

## 5. ZONES OF CONTROL (ZOC). (V 10.06.01)

The zone of control of a unit represents the control a unit exerts over surrounding terrain. ZOCs affect many activities in the game, as covered in the appropriate rules.

A ground unit has a ZOC as shown on the ZOC CLASS TABLE. Units usually exert a ZOC in the hex they occupy. A unit may also exert a ZOC into the six adjacent hexes. A unit prohibited from entering a specific terrain type or crossing a specific type of hexside does not exert a ZOC into that hex or through that hexside. *For example, no unit exerts a ZOC through an all-sea hexside in clear weather.*

Any unit being attacked at minimum odds or higher, has no ZOC outside of its own hex.

### 5.A. ZOC CLASS TABLE.

Under certain conditions (shown on the ZOC CLASS TABLE), a unit may have its ZOC class either reduced (Rule 5.A.3), increased (Rule 5.A.4) or both. This is cumulative. *For example, a division in a forest hex in the Arctic would have its ZOC reduced for being in forest but increased for being in the Arctic so it would maintain its original ZOC class. If the ZOC was being checked for in the hex the division occupied, it would have a double ZOC. If in clear terrain, it would be increased to double for being in the Arctic and then to triple if it was being checked for the hex occupied.*

Table 1 ZOC Class Table

ZOC CLASS TABLE	
<b>FULL ZONE:</b>	Divisions, and Divisional Groupings Corp Size Units and "Corp/Army" Markers
<b>PARTIAL ZOC:</b> (½ the normal attack supply is needed; -1 to RED table result)*	Port Fortifications Brigades, Brigade Groupings, Regiments, and Cadres
<b>NO ZOC:</b> (quarter attack supply is needed; -2 to RED table result)*	Across a great river hexside or a narrow strait. Badly dispersed unit. Unit is a HQ, battalion, remnant, fort with a defence strength, or battery
<b>Reduce the ZOC by one level:</b>	If across a unfrozen major river hexside If an unsupported unit is affecting another units movement (only). If the unit is in reserve. For each even numbered "+ # MP" marker on the unit. If the unit is screened. If the unit is a partisan mode unit. If a unit with no APOZ is exerting a ZOC against a partisan mode unit. If the unit has made a amphibious/airborne assault during the player-turn. If artillery, AA, or AT units are exerting the ZOC. If a unit in bad terrain is exerting the ZOC. If armour or artillery is exerting the ZOC into bad terrain.
<b>Increase the ZOC (to a maximum of a triple ZOC) if:</b>	The unit is exerting the ZOC into the hex it is occupying. Three one level lower ZOC units are stacked together (max of full ZOC). The unit is exerting the ZOC into the Arctic (weather zone A).

\* If exerted by the defending unit.

Notes: 1) All ZOC reductions or increases are cumulative.  
2) Three units of the same ZOC level equal a ZOC one level higher.  
3) Friendly units of any size screen all enemy ZOCs in the reaction phase. A moving unit does not have to leave the screened hex to get this benefit.  
4) Fortifications (but not entrenchments) negate the effects of enemy ZOCs during the reaction movement phase.  
5) A unit with a ZOC can screen two enemy hexes with lessor ZOCs.

The zone class shown on the ZOC Class Table before any modifiers are applied gives the basic ZOC of units. This is referred to in later rules.

#### 5.A.1. ZOC MODIFIER/EFFECTS ON COMBAT SUPPLY.

Total combat supply required for an attack (Rule 19.A.1.a) is modified by the ZOC class of the unit being attacked as shown below:

- Triple ZOC:** Triple supply cost.
- Double ZOC:** Double supply cost.
- Full ZOC:** Normal supply cost.
- Partial ZOC:** Half supply cost.
- No ZOC:** Quarter supply cost.

The supply multiplier is also known as the ZOC modifier.

#### 5.A.2. TERRAIN EFFECTS.

Units exert a reduced ZOC (see below) across bad terrain hexsides or if they occupy bad terrain hexes (Rule 3.F.1.a). Armour/artillery units exert a reduced ZOC into bad terrain hexes. *Note: Only units with the armour symbol count as armour; motorized infantry does not.* All units have a reduced ZOC across unfrozen major river hexsides and no zone across a great river hexside.

#### 5.A.3. REDUCED ZONES (RZs).

Any unit with a reduced zone has its ZOC class reduced by one level. *For example, a full ZOC is reduced to a partial ZOC and a partial ZOC is reduced to no ZOC.* A unit may have its zone class reduced several times due to terrain, lack of support (Rule 9.A), screening, unit type, partisan effects, supply effects, or surprise turn rules. *Note: An unsupported unit only has its ZOC level reduced during movement phases.*

#### 5.A.4. INCREASED ZONES.

Units with an increased ZOC have a one level zone class increase to a maximum of a triple zone (Rule 5.A).

Three units of the same ZOC class equal a ZOC level that is one higher, to a maximum of a full ZOC. *For example: Two infantry regiments and three infantry battalions are stacked together. The three battalions combine to increase their ZOC to a partial ZOC. This gives three partial ZOCs which will increase to a single full ZOC. If three support divisions are stacked together, they would only provide a double ZOC in their own hex.*

All units that receive support from artillery units (Rule 9.A) have increased ZOCs. The artillery unit providing the support also has an increased ZOC. *Note: The unit still has its ZOC reduced as it is still intrinsically unsupported. In effect an unsupported regiment stacked with an artillery unit would have its ZOC reduced and then increased (as would the artillery). For example, two infantry regiments are stacked with an artillery regiment. All three units would have their ZOCs reduced to no ZOC and then increased to a partial ZOC. The three could then combine to create a single full ZOC.*

### 5.B. ANTI-PARTISAN ZONES OF CONTROL.

Some units have anti-partisan zones of control (APZOCs). These do not affect non-partisan combat units; only partisans are affected (Rule 45.B.1.c).

### 5.C. SCREENING ENEMY ZOCs.

Friendly units in the ZOC of enemy units may screen other friendly units from the full effects of the enemy ZOC. **Exception: Units may not use the reduced ZOC costs of the**

screened unit if they remain in the hex with the screening unit; they must either pay the full cost or continue moving.

### 5.C.1. SCREENING EFFECTS.

Screening effects vary depending on the movement and combat phases.

#### 5.C.1.a. DURING ANY MOVEMENT PHASE.

If friendly units screen an enemy ZOC, other friendly units may move through the enemy ZOC as if the enemy units had reduced ZOCs. If the screening units start in the enemy ZOC, then other friendly units that start in the same hex may leave at the reduced zone rate.

#### 5.C.1.b. DURING ANY COMBAT PHASE.

Units advancing or retreating due to a combat result are screened in the hex they began the combat in.

#### 5.C.1.c. ADDITIONAL REACTION PHASE EFFECTS.

During the reaction movement phase, a hex entered by reserves that has a friendly combat unit in it, counts as a screened hex when calculating ZOC costs. The moving unit does not have to leave the hex to get this benefit. *Note: This is an exception to the normal screening rules.*

Any fortifications (Rule [40.E](#)) (but not entrenchments) negate the effects of enemy ZOCs during the reaction movement phase.

### 5.C.2. SCREENING UNITS EFFECTS & RESTRICTIONS.

A screening unit has the following restrictions and effects:

- a) It only affects the hex it occupies.
- b) It must end the movement phase in the hex it is affecting.
- c) It may only screen the same or a lesser zone class of units.
- d) If more than one enemy stack is exerting a zone on a hex, each enemy stack must be screened individually. *For example, a German 7-6 Infantry Division is next to two Soviet 6-6 Rifle Divisions in one hex and a 5-6 Rifle Division in another hex. The 7-6 could only screen one of these hexes. A 4-5 Static Division moving into the same hex as the 7-6 would mean that both enemy stacks would be screened.*

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