF remain, the ENEMY AFV Rider will attempt to dismount in the next MPh if the AFV is marked with a Prep Fire marker.

8.14 SUSTAINED FIRE: During Subsequent First Fire an ENEMY unit firing MG/IFE will use Sustained Fire only if it passes a NTC; cumulative TC DRM include the Final IFT DRM for the attack and a +1 if the Weapon has an Original B# < 12. Berserk ENEMY units and ENEMY units firing MG/IFE as FPF will always use Sustained Fire, no NTC is necessary.

8.51 & 8.53 FIRE GROUPS: A Multi-Location FG should be formed in the PFPh or DFPh if the current FP of a unit/stack would be insufficient to achieve at least a NMC result on the IFT.

8.6101 FIRE LANES: An eligible ENEMY MG will place a Fire Lane through contiguous road/railroad/boulevard/open ground hexes only if it passes a NTC, using the Final IFT DRM for the attack as TC DRM.

8.72 ENEMY OBA: The strength and type for each FFE is determined using the *VotG* Russian/German OBA Availability Chart. The number of different strength FFEs allowed in a scenario is limited to two *[EXC: the number of different strength FFEs is limited to one if Mission 3, Mission 4 or a CGI Scenario]*; once two different strength FFEs have occurred, any further FFEs that occur must be the same strength as one of the two FFE strengths that previously occurred; a dr [1-3] or [4-6] is made to determine which strength the new FFE will use.

8.75 FFE:C CONTINUATION: There is a cumulative +1 drm for each FFE of the same type that was received during the current Mission or CG Scenario. An Original dr result of 6 always results in immediate cancellation of the FFE.

11.4 ENEMY APh: If in a fortified building Location or pillbox, an Activated ENEMY unit that is in Hold Attitude adds a +4 DRM (cumulative) to the Advance into CC/Melee NTC DR (11.4).

16.0 COMMAND CONTROL: Offboard Observers and Observation Planes (E7.6) are not subject to the Command Control rules.

17.1 SOLITAIRE CAMPAIGN: The four *Valor of the Guards* SASL Missions can be used as additional *SASL* Campaign Game Missions for your German or Russian Infantry company. The *SASL* Campaign Game rules are slightly modified to account for the additional Missions.

17.13: The company OB provided in 18.5 is in addition to those purchases allowed by *VotG SASL* MSR. However, reduce the given CPP allotment by 7 CPP. The FRIENDLY Infantry company does count towards the RG Daily Max limits (V12.6215).

17.132-7.1321: Units provided by MSR as well as unit purchases from MSR-given CPP allotments are considered Temporarily Attached.

20.4 *VotG* SASL Campaign Game

The following rules allow the solitaire ASL player to experience the four *VotG* campaign games (CGI-CGIV) using the SASL rules and Chapter V rules outlined on the following pages.

20.41 SOLITAIRE ASL RULES MODIFICATIONS: Several rules previously set forth in Chapter S are modified for use during *VotG* SASL campaign games; *these are in addition to the changes already outlined in 20.3*:

2.3 RE TABLE DRM: On Table x9 a +1 drm applies to the colored die if Friendly side has chosen the Idle chit and a −1 drm applies to the colored die if Friendly side has chosen the Attack chit.

4.1 S? PLACEMENT: S? placement in the Initial Scenario for each CG is specified in the CG setup instructions; for all subsequent CG scenarios S? are placed per 4.1a (including Rooftop, Rail Car, Wrecked Rail Car, Debris, Shellhole and Orchard Locations) in each hex containing an ENEMY Frontline Location (V12.2) and in each ENEMY Controlled Perimeter Area hex that is ≤ 5 hexes (if the ENEMY selected an Idle chit) or ≤ 2 hexes (if the ENEMY selected an Attack chit) from an ENEMY Frontline Location. All S? placed in this manner assume a Hold Attitude.

IDLE ENEMY: In addition, if the ENEMY has selected an Idle chit then Reserve S? (V12.6214b) are placed per 4.1a *[EXC: any result other than 'Ground level' would result in no S? being placed; if a VPO Location and no S? was placed the results are not rerolled]* in each ground level ENEMY Perimeter Area Location that is ≥ 6 hexes from all ENEMY Frontline Locations. All Reserve S? that are activated are in Hold Attitude.

ATTACKING ENEMY: If the ENEMY has selected an Attack chit make a subsequent dr to determine the type of attack *[EXC: in the Initial Scenario of CGII/CGIV the German ENEMY is automatically conducting an All-Out Attack]* and which S? are changed to Advance Attitude:

Attack Determination drm: ± x Historical DRM.

Final dr 1-2 = *ALL-OUT ATTACK*: All S? in ground level Locations are changed to Advance Attitude.

Final dr 3-4 = *GENERAL ATTACK*: Each S? in a ground level Location in or adjacent to an ENEMY Frontline Location is changed to Advance Attitude.

Final dr 5-6 = *PROBING ATTACK*: Make a dr for each S? in a ground level Location in or adjacent to an ENEMY Frontline Location; on a dr ≤ 3 the S? is changed to Advance Attitude.

ATTACKING ENEMY HW ACTIVATION: If the ENEMY has selected an Attack Chit, a dr is made for each S? in an upper level building Location *[EXC: Rooftop]* to check for HW Activation, providing the S? has LOS to ≥ 1 FRIENDLY unit; a dr result of 2-6 has no effect on the S?; on a dr result of 1 the S? activates as a HW, make a subsequent dr as follows: [1] conduct ENEMY RE61, [2] conduct ENEMY RE43, [3] conduct ENEMY RE43 *[EXC: activate a MMG Instead of a HMG]*, [4-5] activate a 50*MTR and a half squad (see table R2/G2 for type); [6] activate a 2-2-8 crew and a 81MTR (if German) or 82MTR (if Russian). If a mortar is activated in a non-roofless Location see 5.753. Activated units assume a Hold Attitude and start the game concealed.

ENEMY REINFORCEMENTS: If the ENEMY has selected an Attack Chit, during each ENEMY RPh make a Reinforcement dr *[EXC: NA during the initial scenario of CGII and CGIV or if already receiving reinforcements this turn due to ENEMY RE *36-41/*46/51]*; on a dr ≤ the current AC# a number (equal to a DR +2) *[EXC: dr +2 if a CGI scenario]* of additional S? in Advance Attitude will enter during that turn along the EBE.

4.11 PROXIMITY TO FBE: Rule 4.11 is NA- S? *are* allowed to set up within 3 hexes of any whole offboard hex along the FBE.

5.1 ACTIVATION CHECK: The AC drm on the Chapter S divider are NA; instead use the following AC drm:

Cumulative AC drm:
−1 if S? in Hold Attitude is in a VPO Location.
−1 if S? in Advance Attitude is in or ADJACENT to a FRIENDLY Controlled VPO Location.
−1 if ≥ 1 already activated ENEMY unit that is in Advance Attitude is within two hexes/the same building as the S?.
−1 if Russian ENEMY and S? is in/ADJACENT to a Fanatic Strongpoint Location.
−1 if German ENEMY and S? is in a level 2 building Location.

5.11 MARKING THE AC#: The starting ENEMY AC# is determined during Scenario Commencement (RePh step 12.627).

5.72 MMC ACTIVATION: Providing a scenario was played on the previous CG Date, if the ENEMY ELR on that Previous CG Date was less than at the start of the CG, each newly Activated MMC must take a NTC; if the MMC fails the NTC by an amount > that ELR it is immediately Replaced (A19.13) *[EXC: Conscript MMC are unaffected]*.

6.311 SELF PRESERVATION: A Good Order, armed and Activated Russian ENEMY Infantry unit *[EXC: Good Order ENEMY crew manning a Gun or HW]* will automatically attempt to use a Molotov Cocktail (A22.6) vs. an adjacent FRIENDLY AFV.

8.7 ENEMY ARTILLERY STRIKE: At the beginning of each ENEMY Prep Fire and Defensive Fire Phase make a DR on the A11 ENEMY Random Event Table; if the result is 14-15 or 62-63, that RE is resolved. The number of different strength FFEs allowed in a CG scenario is still limited to two *[EXC: one if a CGI scenario]* per 8.72, and the number of ENEMY FFEs that may be in play at any one time is limited to two *[EXC: one if a CGI scenario]*.

AERIAL BOMBARDMENT: If German ENEMY, after FRIENDLY setup is completed a dr is made to determine the number (if any) of Aerial Bombardments (German RG chart note 'b') that will be resolved; the number of Bombardments is equal to a dr halved (FRD). For placement of each Bombardment see 8.71; if possible, the initial placement hex should be chosen such that there are no ENEMY units within the blast area.

8.9 ENEMY AIR SUPPORT: If German ENEMY in a daytime scenario *[EXC: if Overcast]*, after FRIENDLY setup is completed a dr is made to determine German ENEMY Air Support. On a dr 1-4 the German ENEMY receives a Stuka I RG (CG9); entry and arrival are per E7.2-.21 *[EXC: on a subsequent dr 1-3 a −2 drm may be applied to the Turn of Entry dr]*; on dr 5-6 the German ENEMY receives a Stuka II RG (CG9; also see German RG Chart note 'v'). Air Attacks are resolved per 8.9.

14.1 VPO: All Stone Hexes (i.e. stone building and stone rubble) and Ferry Landing Hexes are VPO Locations.

17.0 SOLITAIRE CAMPAIGN: Solitaire Campaign rules are NA. *Valor of the Guards* Campaign Game Rules (V12) are used to determine FRIENDLY OB units.

20.42 *VALOR OF THE GUARDS* RULES MODIFICATIONS/ CLARIFICATIONS: Chapter V rules V.1 through V12 are in effect for all *Valor of the Guards* campaign game scenarios. Additionally, the following Chapter V rules are modified for use in all *Valor of the Guards* SASL campaign games:

V12.32 CG BALANCE PROVISIONS: Should the ENEMY qualify for a CG Scenario Balance Provision, the negative DRM would instead be applied to all dr made during RePh step 12.627 (Scenario Commencement) when determining the ENEMY starting AC#, RE numbers, SAN and Booby Trap Level.

V12.4 CAMPAIGN GAME SPECIAL RULES:

CG10 RETAINED RG: ENEMY units are not Retained *[EXC: Isolated units, Guns in Fortified Building Locations and Immobilized/Abandoned AFV remain on-map]*. FRIENDLY units received as a result of a Random Event Occurrence (2.2) are Temporarily Attached units (17.132) and are not Retained.

CG11.1b BATTALION STRONGPOINT: If Russian ENEMY, whenever a Fortified building Location is generated (S5.742) make a DR; on a DR result of 2 that building immediately becomes a Battalion Strongpoint and all ground-level Locations are Fortified.

CG13 MAP EXIT: ENEMY units that exit the map are not Retained.

CG17 SELF RALLY: During the ENEMY RPh the player should attempt to Self Rally the four *[EXC: two if CGI scenario]* ENEMY MMC without a boxed broken morale that have the best chances of rallying. If ≥ five such exist, use the S7.1 Priority List.

V12.5 INITIAL SCENARIO: The OB-given ENEMY units are NA; ENEMY units are generated by the SASL rules. FRIENDLY units listed in the Initial OB for each scenario are determined using the appropriate RePh steps (12.621-.6227). Only modified ENEMY setup instructions and SSRs are provided as follows for each Initial CG Scenario:

12.51 *VotG* Campaign Game I: The Central Railway Station
CG Days 15-22 September 1942

CGI SPECIAL RULES:

CGI-2 MISCELLANEOUS: Buildings F36 and L38 automatically become a Historical Strongpoint the instant that a Russian ENEMY unit is Activated in any Location of the building.

INITIAL RUSSIAN ENEMY OB SETUP:
S? are placed per 4.1a *[EXC: this also includes Rail Car, Wrecked Rail Car, Orchard, Shellhole and Debris Locations]* and 4.1d *[EXC: for purposes of case d only Locations of buildings F36 and F46 are regarded as VPO Locations and S? are placed on subsequent dr ≤ 3]* in each hex containing an ENEMY Frontline Location (V12.2) and in each ENEMY Controlled Perimeter Area hex that is ≤ 5 hexes from an ENEMY Frontline Location. All S? placed in this manner begin the scenario in Hold Attitude.

Reserve S? (V12.6214b) are placed per 4.1a *[EXC: any result other than 'Ground level' would result in no S? being placed; if a VPO Location and no S? was placed the results are not rerolled]* in each ground level ENEMY Perimeter Area Location that is ≥ 6 hexes from all ENEMY Frontline Locations. All Reserve S? that are activated are in Hold Attitude.

INITIAL GERMAN ENEMY OB SETUP:
S? are placed per 4.1a (including Rooftop, Rail Car, Wrecked Rail Car, Debris, Shellhole and Orchard Locations) in Strategic Locations (V12.2) in each hex containing an ENEMY Frontline Location and in each ENEMY Controlled Perimeter Area hex. A dr is made to determine the type of attack (4.1) and which S? are changed to Advance Attitude.

INITIAL SCENARIO SPECIAL RULES
I-4 The first Russian ENEMY T-34 that is activated in a hex numbered ≥ 43 is immobilized. Any Final DR ≤ 7 on Table R2 results in a 5-2-7 squad type. There is a cumulative +6 DRM that applies on Table R2 for any units activated in hexes numbered ≤ 43.

12.52 VotG Campaign Game II: Drive to the Volga
CG Days 14-22 September 1942

CGII SPECIAL RULES

CGII-1 MISCELLANEOUS: Buildings F36, L38 and S39 automatically become a Historical Strongpoint (CG11.1a) the instant that a Russian ENEMY unit is Activated in any Location of the building.

INITIAL RUSSIAN ENEMY OB SETUP:
S? are placed per 4.1a (including Rooftop, Rail Car, Wrecked Rail Car, Debris, Shellhole and Orchard Locations) and 4.1d *[EXC: for purposes of case d only Locations of buildings F36 and F46 are regarded as VPO Locations and S? are placed on subsequent dr ≤ 3]* on/west of row L in hexes that are ≥ 2 hexes from all German setup/entry hexes (see German setup/entry restrictions). All S? placed in this manner begin the scenario in Hold Attitude.

RESERVES: Reserve S? (V12.6214b) are placed per 4.1a *[EXC: any result other than 'Ground level' would result in no S? being placed; if a VPO Location and no S? was placed the results are not rerolled]* in each ground level ENEMY Perimeter Area Location that is east of row L. All Reserve S? that are activated are in Hold Attitude.

REINFORCEMENTS: After a successful Reinforcement DR < the current turn number, a number of Reinforcing S? (as per a dr +6) will enter this turn and each subsequent turn along the south map-edge. All reinforcing S? are in Advance Attitude.

INITIAL GERMAN ENEMY OB SETUP:
S? are placed per 4.1a (including Debris and Shellhole Locations) in hexrows A-B in hexes that are numbered ≥ 20 and ≤ 40. All S? begin the scenario in Advance Attitude.

REINFORCEMENTS: A separate Reinforcement dr/DR is made for each of the following groups of Reinforcing S?:

● After a successful Reinforcement dr ≤ the current turn number, a number of Reinforcing S? (as per a dr +6) will enter this turn and each subsequent turn along the west map-edge on/between hexes A20-A40. All reinforcing S? are in Advance Attitude.

● After a successful Reinforcement dr < the current turn number, a number of Reinforcing S? (as per a dr +6) will enter this turn and each subsequent turn along the west map-edge on/between hexes A1-A20. All reinforcing S? are in Advance Attitude.

● After a successful Reinforcement DR < the current turn number, a number of Reinforcing S? (as per a dr +6) will enter this turn and each subsequent turn along the west map-edge on/between hexes A35-A50. All reinforcing S? are in Advance Attitude.

12.53 VotG Campaign Game III: Battle Along the Riverbank
CG Days 23-27 September 1942

CGIII SPECIAL RULES

CGIII-1 MISCELLANEOUS: Buildings F36, L38 and FF43 automatically become a Historical Strongpoint (CG11.1a) the instant that a Russian ENEMY unit is Activated in any Location of the building. Building FF43 contains a Cellar Location (8.).

INITIAL RUSSIAN ENEMY OB SETUP:
S? are placed per 4.1a (including Rooftop, Rail Car, Wrecked Rail Car, Debris and Orchard Locations) in each hex containing a *non-Isolated* ENEMY Frontline Location (V12.2) and in each *non-Isolated* ENEMY Controlled Perimeter Area hex that is ≤ 2 hexes from an ENEMY Frontline Location; all S? placed in this manner begin the scenario in Hold Attitude. A dr is made to determine the type of attack (4.1) and which S? are changed to Advance Attitude.

ISOLATED RUSSIAN OB: Additional S? are placed per 4.1a (including Rooftop, Debris, Shellhole and Orchard Locations) in hexes that are in rows D-I on/south of the Alternate Hex Grain D46-I47 and also in buildings F36, L38 and FF43. All S? placed in this manner begin the scenario in Hold Attitude; also see SSR III-4 and III-5.

INITIAL GERMAN ENEMY OB SETUP:
S? are placed per 4.1a (including Rooftop, Rail Car, Wrecked Rail Car, Debris, Shellhole and Orchard Locations) in each hex containing an ENEMY Frontline Location (V12.2) and in each ENEMY Controlled Perimeter Area hex that is ≤ 2 hexes from an ENEMY Frontline Location. All S? placed in this manner begin the scenario in Hold Attitude. A dr is made to determine the type of attack (4.1) and which S? are changed to Advance Attitude.

INITIAL SCENARIO SPECIAL RULES
III-5 There is a +6 DRM that applies on Table R2 for any units activated in hexes that are in rows D-I on/south of the Alternate Hex Grain D46-I47.

12.54 VotG Campaign Game IV: Savage Streets of Stalingrad
CG Days 14-27 September 1942

CGIV SPECIAL RULES

CGIV-1 MISCELLANEOUS: Buildings F36, L38, S39 and FF43 automatically become a Historical Strongpoint (CG11.1a) the instant that a Russian ENEMY unit is Activated in any Location of the building. Building FF43 contains a Cellar Location (8.).

All Initial Scenario parameters are as per CG II, Drive to the Volga (12.52).

12.6 REFIT PHASE (RePh):

12.602 FERRY LANDING INTERDICTION: A German ENEMY will always attempt to Interdict as many Ferry Landings as possible. Interdicting ENEMY units are never Retained *[EXC: Isolated units, Guns in Fortified Building Locations and Immobilized AFV would remain on-map]*.

12.6064 PERIMETER MARKERS: When placing ENEMY Perimeter markers, each is placed one at a time, in ground-level Locations that contain a ENEMY Infantry-MMC/ENEMY Control marker/S? counter.

12.6073 ESCAPE FROM ISOLATION: Each Isolated Activated ENEMY unit/S? must take a NTC; there is a cumulative −2 DRM that applies if in a VPO Location. Any ENEMY that fails the Task Check must attempt to Escape. Each Isolated S? must take the NTC using a morale of 7; if it fails the NTC it must check for Activation and attempt escape (as a stack if other units stacked with it are attempting Escape).

12.609 PRISONERS Make a dr for each Isolated ENEMY Guard; on a dr ≤ 5 the Guard retains possession of his prisoner(s); on a dr 6 the Guard executes the Prisoners.

12.613 RUSSIAN COUNTERATTACK DECLARATION: If Russian ENEMY, make a dr on the ENEMY Initiative Table (12.625) to determine if a Russian Counterattack scenario (12.6253) will occur.

12.617 FORTIFICATION REMOVAL: A German ENEMY will always attempt to eliminate any Known wire/minefield/Roadblock in an ENEMY-

Controlled non-Isolated Location. Only ENEMY Assault Engineer squads Activated in the just-completed CG Scenario may be used to determine drm on the Fortification Removal Table.

12.619 ENEMY ELR: To determine the ENEMY ELR for the current CG scenario make a DR per V12.619 using the following DRM *[EXC: NA if current scenario is a Russian Counterattack scenario]:*

ELR LOSS/GAIN DRM:
–1 Per Each scenario won by the ENEMY side on the previous CG Day
–2 Per Idle Day since the last-completed CG scenario
–1 Per every 6 (FRD) Elite ENEMY squad equivalents Activated during the previous CG scenario [1]
–1 Per every 12 (FRD) 1st Line ENEMY squad equivalents Activated during the previous CG scenario [1]
–1 Per every 3 (FRD) ENEMY AFV Activated during the previous CG scenario [1]
+1 If the ENEMY side selected the Attack chit on the previous CG Day
+2 Per scenario completed since the start of the CG or since the last Idle Day (whichever most benefits the ENEMY).
±x Historical DRM for the ENEMY side
+1 (Applies to German ENEMY only) Per Night scenario completed since the start of the CG or since the last Idle Day (whichever benefits the German ENEMY more)

Footnotes:
[1] NA if the previous CG Day was an Idle Day.

12.624 RECONNAISSANCE: To determine if the ENEMY will purchase Recon, make a dr; on a Final dr 2 the ENEMY is considered to have spent 1 CPP for Recon; on a Final dr ≤ 1 the ENEMY is considered to have spent 2 CPP for Recon; there is a –1 drm to the Recon determination dr if Russian ENEMY.

12.625 INITIATIVE DETERMINATION: The FRIENDLY side first selects its Initiative, then a dr is made on the following chart to determine the initiative for the ENEMY; Russian Attack Limits (12.6251) still apply:

Final dr	Result	Cumulative drm	
≤ 1	Attack	± x	Historical DRM.
≥ 2	Idle	– 3	German ENEMY.
		– 2	Russian ENEMY (drm applies only during RePh step 12.613).
		– 1	Per CG Day since last ENEMY Attack chit.
		– 1	FRIENDLY side won last CG Scenario.
		+ y	Difference between current ENEMY ELR and ENEMY ELR at start of CG, provided current ENEMY ELR is lower than it was at CG start.
		+ z	Per each 60 (40 if a CGI Scenario) Casualty VP (FRD) suffered by the ENEMY in the previous CG Scenario *[EXC:NA if preceeding CG date was an Idle day].*

12.6254 RUSSIAN NIGHT ASSAULT: To determine if an ENEMY Russian Assault will be a Night scenario make a dr; a Final dr ≤ 5 results in a Russian Night Assault; on a Final dr ≥ 6 the Russian Assault will be a daytime scenario; there is a +2 drm if the weather is Overcast.

12.6262 ISOLATED UNIT SETUP: Isolated ENEMY units/S? must set up in the Location in which it ended the previous scenario (as per 12.6081) or ADJACENT to that Location in an ENEMY-Controlled Strategic Location using the following Priority List; use Random Selection if > 1 Location would apply:

Priority List
Location is a VPO Location
Location with highest TEM
Location contains unpossessed HW/Gun
Location contains no ENEMY unit/S?

12.6265 RECON INSPECTION: To determine each FRIENDLY-Controlled Location that will be reconnoitered, draw a lettered chit; the corresponding Frontline FRIENDLY-Controlled hex (if any) is "Reconned" providing LOS to ≥ 1 ENEMY unit or S? exists from that Location; if the Frontline hex contains > 1 Location use Random Selection

to determine the "Reconned" Location. If > 1 Frontline hex in that same lettered hexrow, then determine the Frontline hex to be "Reconned" using the following Priority List:

Priority List
Hex containing the most non-hidden FRIENDLY units.
Hex closest to the EBE.
Hex contains a VPO Location.

FRIENDLY 'inspected' stacks may *not* regain their Concealment.

12.627 SCENARIO COMMENCEMENT: Determine ENEMY SAN, ENEMY and FRIENDLY RE numbers, Enemy AC# and Russian ENEMY Booby Trap Level for the current CG scenario by making the appropriate die rolls as follows:

ENEMY SAN: The following table is used to determine the starting ENEMY SAN for each CG scenario:

ENEMY SAN

Final dr	Result	drm:
≤ 1	Increase ENEMY SAN by +1	–1 if Russian ENEMY
≥ 2	No SAN increase	–1 if ENEMY is Idle
		–1 if ENEMY SAN ≤ 3
		– y CG Balance DRM
		+1 if ENEMY SAN ≥ 6

RANDOM EVENT NUMBERS TABLES: To be able to receive Random Events (2.1) during the current CG Scenario, the FRIENDLY player must first 'purchase' this capability by spending 5 CPP; the Friendly player may spend 1 extra CPP to receive an additional –2 drm on the Random Events Numbers Table. The tables below are used to determine the starting RE numbers for each CG scenario *[EXC: note that while the FRIENDLY RE numbers are a pair of consecutive numbers, the ENEMY RE numbers are instead a trio of consecutive numbers]:*

FRIENDLY RE Numbers		ENEMY RE Numbers		
Final dr	RE#	Final dr	RE#	drm:
≤ 2	6/7	≤ 2	5/6/7	– y CG Balance DRM
3-4	5/6	3-4	4/5/6	– 2 If FRIENDLY side spent
≥ 5	4/5	≥ 5	3/4/5	6 CPP to purchase RE

BOOBY TRAPS: The following table is used to determine if the starting Russian ENEMY Booby Trap Capability level (B28.9) will increase for the current CG scenario:

Russian ENEMY Booby Trap Capability

Final dr	Booby Trap Level	drm:
≤ 0	Increase 2 levels	–1 if Russian is Idle
1-2	Increase 1 level	+2 if Russian is Attacking
≥ 3	No effect	–y CG Balance DRM

MARKING THE AC#: The following table is used to determine the starting ENEMY AC# (5.11) for each CG scenario:

Enemy AC#

Final dr	AC#	drm
≤ 0	4	± x ENEMY Historical DRM for current CG date
1-3	3	– y CG Balance DRM
≥ 4	2	– 1 Per Idle Day since last CG Scenario
		+ 1 If current scenario is a Russian Counterattack Scenario (applies to German ENEMY only)
		+ 1 If current scenario is immediately following a Russian Counterattack Scenario (applies to Russian ENEMY only)

12.6271 ADJACENT S? ACTIVATION: After setup but prior to the start of play, any S? that are ADJACENT to a FRIENDLY unit check for Activation; units Activated in this manner start the game concealed.

S. *VotG* Russian & German Random Generation Tables

A9e Built-Up Map* S? Placement (4.12)

Final DR	Placement Location(s)
2	Each level *[EXC: sewer]* [1]
3	none
4	Ground & Second level [2]
5	Ground & First level [2]
6	First level [2]
7	Ground level
8	Cellar & Second level [2]
9	Each level *[EXC: sewer]* [1]
10	Cellar & First level [2]
11	none
12	Roof

Footnotes:
1. Including Cellar and Roof, if applicable.
2. If in a Factory, then any level other than Ground is changed to Roof instead.

VotG OBA Availability Chart (8.72)

German	DR	Russian
150+	2	150+
150+R	3	200+R
150+	4	150+
80+M*	5	80+M*
100+*	6	120+
80+M*	7	80+M*
80+M*	8	70+
100+*	9	70+
150+	10	120+
150+	11	150+
150+R	12	200+R

Footnotes:
M: Battalion mortar OBA (C1.22).
R: Rocket OBA (C1.9).
*: Can fire IR (see E1.93).
All Modules *[EXC: Rocket OBA]* have Smoke capability (WP only by SSR) unless SSR denies it.

R3a LEADER (5.73)

Final dr	Commissar	Cumulative drm
1	10-0	−1 per each accompanying NKVD MMC
2	9-0	+1 per each accompanying Conscript
3-4	8+1	−1 if Activated in a Fortified Building
≥ 5	None	

A1 ENEMY Activation Table (5.6)

Final DR	Item(s) Activated
1	AFV [1], S [2]
2	AFV [1]
3	S, S, L, F [5], SW
4	S, HS [3], L, F [5], SW
5	S, L, F [5], SW
6	S, F [5]
7	–
8	HS [3]
9	S
10	S, F [5], SW
11	S, S, L, F [5], SW
12	HS [3], F [5], Gun [4]
13	SPG[6]
14	S, F [5], Gun [4]

Cumulative DRM
−1 If S? was in Advance Attitude
+2 If S? was in Hold Attitude

Footnotes:
1. SPG {G6a} if German ENEMY. See 5.61 if Activated in a Prohibited Location.
2. Squad is a Rider if Russian (depending on final vehicle type; D6.2).
3. Squad if ENEMY nationality may not Deploy.
4. See 5.761 if being Activated in a building Location; see 5.61 if Activated in a Prohibited Location.
5. If Advance Attitude S? a "F" result during the ENEMY MPh (only) is treated as an automatic same-hex SMOKE placement *[EXC: see 5.74]*.
6. Consider this an AFV result {R6} (dug-in if possible; V12.6214c) if Russian ENEMY.

A5 Fortification Table (5.74)

Final dr	Fortification Type [4]
≤ 0	x+5+7 [1] [1] Obstacle [3] [2-5] both [6]
1	Obstacle [3] [1-3] Entrenchment [1,2] [4-6]
2	Obstacle [3]
3-4	Entrenchment [1,2]
≥ 5	None

Cumulative drm: +x As per RE instructions   −1 Any MMC is Elite
+y As per MSR   +1 All MMC are Conscript

Footnotes:
1. The capacity of the Fortification equals the number of ENEMY MMC just generated in the Fortification's Location.
2. Trench is generated if ADJACENT to an already-generated Pillbox/Trench, if a Gun is also being Activated in the Location, or if adjacent to a Cellar Location; otherwise use a Foxhole of the proper capacity (see this table's footnote 1).
3. Make a subsequent dr to determine what type of Obstacle is generated: A-T Ditch*[1]; Roadblock [2-3]; Wire* [4-5]; Mines** [6].
4. Any Fortification generated in a prohibited Location is instead treated as a 'None' result *[EXC: an Entrenchment generated in a building Location results in a Fortified Building Location; 5.742]*.
* Each unit Activated in the hex with an A-T Ditch is in the A-T Ditch *[EXC: if an AFV is Activated in the hex, change the A-T Ditch to a Roadblock; if a Pillbox is also generated any Infantry/Gun is in the Pillbox]*. If Wire is generated, Activated units would be placed beneath the Wire counter.
** Conduct A11 ENEMY RE 65 *[EXC: the FRIENDLY unit causing the AC is the subject of the mine attack; if a vehicle caused the AC, then the mines are A-T]*.

S. *VotG* Russian & German Random Generation Tables

G3 LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 2	10-3	10-2
3	10-2	9-2
4	9-2	9-1
5	9-1	8-1
6-7	8-1	—
8-9	8-0	—
10	7-0	—
11-12	—	—
≥ 13	6+1	Inexp. Crew

Cumulative DRM:
−1 If any accompanying MMC is Elite*
+1 If all accompanying MMC are Conscript*
+1 Cumulative for each previous Infantry Leader Final DR result ≤ 4 on Table G3†

Footnotes:
* NA to Armor Leader generation DR
† Applicable only during current scenario or mission. DRM is NA to CGII, CGIII, CGIV

G2 SQUAD (5.72)

Final DR	Squad
≤ 2	4-6-8
3-4	8-3-8 [1]
5-6	5-4-8
7-9	4-6-7
10-11	4-4-7
≥ 12	4-3-6

Cumulative DRM:
+2 If date is Nov 42 or later.
Footnotes:
1. Assault Engineer (VotG24)

R2 SQUAD (5.72)

Final DR	Squad
≤ 4	6-2-8 [1]
5-7	4-5-8 [4]
8-9	4-4-7 [1-5] 5-2-7 [6]
≥ 10	6-2-8 [2] [1-2] 4-2-6 [3-6]

Cumulative DRM:
+6 If date is 14 Sept 42 [3]
−1 If date is Oct 42
−2 If date is Jan 43
Footnotes:
1. Assault Engineer (VotG24) if activated w/ a DC or FT
2. NKVD 6-2-8 (VotG22)
3. NA to Reinforcing S?, to which a −3 DRM would instead apply
4. Replace w/ 4-4-7 if Jan 43.

R3 LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5	8-1‡	—
6-7	8-0‡	—
8	7-0	—
9-10	—	—
≥ 11	6+1	Inexp. Crew

Cumulative DRM:
−1 If any accompanying MMC is Elite*
+1 If all accompanying MMC are Conscript*
+1 Cumulative for each previous Infantry Leader Final DR result ≤ 3 on Table R3†

Footnotes:
* NA to Armor Leader generation DR
† Applicable only during current scenario or mission. DRM is NA to CGII, CGIII, CGIV
‡ If Date is pre 11/42 replace the noted leader with the proper Commissar type (A25.22) on a subsequent dr ≤ 2

G5 STANDARD GUN (5.76)

DR	Inside	Outside
2	75L AT	75L AT
3	75L AT	150 INF
4	50L AT	76L ART [1]
5	75 INF	81 MTR
6	50L AT	50L AT
7	75 INF	75 INF
8	75 INF	37L AT
9	37L AT	75 INF
10	37L AT	81 MTR
11	75L AT	75L AT
12	37L AT	37L AT

Footnotes:
1. Russian 76L PTP obr 39.

R5 STANDARD GUN (5.76)

DR	Inside	Outside
2	45LL AT [1]	76L ART
3	45LL AT [1]	76L ART
4	45LL AT [1]	45LL AT [1]
5	45LL AT [1]	82 MTR
6	45LL AT [1]	82 MTR
7	45L AT [1]	45L AT [1]
8	45L AT [1]	45LL AT [1]
9	45L AT [1]	37L AA
10	76 INF	37L AA
11	76 INF	76 INF
12	76 INF	76 INF

Footnotes:
1. Treat as "—" result if date is 14 Sept 42

G4 SW (5.75)

DR	SW
2	HMG [5]
3	LMG [1, 3]
4	HMG [2, 3]
5	ATR [1]
6	MMG
7	—
8	LMG
9	MTR [1, 3, 4]
10	LMG
11	HMG [2, 3]
12	MMG [5]

Footnotes:
1. If squad type is 8-3-8 then SW is a DC.
2. If squad type is 8-3-8 then SW is a FT.
3. If squad type is 5-4-8 then SW is a DC.
4. If squad type is other than 8-3-8/5-4-8 change squad to a HS.
5. Squad type is changed to a 1-2-7 crew.

R4 SW (5.75)

DR	SW
2	MMG [4]
3	Mol-P [2, 4]
4	LMG [1]
5	MMG
6	LMG
7	—
8	MTR [3]
9	ATR [1]
10	HMG [6]
11	ATR [2]
12	HMG [4, 5, 6]

Footnotes:
1. If squad type is 6-2-8† then SW is a DC.
2. If squad type is 6-2-8† then SW is a FT; if squad type is NKVD 6-2-8 or 4-2-6 then SW is an ATR.
3. Change squad to a HS.
4. Change squad type to a 1-2-7 crew *[EXC: NA if squad type is any type of 6-2-8 or 4-2-6].*
5. On subsequent dr 1-2 SW is a .50 cal HMG.
6. If squad type is NKVD 6-2-8 or 4-2-6 then SW is a MMG.
† Non-NKVD 6-2-8 MMC

R10 HUMAN WAVE UNITS/SW (4.34)

R10a: Human Wave Units

Final dr	Units
0	4-5-8 × 2, L {R3}*
1	4-5-8, 6-2-8, SW†
2	4-5-8, 4-4-7, SW†
3	6-2-8, 4-4-7, L {R3}*
4	4-4-7, 5-2-7, SW†
5	6-2-8‡, 4-2-6, L {R3}*
6	5-2-7, 4-2-6
7	4-2-6 × 2

R10a Cumulative drm:
+1 If date is 14 Sept 1942
−1 If date is from 15 Sept 1942 through Nov 1942
* +1 DRM {R3} per Russian leader/commissar already in that Human Wave
* −1 DRM {R3} if no Russian leader/commissar yet present in that Human Wave
† Make a subsequent dr {R10b} to determine SW type
‡ 6-2-8 NKVD MMC

R10b: Human Wave SW

dr	SW
1	FT [1], DC [2-6]
2-4	LMG [1-4], ATR [5-6]
≥ 5	—

G6a SPG (5.71)

Final DR	SPG
≤ 6	StuG IIIG
7-8	StuG IIIB
≥ 9	SdKfz 10/5

R6 STANDARD AFV (5.71)

Final DR	AFV
≤ 5	KV-1 M42
6-8	T-34 M41
9	T-70
≥ 10	T-60 M42

S. *VotG* SASL A11: ENEMY Random Event Table (2.)

DR   **Random Event**   * This RE may occur only once per Mission. Reroll for a different RE as necessary (2.31).

*11   Sewer Infiltration! Place one S? in each Manhole Location that is within 3 hexes of a randomly determined hex along the FBE *[EXC: Manhole Locations occupied by a FRIENDLY unit are ineligible]*; reroll as needed until ≥ 1 eligible Manhole Location is determined. Place additional S? in each VPO Location ADJACENT to an eligible Manhole Location. Each such Location reverts to ENEMY Control (if previously FRIENDLY controlled) and each such S? assumes an Advance Attitude. For activation purposes for each such S? reroll any 'AFV' result on Table A1 and any result that does not generate a leader will generate a Hero.

12   ENEMY leader Battle Hardens! The current best eligible ENEMY leader immediately Battle Hardens (A15.3). Randomly determine which leader is affected if there are ≥ 2 such leaders. Additionally, all broken ENEMY units in the same Location as the selected leader automatically rally. If there is currently no active ENEMY leader on board, reroll until another RE results.

13   German ENEMY see Footnote 1; Russian ENEMY: Anti-Tank Obstacle! An anti-tank obstacle is spotted by the unbroken FRIENDLY unit that is closest to the EBE. The type of obstacle is determined by a subsequent dr: A-T Ditch [1-2]; Roadblock [3-6]. The closest fortification counter to the spotter is a number of hexes away (as per a dr) toward the EBE (or along EBE hexes if the dr is > the range to that edge). The number of fortification counters is equal to a dr halved (FRD) +2 and is placed in a (Alternate) Hex Grain paralleling the EBE. The first such fortification counter placed must be in the eligible hex of that (Alternate) Hex Grain closest to the spotting unit and in its LOS (if no hex of that [Alternate] Hex Grain is in its LOS move the (Alternate) Hex Grain Closer to the spotter until ≥ one hex of it is in the spotters LOS. Place the remaining counters, one at a time, in eligible Locations of that (Alternate) Hex Grain to either side of the original counter placed (beginning with the lowest-lettered hexrow) until all are placed. Each unit Activated in the hex with an A-T Ditch is in the A-T Ditch *[EXC: if an AFV is in the hex, change the A-T Ditch to a Roadblock]*.

14-15   ENEMY artillery strike! An Artillery Strike (8.7) occurs against FRIENDLY units. If two ENEMY FFEs *[EXC: one FFE if Mission 3, Mission 4 or a CGI scenario]* are already in play then reroll for a different RE. Determine the initial FFE:1 placement hex per 8.71 *[EXC: the Extent of Error dr is halved (FRU) on a dr ≤ 2 or if Rocket OBA]*. Strength and Type are determined per 8.72.

16   ENEMY resistance stiffens! The ENEMY AC# (5.1) increases by one. If the ENEMY AC# is already 5, reroll until another RE results.

21   German ENEMY see Footnote 1; Russian ENEMY: Hidden pillbox opens fire! A x+5+7 Pillbox has been spotted by the unbroken FRIENDLY unit that is closest to the EBE. The number and type of ENEMY units occupying the Pillbox are determined on the A1 ENEMY Activation Table (5.6). The capacity of the Pillbox equals the number of MMC just generated in the Pillbox's Location. To determine the Pillbox's Location make a dr; place the Pillbox in the nearest eligible Location in the LOS of the spotting unit that is at least that number of hexes (as per the dr) toward the EBE.

22   One randomly determined FRIENDLY AFV is immediately immobilized *[EXC: Immobilization TC (D5.5) is NA]*. If no Mobile FRIENDLY AFV is currently onboard, reroll until a different RE results.

23   ENEMY Armor! Determine number {A6d}, AFV type {G6a for German ENEMY, R6 for Russian ENEMY} (all will be of the same type) and Armor Leader {x3} (5.71-713; 9.3).

24-25   Storm Group/Stosstruppe attack! If a S? is ≤ 4 hexes from a FRIENDLY unit, it automatically Activates as an Elite ENEMY squad and SW. If Russian ENEMY the squad type is 6-2-8 (VotG24 applies); if German ENEMY make a subsequent dr to determine squad type: 8-3-8 [1-2]; 5-4-8 [3-6]. A subsequent dr is then made to determine SW: FT [1-2]; DC [3-6] *[EXC: if a 5-4-8 is Activated it automatically receives a DC]*. If > one S? qualifies, Activate according to the following Priority List:
Priority List: Closest to FRIENDLY unit; closest to FRIENDLY AFV (AFV with best AF).

26-31   Ambush! The FRIENDLY unit that is closest to the EBE in Concealment Terrain has just been ambushed by a hidden ENEMY squad. Make a DR on the appropriate Squad Table {G2 or R2} to determine type. The Activated ENEMY squad conducts an immediate Hand-to-Hand CC attack against all FRIENDLY units in the Location (applying the −1 Ambush modifier); if any FRIENDLY units survive, a H-to-H Melee counter is placed. If >1 FRIENDLY unit would be eligible, use the following Priority List:
Priority List: Closest to VPO; highest TEM; least targets.

32-33   Berserk! The closest eligible (A15.1) Activated ENEMY Infantry unit in LOS of the FRIENDLY unit closest (in hexes) to the EBE goes Berserk. Randomly determine which unit (s) are affected if more than one qualify. If no eligible Activated ENEMY unit has LOS to the FRIENDLY unit closest to the EBE, use the second closest, etc. Additionally, each eligible Activated ENEMY Infantry unit which is ≤ one hex from this original Berserk unit immediately takes a NTC. Each ENEMY unit which passes this NTC immediately becomes Berserk (failure of this Berserk TC has no effect). If no eligible Activated ENEMY unit currently has LOS to a FRIENDLY unit, reroll until a different RE results.

34-35   Local Counterattack! The S? currently closest to a FRIENDLY Known unit is checked for Activation (Randomly determine the affected S? if > one are eligible). In addition, all S? within three hexes of the closest S? are checked for Activation. Any units Activated are in an Advance Attitude. If Russian ENEMY and ≥ 3 S? are in ADJACENT Locations, then they automatically Activate as a Human Wave (4.3) on a subsequent dr [1-2].

*36-41   ENEMY reinforcements! A number of S? (as per a DR +2) enter this turn along the EBE. Each such S? and each unit Activated therefrom assumes an Advance Attitude. These S? are in addition to any other S? which might otherwise be entering this turn.

   ADDITIONAL REINFORCEMENTS: During each subsequent ENEMY RPh make a Reinforcement dr; if ≤ 3 a number (equal to a DR) of additional S? in Advance Attitude enter during that turn along the EBE; if ≥ 4 no further S? may be entered due to this RE (the Reinforcement dr is no longer made).

*42   FRIENDLY ammunition shortages. All FRIENDLY MMC and Weapons suffer from the effects of Ammunition Shortages (A19.131) for the duration of the Mission or CG Scenario.

43   ENEMY HMG opens up! The S? nearest to the FRIENDLY non-armored unit that is closest to the EBE is immediately Activated (5.752 is NA). If > one S? qualifies, select the one in the Location with the highest TEM; greatest elevation. Make a Random dr if > one FRIENDLY unit qualifies; if no S? has a LOS to the FRIENDLY non-armored unit closest to the EBE, check LOS to the FRIENDLY non-armored unit second closest to the EBE, etc., until a FRIENDLY unit is determined. Activate an ENEMY squad (4-6-8 [1] or 4-6-7 [2-6] if German; 4-5-8 [1-5] or 4-4-7 [6] if Russian) *[EXC: on a subsequent dr of ≤ 2 or if a .50 caliber HMG is Activated, a 1-2-7 crew is Activated]*, a HMG (.50 caliber on a subsequent dr of ≤ 3 , if available) and an Infantry leader {use the applicable G3 or R3 Table}; these units assume the Prevailing Attitude. If no S? has LOS to such a FRIENDLY unit (or no S? is currently on board) reroll for a different RE.

44-45   Local Counterattack! The S? currently closest to a FRIENDLY Known unit is checked for Activation (Randomly determine the affected S? if > one are eligible). In addition, all S? within two hexes of the closest S? are checked for Activation. Any units Activated are in an Advance Attitude. If Russian ENEMY and ≥ 3 S? are in ADJACENT Locations, then they automatically Activate as a Human Wave (4.3) on a subsequent dr [1-3].

*46-51   ENEMY reinforcements! A number of S? (as per a DR +3) enter this turn along the EBE. Each such S? and each unit Activated therefrom assumes an Advance Attitude. These S? are in addition to any other S? which might otherwise be entering this turn.

   ADDITIONAL REINFORCEMENTS: During each subsequent ENEMY RPh make a Reinforcement dr; if ≤ 3 a number (equal to a DR) of additional S? in Advance Attitude enter during that turn along the EBE; if ≥ 4 no further S? may be entered due to this RE (the Reinforcement dr is no longer made).

52   FRIENDLY intelligence reports heavy ENEMY pressure on neighboring battalion. Reduce FRIENDLY RE#s by one (2.5). If FRIENDLY RE#s are already 2/3 or if FRIENDLY RE are not in play, reroll until a different RE results.

53   Hidden Gun opens fire! A Hidden Gun opens fire and has been spotted by the unbroken FRIENDLY unit that is closest to the EBE. Use the applicable Gun Table {G5 or R5} to determine the Gun type. Place the Gun Concealed in the nearest eligible Location in the LOS of the spotting unit, if possible in a hex that offers the best To-Hit opportunity versus an activating non-armored unit or in a hex that has LOS to the weakest armor facing of an activating AFV.

54   Winner of the Iron Cross/Hero of the Soviet Union! Conduct RE 24-25 *[EXC: an ENEMY Hero is activated instead of an ENEMY squad]*.

55   German ENEMY see Footnote 1; Russian ENEMY: Fanatic Strongpoint! An ENEMY Fanatic Strongpoint (CG11; V12.4) has been spotted by the unbroken FRIENDLY unit that is closest to the EBE. To determine the Fanatic Strongpoint's Location make a dr: the building in the LOS of the spotting unit that is at least that number of hexes (as per the dr) toward the EBE is the Fanatic Strongpoint. To qualify as a Fanatic Strongpoint the building must have ≥ one S? at ground-level; if not then roll again. All ground-level Locations of the building are Fortified. Each S? in a Location of the Strongpoint activates and assumes a Hold Attitude. If > one building is eligible, then Activate according to the following Priority List:
Priority List: VPO building, tallest building, largest building (in number of hexes).

56   FRIENDLY AFV Recalled. One FRIENDLY Mobile AFV (determined at random) is immediately Recalled (D5.431). If no eligible FRIENDLY AFV exist, reroll until a different RE results.

61   ENEMY machinegun nest opens up! Conduct ENEMY RE 43 except a MMG is also received and a second ENEMY MMC of the same type is Activated.

62-63   ENEMY artillery strike! An Artillery Strike (8.7) occurs against FRIENDLY units. If two ENEMY FFEs *[EXC: one FFE if Mission 3, Mission 4 or a CGI scenario]* are already in play then reroll for a different RE. Determine the initial FFE:1 placement hex per 8.71 *[EXC: the Extent of Error dr is halved (FRU) on a dr ≤ 4 or if Rocket OBA]*. Strength and Type are determined per 8.72.

*64   Command Confusion! Battalion Headquarters has taken a direct hit, killing the entire staff. Indecision now begins to affect the company commanders and filters down the chain of command. For the remainder of the Mission or CG Scenario all FRIENDLY Command DR (16.3) suffer a +1 DRM.

65   Minefield! The FRIENDLY (non-Melee) Infantry stack(s)/AFV in an eligible (non-building) minefield Location (B28.1) *[EXC: reroll if all FRIENDLY units are in ineligible Locations]* that is nearest to the EBE, has stumbled into an minefield. Conduct a mine attack vs each such unit as the first event of the upcoming PFPh just as if the unit(s) had entered the Location as a stack. The type of minefield is determined by the type of FRIENDLY unit(s) in the Location; if FRIENDLY Infantry then the minefield is A-P, if FRIENDLY AFV the minefield is A-T, if both then randomly determine the type of minefield. Determine the strength of each such A-P/A-T minefield by a subsequent dr: 6 A-P/1 A-T [1-2]; 8 A-P/2 A-T [3-4]; 12 A-P/3 A-T [5-6]. Mark each such Location with the appropriate Minefield counter.

66   HIP Set DC! The FRIENDLY (non-Melee) Infantry stack in a building Location that is nearest the EBE has stumbled into a set ENEMY demolition charge (randomly determine the target stack if > one are eligible). A Set DC is immediately detonated in the selected Location as the first event of the upcoming PFPh.

Footnotes:
1. If German ENEMY, the RE is instead resolved as one of the following RE by making a subsequent dr: [1] **RE 54** Winner of the Iron Cross! [2-3] **RE 24-25** Stosstruppe attack! [4-5] **RE 43** ENEMY HMG opens up! [6] **RE 61** ENEMY machinegun nest opens up!

S. *VotG* SASL G9/R9: FRIENDLY Random Event Table (2.)

Colored dr drm (2.3): ± x as per MSR

* This RE may occur only once per Mission. Reroll for a different RE as necessary (2.31).
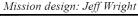
Colored dr drm (2.3):   − 1 if Friendly side chose Attack chit.
+ 1 if Friendly side chose Idle chit.

DR   Random Event

*01-02 Pionier/Storm Group platoon arrives! One Pionier Pltn RG (if FRIENDLY German) or Storm Group Pltn RG (if FRIENDLY Russian) arrives; use V12.622-12.6225 to determine Strength, SW and leader received.

*03 Pionier/Storm Group platoon flank attack!: As per RE 01-02 except the units must enter either the North or South (as per a Random dr) edge.

*04 Each ENEMY dr on the Fortification Generation Table {A5} has a +1 drm for the duration of the current Mission or CG Scenario.

*05-06 Tommy-gunners Attack! One Stosstruppe Pltn RG (if FRIENDLY German) or Guards SMG Pltn RG (if FRIENDLY Russian) arrives; use V12.622-12.6225 to determine Strength, SW and leader received.

*11 Stukas/Sturmovik! Stukas (if FRIENDLY German) or fighter-bombers (if FRIENDLY Russian) arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available. All are automatically armed with bombs (ignore E7.1-.21). Reroll for another RE if conditions prohibit air support.

*12 Recon Section reports! Make a Recon dr (V12.624); for drm purposes the FRIENDLY side is assumed to have spent 2 CPP for reconnaissance.

*13 MG Section! Two 1-2-7 crews arrive, equipped with one HMG (if FRIENDLY Russian a .50 cal HMG on a subsequent dr of ≤ 3) and one MMG.

14 A peasant boy is discovered cowering in a root cellar. Upon questioning he reveals useful information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken FRIENDLY infantry unit. No "free" LOS check(s) allowed before removal.

15 ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in a VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.

16 Self-Propelled Gun/Tank platoon arrives! Determine the number {A6f}, type {G6a if FRIENDLY German, R6 if FRIENDLY Russian} and Armor Leader {G3 if FRIENDLY German, R3 if FRIENDLY Russian}. All are the same type.

21-22 Berserk! The eligible (A15.1) FRIENDLY infantry unit closest (in hexes) to the EBE goes Berserk. Randomly determine which unit(s) are affected if more than one qualify. If the eligible FRIENDLY unit closest to the EBE has no LOS to an activated ENEMY unit, use the second closest, etc. Additionally, each eligible FRIENDLY infantry unit which is ≤ 1 hex from this original Berserk unit immediately takes a NTC. Each FRIENDLY unit which passes this NTC immediately becomes berserk (failure of this TC has no effect). If no eligible FRIENDLY unit currently has LOS to an Activated ENEMY unit, reroll until a different RE results.

23 Self-Propelled Gun/Tank section arrives! Determine the number {A6c}, type {G6a if FRIENDLY German, R6 if FRIENDLY Russian} and Armor Leader {G3 if FRIENDLY German, R3 if FRIENDLY Russian}. All are the same type.

*24 ENEMY ammunition supplies dwindling! All ENEMY MMC and Weapons suffer from the effects of Ammunition Shortage (A19.131) for the duration of the Mission or CG Scenario.

*25 Gun section arrives! Determine the number {A6f} and type {G5 if FRIENDLY German, R5 if FRIENDLY Russian} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. Each Gun may set up in any Location that is currently FRIENDLY Controlled and was FRIENDLY Controlled at Mission or scenario start, or it may be Manhandled onboard.

*26 Self-Propelled Gun/Tank platoon arrives! As per FRIENDLY RE 16 *[EXC: on a subsequent dr ≤ 4 each unit must enter anywhere along the North or South edge (as per a Random dr); all enter on the same edge]*.

*31-33 Request for artillery support has been granted! Determine OBA type received by a DR on the VotG OBA Availability Chart (8.72). Next make a dr {G8 if FRIENDLY German, R8 if FRIENDLY Russian} to determine the ammunition supply. The player may immediately give a radio (of the appropriate nationality) to any FRIENDLY leader of his choice *[EXC: if the ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary]* or an 8-0 leader with a radio enters along the FBE; player's option.

34-36 Infantry reinforcements! Make two dr {A6b} to determine the number of squads received. Determine the squad type (all are the same *[EXC: if NKVD MMC are received, a number of them equal to a dr are replaced with 4-2-6 MMC]*) {G2 if FRIENDLY German, R2 if FRIENDLY Russian}. To determine SMC make a DR {G3 if FRIENDLY German, R3 if FRIENDLY Russian} *[EXC: if ≥ 1 NKVD MMC is received use the VotG22 Leader Creation Table]*. To determine SW make two DR {G4 if FRIENDLY German, R4 if FRIENDLY Russian}.

*41 ENEMY AFV is Recalled! Determine the AFV affected by a Random dr and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.

*42 ENEMY AFV is Immobilized! Determine the AFV affected by a Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.

43 ENEMY resistance slackens! The ENEMY AC# decreases by one *[EXC: if AC# is already 2 conduct FRIENDLY RE 15 instead]*.

44 Make a subsequent dr and perform the indicated RE:

dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) *[EXC: if ENEMY RE numbers are currently 2/3 (or 2/3/4 if a CG Scenario) conduct RE 43 instead]*.

dr ≥ 4: Rumors of FRIENDLY reinforcements on the way. FRIENDLY RE numbers increase by one (2.4) *[EXC: if FRIENDLY RE numbers are currently 6/7 reroll for another RE]*.

45 FRIENDLY leader turns Heroic (A15.21)! Determine affected leader by a Random dr among all currently non-Captured, non-Disrupted, non-Heroic onboard non-Armor FRIENDLY leaders. If no FRIENDLY leader is eligible reroll for a different RE.

46 FRIENDLY sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:

dr ≤ 3: conduct a "1" sniper attack (A14.3)

dr ≥ 4: conduct a "2" sniper attack (A14.3)

*51 FRIENDLY Infantry stage a flank attack! Determine the number of squads by a DR. Determine the squad type (all are the same *[EXC: if NKVD MMC are received, a number of them equal to a dr are replaced with 4-2-6 MMC]*) {G2 if FRIENDLY German, R2 if FRIENDLY Russian}. To determine SMC make a DR {G3 if FRIENDLY German, R3 if FRIENDLY Russian} *[EXC: if ≥ 1 NKVD MMC is received use the VotG22 Leader Creation Table]*. To determine SW make two DR {G4 if FRIENDLY German, R4 if FRIENDLY Russian}. Then make a subsequent dr to determine edge of entry: North [1-3] or South [4-6]. All must enter on Friendly-Controlled hexes along the same edge.

*52 Self-Propelled Guns/Tanks stage a flank attack! Determine the number {A6f}, type {G6a if FRIENDLY German, R6 if FRIENDLY Russian} and Armor Leader {G3 if FRIENDLY German, R3 if FRIENDLY Russian}. All are the same type. Then make a Random dr to determine edge of entry (North or South). All must enter along the same edge.

*53 Combined arms flank attack! Conduct FRIENDLY REs *51 *and* 16 *[EXC: use Table A6e to determine the number of AFV received]*. All units must enter along the same board edge as determined by RE *51.

*54 Medium "tube" section arrives! Make a dr {A6e} to determine the number of dm MTRs (81mm if FRIENDLY German, 82mm if FRIENDLY Russian) received, each of which has one 2-2-8 crew.

*55 FRIENDLY airstrike! Stukas (if FRIENDLY German) or fighter-bombers (if FRIENDLY Russian) arrive during the next ENEMY MPh. Make a dr {A6d} to determine the number available. All are automatically armed with bombs (ignore E7.1-.21). Reroll for another RE if conditions prohibit air support.

*56 AT Gun section arrives! Determine the number {A6e} and type {G5 if FRIENDLY German, R5 if FRIENDLY Russian} (use the "Inside" column, reroll if INF Gun result; all are the same type). Each Gun is crewed by one 2-2-8. Each Gun may set up in any Location that was FRIENDLY Controlled at Mission start, or it may be Manhandled onboard.

*61-62 Artillery support granted! Conduct FRIENDLY RE 31-33 (even if this has previously occurred).

63 Fanatics! One FRIENDLY leader (determine by Random dr from among eligible SMC) immediately Battle Hardens (A15.3). Additionally, each eligible FRIENDLY Infantry unit in his Location that passes a NTC also Battle Hardens (Leadership DRM applies as per A15.41). If no FRIENDLY leader is eligible reroll for a different RE.

*64 MG Platoon! Four 1-2-7 crews arrive, equipped with two HMG and two MMG; if FRIENDLY Russian replace one HMG with a .50 cal HMG on a subsequent dr [1-3] .

65 Heavy Armor! StuG IIIGs (if FRIENDLY German) or KV-1 M42s (if FRIENDLY Russian) arrive; determine the number {A6d} and Armor Leader {G3 if FRIENDLY German, R3 if FRIENDLY Russian}.

66 Hero! A hero is immediately created from the FRIENDLY MMC closest to an ENEMY unbroken/vehicular unit; determine randomly if >1 eligible FRIENDLY MMC. If no such ENEMY unit is currently onboard reroll for another RE.

*71-72 Heat of Battle! Conduct one of the following RE as determined by a Random dr: RE 21-22, 63 or 66.

*73-74 Command Confusion! The ENEMY headquarters has taken a direct hit, killing the entire staff. Indecision now begins to filter down the chain of command. For the remainder of the game each ENEMY unit that rolls an Original doubles DR ≥ 4 on an ENEMY Activation Table {A2a-b} Panics (6.21).

*75-76 ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease all ENEMY RE# by one.

Mission v1
The Last Train Out

Briefing: You are ordered to assault and capture the *Stalingrad-1* Railroad Station. You must secure the Station and surrounding buildings to solidify our positions in this sector. Be prepared for another day of bloody close quarter combat amongst the rubble and debris.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

Friendly SAN: 3

Enemy SAN

DR	SAN#
≤ 3	7
4-5	6
6-7	5
≥ 8	4

SAN DRM:
+2 German ENEMY

Friendly RE Numbers

dr	RE#
≤ 2	5/6
3-4	4/5
≥ 5	3/4

Enemy RE Numbers

dr	RE#
≤ 4	6/7
≥ 5	5/6

Russian Enemy Booby Trap Level

dr	Level
1	A
2	B
≥ 3	C

Enemy AC#

dr	AC#
≤ 5	2
6	3

AC Cumulative drm:
−1 if S? in/ADJACENT to a Fanatic Strongpoint Location.
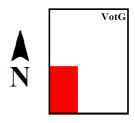−1 if S? is in a VPO Location.

ELR
German: 4
Russian: 3

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only hexes numbered ≥ 27 and ≤ 50 in rows A-L are playable.

EBE: If ENEMY is German, EBE is the North and West edges.
If ENEMY is Russian, EBE is the South and East edges.

Initial Mapboard Configuration:

VotG

N

VPO LOCATIONS (14.):
Each Stone building or Stone rubble hex is a VPO Location (see VP Schedule for the VP value of each VPO Location).

S? PLACEMENT/ENTRY (4.):
S? are placed per 4.1a *[EXC: this also includes Rail Car, Wrecked Rail Car, Orchard, Shellhole and Debris Locations]* and 4.1d *[EXC: for purposes of case d only Locations of building F36 are regarded as VPO Locations]*.

SEQUENCE:
S? are set up first. FRIENDLY units are then set up anywhere ≤ 2 hexes from the FBE and/or enter from offboard anytime on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.7):
The *VotG* Turn Record Chart (CG4; V12.4) is used to determine Mission End.

VP SCHEDULE (12.6, 9.41):

- Each side gains 1 VP for each VPO Location they Control.

- Each side gains 1 VP for each Casualty VP earned.

- At Mission start the FRIENDLY side is awarded 5 VP if the ENEMY has an AC# 3.

- To win at Mission end the FRIENDLY side *must* control all Locations of building F36 and have amassed more total VP than the ENEMY side.

MISSION SPECIAL RULES:
1. See *VotG* SSR. VotG rule CG8 (V12.4) is in effect.
2. See S20.4; Rules 6.311 (Self Preservation), 8.7 (Enemy Artillery Strike) *[EXC: Bombardment is NA]* and 8.9 (Enemy Air Support) are in effect.
3. The date is 16 September 1942. The FRIENDLY Historical DRM (V12.6182) is −1. If the FRIENDLY side is Russian, the scenario may be a Night scenario (12.8; V12.6254).
4. Building F36 is a Fanatic Strongpoint (CG11, V12.4); all of its ground-level Locations are fortified.
5. There is a −1 DRM to the colored die of each DR on table x9.
6. FRIENDLY at-start forces are one Rifle Coy RG and one StuG B Pltn (if the FRIENDLY side is German) or one Guards Rifle Coy RG (if the FRIENDLY side is Russian) and 20 CPP purchased per V12.621-12.624; only CGI RG are available for purchase. All purchases are automatically available either onboard or as reinforcements (i.e., extra CPP costs per V12.6214a are NA). The MSR-given FRIENDLY Infantry company RG does count towards the RG Daily Max limits (V12.6215).
7. At the start of ENEMY Player Turn 5, and at the start of each ENEMY Player Turn thereafter, make a dr. If the result is ≤ the circled number on the current turn on the *VotG* Turn Record Chart, all S? and Activated ENEMY units immediately assume an Advance Attitude.

Mission v2
The Ferry Landings

Briefing: You are ordered to seize several tall buildings which overlook the all important central landing stage, the vital lifeline for the Russian 62nd Army. The *Brewery*, *State Bank* and *Specialists' Houses* are the keys to controlling river traffic through the ferry landings. The enemy is expected to put up very stubborn resistance in this sector, but you must nonetheless attain the objectives regardless of the costs.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

SAN		Friendly RE Numbers		Enemy AC#	
DR	**SAN#**	**dr**	**RE#**	**dr**	**AC#**
≤ 3	7	≤ 3	5/6	≤ 5	2
4-5	6	≥ 4	4/5	6	3
6-7	5				
8	4	**Enemy RE Numbers**			
≥ 9	3	**dr**	**RE#**		

SAN DRM:
+2 German ENEMY
+2 FRIENDLY

Enemy RE Numbers	
dr	**RE#**
≤ 4	6/7
≥ 5	5/6

ELR
German: 4
Russian: 3

Russian Enemy Booby Trap Level

dr	Level
≤ 2	B
≥ 3	C

AC Cumulative drm:

–1 if S? in/ADJACENT to a Fanatic Strongpoint Location.

–1 if S? is in a VPO Location.

–1 if German ENEMY and S? is in a level-2 building Location.
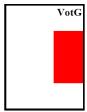
MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only hexes numbered ≥ 13 and ≤ 38 in rows X-OO are playable.

EBE: If the ENEMY is German, the EBE comprises all hexes along the West edge numbered ≥ 20 and ≤ 29.

If the ENEMY is Russian, the EBE is the North, South and East edges.

Initial Mapboard Configuration:

VotG

N

VPO LOCATIONS (14.):

VPO Locations include buildings BB16, BB19, BB25, DD25 and DD30, all Ferry Landings (CG12), and all building/rubble hexes in rows X-AA having a hex coordinate numbered ≥ 16 and ≤ 32.

S? PLACEMENT/ENTRY (4.):

If the ENEMY is Russian, S? are placed as per 4.1a *[EXC: this also includes Rail Car, Wrecked Rail Car and Debris Locations; if a VPO Location and no S? was placed the results are not rerolled].*

If the ENEMY is German, S? are placed in any level-1 hexes numbered ≥ 16 and ≤ 35 as per 4.1a *[EXC: this also includes Debris Locations; if a VPO Location and no S? was placed the results are not rerolled].*

SEQUENCE:

S? are set up first. FRIENDLY Russian units are then set up in any hexes that are east of Hexrow HH and/or enter anywhere along the FBE on/after Turn 1 *[EXC: the Russian may not enter > 1 Infantry Coy RG or equivalent (12.6215) along the north edge];* FRIENDLY German units enter anywhere along the FBE on hexes numbered ≥ 20 and ≤ 29 on/after Turn 1.

MISSION END (see also 12.5):

The *VotG* Turn Record Chart (CG4; V12.4) is used to determine Mission End.

VP SCHEDULE (12.6, 9.41):

- Each side gains 6 VP for Control of each of the following VPO buildings: BB16, BB19, BB25, DD25 and DD30.

- The ENEMY side gains 3 VP for Control of each Ferry Landing (CG12; V12.4) *[EXC: a Russian ENEMY receives only 2 VP for Control of a Ferry Landing that is Interdicted; CG12.1]* and 1 VP for Control of each building/rubble hex in rows X-AA with a hex coordinate numbered ≥ 16 and ≤ 32.

- Each side gains 1 VP for each Casualty VP earned.

- At Mission start the FRIENDLY side is awarded 10 VP if the ENEMY has an AC# 3.

MISSION SPECIAL RULES:

1. See *VotG* SSR. VotG rules CG8 and CG12 (V12.4) are in effect. If Russian ENEMY, when RE *46-51 occurs a +1 LV Hindrance (E3.1) for Dusk immediately takes effect and will continue for the remainder of the game.

2. See S20.4; Rules 6.311 (Self Preservation), 8.7 (Enemy Artillery Strike) *[EXC- Bombardment is NA]* and 8.9 (Enemy Air Support) are in effect.

3. The FRIENDLY Historical DRM (V12.6182) is 0. If the FRIENDLY side is German the date is 14 September 1942. If the FRIENDLY side is Russian the date is 15 September 1942.

4. There is a –1 DRM to the colored die of each DR on table x9.

5. FRIENDLY at-start forces are one Rifle Coy RG and one StuG G Pltn (if the FRIENDLY side is German) or one Guards Rifle Coy RG and one Guards SMG Pltn (if the FRIENDLY side is Russian) and 20 CPP purchased per V12.621-12.624; only CGII RG are available for purchase, including those Russian RG available only during the initial scenario of CGII (footnote s). The MSR-given Russian Guards Rifle Coy RG and Guards SMG Pltn RG may set up on-board without paying the extra CPP cost per V12.6214a.

6. If German ENEMY, use the following procedure for each S? in a level-2 Location of a VPO building that is successfully Activated to determine the precise unit(s)/Weapons Activated: for each successfully Activated S? make a dr; on a dr result of 1-2 use ENEMY RE 61; on a dr result of 3-4 use ENEMY RE 43; on a dr result of 5-6 use the normal Activation procedure as described in S5.6.

7. If Russian ENEMY, RE results of 24-25, *36-41, 43, *46-51, 54, 61 and 66 are NA (reroll for a different RE) *[EXC: ENEMY RE *36-41 and *46-51 will occur on a successful reinforcement DR; at the start of each ENEMY player turn a number of reinforcement DR(s) equal to the current turn number are made; on a DR result of *36/41 and/or *46/51 the RE occurs; each RE may only occur once during the mission].* S? generated by RE *36-41 may enter only along the south edge and any 4-5-8 MMC generated are replaced with a 4-4-7 MMC. S? generated by RE *46-51 may only enter along the east edge in boats and any final AFV result on table A1 must be re-rolled until a non-AFV result occurs.

8. At the start of ENEMY Player Turn 5, and at the start of each ENEMY Player Turn thereafter, make a dr. If the result is ≤ the circled number on the current turn on the *VotG* Turn Record Chart, all S? and Activated ENEMY units within 5 hexes of a FRIENDLY-Controlled VPO Location immediately assume an Advance Attitude.

Mission design: Tom Morin   ©Tom Morin, 2008

Mission v3
The Naked Prey

Briefing: The Enemy is holding positions on the opposite side of *9th January Square* that are preventing friendly forces from advancing. You are ordered to attack across the square and seize the enemy positions, including the enemy strongpoint. You must find a way to safely cross the barren expanse of the square between you and the enemy, an area known to be infested with mines and swept by deadly machinegun and sniper fire.

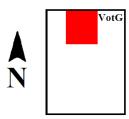**PREVAILING ATTITUDE (3.2):** Hold {A2b}

MISSION TABLES (12.32):

Friendly SAN: 3

Friendly RE Numbers	
dr	**RE#**
≤ 2	5/6
≥ 3	4/5

Enemy SAN

DR	SAN#
≤ 3	7
4-7	6
8-9	5
≥ 10	4

Enemy RE Numbers	
dr	**RE#**
≤ 3	6/7
≥ 4	5/6

Enemy AC#	
dr	**AC#**
1-2	2
≥ 3	3

SAN DRM:
+2 German ENEMY
−1 Russian ENEMY

Russian ENEMY Booby Trap Level	
dr	**Level**
1-3	A
4-5	B
6	C

ELR
Friendly: 4
Enemy: 3

AC Cumulative drm:

−1 if S? is in a VPO Location.

−1 if S? is within two hexes (inclusive) of the ENEMY Strongpoint (see MSR#3).

MAPBOARD SELECTION & ACTIVATION (13.):
MAPBOARD SELECTION: Only hexes numbered ≤ 13 in rows L-V are playable.

EBE: If ENEMY is German, EBE is the West edge.
     If ENEMY is Russian, EBE is the East edge.

Initial Mapboard Configuration:

VPO LOCATIONS (14.):
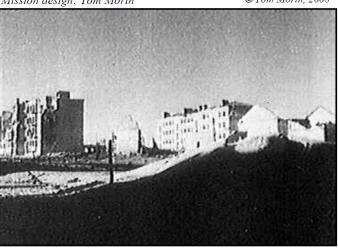Each stone building/rubble hex is a VPO Location.

S? PLACEMENT/ENTRY (4.):
One S? is placed in each Location of the ENEMY strongpoint (see MSR#3); additional S? are placed as follows: if Russian ENEMY, S? are placed in hexes east of the road Q1-S3-O5-P7-R8-T10-U13 as per 4.1a *[EXC: this also includes Shellhole and Debris Locations]*. If German ENEMY, S? are placed in hexes west of the road Q1-R2-O4-L5-O10-R13 as per 4.1a *[EXC: this also includes Shellhole and Debris Locations]*.

SEQUENCE:
S? are set up first. FRIENDLY Russian units set up in building/rubble hexes that are east of the ENEMY setup area, and a minimum of 9 squads or equivalent must set up within two hexes of Hex S6; FRIENDLY German units are set up in building/rubble hexes that are west of the ENEMY setup area and a minimum of 9 squads or equivalent must set up within two hexes of Hex L8; also see MSR#7.

The FRIENDLY side moves first.

MISSION END (see also 12.5):
The *VotG* Turn Record Chart (CG4; V12.4) is used to determine Mission End *[EXC: a −1 drm applies to the Game End dr]*.

VP SCHEDULE (12.6, 9.41):
- The FRIENDLY side gains 1 VP for Control of each VPO Location.
- The ENEMY side gains 3 VP for Control of each VPO Location.
- Each side gains 1 VP for each Casualty VP earned.
- At Mission start the FRIENDLY side is awarded 6 VP if the ENEMY has an AC# 3.
- To win at Mission end the FRIENDLY side *must* Control ≥ 1 Location of the ENEMY Strongpoint (see MSR#3) and have amassed more total VP than the ENEMY side.

MISSION SPECIAL RULES:
1. See *VotG* SSR *[EXC: EC are Moist]*. Rules *VotG* CG15 (V12.4) and 6.311 (S20.4) are in effect.
2. If the FRIENDLY side is German the date is 15 October 1942 and the Historical DRM (V12.6182) is +1. If the FRIENDLY side is Russian the date is 24 November 1942 and the Historical DRM is +1.
3. Building M8 is the German Strongpoint, Building R5 is the Russian Strongpoint. Building R5 is Gutted (V7) and is a Fanatic Strongpoint (CG11, V12.4), and both of its ground-level Locations are fortified. If German ENEMY, both Locations of Building M8 are fortified.
4. There is a −1 DRM to the colored die of each DR on table x9.
5. On Table A5, if an Obstacle is generated make a subsequent dr; the resulting Obstacle will be either Wire [1-3] or Mines [4-6]. If ENEMY RE 13 results, the type of Obstacle generated will be either Wire [1-3] or Mines [4-6]; the type of minefield is determined per RE 65 when a unit enters the minefield. If Wire is generated in a prohibited Location, then it is placed in an eligible location along a (Alternate) Hex Grain between the ENEMY unit that generated the wire and the FRIENDLY unit that caused the Activation, as close as possible to that ENEMY unit; if no such eligible Location exists, the Wire is forfeit.
6. On Table A11, change all 'DR' to 'dr' in RE *36-41 and *46-51 .
7. FRIENDLY at-start forces are one Stosstruppe Pltn RG and four StuG IIIB (if the FRIENDLY side is German) or one Guards SMG Pltn, one 82* MTR, one 45L AT Gun and two 2-2-8 crews (if the FRIENDLY side is Russian) and 15 CPP purchased per V12.621-12.624; only CGIII RG are available for purchase. All purchases are automatically available onboard (i.e., the extra CPP cost per V12.6214a is NA). For the German Assault Guns make a DR on table G3 to determine what Armor Leader (if any) is received. The MSR-given German StuG IIIBs and Stosstruppe Pltn RG must enter anywhere along the FBE anytime on/after Turn 1.

Mission v4
The Department Store

Briefing: The remaining elements of your battered unit are surrounded in Red Square, along with the H.Q. which is located in the *Univermag* department store. Your orders are to hold at all costs and protect the headquarters.

PREVAILING ATTITUDE (3.2): Advance {A2a}

MISSION TABLES (12.32):

German SAN

DR	SAN#
≤ 4	4
5-8	3
≥ 9	2

Friendly RE Numbers

dr	RE#
≤ 2	3/4
≥ 3	2/3

Enemy AC#

dr	AC#
≤ 3	3
≥ 4	4

AC# drm:
+1 German ENEMY

Enemy RE Numbers

dr	RE#
≤ 4	6/7
≥ 5	5/6

Russian SAN

DR	SAN#
≤ 4	6
5-7	5
≥ 8	4

Russian SAN DRM:
+2 Russian ENEMY

ELR

German **FRIENDLY**: 1
German **ENEMY**: 4
Russian: 3

> **AC Cumulative drm:**
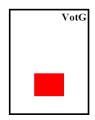> −1 if ≥ 1 already-Activated ENEMY unit is within two-hexes/the same building as the S?

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only hexes numbered ≥ 33 and ≤ 41 in rows O-AA are playable.

EBE: The EBE comprises all map edges.

Initial Mapboard Configuration:

VPO LOCATIONS (14.):
Each Stone Hex (V12.2) is a VPO Location.

? PLACEMENT/ENTRY (4.):
The ENEMY begins the Mission with an offboard pool of S? equal to the total US# (A1.6) of all FRIENDLY units in the player's at-start OB.

S? ENTRY: At the start of each ENEMY RPh in which there are unentered S? remaining in the ENEMY's offboard S? pool make a DR +4. This sum is the number of S? from the offboard pool which enter during the ENEMY MPh along the EBE.

SEQUENCE:
FRIENDLY units are set up first in any hexes that are ≥ 2 hexes from the map edge. The ENEMY side moves first.

MISSION END (see also 12.5):
The *VotG* Turn Record Chart (CG4; V12.4) is used to determine Mission End [*EXC: a −1 drm applies to the Game End dr*].

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VP SCHEDULE (12.6, 9.41):
- Each side gains 1 VP for Control of each VPO Location [*EXC- each side gains 2 VP for each VPO Location of Building S38*].
- Each side gains 1 VP for each Casualty VP earned.
- At Mission start the FRIENDLY side is awarded 10 VP if the ENEMY has an AC# 4.

MISSION SPECIAL RULES:
1. See *VotG* SSR [*EXC: SSR VotG1*]; if the date is September 1942 then EC are Dry with no wind at start; if January 1943 then EC are Ground Snow with a mild breeze from the NE at start. If Russian ENEMY, VotG13 (No Quarter) is NA. Boresighting is NA.
2. See S20.4; Rules 6.311 (Self Preservation), 8.7 (Enemy Artillery Strike) and 8.9 (Enemy Air Support) are in effect.
3. The FRIENDLY Historical DRM (V12.6182) is +1. If the FRIENDLY side is German the date is 30 January 1943. If the FRIENDLY side is Russian the date is 21 September 1942.
4. All ground-level Locations of Building S38 are fortified.
5. There is a +1 DRM to the colored die of each DR on table x9.
6. If the FRIENDLY side is German, then the following apply: Fate (A10.64) applies on any Original Rally DR ≥ 10; all German units are affected by Ammunition Shortage (A19.131) [*EXC: German MMC will suffer Unit Replacement on any Original IFT DR ≥ 10; all non-DC/FT SW have B9/X12, FT have X8; all Ordnance have B ⑩ and are marked with a low ammo counter at start*]. The Russian ENEMY receives Air Support in the form of three 1942 FB with bombs (see E7.21 for arrival). Whenever a T34 M41 is Activated, on a subsequent dr [1] it is replaced with an OT-34; all (non-NKVD) Russian 6-2-8/3-2-8 MMC are Assault Engineers (VotG24).
7. If the FRIENDLY side is Russian, then the following apply: building S38 is a Fanatic Strongpoint (CG11; V12.4) and all Russian units are affected by Ammunition Shortage (A19.131).
8. FRIENDLY at-start forces are 4× 4-6-7 MMC, 1× 88L AA Gun, 1× 37L *FlaK36* AA Gun, 2× 2-2-8 crews and 40 FPP (if the FRIENDLY side is German) or 4× 4-5-8 MMC, 2× 45LL AT Guns, 2× 2-2-8 crews and 40 FPP (if the FRIENDLY side is Russian) and 18 CPP purchased per V12.621-12.624; only CGII RG are available for purchase. All purchases are automatically available onboard (i.e., the extra CPP cost per V12.6214a is NA). If German, the FRIENDLY side may not purchase S-type, O-type or B-type RGs and all German AFV are immobilized due to a lack of fuel. If Russian, the FRIENDLY side may not purchase O-type RG or any RG that was available only during the initial scenario of CGII (footnote s).
9. To represent the H.Q. personnel, the FRIENDLY side makes a DR on the Company Leader Table (V12.6225) applying only a −3 DRM (no other DRM apply) and adds the leaders received to his OB.
10. After RG Strength determination, make a subsequent dr for each MMC in the FRIENDLY OB (including crews); on a final dr ≤ 3 nothing occurs; on a final dr of 4-5 the MMC suffers Unit Substitution (A19) and is replaced with the next lower Class unit; on a final dr of ≥ 6 the MMC suffers a two-level drop in quality; there is a +1 drm if German. A 2-2-8 crew would be replaced by a 1-2-7 crew; a German 8-3-8 would suffer a drop in quality as follows: 8-3-8 ➡ 5-4-8 ➡ 4-4-7; a 4-3-6 or 4-2-6 Conscript MMC or 1-2-7 crew would not suffer any further drop in quality.
11. If a FRIENDLY Random Event (2.) occurs, instead of making a DR on Table G9/R9 a single dr is made to determine which RE will occur as follows: dr 1-2 = RE 63 (Fanatics!), dr 3-4 = RE 66 (Hero!), dr 5-6 = RE 45 (FRIENDLY leader turns Heroic!). If an ENEMY Random Event occurs, instead of making a DR on Table A11 a single dr is made to determine which RE will occur as follows: dr 1-2 = RE 12 (ENEMY leader Battle Hardens!), dr 3-4 = RE 23 (ENEMY Armor!), dr 5-6 = RE 32-33 (Berserk!).