



### 3. FB RUBBLE<sup>18</sup>



**3.1 RUBBLE:** FB Rubble is created either via SSR or as a result of game play per [3.4](#). Unless noted otherwise, all Rubble ([B24.](#)) rules are in effect.

**3.2 RUBBLE LOCATIONS:** A Rubble Location is treated as a building for Rout ([A10.5](#)), Rally ([A10.61](#)), Ambush ([A11.4](#)), and Street Fighting ([A11.8](#)) purposes.

**3.3 VICTORY CONDITIONS:** Contrary to [B24.1](#), Rubble Locations that contain original building artwork are still considered building Locations for VC purposes.

**3.4 RUBBLE GENERATION:** Whenever a scenario calls for a Rubble Generation Check on a building, a Rubble Generation Check DR is made for each hex of the building using the table below. On a Final DR  $\geq 9$ , the hex is rubbled ([B24.1](#)). Any building hex that has been rubbled via this method has been rubbled from the Cellar ([9.](#)) level and up. Additionally, if an upper level building hex is rubbled by any means ([B24.12](#); Rubble Generation Check; [17.6095](#); [17.6242](#)), there is the potential for either Falling Rubble ([B24.12](#)) or Falling Debris ([2.5](#)) creation. On the subsequent Falling Rubble DR, a Final colored dr  $\geq 7$  results in Falling Rubble creation, while a Final colored dr = 5 or 6 results in Falling Debris creation per [2.5](#).

#### 3.4 RUBBLE GENERATION

Final Rubble DR	Result
$\leq 8$	no effect
$\geq 9$	rubbled

#### DRM:

- 1 If Déli Pályaudvar (building PP13)
- 1 If Postal Palace (building T13)
- +1 If building is wooden

#### 3.4 FALLING RUBBLE/DEBRIS GENERATION

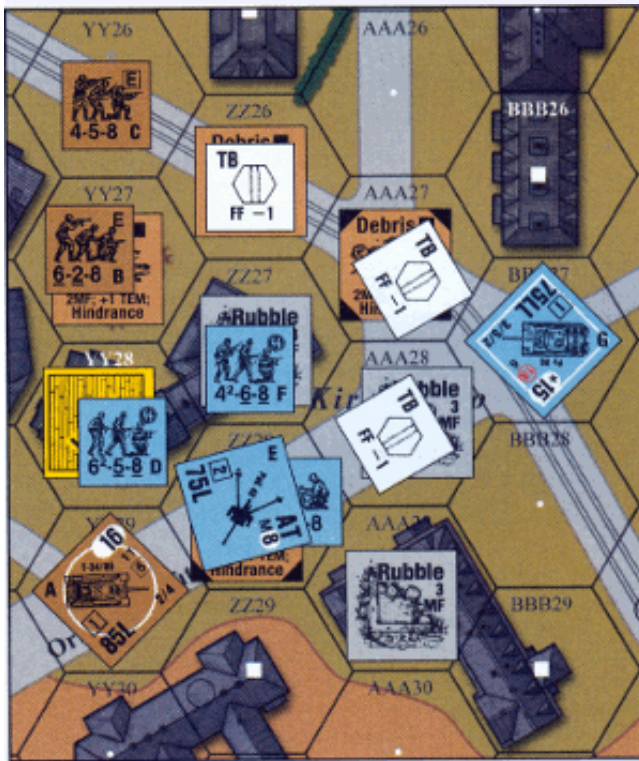
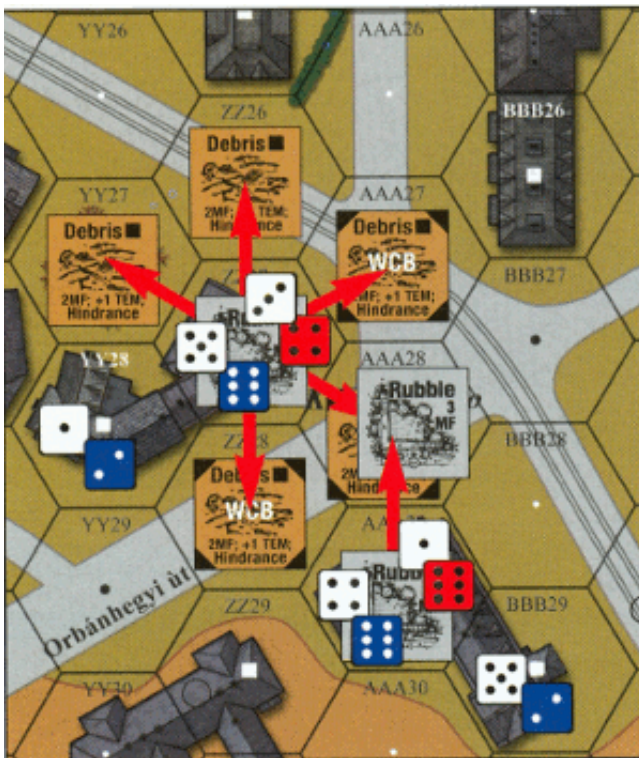
Subsequent Falling Rubble/ Debris Final colored dr	Result
$\leq 4$	no effect
5-6	Falling Debris
$\geq 7$	Falling Rubble

#### Colored dr drm:

- +1 for each non-Rooftop level of the building hex above ground level

#### 3.4 EX: Rubble, Falling Rubble, and Falling Debris

EX: Prior to setup in scenario FB12 **The Black Ravens Are Flying**, the Axis player must make a Rubble Generation Check ([3.4](#)) for five buildings, including buildings YY28 and AAA29. A DR is made for each hex of the five buildings. On a Final DR  $\geq 9$ , the hex is rubbled ([B24.1](#)) from the Cellar level and up. If a hex is rubbled, the Axis player must immediately make a subsequent Falling Rubble DR to check for any potential Falling Rubble/Debris creation per [3.4](#). No Rubble is generated in YY28 as the Final Rubble Generation DR = 3 (white & blue). ZZ27 is rubbled as the Final DR = 11 (white & blue) is  $\geq 9$ . Since ZZ27 is an upper level building hex, a subsequent Falling Rubble DR ([B24.12](#); [3.4](#)) is immediately required. A Final colored dr = 6 [4 dr + 2 upper building levels ([B24.12](#))] (ignore the white dr when Falling Debris is created) is rolled resulting in Debris generation in all adjacent Open Ground and Orchard hexes per [2.5](#). After Debris and Debris-Wide City Boulevard ([2.62](#)) counters are placed in the appropriate hexes, the Axis player proceeds to building AAA29 to continue the Rubble Generation Check where AAA29 is also rubbled (white & blue Final DR  $\geq 9$ ). On the ensuing Falling Rubble DR, the Axis player rolls a Final colored dr = 8 [6 dr + 2 upper building levels] resulting in Falling Rubble creation, which proceeds to fall into AAA28 (white direction dr = 1) where the existing Debris-Wide City Boulevard counter is replaced by a Rubble counter.



EX: At the start of scenario FB12 **The Black Ravens Are Flying**, German 75L PaK 40 AT Gun E and manning crew in ZZ28 may set up Emplaced per [2.62](#). If any minefields ([B28](#)) had been provided in this scenario, they would be eligible to set up using HIP in road hex ZZ26 and wide city boulevard ([4](#)) hexes ZZ28 and AAA27 because of the Debris ([2.61](#)-[62](#)).

During the German PFPh, German squad D in YY28 can fire at Russian squad B in YY27 with 12FP and a +1 TEM DRM. The same 6-5-8 could choose to fire instead at Russian squad C in YY26 with 6FP and 0 DRM as the Orchard in YY27 no longer exists because of the Debris that was placed in the hex prior to setup.

During the German MPh, German squad F in ZZ27 has the option of either Dashing ([A4.63](#)) because of the presence of the TB ([2.61](#)) in ZZ26, or moving normally though ZZ26 into ZZ25. If squad F chooses to use the TB it would expend one MF ([2.7](#)) in ZZ26 to Dash into ZZ25 for two more MF. Russian squad B in YY27 would be eligible to use DFF against it in ZZ26 with 6FP and a Final DRM of -1 (-1 [FFNAM] -1 [TB DFF DRM ([B13.4212](#))] +1 [Debris TEM]). Squad F could use non-Assault Movement and either pay two MF in ZZ26 and *not* use the TB or one MF and use the TB. In the first case, squad F would be eligible for a Final DRM of 0 (-1 [FFNAM] +1 [Debris TEM]) and in the later case a -1 DRM (-1 [FFNAM] -1 [TB DFF DRM ([B13.4212](#))] +1 [Debris TEM]).

During the German MPh, German squad F in ZZ27 uses non-Assault Movement to move into AAA27 with the intent of entering building hex BBB26. Dash is NA because AAA27 is a Debris-Wide City Boulevard Location ([2.62](#)).

The printed Manhole Location ([B8.1](#)) in ZZ28 and the inherent Manhole Location formed by the intersecting paved roads in AAA27 are still usable for the purpose of Sewer Movement ([B8.4](#)) even though they are covered by a Debris counter. If DFF upon by Russian squad C in YY26 while using the TB to move through AAA27, German squad F would only spend one MF but would be subject to a -1 DRM (-1 [FFNAM] -1 [TB DFF DRM] +1 [Debris TEM] -1 [WCB TEM ([4.2](#))] +1 [Debris Hindrance]). If squad F chose to not use the TB it would expend two MF in AAA27 but would only be subject to a DRM of 0 (-1 [FFNAM] +1 [Debris TEM] -1 [WCB TEM ([4.2](#))] +1 [Debris Hindrance]).

**3.5 RUBBLE-WIDE CITY BOULEVARD HEXES:** A Wide City Boulevard ([4](#)) covered by Falling Rubble is treated as nonexistent ([B3.43](#)) [*EXC: if Cleared ([B24.71](#))*]. Therefore, road bonus ([B3.4](#)) and the ½-MP road rate are not allowed in a Wide City Boulevard hex covered by rubble except via TB. Guns eligible to set up in rubble ([B23.423](#); [C2.7](#)) may be Emplaced ([C11.2](#)) and set up HIP ([A12.34](#)) in

such a hex. Dash ([A4.63](#)) and Street Fighting ([A11.8](#)) are still NA. Minefields may not be set up in such a Location [*EXC: if Cleared* ([B24.71](#))].