

Multi-Level BUS

The rules for fighting within Built Up areas under Battlefront WWII are both simple and effective. However, apart from making a distinction between wooden and stone structures they make the simplification that all BUS are treated identically. In the majority of cases this simplification is entirely justified but in several particular areas this simplification breaks down and has led to the development of these Multi-Level BUS rules. The particular areas of concern are:

- a. A Built Up Sector (BUS) is typically 1½" by 1½" which on game terms equates to 32,400 sq ft. Under Battlefront rules only 1 element (say 10 men) can fit into that space. Allowing 15 sq ft office space per person we have the contradiction that an area that could accommodate over 2,000 people working can only accommodate 10 people fighting.
- b. Play testing Arnhem and applying a 1 = 40 yards ground scale the area occupied by Frost's 2 Para would comprise approximately 27 BUS maximum. However in this space he accommodated over 700 combat effectives (possibly 70+ troop stands). They simply won't fit.
- c. In historical accounts of battles, some pieces of real estate (particularly those dominating the surrounding countryside) were valued more highly because of their height and field of view. This is demonstrated by the impact of Abby Ardennes on the Normandy battlefield to name but one. Battlefront does not recreate this effect.

Definitions

Multi-Level BUS represent structures where their height or density has an effect on the battlefield that needs to be represented by BUS stacking. In general:

- a. A real world structure consisting of basement, ground floor and first floor or those less than 45 ft high is represented by a **Level 0 BUS** and normal Battlefront rules apply.
- b. A real world structure with a second, third or fourth floor or up to 90 ft high is represented by a **Level 1 BUS** and Multi-Level BUS rules apply.
- c. A real world structure with a fifth, sixth or seventh floor or those up to 135 ft high is represented by is represented by **Level 2 BUS** and Multi-Level BUS rules apply.
- d. etc every 3 floors or 45ft.

A Level 0 BUS counts as being at ground level for spotting purposes but count as a Level 1 obstruction to spotting. They may be occupied by any Troops or guns. A unit may attempt to achieve Improve Position status in a Level 0 BUS and if hard cover this will count as improved hard cover.

A Level 1 BUS counts as being at level 1 for spotting purposes but count as a Level 2 obstruction to spotting. They may only be occupied by Troops unless specifically

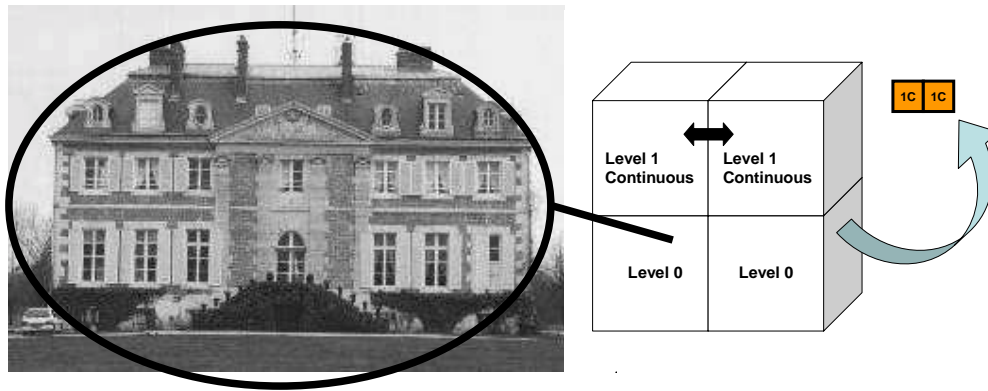
permitted by scenario. A unit may attempt to achieve Improve Position status in a Level 0 BUS but will gain no benefit from doing so other than being able to designate it a Command Post.

A level 2 BUS counts as level 2 for spotting purposes but count as a Level 3 obstruction to spotting. Troops only and no IP other than as Command Post....etc.

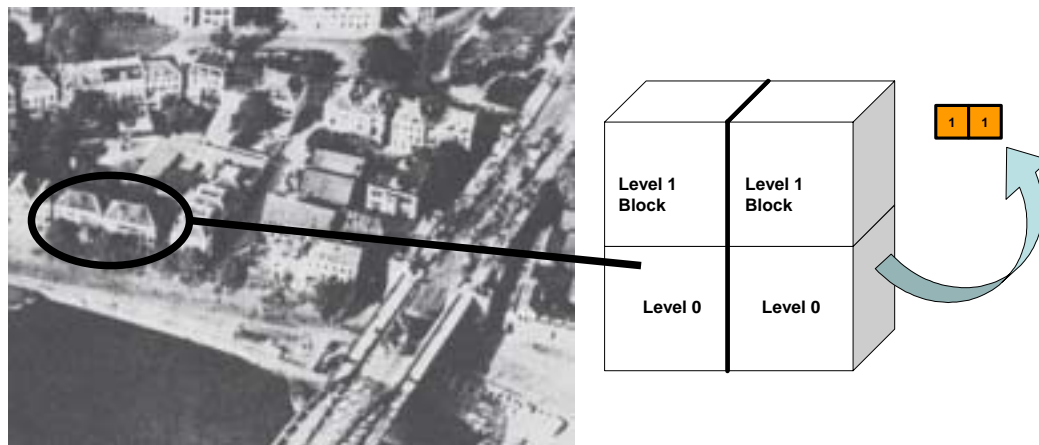
Sub-Designations and Map Symbology

In addition to its level Multi-level BUS are sub-designated as being:

Continuous: These represent single large buildings covering a large area of ground but where there is a freedom of movement between upper areas by dint of corridors or easily destroyed partitioning walls. The multi-level BUS rules permit easy movement between adjacent continuous BUS. For example this chateau would be represented by these 2 multi level BUS:

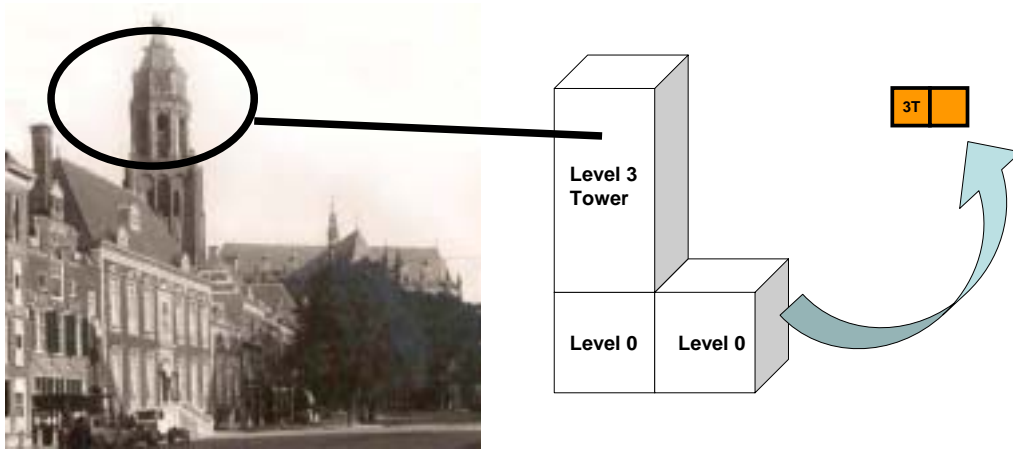


Block: These represent tall but isolated buildings where movement between upper areas is impossible because the buildings are separate structures or have strong partitions. This is shown by these 2 buildings in Arnhem.



Tower: These represent particularly tall buildings but intervening levels are insufficiently substantial to occupy. This is represented by the tower of the Eusebius

Church in Arnhem which is tall enough to count as level 3 (or possibly even level 4 in this case) but which does not have a corresponding level 1 structure beneath it.



Movement into Multi-Level BUS

If a multi-level BUS is unoccupied then occupying it is merely a question of:

- Move into BUS.
- Select level to be occupied. **(note that this is the only addition to the rules)**
- Align facing of unit to side of BUS at the selected level.
- Cease all movement.

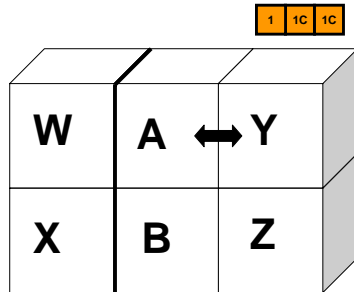
If a multi-level BUS is occupied by friendly elements then these can be moved through in order to occupy other areas of the BUS. However, an element cannot move through a BUS occupied by an enemy unit.

An element may move from the upper story of one Continuous Multi-Level BUS to another provided that the levels equal and adjacent (i.e. at the same level and sharing a common side.)

Elements may not move from the upper stories of block or tower BUS to any other multi-level BUS except by exiting and reentering via the Level 0 route.

Close Combat in Multi-Level BUS

Close Combat may be declared against a multi-level BUS by any element that is within 1" of the BUS and can occupy the BUS if victorious. Thus if we consider the example below – troops in an upper story of a level 1 BUS (A) where the lower story (B) was occupied by friendly troops can only have close combat declared against it by



enemy troops the adjacent level continuous BUS (Y) but not by troops in W because of the block BUS. The troops in sector B could be close combated by elements within 1 inch of the BUS aiming points or sectors X and Z (or indeed A if occupied by the enemy). If sector B is vacant or occupied by hostile troops then the position of troops occupying sector A becomes more perilous as they can now be close combated by troops in Y, or by troops within 1 inch of sector B (including those in X and Z). However, they can

still not be close combated by troops in W. Note that with the spotting rules below troops in X and Z would have to demonstrate that they at least suspect that enemy troops occupy A before declaring close combat. Also note that although troops in W cannot close combat troops in A they can still spot and shoot at them.

Spotting from and over Multi-Level BUS

There are no changes to the rules when Spotting from and over Multi-Level BUS but note the clarifications covering the relative height of the spotter and the relative height of BUS (if it is intervening terrain) given above. Applying the existing rules, in particular the Spotting over Dead Zones Rule (page 17, Figure 13) it is noted that:

- a. A spotter in a level 0 (Ground Level) BUS cannot spot through intervening BUS. Indeed a spotter on a level 1 BUS can't spot over an intervening level 0 (Ground Level) BUS (rooftops in the way). This makes the peripheral BUS of a town or village important sites to occupy if you want to control the surrounding terrain. However, it does not make these BUS any easier to defend.
- b. A spotter in a level 2 (or higher) BUS (such as particularly tall buildings, church towers or lighthouses) can spot over intervening level 0 (Ground Level) BUS. This makes tall BUS particularly valuable as both sites to occupy and ones to deny to an opponent.
- c. Note that spotters occupying higher stories of a multi-level BUS will qualify as being at a higher elevation.
- d. Also note that the 4 inch maximum spotting distance for targets in areas of dense concealment (i.e. streets) remains unchanged.

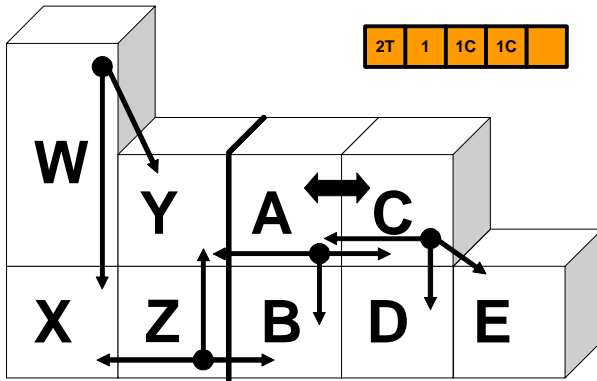
Spotting between Multi-Level BUS

There are no significant changes to the rules when Spotting between Multi-Level BUS. It is noted that:

a. LOS remains blocked by BUS that the spotter cannot see over – see earlier clarifications.

b. A spotters field of observation is limited to adjacent BUS and targets within 1 inch of the BUS base.

c. Spotting between multi-level BUS (regardless of whether they are Continuous, Block or Tower) is restricted to one sector up, down, left or right but not on diagonals unless the spotting element is spotting into a lower level BUS where there is no adjacent BUS at the same level as the spotter. So in the diagram, A can spot into Y, C and B but not into Z or D whilst C and spot into A, D and E. W an spot into Y and X. The diagram also demonstrates other valid spotting paths.



d. There is no change to the “if you can spot it and it is in range you can shoot at it” rules.

e. There is no change to the “spotted by one suspected by entire ME” rule.