



2. FB DEBRIS¹⁷



2.1 DEBRIS: Debris is represented by a 5/8" counter. Debris is Inherent Terrain ([B.6](#)) and Concealment Terrain ([A12.12](#)).

2.2 TEM: Debris has a +1 TEM [*EXC:* [2.63](#)] and is a Half-Level LOS Hindrance through the entire hex (including hexsides, but without negating any wall/hedge).

2.3 MF/MP: Infantry expend 2 MF to enter a Debris Location. The only vehicle type that may enter Debris is a fully-tracked AFV, which does so by expending $\frac{1}{4}$ (FRU) of its MP allotment and taking a Bog Check with a +1 DRM.

2.4 FORTIFICATIONS: A Fortification may exist in a Debris Location unless other terrain/Fortification(s) therein prohibit it.

2.5 CREATION: Debris can be created directly by SSR and/or as a by-product of Falling Rubble ([B24.12](#); [3.4](#)). Whenever an upper level building hex is rubbled by any means, there is a chance that Falling Debris ([3.4](#)) will be generated as a part of the Falling Rubble ([B24.12](#); [3.4](#)) creation DR. A Final colored dr equal to 5 or 6 indicates that Debris will fall into all adjacent Open Ground ([B1.](#)), Shellholes ([B2.](#)), Sunken Road ([B4.](#)), Wide City Boulevard ([4.](#)), Brush ([B12.](#)), Orchard ([B14.](#)), Dense Orchard ([5.12](#)), and RR ([B32.](#)) hexes. The colored dr is modified by +1 for each non-rooftop level of the building hex above the ground level that was rubbled.

2.51 RUBBLE: Falling Rubble ([B24.12](#); [3.4](#)) created in a Debris Location turns it into a Rubble (not Debris) Location.

2.6 TERRAIN: Falling Debris transforms any terrain it falls on into a Debris counter or Debris-WCB ([2.62](#)) counter that supersedes the existing terrain unless noted otherwise.

2.61 DEBRIS-ROAD HEXES: A road ([B3.](#)) covered by Debris is treated as non-existent ([B3.43](#)) [*EXC:* for Street Fighting ([A11.8](#)) purposes; inherent Manhole Locations ([B8.1](#)) still exist; if Cleared ([B24.71](#); [2.7](#)); Minefields may be set up HIP per [B3.5](#)]. Therefore, Dash ([A4.63](#)), road bonus ([B3.4](#)) and the $\frac{1}{2}$ -MP road rate are NA in a road hex covered by Debris except via TB. A Gun may be Emplaced ([C11.2](#)) in such a hex.



2.62 DEBRIS-WIDE CITY BOULEVARD HEXES: A Wide City Boulevard covered by Debris is marked by a 5/8" Debris-Wide City Boulevard counter at ground level and is treated as non-existent ([B3.43](#)) [*EXC:* if Cleared ([B24.71](#); [2.7](#))]. Therefore, road bonus ([B3.4](#)) and the $\frac{1}{2}$ -MP road rate are NA in a Wide City Boulevard hex covered by Debris except via TB. Dash ([A4.63](#)) and Street Fighting ([A11.8](#)) are still NA. A Gun may be Emplaced ([C11.2](#)) and minefields may be set up HIP in such a hex.

2.63 DEBRIS-BRIDGE HEXES: Falling Debris covers a Bridge (B6.)/RR-Bridge ([B32.14](#)) crossing an otherwise eligible hex ([2.5](#)), as well as the terrain beneath the Bridge/RR-Bridge. In all cases, the Bridge/RR-Bridge remains intact but with a Debris counter on top, affecting LOS only within the Bridge/RR-Bridge depiction outline. The +1 Debris TEM/Hindrance is not cumulative with the +1 TEM/Hindrance of the bridge.

2.64 FALLING DEBRIS RESOLUTION: Infantry units and CE PRC occupying a hex that has Falling Debris created in it must immediately take a 1MC. Any fully-tracked AFV that is performing-its-MPh/in-Motion while occupying a hex that has Falling Debris created in it must immediately take a Bog Check ([D8.2](#)); all non-fully-tracked vehicles are immediately Immobilized ([D8.1](#)). All unpossessed

SW/Guns in a hex that has Falling Debris created in it automatically Malfunction (or are eliminated if an X# SW). Fortifications are unaffected by Falling Debris. The order in which Falling Debris creation is determined as a result of a multi-hex attack (e.g., OBA result) is decided by the attacker.

2.641 MULTIPLE FALLING DEBRIS OCCURRENCES: A unit/weapon occupying a hex that contains existing Debris is still subject to the conditions of [2.64](#) any time further Falling Debris is generated in the hex. There are no other cumulative affects to a hex that is subjected to multiple occurrences of Falling Debris.

2.7 CLEARANCE: Debris may be cleared as if Fallen Rubble ([B24.71](#)) by making a successful Clearance ([B24.7](#)) attempt. A cleared Debris Location is marked with a TB counter across any two hexsides of the Debris Location of the clearing player's choice. A TB counter reduces movement costs into that Location through the TB hexside to its pre-debris status cost. The TB has no effect on LOS or TEM [*EXC: 4.2*] of that Location. If every hexside of the Debris Location is crossed by a TB, the Debris and the TB counters are removed and any pre-existing terrain is re-established.

2.8 FLAME/BLAZE: Debris is never considered Burnable Terrain ([B25.1](#)). Neither a Flame ([B25.15](#)) nor a Blaze ([B25.151](#)) may ever spread ([B25.6](#)) to a Debris Location. Debris extinguishes any Blaze/Flame into which it falls.

2.9 AERIAL: There is a +1 DRM to a Sighting TC vs a unit in Debris.