



9. FB CELLARS²⁶



9.1 All multi-hex, non-Factory buildings (including rowhouses) depicted on the FB map contain beneath their ground level Location (i.e., at building level -1) a FB Cellar level (beneath which is that hex's sewer level, if any). A FB Cellar Location is considered the equivalent of another non-rooftop building Location in that hex (even for Falling Rubble [[B24.12](#)] and Victory Condition purposes) except as specified otherwise. The FB Cellar level is ignored when determining the Base Level of a building hex.

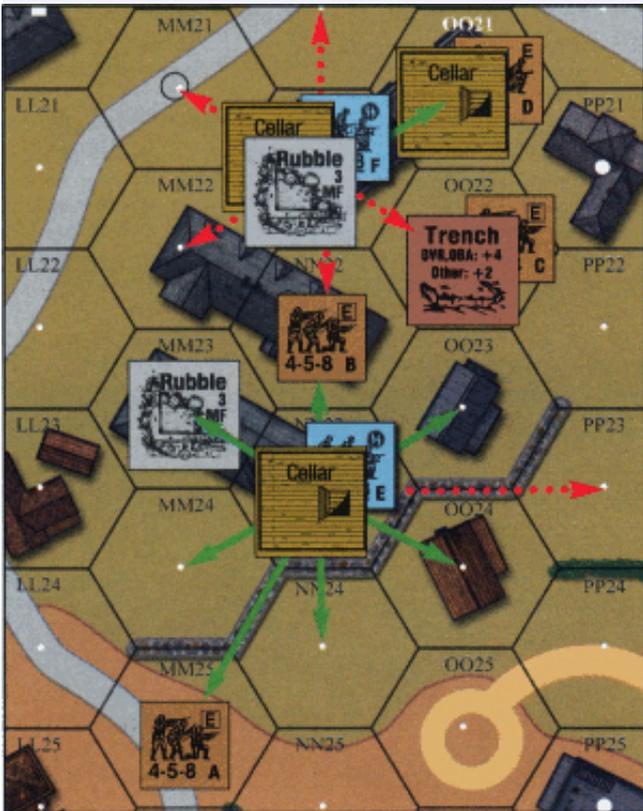
9.11 TEM: FB Cellar Locations have a TEM of +3 [*EXC: +2 if wooden*]. FB Cellar Locations may be Fortified. FB Cellar Locations are ignored for the purposes of [B23.912](#) (i.e., the FB Cellar need not be fortified to fortify the ground level Location).

9.12 STACKING: A FB Cellar Location has a normal stacking limit ([A5.1](#)) of two squad-equivalents ([A5.5](#)) plus up to four SMC. Overstacking may occur [*EXC: NA during setup (A5.1); see also 17.6243*], but no unbroken, armed MMC may enter an already overstacked FB Cellar Location.

9.2 ENTRY: Only Infantry-(including Dummies)/SW may set-up-in/enter a FB Cellar, and their presence therein is indicated by placing them beneath a Cellar counter. Infantry may enter/exit the FB Cellar level only via a Stairwell, Manhole, or a “connecting” Trench (SSR [FB14](#)). Infantry already in a FB Cellar may directly enter an adjacent FB Cellar Location only if the two hexes involved share a common non-Rowhouse [*EXC: unless Breached; B23.711*] building hexside.

9.21 All Trench “connections” (see SSR [FB14](#)) and Manholes “open into” *only* the FB Cellar level if it exists in that hex [*EXC: if the ground level above the FB Cellar has been rubbled; 9.6*]; otherwise, Sewers ([B8.](#)) and Trench ([B27.5](#)) rules apply unchanged; *see the 9.21 EX on the next page.*

9.21 EX: FB Cellars



EX: Russian squad C in the OO22 trench may directly enter the OO21 (or NN22) FB Cellar Location at a cost of two MF (see also SSR [FB14](#)). The only other Locations from which the OO21 FB Cellar Location may be entered are the two Locations ADJACENT to it (NN21 Cellar and OO21 ground level Location). Russian squad C may also directly enter the ground level Location in hexes OO23 and PP21, but not the ground level Location in hex OO21 or hex NN22, since the trench connects *only* to the FB Cellar Location in these hexes.

9.3 LOS: Infantry in a FB Cellar tracing LOS outside of their building to a non-ADJACENT Location

do so as if entrenched at ground level ([B9.21](#)), and trace LOS to an ADJACENT Location in the normal manner ([B23.25](#); [B8.2](#)). There is no LOS between adjacent FB Cellar Locations across a Rowhouse black bar hexside [*EXC: if Breached; [B23.711](#)*]. For the purposes of Height Advantage TEM ([B10.31](#)) and Night LV ([E1.7](#)) applicability, FB Cellar Locations are considered to be at Level 0. A unit in a FB Cellar Location may never claim Wall Advantage.

EX: See the [9.21](#) EX illustration. German squad E in the NN23 FB Cellar has a LOS to the ADJACENT Location in MM23 (which is a rubbled ex-Cellar Location). It also has a LOS to hex MM25 due to the elevation difference ([B9.21](#)) between the two units. However, it does not have a LOS to hex PP23 (due to wall hexside OO23-OO24) since it traces its LOS outside of its building depiction to a non-ADJACENT Location as if entrenched at ground level. A unit in MM24 would never receive Height Advantage for an attack from the NN23 FB Cellar.

9.4 FIRE EFFECTS: The Inherent FP of a unit/FG in a FB Cellar is halved as Area Fire if the LOF leaves their building's depiction and is not traced to an ADJACENT FB Cellar Location, and the US# of the unit(s) currently using such Inherent FP is ≥ 3 . (A leader directing fire from a FB Cellar Location does not add his US# for this calculation.) Otherwise, a FB Cellar has no effect on the use of SW/Inherent-FP other than those normally caused by being fired from within a building. A DC may be Thrown from a FB Cellar Location only into an ADJACENT Location.

9.41 SMOKE: SMOKE at ground level in a FB Cellar hex affects different-level fire to/from the FB Cellar Location normally. The extra +1 Hindrance for outgoing fire ([A24.8](#)) does not apply and fire between ADJACENT FB Cellar Locations is unaffected. Infantry SMOKE grenades can be placed into an adjacent non-Cellar hex from a FB Cellar as if being placed into an ADJACENT hex of higher elevation per [A24.1](#).

9.5 BLAZE SPREAD: A Blaze may spread to/from a FB Cellar Location only to/from an ADJACENT Location.

9.6 RUBBLE: A FB Cellar Location can be rubbled like any other building Location. If a FB Cellar Location is rubbled, it and all other building Locations in the hex cease to exist and the appropriate rubble counter is placed at ground level in that hex. All occupants, weapons, and Manholes in that hex are eliminated, as is any Fortified Building status, and an AFV can no longer fall into it ([B24.4](#); [9.62](#)). If the ground level Location above a FB Cellar is rubbled, the appropriate rubble counter is placed at ground level on top of a Cellar counter. The FB Cellar Location beneath such still exists, but all LOS out of that Location across a non-building hexside is blocked. Trenches no longer "connect" to a FB Cellar Location if the ground level Location above it has been rubbled, though a Manhole is unaffected.

EX: See the [9.21](#) EX illustration. The ground and first level Locations of NN21 have been rubbled as signified by a stone rubble counter on top of the Cellar counter in that hex. Movement and LOS from FB Cellar Locations NN21 to OO21 (and viceversa) is still possible. Additionally, German squad F could move to the ground level rubble Location in NN21 for three MF ([B24.4](#); [9.61](#)). However, since the rubble counter in MM23 is placed in the *hex*, not atop a Cellar counter, all building Locations in that hex are considered rubbled and the FB Cellar Location in that hex would cease to exist. Movement and LOS from FB Cellar Location NN21 to OO22 (and vice-versa) via the Trench is not possible in that Trenches no longer "connect" to a FB Cellar Location if the ground level Location above it has been rubbled.

9.61 STAIRWELL: A stairwell between the FB Cellar level and ground level is affected in the normal manner if that ground level Location is rubbled ([B24.4](#)).

9.62 COLLAPSE: The [B23.41](#) cellar rules apply unchanged to a FB Cellar. [*EXC: An AFV falls into a FB Cellar if the Original colored dr of the Bog Check is ≥ 5 . If the crew of such an AFV survives, it may immediately attempt to Scrounge the AFV and the crew is then placed in the FB Cellar Location instead of at ground level (even if placement would cause the FB Cellar Location to be overstacked). In all cases the AFV is eliminated and leaves no wreck. Each Infantry unit in such a FB Cellar Location must take an immediate NMC; if it fails this NMC a dr (Δ) must then be made for each SW it possesses: a 6 eliminates that SW and a 4-5 result malfunctions it.] The removal of an AFV for falling into a cellar in a single-hex building does not create a FB Cellar Location in that hex. All single-hex FB buildings are considered to have a cellar Location for Collapse ([B23.41](#)) purposes only.*

9.7 ENCIRCLEMENT: The principles of [A7.72](#) (Upper Level Encirclement) do not apply to FB Cellar Locations; i.e., a unit in a FB Cellar is not Encircled merely by having no exit to ground level.

