

## Sewers & Sewer Movement (B8)

**Sewer Use:** NA except by SSR (in a scenario that grants Sewer movement to one side, units of the other side may use it if an accompanying leader passes a 4TC). Sewer movement limited to Manhole Locations. Sewer Locations may never be overstacked. Only Good Order Infantry (& dummy stacks) may use Sewer Movement.

**Manhole Locations:** Any ground level Location marked with a black circle AND any paved road hexes that intersect with other roads such that at least three hex-sides of that hex are crossed by a road (EXC: DASL only uses black circles). Manhole Locations covered by rubble/Blaze are NA (but Sewer location still exists). If DC attack in a Sewer Location results in rubble, all units therein are eliminated. Sewers do not connect to any other subterranean locations, such as Caves. Fortifications NA in Sewer.

**LOS:** Unit in a Sewer Location out of LOS of all units other than those occupying same/adjacent Sewer Location hex or by any unit directly above it in a Manhole Location which has discovered it via a Sewer Emergence dr (B8.42) earlier that player turn. Units in a Sewer are always Concealed.

**Attacks:** All fire vs. a unit in a Sewer is PBF & Hazardous Movement (-2 DRM), regardless of fire phase. Vehicles/IFE/ordnance/OBA may not fire into a sewer. Use of PF/PFK, BAZ, PSK, or RCL from within sewer requires Desperation penalty (C13.81).

**Broken/Berserk:** Any unit that becomes broken/berserk while in a Sewer is eliminated.

dr	Sewer Emergence Chart	Cumulative drm:
≤ 4	May emerge concealed (at owner's option) during Aph; not subject to Defensive Fire in interim	-1 Manhole Location occupied by other friendly unit(s). -1 Manhole in building Location unoccupied by enemy units or in non-building Location not in LOS of enemy (or all such LOS is Hindered by ≥ +2).
5-6	Cannot emerge this turn; not subject to Defensive Fire.	+1 Sewer units are currently lost.
≥ 7	Discovered. Cannot emerge this turn; subject to Defensive Fire from enemy Infantry in Manhole location (without benefit of concealment, although concealment is not lost).	+1 Per enemy Good Order MMC in Manhole Location. +1 Enemy non-dummy unit(s) in adjacent Sewer Location.

Sewers in HASL Modules	Phase	Action
<p><b>Red Barricades:</b> Russians may use freely; Germans may use only if a leader passes a 4TC. A unit may use Sewer Movement to cross from one side of a gully to the other only if it ends its MPH in the Sewer Location of a gully-Manhole hex. A unit entrenched in a Manhole Location may not enter that hex's Sewer Location. May use Manhole in Rubble location only in street with a full trailbreak. May use Manhole in Debris location normally. Not allowed after Game Turn 4 of a Campaign Game (units in a sewer location at start of turn 5 are eliminated but do not count toward CVP tally).</p> <p><b>Valor of the 37th Guards:</b> As per Red Barricades.</p> <p><b>Dzerhezinsky Tractor Works:</b> As per Red Barricades.</p> <p><b>Berlin Red Vengeance:</b> Allowed normally per B8.4 (EXC: Germans may enter a Sewer location only after a leader passes a 2TC). NA under Spree River, but can be used to pass under Hohenzollern Canal.</p>	<b>Start of MPH.</b>	<b>Enter Sewers:</b> May enter Sewers at cost of all MF. May not portage more than IPC, nor push a gun.
	<b>MPH</b>	<b>Choose Destination:</b> Sewer movement must end in a Sewer location $\leq 3$ hexes away. Units in a Sewer MUST move during MPH; they cannot remain motionless (if unable to move, they are eliminated). May not move beneath Water Obstacle. May not enter enemy occupied Sewer location (during MPH). Units must move together as stacks, not separately. Place Sewer Concealment counter on moving units.
	<b>MPH</b>	<b>Sewer Movement dr:</b> Before actual movement, make dr. On dr 6-7, units become lost and must move to allowable Sewer Location designated by DEFENDER (flip ? counter to "Lost" side). When a lost unit's dr is $\leq 5$ , flip ? counter back to "Sewer" side, and ATTACKER can move stack.
	<b>End of MPH</b>	Upon ending their MPH, units in a Sewer location must make Sewer Emergence dr.
	<b>DFPh</b>	May fire at units in ADJACENT Sewer location.
	<b>AFPh</b>	May fire at units in ADJACENT Sewer location. Can attack units in above Manhole location only if "discovered" by Sewer Emergence dr.
	<b>RtPh</b>	Any unit broken while in a sewer is eliminated.
	<b>APh</b>	<b>Emergence:</b> May advance vertically (concealed) out of Sewers into Manhole location, even if enemy occupied (EXC: fortified building). If they had left an Encircled non-Sewer location that turn, they become pinned and CX upon advancing out. May advance into CC with enemy units in an ADJACENT Sewer location.
	<b>CCPh</b>	Since units in Sewers are always concealed, opposing sides in CC in sewers are never held in Melee.