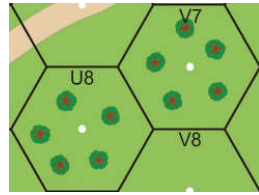




# Crucible of Steel (BFP4)

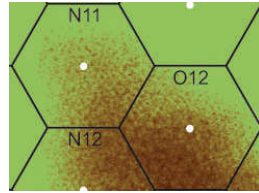
## 1. Sparse Orchard<sup>1</sup>:

Sparse Orchard are thinly dispersed patches of woods/orchards. Board BFP DW-4a V7 is an example of a Sparse Orchard hex. Sparse Orchard are always treated as out of season Orchards (B14.2).



## 2. European Hillock<sup>2</sup>:

Board BFP DW-2b O12 is an example of a European Hillock. All rules per F6 apply except as amended herein. The Hillocks are not overlays but rather standard terrain on some maps in Crucible of Steel.



**2.1 Hindrances:** A Hindrance with a height at level 1/2 affects LOS/LOF across/to/from a Hillock to any lower level. Grain and Brush with a base at ground level provide a maximum of one Hindrance, regardless of the actual number of Grain/Brush hexes between the unit on a Hillock and a unit at ground level. Grain and Brush with a topmost height ≥ one level lower than the Hillock height (i.e., half-level hindrances with a base level of minus one) provide no Hindrance DRM.

**2.2 Up-Slope:** Up-Slope (P2.2 or Q3.2) units are considered on a 1/2 level Hillock only for determining their LOS to/past/over a Hillock.

**EXAMPLES: (on boards BFP DW-2a and DW-2b, shown below):**

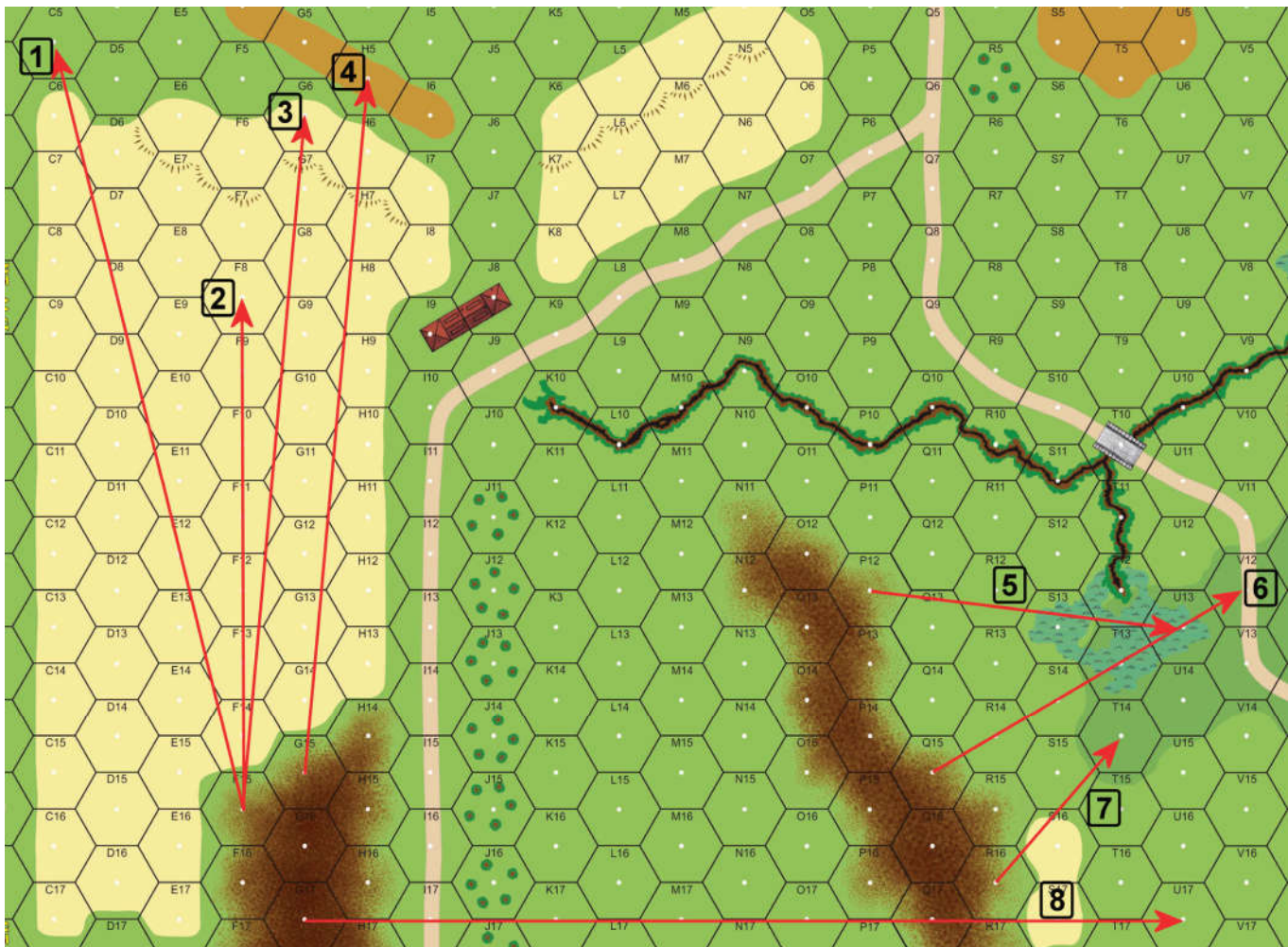
**1. F15 to C5:** 11 Grain hexes are in between, but a LOS exists with only a +1 Hindrance to any fire.

**2. F15 to F8:** Six Grain hexes are in between, but a LOS exists with only a +1 Hindrance to any fire.

**3. F15 to G6:** LOS exists with no Hindrances. Because LOS is being drawn to/from the Up-Slope hex, which is at level 3/4, LOS to/from the Hillock is above the Grain.

**4. G15 to H5:** LOS exists with no Hindrance. Even though Up-Slope, the Grain in H6 is still considered at a height of 1/2 for LOS drawn through the hex.

**5. P12 to U13:** LOS exists with a +1 Hindrance from the Brush in S13. The topmost height of the Brush in S13 is enough to cause a Hindrance of any fire from P12 through the hex to any lower level.



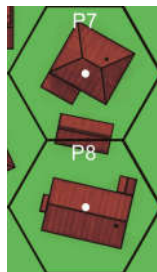


**6. Q15 to V12:** LOS exists with no Hindrance. The U13 Brush rises from a Base Level of negative one, making the topmost Height negative 1/2, which is  $\geq$  one full level lower than the Hillock in Q15.

**7. R16 to T14:** LOS exists with +1 Hindrance from the Grain in S16. The topmost height of the Grain in S16 is enough to cause a Hindrance of any fire from R16 through the hex to any lower level.

**8. G17 to U17:** G17 can see over the intervening Hillock (F6), but any fire receives a +2 Hindrance: +1 for Sparse Orchard(s) in J16 (or J17) and +1 for Grain in S17 [see also the example in F6.6, paying particular attention to the LOS from Squads E and F to Y, Z, AA, and BB].

**3. Hexside Buildings:** Some hexsides contain small buildings that are straddled by other, non-connecting buildings. Such hexside buildings and those in the straddling hexes are one-level buildings, and do not create extra buildings or Locations for Victory Conditions. An example is the hexside of board BFP L P7-8. Controlling both P7 and P8 constitutes Controlling two buildings.



**3.1 Movement:** Bypass movement by any unit is NA along a hexside with a hexside building.

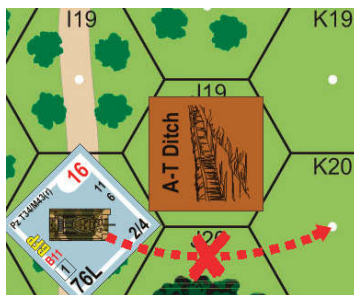
**3.2 LOS:** LOS is affected normally. If rubble is placed in either/both of the two hexes, the hexside is considered Rubble for LOS purposes.

**4. Slopes:** See P2 or Q3.

**5. A-T Ditch/Trenches<sup>3</sup>:** Infantry in a hex containing an A-T Ditch pay MF to exit as if underneath the A-T Ditch, regardless of whether or not they are actually IN it [EXC: entering an adjacent A-T Ditch, Trench, Pillbox, or building from an A-T Ditch]. Trenches/A-T Ditches automatically connect to same level, adjacent building hexes at the building ground level per all rules of RB SSR 6.

**5.1 A-T Ditch Bypass:**

Vehicle Bypass movement is NA along any hexside of a hex containing an A-T Ditch. Refer to the example of an A-T Ditch located in J19 on board BFP DW-4b. The AFV cannot bypass the woods in J20 along the J19-20 hexside.



**5.2 A-T Ditch Breach:** Sappers may attempt to “Breach” an A-T Ditch with a Set DC (A23.7) and receive a -1 drm to the Set dr [EXC: When using for an A-T Ditch Breach attempt,

the setting unit need only be one hex away, and have LOS to a Location in the hex]. Any units in the hex are attacked at half firepower. If the Final DR is a KIA, immediately place a full Trail Break (the detonating player determining the path of movement).

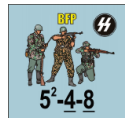
This Trail Break is placed to indicate the path the A-T Ditch was breached along. Infantry is considered to be moving through a Trail Break at the Base Level of the hex, and MF is COT. Infantry would be susceptible to the B13.4212 Defensive First Fire -1 DRM. Vehicles moving through the Trail Break use MP as if entering and exiting a Gully, but are considered at the Base Level of the hex for LOS purposes. Units using the Trail Break should be placed on top of the TB counter, while units using the A-T Ditch should be placed underneath the A-T Ditch counter. Units using neither are placed above the A-T Ditch and underneath the TB counter. If the hex contains Mines and a Trail Break through the minefield, MF/MP cost would be doubled to avoid minefield attack per B28.61 Otherwise the A-T Ditch remains unchanged.

**6. German Units**

**6.1 ATMM:** ATMM are available to German MMC per C13.7 except as amended herein. ATMM are available on a dr of 1-2 [EXC: Crews/Half-squads check with a +1 drm], and if available the subsequent CC attack receives a -2 DRM.

**6.2 Schuerzen<sup>4</sup>:** Any German AFV equipped with Schuerzen (D11.2) have their AF increased by one on an applicable facing/hull/turret when hit by any weapon  $\leq$  45mm.

**6.3 SS Units:** SS 6-5-8 and 5-4-8 squads do not have Assault Fire.



**6.4 Assault Engineers:**

*Crucible of Steel* contains German 8-3-8/3-3-8 and 5-4-8/2-3-8 Assault Engineer MMC. These are identifiable by the demolition charge in the upper left corner of the counter. These counters have all the capabilities of Assault Engineers (H1.22) and Sappers (B28.8), and the increased smoke exponent number is printed on the counters.



**7. Russian Units**

**7.1 Antitank Crews<sup>5</sup>:** Antitank Crews are available to the Russians and are represented by 1-2-8 counters. Antitank Crews may set up HIP in Concealment Terrain, are exempt from PAATC (A11.6), have Self-Rally capability (A10.63), and receive a -1 DRM to any CCV attack. They have Molotov (A22.6) capability; the +1 MOL Check dr for a HS/Crew is NA. The only SW a Russian AT Crew may possess at setup is an ATR/MOL-P. Non-Qualified Use penalties (A21.13) apply when using 5/8” Ordnance.





**7.2 Anti-Mobility MMC (AMMC):**<sup>6</sup> Anti-Mobility MMC are available to the Russians and are represented by 4-2-8 squads and 2-2-8 half-squads (and for movement purposes any leaders stacked with them). They are considered normal MMC except as stated herein. They always have an ELR of 5 and underlined morale. They may attempt to place Minefields in the same manner that Infantry may clear Minefields (B24.74). The following DRM apply:



Labor Status	+x
Leadership	+y
Attempt by AMMC half-squad	-2
Per additional AMMC half-squad equivalent	-1

If successful, place a Known Minefield (B28.45) counter (6AP or 1AT) in the hex; the type/strength is not revealed. The placing unit(s) may Move/Rout/Advance out of the hex/Location without being attacked provided they expend double MF.

**7.21 Minefield:** An AMMC may enter a Known (using double MF) or Hidden Minefield (normal MF cost) free of Minefield attack. If a successful placement attempt is made in a hex already containing Mines, increase the level of such by one column (i.e., a 6 AP becomes an 8 AP; a 2 AT becomes a 3 AT) to a maximum of 12 AP and 5 AT factors. However, the Minefield loses any previous HIP status; a Minefield counter is placed in the location, but the type/strength is not revealed. Once a Minefield is placed in a hex, the current Labor status is lost. AMMCs (and any SMC stacked with them) may Move/Rout/Advance out of a hex/Location containing AP Mines without being attacked provided they expend double MF.

**7.4 Assault Engineers:** *Crucible of Steel* contains Russian 6-2-8/3-2-8 Assault Engineer MMC. These are identifiable by the demolition charge in the upper left corner of the counter. These counters have all the capabilities of Assault Engineers (H1.22) and Sappers (B28.8), and the increased smoke exponent number is printed on the counters.



**7.4 Recall:** Russian AFVs [*EXC: Captured Tanks*] are not Recalled due to Disabling a MA. However, if at any point an AFV with Disabled MA has no other functioning SA/MGs it is immediately Recalled. Repair of SA/MG does not negate Recall status.

**8. Vehicular Weapons:** Vehicular weapons may not voluntarily be Disabled.

**9. Bog and Wire:** Any Vehicle making a VCA change (either during the Movement or any Fire Phase) in a hex with Wire must take a Bog Check (D8.2) with the +2 DRM for moving into Wire (one Bog DR per hexspine).

### Crucible Of Steel Footnotes:

**1. Sparse Orchard(s):** This terrain was included to represent small patches of trees that hindered but did not block LOS; this can be very important in otherwise open terrain.

**2. European Hillock:** This terrain was implemented to better simulate rolling hills but where extended LOS still existed. We chose to supplement the “European” Hillock rules to allow interaction with Hindrances such as Grain and Brush, which was something apparently not considered when the F6 Hillock were first developed.

**3. A-T Ditches:** Early on, playtesters commented on their dislike for how easily infantry could walk across the A-T Ditches. This rule was developed to better portray the greater movement costs that infantry had to expend in order to cross such an obstacle.

**4. Schuerzen:** Contrary to popular belief, Schuerzen was actually designed in response to the abundance of light antitank weapons possessed by the Russians. This rule provides the extra protection for which the design was intended.

**5. AT Crews:** During Operation Citadel the Russians created special 2-3 man tank hunting teams that were integrated into defenses throughout the battlefield. These came from extra gun crewmen and infantry, and they were equipped with a variety of weapons to accomplish their task.

**6. Anti-Mobility MMC:** The Russians employed special engineer units throughout the battlefield. Their role was to lay hasty minefields in front of the German advance. This was often done within sight of the advancing German units in order to hinder a point of penetration, thus their inclusion in *Crucible of Steel*.