

- 1. VICTORY DETERMINATION:** No real point in trying to determine a winner for each CG-scenario played, when the benefits received by losing are so much greater. This House Rule satisfactorily delete the rule paragraph “O11.32 CG Scenario Balance Provisions” that players aim for by trying to lose each CG-scenario to gain the benefits of more CPP and less of depleted forces. It’s my strong belief that players are not held responsible (within reason) for rules that are available, it should be the designers’ responsibility to write rules that hardly can be taken advantage of. Otherwise, players can agree to step in and create a House Rule if they both agree there is a problem with the original rule (happened often with the Basic Squad Leader system). The intention of the original rule was clear and sound but misfires badly when players either spell out “Yes!, I Lost” or “No!, I Won” after a CG-scenario. Other benefits while using this rule is that it – speeds up play. It will also decrease the numbers of 9-2, 10-2 & 10-3 leaders available during the campaign for both sides (O11.6113), due to the –2 drm (or –1 drm) will no longer be applied.
- 2. KINDLING IS NA:** 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!. With other words “kindling tactics” didn’t occur in Stalingrad, at least to the best of our knowledge. The gaming aspect when allowing kindling attempts is that it drags down the speed of play – experienced huge blazing infernos during play several times – that is well received when it happens but through deliberately kindling - no thanks. Could of course have made a *more humorous* House Rule that would after a CG Day eliminate the 3 best leaders from each responsible side for any fires that occurred during the CG Day.
- 3. SPREADING FIRE:** That blazes spread during idle days seems to be a rather common House Rule used throughout the ASL-world, even though there seems to be a number of different approaches on how to handle this issue. From a simple version to a more special one, we started with a simple approach and added more to it until it got that neat feeling that we now think it has. Remember that you during an idle day roll for Spreading Fire during 8 Player Turns (i.e., 4 Game Turns) and then resolve the rules for fires (Extinguishing Blazes and Flame Spread) as if a scenario had been played. The reasons that no more than one flame counter is allowed per location by the House Rule are that we have always thought that fires are spreading too rapidly in ASL and the great benefit when decreasing the spreading tempo is that the playing tempo will be increased instead due to the much less amount of DRs that now are made during days when blazing infernos occur in Stalingrad.
- 4. STILL HIDDEN UNITS:** The House Rule suggested in Footnote 19 seems to be used by most players playing the CG. The rule now suggested is slightly different compared to the suggestions made in the Footnote. With the original rule a player had to place his Gun with crew (concealed) in a location and later on (in step O11.607) it was not removed from the map, then the conclusion would probably be made by your opponent that it’s located in a fortified location or pillbox, next day that Gun would be able to set up HIP again, but does it really matters? The still hidden Dug-In AFV must be placed on board unconcealed. Can’t understand that this Footnote was not inserted to the rules, 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. ENTRENCHMENTS:** We 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. (and emplaced guns in open ground), before this house rule was used, trenches, foxholes, A-T ditches were often abandoned since the benefit of setting up concealed (or hidden and remain hidden) beneath them were not possible (unless concealment terrain was in the same hex) and the thoughts about its use are 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 and now the recon by fire tactics became less effective since units like an artillery observer can also be hidden beneath any of the entrenchment in the enemy LOS, another point to make would be why? can reserves set up concealed anywhere even in open ground and shellholes (maybe? they seek more cover than non-reserve troops), then this rule that allows concealment/HIP is more similar with the reserve troops ability to set up concealed. 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 tanks are allowed to setup in paved roads that contains shellholes (a possible oversight?, probably).
- 6. DUG-IN AFV:** This cost-free House Rule is meant 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 never can 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 happens after it has revealed itself for some possible good ambush effect). 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) 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.
- 7. 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 AT-Guns and Tanks were not sufficient enough to replace the on-going 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 Panzer with the dogs underneath them (in search for food) and designed a simple mortar that fired “gasoline bombs”, the MOL-Projector. After the victory at Stalingrad, Russians began to consider these ad-hoc weapons to be of little value. They continued to use MOL-cocktails and MOL-P for some limited time ahead, but there use were less frequent and eventually never used any more, you may wonder why? In ASL the MOL-P is superior to any other allied AT-SW (BAZ, PIAT, MOL) when it comes to dealing frontally with the new generation of German Panzer (Tiger, Panther), the last use of the MOL-P may have been in Kursk, Stalingrad or elsewhere, information about this weapon is scarce, not an uncommon case with weapons that fall into the category non-worthy designs (see footnote 10. MOL-Projector). 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 don’t find it to be very believable, for sure it may have produced some smoke on the battlefield but the same is true (dust=smoke) for any other large caliber guns achieving hits but to be able to produce an artificial cloud of smoke giving cover against the enemy was probably very much an occasional event.
- 8. BOOBY TRAPS:** The Booby Trap rule is what we call the “Murderer”, its use in an ordinary scenario is regarded by us as no problem, but with the weaponry, terrain, situation and length of The Barrikady we find it to be - to a great extent - too deadly. It makes the Russian player to conduct fire attacks that can have no other result than a PTC in an attempt to cause Bobby Trap activation. The reason that “immune” (broken, already pinned, berserk, climbing, etc.) units don’t roll for Booby Trap purposes (contrary to rule B28.9) 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.
- 9. ASSAULT ENGINEERS:** These Coys are expensive, the intention with the House Rule is to make them more price-worthy and an incentive to purchase them more often, even when the Historical DRM are 0 or +1. The reason that each German Pionier Coy only receive 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 Flame-throwers). The Russians will receive about 24 DCs while the Germans will receive about 40 DCs (before the Germans received about 54 DCs) and the Germans will be re-supplied with new DCs (by the 56x 8-3-8 squads) more often than the Russians Engineers, due to the fact that there are 36x 6-2-8 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 fact that it is to easy to have an effective smoke screen placed out than what is believable and it gives a better ASL design effect - Success dr 1-3 ; Failed Smokescreen dr 4-5 ; Failure dr 6.

10. NEW LEADERS: We try to avoid the book keeping in our gaming sessions and this is one of the rules we want to avoid. If you would like a new leader to be an OBA observer for the upcoming CG scenario then he would have to set up with a squad from his Coy even if you cannot afford to HIP the squad (that has now recently been changed by an errata), other situations similar to this one are now avoided. The House Rule that replace 10-3 leaders with 10-2 leaders are to decrease the numbers of 10-3 leaders received for respective side, now they can only be received during actually play or in the Refit phase Battle Hardening (O11.6113). Before the Russians received about one or two 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 length/almost its full length. We didn't wanted to ban these 10-3 leaders but only make them more uncommon than before (for historical reasons) and to decrease the chance that a CG is spoiled due to a couple of lucky leader DRs that give one side (often the Germans) more 10-3 leaders than average and early on and considering that excellent leadership is still received due to good DRs it is possible that the CG might come to an end anyhow, but we believe that this chance has decreased considerably (i.e., 10-3 leaders are much better than 10-2 leaders that now will be received instead). Like that a somewhat "bad Commissar" is available for the CG, these counters are now available in the module *VotG* and will probably be available in the Red October module (adjacent to the Red Barricades map in the south). The Japanese 8+1 *Commissar* leader might be used or you could make your own counters, quite easy to do (2 - 3 should be sufficient). The Russians will often receive about 2-3 of these 8+1 Commissars.

11. MILITIA Coy: Those who have played this Campaign before might have heard the following before: In my Rally Phase the stack over here will transfer some SWs (a 4-2-6 holding onto 4 SWs transfers the LMG to a leader, Lt.MRT to a 4-4-7 and 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 for the four Militia Coys. Sure - another approach on how to deal with this issue could have been made, even tried out another way to handle it, but settled for this simple and much 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 (no difference for leader determination), with the standard rule you received about 45 conscript squads and 3 MMGs; 4 LMGs; 4 ATR; 4 Lt MTRs while with this rule you will receive about 57 conscript squads and no SWs (i.e., 15 support weapons vs 12 conscript squads).

12. GUARDS RIFLE COY: The SW allotment for this Coy is too much in our opinion and should not receive more SWs than what a German Sturm Coy (that is also an elite Coy) receives. It will also reduce the bizarre accumulation of weapons that usually happened before. Anyhow, these 4-5-8 squads will be burdened with Support weapons after its first day of entry, so to claim that they should have more SWs than the Russian 4-4-7 squads should not worry, since they will certainly "steal" almost all SWs from the 4-4-7 squads, after their initial day of appearance.

13. WEAPON REPAIR TABLE: The reason to not allow non-vehicular weapons to be repaired on the Weapon Repair Table is to reduce accumulation of weapons, an occurrence that will still happen but at a slower pace than before, since the lifespan of troops compared to SWs/non-vehicular guns are much shorter.

14. The 62nd Army Staff Ad-Hoc Force: In the 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 OT-34 appears (this platoon of tanks are also included in the scenario *RB6 The Last Bid*). We wanted to bring this force home to the Mother of all CGs The Barricady - made some changes to this force compared to the Russian OB given "scratch force" in the scenario. Decreased the Basic TK# for the BF32 from 8 to 6 at normal range (4 to 3 at long range) and this could be suggested to any future scenario as a special rule when flamethrowing tanks could engage any other tanks, 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 To Kill # of 8 to a Basic To Kill # of 6 (a much better abstraction of a combined To Hit and To Kill DR).

15. FANATIC BUILDING-NEST: This option 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. Literature describes how certain buildings (non-factory) were defended with an act of fanatical desperate heroism, we wanted that possibility to occur in our games. When *VotG* came out we wasn't surprised that they had a similar concept of rules like our own that allowed building to be turned into Fanatic Buildings, although we do find their rules to be over-designed.

16. LIGHT MORTARS: The speed of play is increased immensely and the effect that you can derive from this weapon is less effective than before, but we still found its effect to be what you could expect from this weapon in urban terrain (i.e., rather good effect sometimes), another benefit is that it will 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 seldom the case during battle. Have used this House Rule in Red Barricades for many years now and we would like this to be a standard ASL rule. The numbers of Light Mortars have now been decreased for the Russians with about 10 less Lt. MTRs (see LHR #11 and #12).

17. STUKA GESCHWADER: The reason the House Rule is used is to make them more price-worthy and as a bonus the enjoyment of the behavior made by adults making Siren-sound-whistle-humming level at the gaming table is increased in the air.

18. HALFTRACKS: In an attempt to keep up with revelations about Stalingrad the SdKfz 10/5 pltn was added into the fray. Didn't want to have these FlaK vehicles as a purchase option, instead the uncertainty of the platoon appearance feels good. It might of course never appear but most of the times it will, but only if the CG is long enough. The rule for the SPW 251/10 (MA 37L) is used since this SPW will never be recalled due to having its Gun Disabled so the decision was made to always restore its Gun to make it more valuable (we like this fragile-little-bugger) and it also decreases the counter stacking process a little. In footnote 3 (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 it would be reasonable to allow halftracks to be able to enter debris in the same manner as a fully-tracked AFV, the penalty is still quite severe since a halftrack will bog in debris on a DR of 9 (even worse if towing a trailer, DR of 8) compared to a fully-tracked AFV with normal ground pressure will only bog on a DR of 10 in debris, although armored cars are not allowed to enter debris they probably could try to, but ordered not to or not willing to.

19. ARMORED FIGHTING VEHICLES: The House Rule is used to increase the value of AFV pltns and also because the German/Russian player no longer can aim for the "1:2 win:loss ratio" (Victory Determination) in an attempt to avoid that AFV Platoon Withdrawal dr of 6. 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 The mandatory rule that force each AFV on the map to try to repair any of its weapons are for rather obvious reasons and a failure to repair the MA would Recall the AFV and could easily be seen as a withdrawal instead (happened quite often before that a single AFV was subjected to Withdrawal on a dr of 6). The reasons to apply the mandatory MG Exchange and the removable stun +1 in the refit phase are to reduce counter density and it also forces the German player to remove any "Taxi-sign=Disabled MA" counter from each SPW 251/1 ht that often had it removed before to give it to the ground troops.

20. WRECKS: There are several reasons why we use this House rule one of the more annoying reasons are the hindrance outside a building caused by a vehicle inside the same building and also that the appearance of an AFV traversing the factory floor inside the factory halls doesn't add much more LOS Hindrance than already available inside of them (as well as in any regular building) this could be implemented into scenario designs by adding an SSR that would read: Contrary to rule D9.4 (AFV/Wreck LOS Hindrance), an AFV/wreck within a building depiction will not cause any Hindrance (i.e., only possible if it's a burning wreck/VBM while in a building hex). The removal of wrecks from the map is an abstract rule that very well reflect 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 (and probably did) contain one or more PzKpfw III that were "lost" during the first week (or earlier). The rule will certainly also reduce the counter stacking-process to a great deal. Why aren't all wrecks removed from the map? the reason is to give those vehicles located in open ground, roads, debris, orchard, etc some flavor to the battlefield and that stacking is less of a problem than in rubble and buildings, besides you may now push them off the map if you would like to have them removed (i.e., recovered or pushed into a ditch, shellhole, building outer wall, etc.).

21. VEHICLE CREWS: Feels strange when a vehicle crew manage to escape their knocked-out tank and immediately fill the ranks among the infantry foot soldiers on a permanently basis. Now, a crew derived from a vehicle can still act as foot soldiers during the scenario it leave its vehicle, but is penalized with poor infantry abilities to reflect its unprepared status in its new role and soon enough the crew is "Recalled" at the end of the scenario, then only called upon if needed to fill the seats of an abandoned or captured vehicle. If you want to be able to easily spot the difference between a dismounted & a non-dismounted vehicle crew you could use a pen and mark the crew counter's number 1-2-7 on the front and the boxed 7 on the backside, recommended use of a light green marker pen and the color works great for both the blue German and brown Russian crew counters. Three of these dismounted crews for each side should be sufficient (or use crews of another nationality). Crews (1-2-7) received in HW/MOL-P pltns have with this House Rule been penalized when inside an AFV.

22. OFFBOARD ARTILLERY: The unique draw pile rule, that now will let you remove at least two black chits from the draw pile is excellent and will for sure appear as an SSR in future scenarios designs. There are many ways an OBA module can become a failure but breakdown of a Radio or elimination of a 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 temporarily failure and not as before mostly a permanently failure. A Phone's Security Area line is a rather boring surveillance rule and can also be subjected to very gamey tactics if the opponent know or suspect the observer's hidden location (note that a security line must still be able to run through friendly control terrain, see CG6. O11.4). We are very pleased with how these OBA rules have worked out while playing with them (even when we roll a DR of 12 it is still considered to be bad luck, but much less so than before).

23. SPOTTER PLANE: Chapter E, F & G would benefit if a total re-write of them were done since much of them is clearly the opposite of design for effect, simplicity & clarity or simple a bad joke (G10. Animal-Pack, Convoy, etc). The too complex language-text used for most of them is not in comparison with the four chapters A-D (or chapter O). They also seems to be written more with the intent of heavy realism in mind (or you could say to little abstraction) instead of playability the very thing that the written introduction to Chapters A-D say it had tried to avoid in an attempt to preserve it as a simpler game of this scale. Anyhow this simplified (that will speed up play) design for effect - House Rule for Spotter Planes now replace the 37 lines of rule text found in chapter E.

24. EXPERIENCE LEVEL RATING (ELR): The rule that we disliked the most, and the first we tried to alter after years of playing with the original 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 to get 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 breaks and sometimes use a great deal of Disruption counters (Special note: There are more than 40 official scenarios portraying the battles in Stalingrad 1942 and no scenario gives any side an ELR lower than 3). After repeated playing with this House Rule that we tried to design after Charlie Kibler's footnotes 33 and 34 we believe it has proven to be with a "Positive" result.

25. IDLE REQUIREMENTS: This rule is linked to the Leaflet House Rule 24 - Experience Level Rating (ELR) and gives the Campaign game struggle some good flavors as it force the combatants to rest and refit as their historical counterparts would have been forced to do (see footnote 33 & 34).

Conclusion: These Leaflet House Rules, how they came about was not because I thought that the original rules were unplayable, but after playing The Barrikady since 89', a better part of my life, it's my belief that I should have 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 (starting 1997 after playing with the original rules for 8 years) with the help, input and ideas by friends here in Sweden. Still have a great admiration of the original design, thanks to C. Kibler and his crew for their creative & playable design, otherwise the Red Barricades box would have been put aside and not dwelled upon. Consider that the CG III The Barrikady to be the most pleasing amongst all the different campaigns that have been played on numerous of occasions throughout the years. Even if it would be played again without any of our House Rules, it would still be a very fine game. Our Stalingrad experience finally made us step forward and better it more to our own consensus. A handful of House Rules have perished as we tried them out in the streets of Stalingrad since they didn't add/improve much to our gaming sessions.

Advanced Squad Leader – The Role-Playing Fantasy Game 2nd edition – Melvin Falk (8 Hit-Points).

THE BARRIKADY – Australian Balancing System

R1: The German player may declare during the first Rally Phase of a CG Day that all his 8-3-8s/3-3-8s are Fanatic during this CG Day. This declaration can only be made once (and must be made before a Russian declaration, see G1).

R2: R1+ Each time the German player receives a depleted Rifle Coy he may exchange three 4-6-7 squads from that Coy with three 4-6-8 squads.

R3: R2+ The Russian Player always makes two DR on the CPP chart and ignore the lowest DR (i.e., use the higher DR of the two, if both DRs are equal then one DR is used).

G1: The Russian player may declare during the first Rally Phase of a CG Day that all his units are Fanatic during this CG-Day. This declaration can only be made once and only in November.

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

G3: G2+ The German Player always makes two DR on the CPP chart and ignore the lowest DR (i.e., use the higher DR of the two, if both DRs are equal then one DR is used).