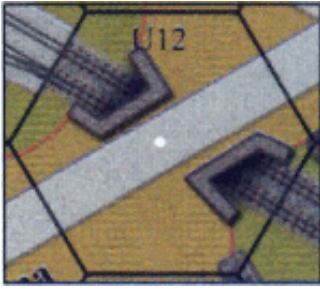




11. RAILROAD UNDERPASS²⁸



11.1 Hex U12 contains a Railroad Underpass at Level 1 that passes through the U12 Level 2 hill. The Level 2 Location is a paved road ([B3.1](#)) in Open Ground ([B1.1](#)) (i.e., it does not contain a bridge). The RR Underpass Location of hex U12 is not Concealment Terrain. A unit in the Level 1 Location is denoted by placement under a RR Underpass counter.

11.11 DEBRIS & RUBBLE: Debris ([2.5](#)) or Rubble ([B24.12](#); [3.4](#)) falling into U12 is denoted by placement of the appropriate Debris or Rubble counter at Level 2. There is no effect on the Level 1 RR Underpass Location.

11.2 CREST LINE: The U12 Crest Line ([B10.11](#)) is formed normally where the two different full-level elevations meet as well as the outer portion of the RR Underpass art work.

11.3 UNDERPASS LOS: A LOS exists *through* the Level 1 RR Underpass Location only if both the firer and the target is at Level 1, *and* the LOS enters and leaves the hex via the gray railroad track bed artwork. All other LOS traced through U12 that originates from either a non-Level 1 elevation or does not enter and leave the hex via the gray railroad track bed artwork follows the normal LOS procedures for Hills ([B10.](#)).

11.31 A LOS exists *into* the Level 1 RR Underpass Location from outside the hex only if a LOS traced to the hex center dot enters the hex via the gray railroad track bed artwork.

11.32 No LOS exists between the Level 1 RR Underpass Location and the Level 2 Location in hex U12.

11.4 MOVEMENT: A unit pays normal GLRR ([B32.1](#)) movement costs to move through the RR Underpass along the Level 1 Tram Lines.

11.5 ELEVATION CHANGE: A unit pays normal elevation level change costs ([B10.4](#)) to move to/from the Level 2 Location in U12 to/from an ADJACENT Level 1 Location.

11.6 ATTACK EFFECTS: A unit in the Level 1 RR Underpass Location receives a +3 DRM to all Indirect Fire. Barring any other terrain modifiers (e.g., Wreck [[D9.3](#)], Entrenchments [[B27.](#)], etc.), the Level 1 RR Underpass Location is considered a regular GLRR Location. The RR Underpass itself can never be damaged or destroyed.

11.7 FORTIFICATIONS: Fortifications (normally allowed in a GLRR hex) may be placed in the Level 1 RR Underpass Location.

11.8 SMOKE: SMOKE emanating from the Level 1 RR Underpass Location rises normally and is not effected by the RR Underpass in any way.

11.9 STREET FIGHTING: An Infantry unit conducting CC Reaction Fire in the Level 1 RR Underpass Location may use Street Fighting ([A11.8](#); [D7.211](#)) vs a vehicle in its Location if the units involved meet all the requirements for both.