

# BUAFOF Built-Up Areas' Fields of Fire

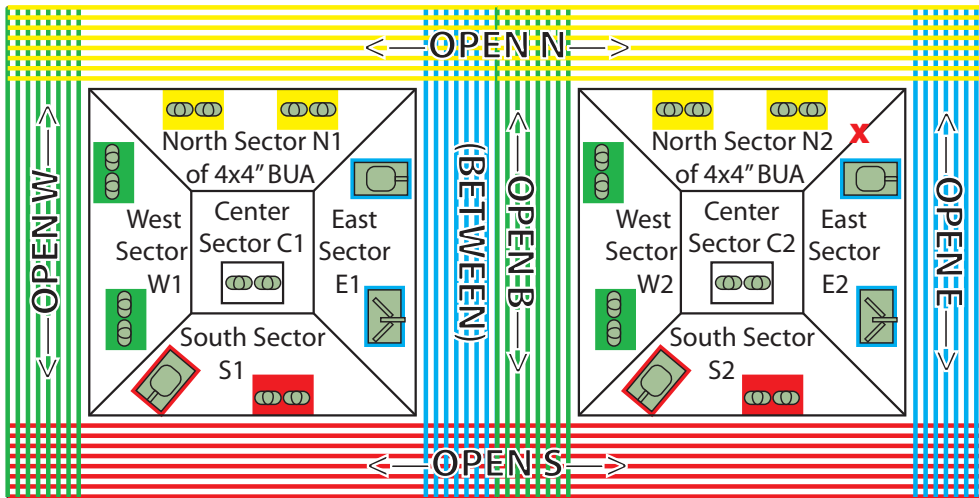


DIAGRAM 1

**Diagram Fields of Fire** are shown by colored lines corresponding to Stand/Sector colors. Note that the Center Stand/Sector (White) is *higher* and its personnel (other than gun crews & heavy infantry weapons) have FOF outside the BUA to non-adjacent Open Areas/BUAs.

## Examples:

- ① See Diagram 1 above. The yellow stands in sectors N1 and N2 have a FOF to Open Area N. Yellow N1 can fire at W1, C1 & E1 (not S1); likewise Yellow N2 can fire at Open Area N.
- ② Stands in W1 can fire at Open W and N1, W1, S1 & C1 (not E1).
- ③ Stands in E1 can fire at W2 if adjacent or at no more than the spotting distance.
- ④ Due to the extra height of the center sector, C1 has LOS (Line of Sight) and may *also* fire (if not towed guns or heavy inf. wpns.) to every sector BUA #2 & nearly all open areas (except the portion of Open Area E blocked by C2).
- ⑤ C1 could even fire over C2 and thus all of Open area E if enough levels higher than C2.
- ⑥ If an adjacent BUA's faces are in line with each other (like Diagram 1 above) then the FOF is pretty simple. This "checkerboard" layout is probably the ideal approach for con games and beginners.
- ⑦ See Diagram 3 below. When faces are not lined up, then it is possible for additional FOF's. For example, if BUA #2 were at a 30° angle to BUA #1 then it's possible that E1 would be able to fire at N2 and not just W2.
- ⑧ And since BUA #2 is a bit North of BUA #1, then N1 may fire at W2 & N2 also.
- ⑨ Finally, to illustrate point (C) above, the Red tank in S1 utilizes its front armor from attacks by all stands in the open (even if its flank appears to be exposed). But from attack from any personnel (including AT weapons) in S1, W1, C1 & E1, the Red tank uses its flank armor even if it appeared to be facing personnel in the same BUA.

Just because diagrams show an open area between 2 BUA's doesn't mean it has to be that way in every game. Numerous BUA's could be "cheek to jowl" in an densely urban situation.

Remember, maximum of 1 stand in center sector (can't be a vehicle) and maximum of 2 stands in each perimeter sector (1 of which can be an armed vehicle); *unarmed* vehicles can be added without counting towards perimeter sector limit.

PDF from [www.g-design.us/cd](http://www.g-design.us/cd)  
ICD Wargame Club, Decatur IL

**ICD, do you?**

A. The 45° angles (X) separating the perimeter sectors have nothing to do with Field of Fire.

B. All stands in Perimeter sectors have normal FOF *out* from the face of the BUA and 360° FOF *within* the BUA. Center sector stand has 360° FOF. See Diagram 2.

C. Disregard the 90° Front/Flank arc for determining armor for a vehicle *in* a BUA; it can *only* be attacked via its front armor *except* in the case of *personnel* (inf., AT gun etc.) in the *same* BUA, then its Flank armor is used (regardless of how the facing appears). Tank vs. tank in same BUA is always vs. front armor.

\*DIAGRAM 2: example per errata 10.21.1  
towed gun or assault gun have normal 90°  
FOF out of BUA & unlimited FOF within  
BUA (Red area is example of no FOF  
based on current facing). Tank & small  
arms effectively have 360° (green circle).

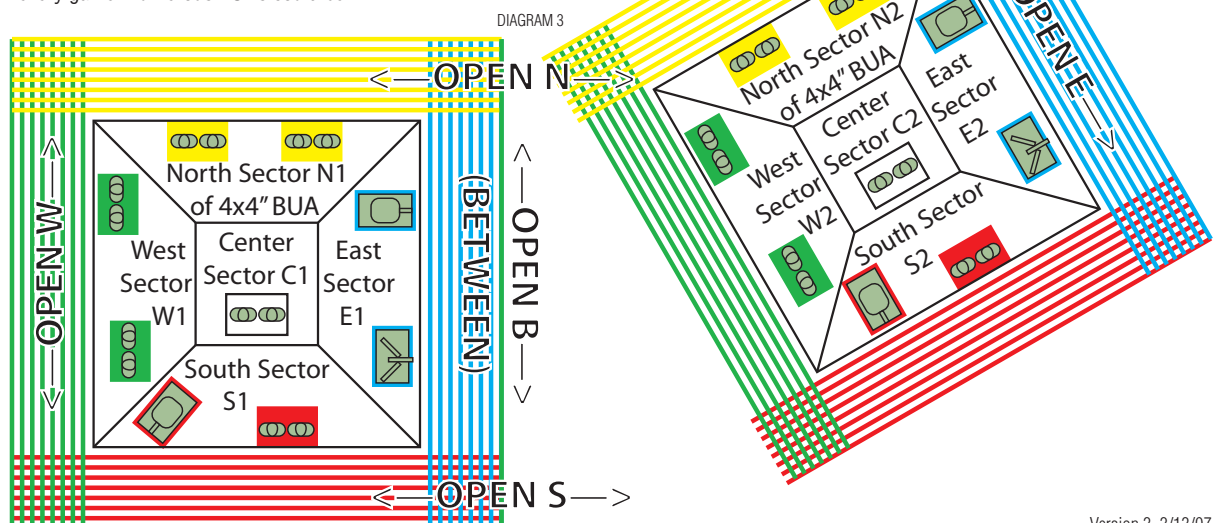
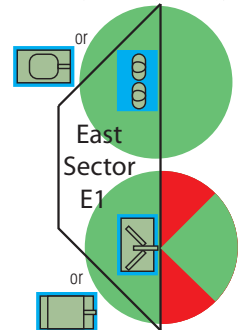


DIAGRAM 3