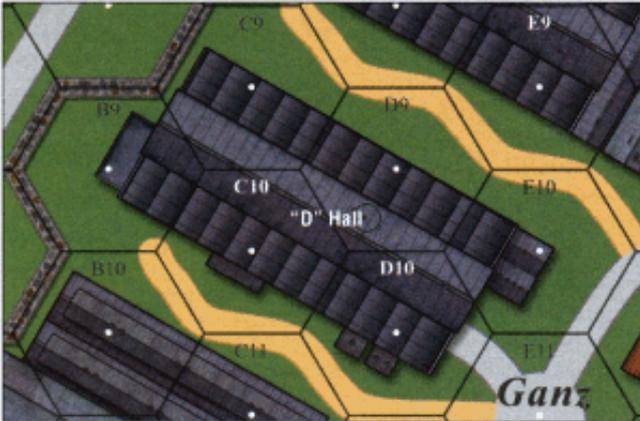




## 8. FB FACTORIES<sup>25</sup>



**8.1** Each multi-hex building that has  $\geq$  one paved-road/RR entering it is a FB Factory [EXC: *The Városmajor Sacred Heart Church (7.3) located in hex T18 is also a FB Factory*]. Normal Factory rules (B23.74) apply to all FB Factories except as amended below. A building remains a FB Factory even if all paved-road/RR entrances become rubble (B23.743).

EX: Building B9 is a FB Factory due to having a paved road enter it in hex D10. Building PP13 is a FB Factory due to having a GLRR (B32.1; 6.) enter it in hexes PP14, SS14, and SS15.

**8.2 VEHICULAR-SIZED ENTRANCE:** A non-rubbled FB Factory Location that has a paved-road/RR entering it (EX: PP14) is considered a Vehicular-Sized Entrance (B23.742).

**8.3 FB FACTORY RUBBLE:** All rules pertaining to regular Factory Rubble (B23.743; E3.8) and Rubbled Rooftops (B23.86) apply in FB [EXC: *on the FB map, if hex B11 is rubbled and the hexes adjacent to it are non-rubbled and/or if hex RR14 is rubbled and the hexes adjacent to it are non-rubbled, then this hex(es) is considered an Interior Rubbled Factory Hex and 8.31-.33 also apply*]; see the 8.3 EX on the next page.

### 8.3 EX: Partially Rubbled Factory



EX: This example serves to illustrate various LOS possibilities in a partially Rubbled Factory.

**Russian squad A**, located at ground level of RR17, has a LOS to German squads C, D, and E and Hungarian squad G inside the Déi Páyauvvar (building PP13), a 1½-level Factory. German squad C would receive a +3 TEM for being in a stone rubble Location, while the remaining German and Hungarian squads would receive the +1 TEM for being in an interior Factory Location when receiving fire from outside the Factory that is over (B.4) the rubble and crosses the building depiction while entering the target Factory Location (B23.743).

**Russian squad B**, located at rooftop level of PP15, has a LOS to German squads C, D, and E. German squad C would receive a +3 TEM for being in a stone rubble Location, while squads D and E would receive the +1 TEM for being in an interior Factory Location. Russian squad B has no LOS to either German squad F in RR13 or Hungarian squad G in SS14 given that neither squad is adjacent to a rubble hex of that Factory that Russian squad B has a LOS over (B.4) per B23.743.

**The German 9-1** at rooftop level in PP14 may be a Spotter (C9.3) for German squad C with the mortar in QQ15 as the German leader is in an adjacent hex to the mortar without regard to vertical level distance and LOS. German squad C may fire the mortar from QQ15 since the hex is no longer a building hex per B23.743 and the

restrictions of [B23.423](#) no longer apply.

**German squad D**, in a Night scenario with an NVR of 2, would have a LOS to German squads C, E, and F and Russian squad B, but would be unable to see the Hungarian squad G, since for a LOS traced completely within the building depiction of a Factory, a unit's NVR is 1 hex ([E1.17](#)).

Normal Weather ([E3](#)) effects would apply to hexes QQ15, RR15, and SS15 (e.g., Mist, Ground Snow, etc.), but not to the adjacent non-rubbled Factory Locations ([A24.6](#); [E3.8](#)). If a +1 Mist LV Hindrance DRM ([E3.32](#)) were in effect at a range  $\leq 6$  hexes ([E3.51](#)), then the preceding attacks over ([B.4](#)) the rubble in those three hexes would be affected by the Mist DRM, as would any return fire. Attacks between Factory Locations SS14 and PP13 would be affected by the +2 Factory LOS Hindrance between them, but would not be affected by Mist as the Weather is always "Clear" across hexsides between unit in the same building (i.e., [E3.8](#) would apply).

**German squad E**, assuming it has passed its Usage dr, is eligible to fire a Starshell ([E1.921](#)) as hex RR14 is no longer an Interior Building Hex.

Assuming that the only rubbled hex in the PP13 Factory was hex RR14, an Aerial unit does not have a LOS to German squad E as the squad is in a Location completely surrounded by LOS obstacles at least one level higher ([E7.25](#)). Additionally, German squad E may not conduct AA fire against an Aerial target since it occupies a Location that is Blind to that target ([E7.5](#)).

As per [A6.5](#), all LOS between the Axis and Russian squads is reciprocal in nature.

**8.31 EC & WEATHER:** All effects of EC and Weather apply in an Interior Rubbled Factory Hex despite the hex remaining an inherent part of the Factory ([B23.743](#)).

**8.32 WIND & SMOKE:** "No Wind" is always in effect in an Interior Rubbled Factory Hex from ground level to that Factory's highest full-level elevation. An Original SMOKE source in such a hex does Drift if there is a Mild Breeze, but only at  $\geq$  that Factory's full-level height equivalent. Such Drifting SMOKE is placed on a Level One counter in each hex it Drifts into [*EXC: it is placed on a Roof counter if Drifting into a roofed hex of that Factory*]. Such Drifting SMOKE rises from the Level/Roof counter it is placed on to the same height as that of its Original SMOKE source.

**8.33 INDIRECT FIRE:** Indirect Fire is not allowed *from* an Interior Rubbled Factory Hex. Indirect Fire vs a unit *in* an Interior Rubbled Factory Hex receives a +3 TEM (stone rubble).

**8.4 GUNS:** All categories ([C2.2](#)) of Guns may set up in a FB Factory. A Gun may enter/exit a FB Factory via a Vehicular-Sized Entrance (using the Entrance's movement benefits) or via another non-Interior hex of that Factory [*EXC: [B23.93](#)*]. However, entry/exit via a non-Vehicular-Sized Entrance is allowed only if being Pushed, in which case both normal building-entry Infantry MF costs and that Factory hex's TEM apply as Manhandling DRM, even if exiting that Factory.

**8.5 DÉLI PÁLYAUDVAR (SOUTHERN RAILWAY STATION):** The Déi Pályaudvar (building PP13) is a 1½-level Factory ([B23.74](#)) except as amended below, and follows normal Factory rules.

**8.51 VEHICLE MOVEMENT:** Any vehicle may enter/exit a non-rubbled Déi Pályaudvar Location containing a Ground Level RR (GLRR) ([B32.1](#)) hexside at GLRR costs provided the Location is controlled by friendly forces.

**8.52 ROOFTOPS:** Rooftop Access Points for the Déi Pályaudvar are defined as non-rubbled Locations of the Déi Pályaudvar that contain a GLRR hexside (EX: PP14).