
Road Rate: An Edge Case

Description



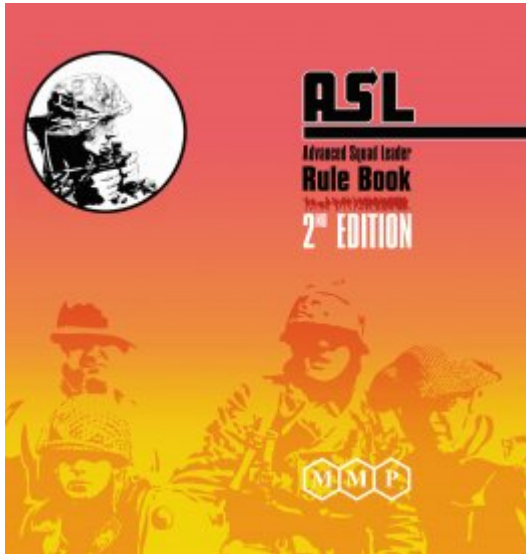
Today's short article is yet another topic stemming from a discussion on the [ASL Discord](#) server. A user asked a question regarding MF/MP cost to enter a building hex. The hex in question was not only a building hex, but has a road depiction crossing the hexside. Such artwork is used to depict Vehicular Size Entrances (VSE) on factory buildings. Let's look at the rules covering this situation and see what the entry cost and implications are.

Sample Map Depiction



The image at left is from board 51. Originally, the question was "What is the MF/MP cost to enter via the Road Location?" The original question also specified Factory Rules were not in play. While the question is confusing, the intent was to ask what is the cost to enter the C3 building Location from D3 via the road hexside. It turns out, this is a very interesting question.

Rules Dive

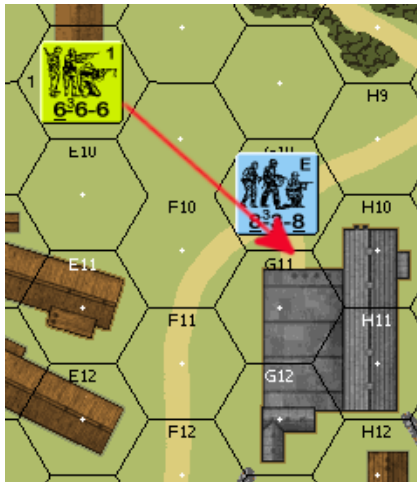


First let's look at the cost to enter the Location. We learn Infantry may cross a road hexside for 1 Movement Factor (MF) in B3.4. Also, the example accompanying B3.4 discusses Infantry crossing the road hexside and entering the building for two MF using the Road Rate. Extrapolating that example and applying it to the original question, an Infantry unit **MAY** pay one MF to enter C3 from D3 across the road hexside. It could also opt to may two MF instead. We will see why they may opt to pay more in a moment.

For all the clarity in the Infantry movement, the rules governing vehicular movement are less clear. Referring to B3.41, vehicles pay $\frac{1}{2}$ Movement Point (MP) when crossing a road hexside. This suggests a vehicle would pay $\frac{1}{2}$ MP here. Unfortunately, there is no example depicting this. In my opinion, the rules don't specifically tell us how to handle this. Clearly, the AFV is entering a Building Location. Since Factory rules are not in play, the vehicle isn't using a VSE. A Bog check is required upon entrance.

I don't think the intent of the rules is to allow an AFV to enter this Location for $\frac{1}{2}$ MP. I think the intent was $\frac{1}{2}$ MP for vehicles when moving from one road Location to another road Location across a road hexside. Every example I could find works this way. Sadly, the rule isn't clear so **if pressed**, I would allow an AFV to enter C3 from D3 for $\frac{1}{2}$ MP even though I think it should pay the standard $\frac{1}{2}$ MP allotment. This would limit such movement to fully tracked vehicles and requires a Bog check on entry. The vehicle is entering a building after all. Honestly, I think a Q&A would quickly assert the cost to enter is $\frac{1}{2}$ MP allotment though. I haven't asked the Q&A since I think the intent is clear and I will continue to play it the way I have asserted.

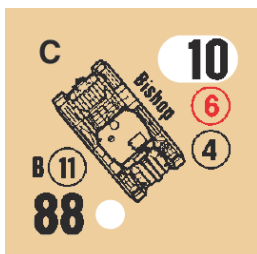
Implications Of Entry



When reading B3.4 example, there is a reference to A4.132. This rule section provides an example of an Atypical LOS (A6.12). Specifically, a firer may opt to trace LOS to the road depiction where it crosses the hexside rather than the center dot. If the LOS is open, the shot would apply FFMO penalties rather than the DRM of the TEM. The second example under A4.132 covers this exact situation, albeit with an Infantry example.

With this in mind, it is easy to see why a unit might opt to pay the non-road rate cost to enter the building Location. There would have to be a pressing need to risk the FFMO penalty. Any need that pressing would likely require FFNAM as well compounding the risk. Still, a desperate situation could arise where the one extra MF is important so keep this in the back of your mind.

Conclusion



I hope this short example helps bring to light this edge case. It is nothing earth shattering. There are clearly several examples covering the situation, at least for Infantry movement. As far as vehicular movement goes, I leave it to you to decide what you think. I don't think the intent was to enter at $\frac{1}{2}$ MP but I will concede the point if you insist. But in return, I



am going to insist on the Bog check and on the Atypical LOS. I think that's a fair trade and consistent with the rules as written.