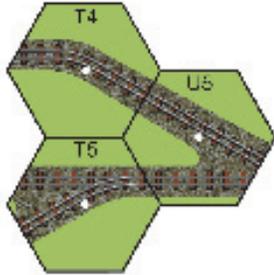




ITR

○ INTO THE RUBBLE

– Historical Battle Rules



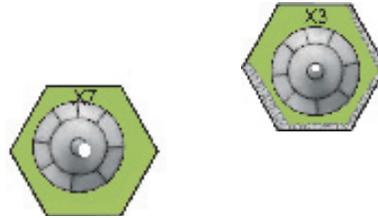
1. RAILROADS: Boards BFP A and BFP B feature Railroads. All RR (B32) rules apply normally except as modified herein. BFP A T4 is an example of a RR hex.

1.1 RR MOVEMENT: All Infantry/Vehicular movement is conducted per B32. When both BFP A and BFP B are aligned such that hexrows A are abutted together or hexrows GG are abutted together, the road switches which side of the railroad it is on. This is always considered a Ground Level RR crossing (B32.41). A unit moving along the road is always considered to enter A (GG) 6 of the board being moved on to. A unit moving along the RR is always considered to enter A(GG) 5 of the board being entered. (EX: a unit in BFP A FF5 on the road uses one MF to enter BFP B GG6 and is still on the road; a unit in BFP A FF5 on the RR uses the applicable RR movement costs and is in BFP B GG5 on the RR). Regardless of SBR defined RR, the A/GG RR hexes are always ground level. All hexes numbered 5 are RR and those numbered 6 are roads for offboard movement

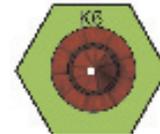


2.0 RAILROAD STATION/FACTORY: All Factory (O5) rules apply except as modified herein. A RR Station is treated exactly like a Factory (B23.74); the term RR Station/Factory is interchangeable. They are always in effect on boards BFP A/B; each building with \geq one road or railroad track entering it is a RR Station/Factory. Railroad tracks that enter a Factory are treated as a Vehicular-Sized Entrance (B23.742; O5.2) and Rooftop Access Point (B23.87); The RR entering a RR Station is always a GLRR, regardless of SBR assigned type. BFP A building U8 is an example of a RR Station.

2.1 GUNS: Any type of Gun, regardless of size, may set up in any board BFP A/B Factory (and any such 'Factory' overlay). Vehicles towing Guns may only enter through Vehicular sized entrances. A Gun may only enter/exit a non-vehicular sized entrance by Manhandling [EXC: dm Mortar].



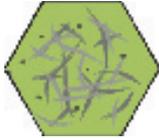
3. STORAGE TANKS: A large round gray structure that looks similar to a building is a Storage Tank. All Storage Tank (O9) rules apply except as amended herein. They are either a 1.5 level or 2.5 level obstacle. Those with a large white circle in the middle are a 2.5 level obstacle. BFP A X7 is an example of a 2.5 level Storage Tank. BFP B X3 is an example of a 1.5 level Storage Tank.



4. TOWERS: A large round brown structure is a Tower. Hex BFP A K6 is an example of a Tower. All Tower (B34) rules apply except as amended herein. BFP A/B Towers are always one level higher than the base level of the hex except when a SBR states otherwise. The brown Tower depiction itself is a LOS obstacle. The ground level Location (but not inherent terrain) is a level one, +1 Hindrance (two level Hindrance if the Tower is specified at two levels above ground).

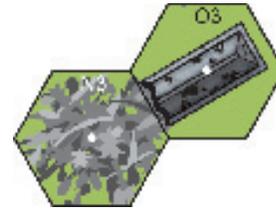


5. WALL HEXSIDE/EmRR: Board BFP B W6-W5 is an example where a RR is adjacent to a wall, and a clarification is necessary when the RR is defined as an EmRR and is thereby treated as a Hillock. The wall raises from ground level. A unit with Wall Advantage in W6 can see past W5, and for example, has a LOS to W3.

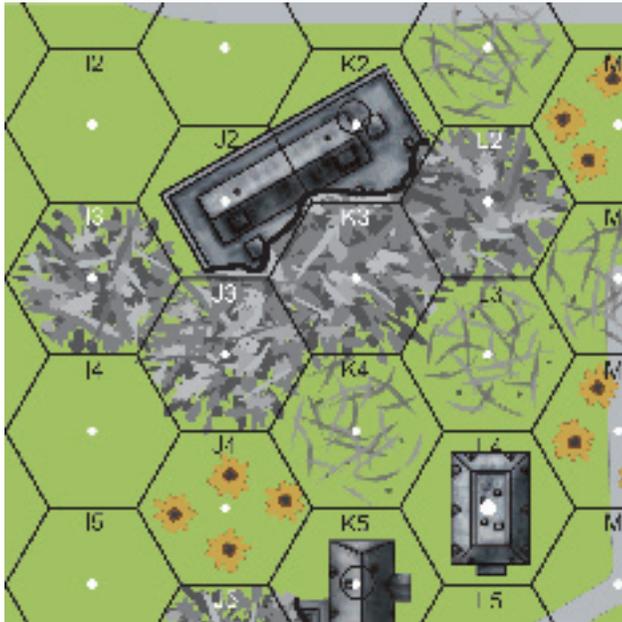


An example is shown above. The BFP F1 Factory Overlay has been placed on BFP A in hexes Z6-Z7. There is a Vehicular-Sized Entrance along the Y6-Z6, Y8-Z7, and AA6-Z6 hexsides; Z6 and Z7 also contain a Rooftop Access Point.

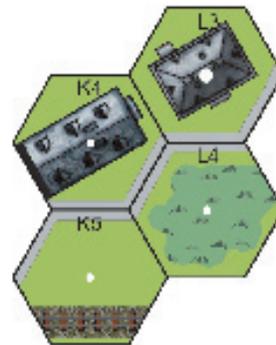
6. DEBRIS: All Debris (O1) rules apply normally. Debris overlays are placed in the same manner as other overlays. The Rubbled City overlay (BFP RC-1) also contains Debris hexes (EX: BFP RC1 hex L3 shown in the next image below).



9. Hex RC-1 O3 represents a two-hex, 1.5 level building, one hex of which has been rubbled. Consequently, hex O3 is considered to be a 1.5 level LOS Obstruction, has a Ground and 1st Level and an inherent stairwell.



7. RUBBLED CITY: (A portion is shown below) The Rubbled City overlay BFP RC-1 is specifically designed for boards 1, 20, 21, 22, 45, 49, and 51. The overlay is always placed on hexes I2-I11 of the above noted boards.



10. BUILDING-ROADS: Several hexes contain buildings with roads on the hexside(s) but terrain other than a building/woods in the ADJACENT hex common with the bypassing road. Examples shown above are hexes L3 and K4 on board BFP A. None of the Narrow Street (B31.1) rules apply [EXC: movement costs]. All normal VBM (D2.3-.38) rules apply.

8. FACTORY: The large overlay BFP F1 is always a Factory unless a SBR states otherwise. Any road/RR that runs into a hex of the overlay creates a Vehicle size entrance along the hexside and a Rooftop Access Point in the hex of the building, even if the road/RR does not actually touch the building.

