

## 6. MOVEMENT. (V 10.11.20)

The phasing player may move any or all eligible units or markers in a phase. Units may also move by special forms of movement such as rail (Rule 7.A.2) or river movement, air transport (Rule 23.G), and naval transport (Rule 35), as covered in the separate rules. All units and some markers are allowed to move as described below.

### 6.A. GENERAL MOVEMENT RULE.

A unit's movement rating is the maximum number of movement points (MPs) the unit may normally spend in a movement phase. A unit may move up to the limit of its movement rating, as restricted by weather, terrain, ZOCs, supply, and movement phase. Units are moved voluntarily with each unit spending MPs as it moves from hex to hex.

No unit may move until the previously moving unit has finished or paused for a specific action. *For example: Units participating in an overrun (or engineering function) pause their move while other units are added. After the activity is resolved, all units finish their move one at a time.*

#### 6.A.1. MOVEMENT ALLOWANCE.

In later rules, the abbreviation "M" or "MA" refers to a unit's movement allowance. A unit's movement allowance is equal to the unit's printed movement rating modified by its supply state. *For example, an out of supply c/m unit with a printed movement rating of 10 needs to expend 1/2M-1 to cross a wadi hexside into clear terrain in the exploitation phase. The unit would half its movement for being out of supply giving a MA of 5. In the exploitation phase, the unit has 1/2M so it would have 2 1/2 MPs to expend. The clear terrain hex would cost 1 plus wadi hexside would cost 4 MPs for a total of 5. The unit could move into the hex but would be expending excess MPs and would get a "3 MP" marker placed on it.*

#### 6.A.2. TERRAIN EFFECTS ON MOVEMENT.

For each hex entered, the unit spends a varying amount of MPs, depending on the type of terrain in the hex being entered. The TERRAIN EFFECTS CHART lists the movement effects of hexes: c/m, and artillery (including AT and AA) units use one set of costs, most other units use a second set of costs, and exceptions are shown as a third set of costs. *For example, units entering a mountain hex during clear weather would spend: 1/2M+1 for an artillery unit, 3 MPs for an infantry unit, and 2 MPs for a mountain unit.*

A unit must spend MPs to cross hexsides that have MP costs listed on the TERRAIN EFFECTS CHART. The MP cost to cross a hexside is in addition to the cost to enter a hex. *For example, it costs most units 1/2M-1 MPs to cross a minor river hexside in addition to the cost of the hex it is entering.*

The notation "prohibited" means that the type of terrain may not be entered or crossed by a unit. As a class, such terrain is called prohibited terrain.

A notation of "1/2 M+1" means that the cost of the terrain is one-half the unit's printed MA plus 1 MP. *For example, this would be 6 MPs for a unit with a movement rating of 10.* The notation "1/2M-1" means that the cost of the terrain is one-half the unit's printed MA minus 1 MP.

#### 6.A.3. "+ # MP" MARKERS.

Anytime the rules allow a unit to exceed its base movement allowance in a movement phase, a "+ # MP" marker is placed on the unit. The marker # is equal to the excess MPs expended in that phase. *For example, if a unit advanced after combat into a clear terrain hex in a partial ZOC, it would get a "+2 MP" marker placed on it (1 MP for the clear terrain hex plus 1 MP for entering the partial ZOC) as units have a movement allowance of 0 in a combat phase.*

All "+ # MP" markers are removed if they are no longer on a ground unit at the end of any movement phase. "+ # MP" markers have the following effects:

- 1) Before they expend MPs for any other reason, units must first expend the MP cost of marker. Place the unit on top of the marker when this is done. *Note: If they do not move units may be replaced/rebuilt if they have a "+ # MP" marker on them but double the # on the marker.*
- 2) Units leaving operational reserve (Rule 49.A.1.e) for any reason get a "+1 MP" marker placed on them.
- 3) Attacking units get a -1 to the MAIN GROUND COMBAT TABLE die for each number shown on their own "+ # MP" markers.
- 4) A unit's ZOC class is reduced by one level for each odd numbered "+ # MP", marker. *For example, a division in clear terrain under a "+3 MP" marker would have no ZOC in adjacent hexes but would still have a partial ZOC in the hex it occupies. Note: This also reduces the SPs required to attack the hex.*
- 5) Enemy attacks get a +1 to the MAIN GROUND COMBAT TABLE die for each even numbered "+ # MP" marker on any one of the defending units. *Note that a unit may always choose not to be added to the defence (Rule 11.A).*
- 6) Attacking units get -1 to the RED TABLE die for every even numbered "+ # MP" marker in the hex.

#### 6.A.4. SPECIAL CASES AFFECTING MOVEMENT.

The special cases affecting movement are listed below:

- a) A unit may enter an enemy-occupied hex if the enemy units do not exert a ZOC into the hex entered from.
- b) A unit with a MA of zero may not move. If forced to retreat due to a combat result, it is eliminated instead.
- c) Support divisions carrying SPs/SRPs have a reduced movement allowance (Rule ?).
- d) Overruns (Rule 12) may occur during movement.
- e) Special forms of movement, such as rail movement (Rule 7.A.2) and air and naval transport (Rules 23.G and 35) are covered separately.
- f) Units with "+ # MP" markers on them must spend enough MPs to remove the marker before expending MPs for any other purpose.
- g) A unit may never place a "+ # MP" marker while moving during a reaction phase.
- h) A unit may enter any non-prohibited terrain hex as long as it has at least 1 MP remaining and places a "+ # MP" marker on the moving unit for the balance of the required MPs (plus appropriate ZOC costs). *Note: This may only happen during the initial and exploitation movement phases.*
- i) Weather and special weather zones affect movement, as shown on the TERRAIN EFFECTS CHART and in Rule 43.

Exceptions to the above are covered in the appropriate rules.

#### 6.A.5. FACING UNITS DURING MOVEMENT.

When a unit is moved or ends its movement in the hex it started in, its facing is turned 90° to show that it has finished movement. Once a unit begins its movement, no previously moved unit may have its move changed. *Note: This rule is very important for screening, overruns, rebuilding cadres, etc. as it immediately shows which units have already moved.*

## 6.B. RESERVES.

Before they move during the initial movement phase, any allowable units may be placed in reserve by expending SPs as described in Rule 19.A.3. A "Reserve" marker is placed on the units to show their status. If only some of the units in a corp/army are in reserve, use a "Partial Reserve" marker on the corp and "Reserve" markers on the reserve units inside the corp.

When an offensive chit is expended, any one qualifying stack within range of the controlling HQ may be placed in reserve with no SP cost (Rule [19.A.2](#)).

### 6.B.1. ALLOWABLE UNITS.

Units allowed to be placed in reserve depends on the year as shown below:

- a) **1939:** Any German unit; all countries motorized units.
- b) **Jul 1 1942:** Any major power unit; all minor countries motorized units.
- c) **Jul 1 1943:** Any unit.

### 6.B.2. MAINTAINING RESERVE STATUS.

Units may not be adjacent to any enemy units when placed in reserve. Reserves lose their status immediately if they are adjacent to any enemy combat units at the start of any initial movement or exploitation phase or if they perform any engineering function. They immediately lose their status if they participate in an attack or are themselves attacked.

*Example: A Soviet 4-8 Motorized Division in reserve is placed in the ZOC of an Axis 7-6 Infantry Division at the end of the Axis initial movement phase. If the 7-6 declares an attack against the 4-8, the 4-8 immediately loses its reserve status. If no attack is declared, the 4-8 would lose its status at the start of the Axis exploitation phase if it stayed in the hex. If the 4-8 moved out of the ZOC during the Soviet reaction phase, it would stay in reserve.*

Reserves may leave a stack anytime and maintain their status by using a new marker. They may also leave reserve status anytime and use the non-reserve MA for that phase.

### 6.B.3. MOVEMENT OF RESERVES.

All units in reserve have their MA limited by the phase they are moving in (Rule [6.D.5](#)) as shown above.

Units in reserve may not force march but may use strategic rail movement in the initial movement phase at half the normal rate. *Note: Non-motorized units may still use strategic rail movement in the initial phase at half the normal rate although they may normally not move.*

### 6.B.4. COMBAT STRENGTHS OF NON-C/M RESERVES.

Artillery, AA, and AT units that are non-motorized and which were in reserve for any part of the previous movement phase, attack and defend at half strength. They count zero for any AA or ATEC calculations. All other units in reserve attack and defend normally unless so noted later in the rules.

### 6.B.5. SUPPLY CONSIDERATIONS.

Headquarters and supply units in reserve may not be used for supply purposes. *Note: Supply units are still permitted to load and unload SPs/SRPs.*

### 6.B.6. EFFECTS OF RESERVE STATUS ON ZOCs.

All units in reserve have a reduced zone of control.

## 6.C. MOVEMENT COSTS OF ZOCs.

When a unit enters or exits a hex that is in an enemy ZOC (Rule [5](#)), it must expend MPs to enter or leave the hex in addition to the terrain costs of movement. The ZOC costs are given on the ZOC MOVEMENT COST TABLE. *For example, a unit leaves a reduced full ZOC and enters a partial ZOC spending a total of 2 MPs plus the terrain cost of the hex to be entered.*

Table 1 ZOC Movement Costs Table

ZOC MOVEMENT COST TABLE					
UNIT TYPE	ZOC TYPE				
	No ZOC	Partial ZOC	Full ZOC	Double ZOC	Triple ZOC
To leave an enemy ZOC:					
German Combat/Motorized	0	0	1	2	3
All other units	0	1	2	3	4
To enter an enemy ZOC:					
All units	0	1	2	3	4

## 6.D. MOVEMENT PHASES.

Each player-turn has several movement phases; the initial movement phase, the reaction movement phase, and the exploitation movement phase. *Note: A surprise turn consisting of an additional movement, reaction, combat, and supply judgment/air unit phase may also occur (see the Sequence of Play).*

### 6.D.1. LIMITATIONS ON MOVEMENT IN ANY PHASE.

Units may not enter a hex if they do not have at least 1 MPs remaining. If entering a hex would exceed a units movement allowance, place a "+# MP" marker (Rule [6.A.1](#)) on the unit whereas the # is equal to the balance of the MPs required to enter the hex. Movement costs are calculated on the printed MA no matter what phase it is. *For example, a 12-10 Panzer Division would spend 6 MPs ( $\frac{1}{2}M+1$ ) to enter a forest hex in the initial movement phase but could only do so in the exploitation phase by placing a "+1 MP" marker on itself as it would only have 5 MPs to use without penalty.*

### 6.D.2. INITIAL MOVEMENT PHASE.

All phasing units except reserves may use their full MA during the initial movement phase. Combat/motorized and semi-motorized (s/m) units in reserve may move  $\frac{1}{2}M$  in the initial movement phase. Non-motorized units in reserve may not move except by strategic rail (Rule [7.A.2.b](#)).

### 6.D.3. REACTION PHASE MOVEMENT/EFFECTS.

Only the non-phasing player's units in reserve may move in the reaction movement phase. Units moving in the reaction movement phase only have  $\frac{1}{2}M$ . *Note: Movement may be reduced further due to supply considerations and other effects.*

Reserves may enter hexes about to be attacked to reduce the odds or change the armour effects. Any hex entered by reserves that has a friendly combat unit (of any size) in it, is counted as a screened hex (Rule [5.C.1.c](#)) when calculating ZOC costs. The unit does not have to continue moving to get this benefit. *Note: This is an exception to the normal screening rules.*

Forts (but not entrenchments) negate the effects of enemy ZOCs during the reaction movement phase.

Units that react into a hex do not get to fire AA or count for any AA purposes in the **next** combat phase. *Example: A German 1-10 hvAA battalion reacts into a hex with a 7-6 Infantry Division in it. The hex is under attack by Soviet units with AECA effects and tactical air support. The AA unit would not be counted for preventing the doubling of the ground support factors of the Soviet air units but it would count for ATEC calculations. If the attack were delayed or the hex attacked again in the exploitation combat phase, the 1-10 hvAA would count normally.*

**6.D.4. EXPLOITATION PHASE MOVEMENT.**

During the exploitation phase, c/m units not in reserve and non-motorized units in reserve move 1/2M. C/m units in reserve may use their full MA.

Semi/motorized units in reserve move 1/2M.

**6.D.5. MOVEMENT PHASE LIMITATIONS TABLE.**

The following table shows the movement allowances of all units during the different movement phases. *For example, a 3-5 Soviet infantry division in reserve would have 3 MP in the exploitation phase and 2 MP in the reaction phase.*

Table 2 ZOC Movement Phase Limitations Table

MOVEMENT PHASE LIMITATIONS			
UNIT TYPE	MOVEMENT PHASE		
	INITIAL	EXPLOITATION	REACTION
<b>Reserves:</b>			
Combat/Motorized	1/2 (+)	Full	1/2 (-)
Semi/Motorized	1/2 (+)	1/2 (-)	1/2 (-)
Non-motorized	0	1/2 (+)	1/2 (-)
<b>Non-Reserves:</b>			
Combat/Motorized	Full	1/2 (-)	0
Semi/Motorized	Full	0	0
Non-motorized	Full	0	0

(+) Rounded up.  
 (-) Rounded down.

Note: Non-motorized units in reserve may use 50 MPs of strategic rail.

**6.E. NIGHT MOVEMENT.**

Any ground unit may move at night and has 1/2 its current modified MF - 1/2 MP (modified by terrain, weather, supply, and phase). *For example, a 12-10 panzer division moving during the exploitation phase would have 5 MPs normally and could move at night with 2 MPs (2 1/2 - 1/2). It would then have 2 MPs remaining to spend as it wished. All units moving at night are not affected by harassment (Rule 23.A.2.h) or interdiction caused by air units (Rule 23.A.2.j.1).*

**6.F. FORCED MARCH.**

Only non-motorized and s/m infantry unit types (these are shown on the UIC) may attempt to force march. *For example, a 1-6 AA brigade unit could not force march.*

During the initial movement phase units may force march if all movement is into a clear terrain hex or down roads. If a unit force marches, it first expends its MA moving normally, chooses to add 1 or 2 MPs and then rolls a die on the FORCED MARCH TABLE. If a unit successfully force marches, the added MPs may be used normally to continue to move, demolish rail lines, etc.

Table 3 Forced March Table

FORCED MARCH TABLE	
DIE	RESULT
0	Very successful force march. Unit gains one additional MP.
1-4	Successful force march.
5	Successful force march. Unit suffers disruption (D1).
6	Successful force march. Unit suffers E1/2D1/2.
7	Failed force march (-1 MP). Unit eliminated (E1).
8	Failed force march (-1 MP). Unit eliminated (E1) combat isolated.
9	Failed force march (-2 MP). Unit eliminated (E1) combat isolated.
Modifiers (cumulative):	
-1	German unit before Sept 1 1941.
-1	German unit entering partial or full ZOC.
-1	Each "+ # MP" marker placed on a unit after rolling the die. Note: Choose number of markers before rolling.
-1	Special Forces unit (Rule 1).
+1	Unit enters or leaves one or more partial ZOCs.
+1	Unit is not in regular supply.
+1	Unit begins or ends move in arid or arctic weather zone.
+2	Unit attempts a +2 MP force march.
+2	Unit enters or leaves one or more full ZOCs.

Note: Eliminated units may form cadres/remnants.

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