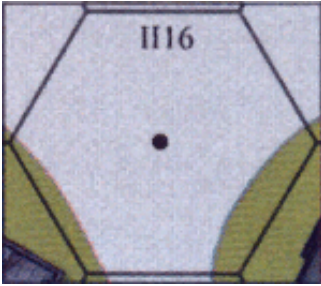




#### 4. WIDE CITY BOULEVARDS<sup>19</sup>



**4.1** Any paved road hex containing an enlarged black center dot (EX: II16) is a Wide City Boulevard ([B7.](#)). All rules for wide city boulevards apply in these hexes [*EXC: if the hex also contains Debris ([2.62](#)) or Rubble ([B24.1](#); [3.5](#))*].

**4.2 TEM:** Any unarmored unit in a wide city boulevard hex receives a -1 TEM to all IFT fire resolved against it regardless of fire phase [*EXC: this TEM is NA if the hex also contains Debris ([2.62](#)) or Rubble ([B24.1](#); [3.5](#)) unless the unit is using a TB to move*]. This TEM is in addition to any applicable DRM for FFMO/FFNAM and is cumulative with other (including hexside) TEM.