



1. FB SCENARIO SPECIAL RULES:¹ Unless noted otherwise, all SSR below apply in all CG and non-CG FB scenarios.

FB1 ON-MAP & OFF-MAP TERRAIN:² There are four individual FB map sections (NE, NW, SE, and SW) that, when combined, comprise the FB map. The FB map consists of thirty-nine hexes (1 through 39) as measured along the north/south FB map edges and fifty-eight hexes (A through FFF) as measured along the east/west FB map edges.

The colors used to depict the various elevation levels on the FB map sections do not in all cases correspond to those on other ASL maps. The FB Base Levels range from Level 0 (G1) through Level 7 (W39) and are designated by the appropriate Level number along the FB map edges each time there is a change in elevation (EX: S1 on the NE map segment is at Level 0 as denoted by the “0” printed in the hex. The adjacent hex, T0 is at Level 1 as shown by the printed “1” in the hex.

All FB on-map terrain that is not in play in a given scenario, including on-map terrain located on FB map sections that are not designated as in play, remains in effect for movement and entry purposes. FB on-map terrain that is not in play in a given scenario also remains in effect for all game play purposes, including but not limited to Street Fighting ([A11.8](#)), FB Cellars ([9.](#)), FB Rooftops (SSR [FB10](#)), Trenches (SSR [FB14](#)), etc.

All terrain in the off-map area (EX: beyond the printed mapsheet area directly to the north of hexrow A) is considered Open Ground [*EXC: half-hexes; [A2.51](#)*]. Any road that exits off-map is considered for the purpose of [A2.51](#) to extend beyond the map edge either along the same lettered hexrow, or in hexes of the same coordinate, as that edge hex (depending on the configuration of the map hexgrid). Off-map roads are always considered paved.

FB2 MAP-EDGE BUILDINGS:³ All map-edge buildings are considered to be single-hex buildings unless they are part of an on-map multi-hex building (EX: FFF21). Entry of a map-edge multi-hex building from off-map can only occur at ground level. All wooden buildings on the FB map are single-hex buildings.



EX: Buildings A5 and A6 are Single-Hex Two-Story Houses ([B31.3](#)) as denoted by their large white hex center dot. Building A7 is a Single-Hex Multi-Story building ([B23.23](#)) since it is on a map edge and contains a white square stairwell symbol, making it a 2½-level LOS obstacle with ground, first, and second level Locations, and a Rooftop ([B23.8](#); SSR [FB10](#)) Location. It does not have a FB Cellar Location ([9.](#)).



EX: A unit entering A26 (a map-edge multi-hex building) from off-map is subject to Minefield attack since it would be entering the on-map building hex from an off-map ground level Open Ground hex per SSR [FB1](#).

FB3 NARROW STREET:⁴ The Narrow Street rules in [B31.1](#) apply normally, with the following changes:

- The TCA restrictions of [B31.121-.122](#) do not apply.
- The VCA change restrictions of [B31.123](#) do not apply. Instead, any vehicle may expend ½ of its printed MP to change its VCA 180° while on a Narrow Street, or may attempt to change its VCA 180° as part of a successful Motion attempt ([D2.401](#)) by taking a Bog Check with a +1 DRM.

FB4 AXIS FOOD SHORTAGES:⁵ Beginning on 6 February, Axis Infantry may not use Double Time ([A4.5](#)) movement, and all Axis MMC have their broken Morale Level decreased by one.



FB5 HAND-TO-HAND CC:⁶ Hand-to-Hand CC ([J2.31](#)) may be declared by both sides. Additionally, the DEFENDER may declare Hand-to-Hand CC provided all ATTACKER units were Ambushed and/or are Withdrawing/Pinned. Hand-to-Hand CC by/vs PRC/vehicle(s) is NA.

FB6 SNIPERS: Interior-Building Locations are eligible sniper target locations.

FB7 NO QUARTER:⁷ No Quarter ([A20.3](#)) is in effect between all units of both sides.

FB8 HUMAN WAVE:⁸ Human Wave ([A25.23](#)) is NA.



FB9 SEWER MOVEMENT:⁹ Sewer Movement ([B8.4](#)) is allowed. Axis units may use it only if an accompanying leader passes a 2TC ([B8.4](#)) [EXC: *Hungarian Vannay* ([13.8](#)) units may also use it if an accompanying Hungarian leader passes a 1TC]. Russian units may use it only if an accompanying leader passes a 3TC ([B8.4](#)). Any unit stacked with a Hungarian leader in a Sewer Location receives an additional -1 Sewer Emergence drm. A unit entrenched in a Manhole Location (see SSR [FB13](#)) may not enter that hex's Sewer Location, since a unit may enter a Sewer only at the very start of its MPh ([B8.4](#)).

FB10 ROOFTOPS: Rooftops ([B23.8](#)) are in effect.

FB11 TUNNELS, KINDLING, & BORE SIGHTING: Tunnels ([B8.6](#)), Kindling ([B25.11](#)), and Bore Sighting ([C6.4](#)) are NA.



FB12 ENTRENCHMENTS, WIRE, & ROADBLOCKS: Due to superior Russian aerial reconnaissance, Axis Entrenchments/Wire/Roadblocks may not set up using HIP.

FB13 PAVED ROADS:¹⁰ Mines and Entrenchments (including A-T Ditches; [B27.56](#)) may be placed in paved-road/Wide-City-Boulevard (4.)/Railroad (RR) ([B32.1](#); [6.](#)) hexes; mines set up thusly must be in full view (i.e., their presence must be marked with a minefield counter although the number of Mine factors is revealed per [A12.33](#)) [EXC: mines set up in a Debris-Road ([2.61](#))/Debris-Wide-City-Boulevard ([2.62](#)) hex or a RR hex may set up HIP per [B3.5](#), [2.62](#), and [B32.11](#) respectively]. [B28.53](#) is NA [EXC: bridges].

FB14 TRENCHES: Trenches (including A-T Ditches) are considered to “connect” (per [B30.8](#)) to (but not through) all ADJACENT building/rubble Locations [EXC: not to a Location that is rubble during

play of that scenario] (see also [9.21](#) and [9.6](#) last sentence). Infantry entering such a building/rubble Location need not pay an extra MF to leave the Trench in that Location, but must still pay applicable building/rubble COT. Infantry leaving such a building/rubble Location need not pay an extra MF to enter a “connecting” Trench. Infantry may not enter such a Trench while using Bypass Movement, nor may they use Bypass Movement while in such a Trench; nor may they exit such a Trench to directly use Bypass Movement. A unit entering/leaving a building/rubble Location via a “connecting” Trench is not subject to Snap Shots as it does so. A vehicle must pay the appropriate MP-costs/penalty to cross such a Trench while using VBM; hence those vehicle types not allowed to cross a Trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that building were not Fortified provided they enter from a Trench “connected” to that building Location.



FB15 BOOBY TRAPS: The Axis always have Booby Trap Level C capability ([B28.9](#)) on/after 1 January [*EXC: in any CG, this may be increased to Level A/B by CPP expenditure*]. Booby Traps are active over the entire FB map but are activated only by appropriate Russian TC. Minefield factors may not be exchanged for Booby Trap capability. Russians have no Booby Trap capability.



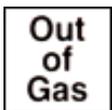
FB16 OBA:¹¹ Russian forces are considered to have Plentiful Ammunition ([C1.211](#)). Axis forces are considered to have Normal Ammunition before 15 January and Scarce Ammunition ([C1.211](#)) on/after 15 January.

FB17 ELITE SPECIAL AMMUNITION AVAILABILITY:¹¹ Russian units [*EXC: Buda Volunteer Regiment (14.)*] are considered Elite for purposes of [C8.2](#), but Axis (including SS) units are not.



FB18 RECALL:¹² Axis vehicles (including captured Russian vehicles) are not Recalled ([D5.341](#)) due solely to MA disablement ([D3.7](#)); all vehicle Weapons must be disabled to cause Recall in this manner. Contrary to [A26.221](#), Recalled vehicles immediately count as eliminated for CVP purposes, crew included, the instant that they are Recalled.

FB19 VEHICLE ABANDONMENT:¹³ Vehicle crews may not voluntarily Abandon ([D5.4](#)) their non-immobilized vehicles [*EXC: SPW 251/sMG ht and SPW 250/7 ht*] unless the vehicle is Immobilized [*EXC: if Immobilized due to ESB (D2.5)*].



FB20 AXIS FUEL SHORTAGE:¹⁴ For the purposes of this SSR, each vehicle in the Axis OB at the start of the current scenario is considered an Axis vehicle during that scenario; i.e., neither a captured Axis vehicle starting the scenario as part of the Russian OB (even if recaptured by the Axis during play) nor a Russian vehicle captured by the Axis during play, is considered an Axis vehicle for that scenario.

Beginning 6 February, before an onboard Axis vehicle attempts to expend its *first* MP during its MPH, and whenever it attempts to change VCA in any other phase, it must first (even before any applicable Stall DR; German Vehicle Note H) make an Out-of-Gas DR [*EXC: a Stopped vehicle (un)loading, firing armaments/sD/sN, or placing smoke grenades (D13.35)*]; if the Final DR is ≥ 11 the vehicle is out of fuel and thus immobilized; mark it with an “Out of Gas” counter. If Non-Stopped, the vehicle immediately Stops without expending any MP. If it is the start of the vehicle’s MPH and it has not yet expended any MP, its PRC may immediately Abandon-it-([D5.4-411](#))/unload if in the present Player Turn they have not engaged in (un)loading, firing armaments/sD/sN and/or attempting to place smoke grenades. If the Axis player forgets to make an Out-of-Gas DR, the Russian player can thereafter call for it to be made immediately at any time during that MPH as the vehicle expends any MP.

While “out of gas,” an AFV with a “T” Type ([D1.31](#)) 75L/85L MA or an “ST” Type ([D1.32](#)) 75LL/122L MA has its Case A TCA-change DRM increased by one for the “1st Hexspine” adjustment in its TCA (as explained in [C5.1](#); i.e., to +2 for “T” type and +3 for “ST” type).



FB21 ASSAULT ENGINEERS & SAPPERS:¹⁵ The following MMC are Elite ([A1.25](#)) Assault Engineers ([H1.22](#)) and Sappers ([B28.8](#)): Russian 6²-2-8 squads and their 3-2-8 HS, German 8⁵-3-8 squads and their 3-3-8 HS, and Hungarian 5³-3-7 squads and their 2-2-7 HS. MMC counters with a DC symbol have been provided to allow players to distinguish these units. The enhanced Smoke capability normally afforded an Assault Engineer squad is already reflected in the printed Smoke Placement Exponent, which may not be increased further. Russian and German Assault Engineer HS are exempt from Disruption ([A19.12](#)).



FB22 AIR SUPPORT:¹⁶ German Air Support is in the form of a German 1944 Fighter Bomber with bombs. Hungarian Air Support is in the form of a Hungarian 1944 Fighter Bomber without bombs. Russian Air Support is in the form of a Russian 1944 Fighter Bomber with bombs. The actual number received and their turn of arrival in a non-CG scenario is determined by SSR. In a CG scenario the number of aircraft received is determined per [17.6201](#), while turn of arrival is determined by [E7.2](#).

FB23 SNOW DRIFTS: Snow Drifts ([E3.75](#)) are NA.