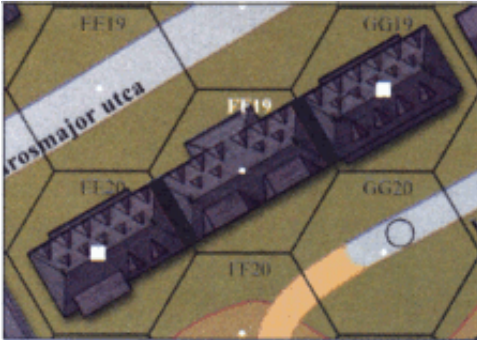


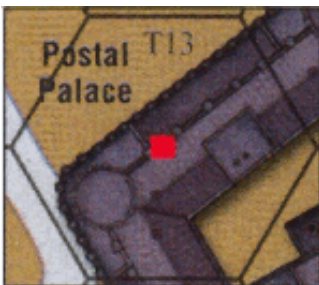


## 7. FB MULTI-STORY BUILDINGS

**7.1 VARIABLE HEIGHT ROWHOUSES:**<sup>22</sup> Rowhouses ([B23.71](#)) that have a combination of 1 and 2 levels are denoted by the existence of both an inherent stairwell ([B23.22](#)) (EX: FF19) and a printed stairwell ([B23.23](#)) (EX: EE20 and GG19) within the same Rowhouse.



EX: An Infantry unit at Level 2 in hex EE20 would not have a LOS to an Infantry unit in any Location of building FF19 or GG19 regardless of whether FF19 was rubbled or not. An Infantry unit on the Rooftop Location of building EE20 would have a LOS to the Rooftop Location of both hexes FF19 and GG19.



**7.2 POSTAL PALACE:**<sup>23</sup> The FB Postal Palace is a multi-hex third level structure ([B23.24](#)) denoted by a red square stairwell symbol (EX: T13) in all of its building hexes. This building is a 3½-level LOS obstacle with ground, first, second, and third level Locations.



**7.21 FANATICISM:** Each non-prisoner Hungarian Infantry unit in a Postal Palace hex [*EXC: if in a Sewer Location, or if currently in Bypass*] is considered Fanatic ([A10.8](#)). If entering from outside the Postal Palace, it becomes Fanatic immediately, prior to all Defensive First Fire against it [*EXC: Snap Shots ([A8.15](#)) prior to building entry*]. If wishing to advance out of a Postal Palace hex to CC an AFV, it need not take a PAATC since it is Fanatic prior to its advance. An already Fanatic unit receives no further benefit. Rubble occurring in an original Postal Palace hex is still considered part of the building for purposes of this rule.



**7.22 ENCIRCLEMENT:** Axis (Hungarian and German) units in the Postal Palace are never subject to Upper Level Encirclement ([A7.72](#)).



**7.3 VÁROSMÁJOR SACRED HEART CHURCH:**<sup>24</sup> The buildings in T17, T18, and U19 represent the Varosmajor Sacred Heart Roman Catholic Chapel, Church, and Bell Tower respectively. The main portion of the church resides in hexes T18 and U18 and is treated as a FB Factory (8.). Hex T17, the chapel, is represented by a Single-Story House ([B23.21](#)) with a Steeple Location ([B31.2](#)) located at Level 1.

**7.31 BELL TOWER STEEPLE ACCESS:** Building U19 is a Single-Story House ([B23.21](#)) except that

in addition to a standard ground level Location it contains three Steeple Locations, with an inherent stairwell leading to them in that hex — i.e., three additional building levels (first, second, and third level) above ground level denoted by the red Steeple symbol.

**7.32 ROOFTOPS:** The Varosmajor Sacred Heart Church (T18-U18) has Rooftop Access Points ([B23.87](#)) located in hexes T18 and U18.



**7.4 KRISZTINAVÁROS PARISH CHURCH:** The building in hex AAA5 is the Krisztinaváros Parish Church. The church is a Single-Hex Two-Story House ([B31.3](#)) that also contains a Steeple Location in the hex — i.e., an additional Level 2 Location.



**7.5 VÁROSMAJOR OPEN AIR THEATRE:** The Single-Story House ([B23.21](#)) in R19 represents the Városmajor Open Air Theatre. Only the building structure is a LOS obstacle. The parallel line art work west of the building represents theater seating and has *no* effect on game play.