

FESTUNG BUDAPEST Terrain Summary

| Terrain | LOS Obstacle/Hindrance | TEM | MF/MP Cost | Notes | |
|--|--|---|---|--|---|
|  Roof No TEM Level 1/2 | Rooftops (SSR FB10) | Next higher Half-Level | +1 HA | 1 MF via stairwell; 2 MF from Rooftop-to-Rooftop Location | Exist on all buildings except Single Story Houses (B23.21) and Single-Hex Two-Story Houses (B31.3); Concealment Terrain only for setup purpose; not a building Location for Rally/Rout/VC purposes (B23.83). |
|  Foxhole 5 OVR, OBA: +4 Other: +2 | Entrenchments/Wire/Roadblocks (SSR FB12; SSR FB13; SSR FB14) | Normal | Normal | Normal | Axis Entrenchments/Wire/Roadblocks may not set up using HIP (SSR FB12); Entrenchments may set up in paved-road/WCB (FB4.)/RR (FB6.) hexes (SSR FB13) and "connect" to ADJACENT building/rubble Locations (SSR FB14; FB9.21; FB9.6). |
|  FB Factories (FB8.; B23.74) | | Level 1½ | Normal Factory | Normal Factory | Any multi-hex building with ≥ 1 paved-road/RR entering it is a FB Factory, with a Vehicular-Sized Entrance and Rooftop Access Point at such non-rubbed entrances. |
|  Cogwheel Railway (FB6.12) | ■ EmRR: Half-Level (FB6.123-.1234) | +1 (or HD) (FB6.12; FB6.124) | Normal (B32.12); see B32./FB6. Railroad & Tram Line Movement Cost Chart | | Hexes F32-F37, H38, & H39 are EmRR, all other railroad hexes are GLRR; hex G38 has a RR Bridge (B32.14) at Level 2½ [EXC: the road in G38 is a Sunken Road (B4.) at Level 1]. |
|  Rail & Tram Cars (FB6.2) (EX: TT14) | | Level 1 | +2 | 2 MF; Bypass/VBM as if a building; Vehicles NA except via VBM | Only Small Target Size Guns, non-Large Target Size AT/INF Guns, and Mortars; Case A TH DRM doubled; becomes Wooden Rubble if wrecked. |
|  Cellar | FB Cellars (FB9.) | Building Level -1; trace LOS outside of building depiction as if Entrenched; no LOS across Rowhouse black bar hexside [EXC: Breached] | +2 (wood); +3 (stone) | 1 MF via stairwell; 3 MF via rubble stairwell; 2 MF via shared non-Rowhouse building hexside; 2 MF via "connecting" Trench (SSR FB14); via Manhole per Sewer rules (B8.) | Not a Fortified Location; non-ADJACENT Inherent FP halved if US# ≥ 3, SW not affected; AFV fall into FB Cellar if Original colored dr of Bog Check ≥ 5 (FB9.62); In a Split Level Building (B23.72) a FB Cellar Location may not be entered from the ground level Location of an adjacent hex (and vice versa) [EXC: unless Breached; B23.711]. |
|  Wide City Boulevards (FB4.) (EX: II16) | | — | -1 vs unarmored unit | Normal paved road rules (B3.) | Signified by an enlarged black center dot; see FB2.62 for Debris and FB3.5 for Rubble. |
|  Dense Orchards (FB5.12) (EX: EE37) | ■ Level 1; ■ Level 1 Hindrance for same-level LOS | | +1 | 2 × normal Orchard MF/MP | Always In-Season (B14.2); Vehicles may gain WA (B9.32). |
|  Debris 2MF; +1 TEM; Hindrance | FB Debris (FB2.) | ■ Half-Level Hindrance | +1 | 2 MF; Vehicle ¼ (FRU) of its MP allotment (fully-tracked only); Requires Bog Check to enter/change-VCA-in with a +1 DRM | Created by SSR and/or potentially during Falling Rubble creation; Fortifications may exist; eliminated by Falling Rubble; Dash and Street Fighting NA. |
|  Postal Palace Building (FB7.2) (EX: T13) | | Level 3½ | +3 (stone) | Normal building | The Postal Palace is a multi-hex third level structure (B23.24) as denoted by the red square stairwell symbols; Hungarian units in the Postal Palace are considered Fanatic (A10.8; FB7.21); Axis units never suffer Upper Level Encirclement (A7.72; FB7.22). |

Terrain listed in red is Concealment Terrain.

■ Whole hex affects LOS; not the terrain depiction (Inherent Terrain; B.6).

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FESTUNG BUDAPEST Terrain Chart v2

B32./FB6. RAILROAD & TRAM LINE MOVEMENT COST CHART

| Terrain | MF/MP ENTRANCE COST | | | | |
|--|---------------------|----------------|----------------|----------------|----------------|
| | Infantry | Armored Car | Fully-Tracked | Halftrack | Truck |
| B32. GLRR & FB6.32 Open Ground Tram Lines p F | 1 [DOT] | 3 [2+COT] | 2 [1+COT] | 2 [1+COT] | 5 [5+COT] |
| B32. EmRR p D F | 1 [DOT] | 3L [3+COT] | 2L [2+COT] | 2L [2+COT] | 5L [6+COT] |
| FB6.13 RR Roundhouse Entrance & FB6.6 Tram Line Terminals p F | — [DOT] | — [2+COT] | — [1+COT] | — [1+COT] | — [5+COT] |
| FB6.14 RR Turntable | 2+COT* [2+COT]* | NA [NA] | NA [NA] | NA [NA] | NA [NA] |
| FB6.31 Road Tram Lines p M E | 1 [1] | ½[BU:1] [3] | ½[BU:1] [1] | ½[BU:1] [1] | ½[BU:1] [4] |
| FB6.33 Orchard Tram Lines p F | 1 [DOT] | 3 [2+COT] | 2 [1+COT] | 2 [1+COT] | 5 [5+COT] |
| FB6.12 RR Bridge (EX: G38) S | 1 [NA] | 3 [NA] | 2 [NA] | 2 [NA] | 2 [NA] |

Crossing RR hexside and using RR (Infantry crossing GLRR hexside and not using RR pay COT)
[Crossing non-RR hexside and not using RR Crossing]

COT: Cost of Terrain

D: All MP penalties for entering a hex containing a vehicle/wreck or for changing VCA are doubled

DOT: Depends on Other Terrain

E: Entrenchments may be placed per SSR FB13

F: Mines may be placed per SSR FB13 and set up HIP per B32.11; Mines must be cleared by Infantry per B24.74 as B28.53 is NA per SSR FB13 [EXC: RR bridges]; Entrenchments may be placed per SSR FB13

M: Mines may be placed per SSR FB13 but may not set up HIP [EXC: if hex contains Debris per FB2.61-.62]; Mines must be cleared by Infantry per B24.74 as B28.53 is NA per SSR FB13 [EXC: RR bridges]

L: +1 MP if entering a half-level higher elevation

p: Paved Road rules apply unless noted otherwise

* Cost to enter/exit per B27.56

S: The RR Bridge may not be entered other than through the two ADJACENT EmRR hexes (F37, H38); units enter/exit the Sunken Road Location beneath the RR Bridge per the normal Sunken Road (B4.) rules.

FB3.4 RUBBLE GENERATION

| Final Rubble DR | Result |
|-----------------|-----------|
| ≤ 8 | no effect |
| ≥ 9 | rubbed |

DRM:

-1 If Déli Pályaudvar (building PP13)

-1 If Postal Palace (building T13)

+1 If building is wooden

FB3.4 FALLING RUBBLE/DEBRIS GENERATION

| Subsequent Falling Rubble/Debris Final colored dr | Result |
|---|----------------|
| ≤ 4 | no effect |
| 5-6 | Falling Debris |
| ≥ 7 | Falling Rubble |

Colored dr drm:

+1 for each non-Rooftop level of the building hex above ground level