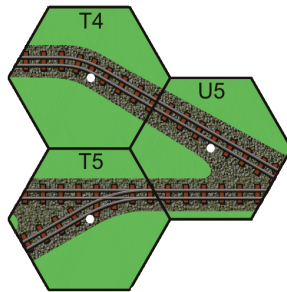




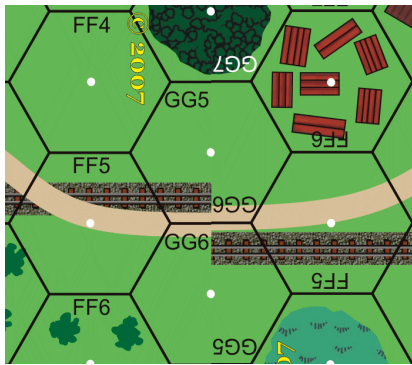
BFP RULES

Into The Rubble (ITR2 HBR)

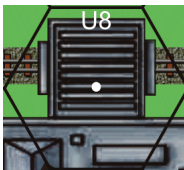
ITR 1. Railroads: Boards BFP A and BFP B feature Railroads. All RR (B32) rules apply normally except as modified herein. BFP A T4 is an example of a RR hex.



ITR 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.



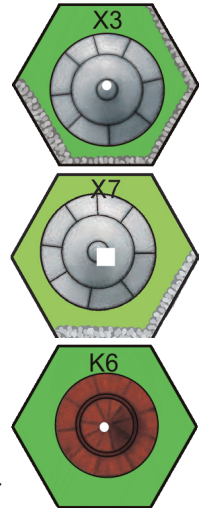
ITR 2.0 Railroad Station/Factory: Railroad Stations/Factories are always in effect on boards BFP A/B; each building with \geq one road or railroad track entering it is a RR Station/Factory. A RR Station is treated exactly like a Factory (B23.74); the term RR Station/Factory is interchangeable. Rooftops are in effect only by SBR. All Factory (O5) rules apply except as modified herein. 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 designation. BFP A building U8 is an example of a RR Station.



ITR 2.1 Guns: Any type of Gun, regardless of size, may set up in any Factory. 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].

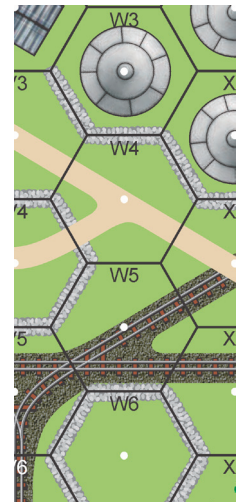
ITR 3. Storage Tanks: A large round gray structure that looks similar to a building is a Storage Tank. All Storage Tank (O9) rules apply except as amended herein. They are either a 1.5

level or 2.5 level obstacle. Those with a white square in the middle are a 2.5 level Storage Tank. 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.

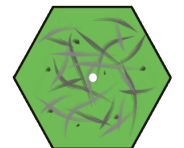


ITR 4. Towers: A large round brown structure is a Tower. Hex BFP A K6 is an example of a Tower. All Tower (B34) rules apply except as amended herein. BFP A/B Towers are always one level higher than the base level of the hex except when an SBR states otherwise. The brown Tower depiction itself is a LOS 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).

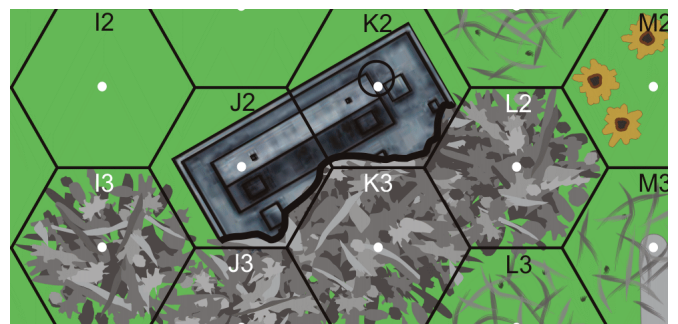
ITR 5. Wall Hexaside/EmRR: Board BFP B W6-W5 is an example where a RR is adjacent to a wall, and a clarification is necessary when the RR is defined as an EmRR and is thereby treated as a Hillock. The wall raises from ground level. A unit with Wall Advantage in W6 can see past W5, and for example, has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



ITR 6. Debris: All Debris (O1) rules apply normally except as amended or clarified herein. Debris is either printed (EX: overlay RC-1 O7), or can be placed by special rule as either a one hex counter or overlay. The rules are the same regardless of how placed on board. Debris transforms any hex it is placed on into Debris, and negates any onboard terrain; roads are non-existent per B3.43 [EXC: Manhole Locations (B8.1) still exist; Street Fighting (A11.8); Minefields may be set up HIP (B3.5); and may be Cleared like Rubble (B24.71)]. Guns may set up Emplaced (C11.2) on a road hex containing Debris. Walls and Hedges remain per B24.2.



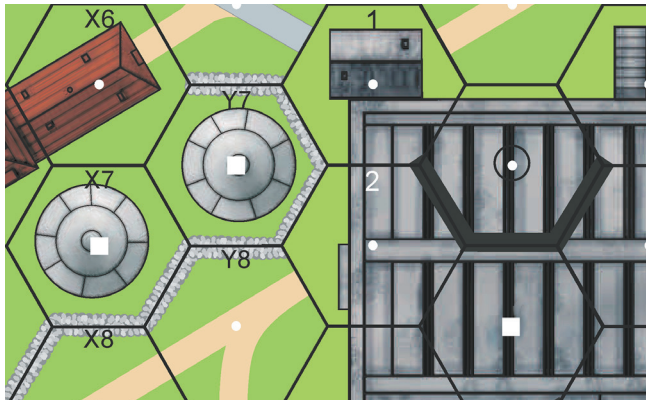
ITR 7. Rubble Overlays: The Rubbled City overlay BFP RC-1 (a portion is shown below) is specifically designed for boards 1,





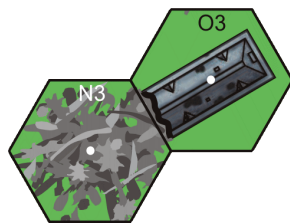
20, 21, 22, 45, 49, and 51. The overlay is always placed on hexes I2-I1 of the above noted boards. Overlays R1-R7 are placed normally on any board per special rule. Printed Rubble is treated per (O3).

ITR 8. Factory: The large overlay BFP F1 (shown below) is always a Factory unless an 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

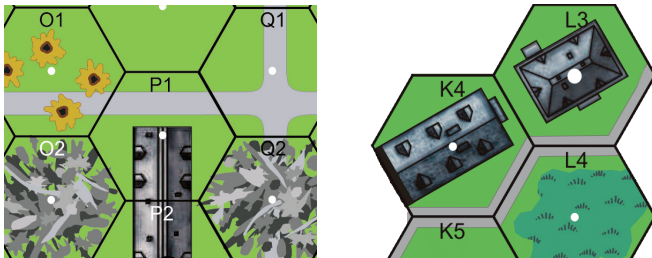


hex of the building, even if the road/RR does not actually touch the building. Rooftops are in effect only by SBR. In the image shown above, the BFP F1 Factory Overlay has been placed on BFP A in hexes Z6-Z7. There is a Vehicular-Sized Entrance along the Y6-Z6, Y8-Z7, and AA6-Z6 hexsides; Z6 and Z7 also each contain a Rooftop Access Point.

ITR 9. Partially Rubbled Building: RC-1 buildings J2, K5, O3, U3, W9 represent 1.5 level buildings with part of the building rubbled. Each building hex has a Ground and 1st Level, and an inherent stairwell. Overlays R1, R2, R3, R4, R5, and R7 also contain Partially Rubbled Buildings; the building on R3 is a 2.5 level building.

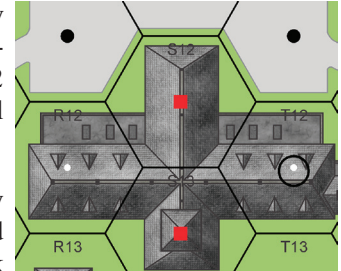


ITR 10. Building-Roads: Several hexes contain buildings with roads that parallel a hexside (EX: Overlay RC-1 P1), or straddle the hexside like a Narrow Road but contain terrain other than a building/woods in the ADJACENT hex common with the bypassing road (EX: BFP A L3). For movement purposes, all bypass rules apply normally except as clarified or amended herein for the hexside with the road. A unit using Bypass along the hexside is always considered to be on the road with LOS traced in the normal fashion (i.e., A4.34 for Infantry/Cavalry, D2.37 for VBM). Units traversing a road hexside via Bypass pay the road movement rate. VBM is allowed regardless of the distance between the obstacle and the hexside. Dashing across/



along and Routing along are NA. B31.141-.1411 applies for Roadblocks.

ITR 11. Third Level Buildings: Any building hex that contains a red square stairwell symbol is considered a 3½ level obstacle to LOS. Such buildings contain level 1, level 2, and level 3 Locations in addition to ground level. Such buildings have no inherent stairwells other than those represented by the red square stairwell symbol. Movement between levels inside the building may only be accomplished in a stairwell hex. BFP DW-7b S12 is an example of a third level building.



ITR 12. City Square: Any hex containing Paved Road artwork and an enlarged black center dot (EX: R11, T11) is a City Square hex. All rules for Wide City Boulevards (B7) apply except as amended or clarified herein. Manhole Locations only exist in City Square hexes if printed with a black circle (B8.1).

ITR 12.1 Rubble/Debris: A City Square hex covered by Rubble/Debris is non-existent. Road Bonus is NA [EXC: if using a Trail Break]. Such hexes are considered normal Rubble/Debris for setup, Emplacement, and Fortifications [EXC: if Cleared B24.71]. Rubble/Debris negates the -1 TEM (B7.3) for IFT fire resolved against Unarmored units [EXC: unless the unit is using a Trail Break to move].

ITR 13. Japanese Assault Engineers: Assault Engineer MMC are represented by Japanese 4⁴-4-8/3⁴-4-8/2-3-8 MMC. These are identifiable by the demolition charge in the counter's upper left corner. 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.



ITR 14. Romanian Assault Engineers: Assault Engineer MMC are represented by Romanian 5³-3-7/2-2-7 MMC. These are identifiable by the demolition charge in the counter's upper left corner. 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.



ITR 15. American Assault Engineers: Assault Engineer MMC are represented by American 7⁵-4-7/3-3-7 MMC. These are identifiable by the demolition charge in the counter's upper left corner. 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.

