

9. SUPPORT. (V 10.11.19)

Combined arms operations ensure that different types of ground forces operate together for maximum effect. In One-Week Europa, this is shown by requiring units to have support arms to operate at full strength and by requiring artillery units to operate with other units for full effectiveness.

9.A. SUPPORTING ARMS.

All units possess an intrinsic combat ability as shown by their printed combat strengths. Certain units are unable to use their strengths fully by themselves due to a lack of supporting arms. These units are called “unsupported” units.

9.A.1. SUPPORT UNITS.

Most units have supporting arms. These units are:

- All divisional units and groupings except those with the unsupported symbol.
- All non-remnant sized artillery units.
- All divisional headquarters.
- All units with the “self-supported” indicator (a black dot in the upper left-hand corner of their counters).
- All “Fortified Area” or “Fortified Zone” markers with a printed combat strength.
- Note: No remnant may provide support to other units.*

9.A.2. UNSUPPORTED UNITS.

All units that are not listed as having supporting arms are unsupported and are affected as follows:

- An unsupported unit has its combat strength halved as long as it remains unsupported.
- An unsupported unit has its ZOC reduced by one level when affecting any friendly or enemy units movement.

9.A.3. PROVIDING SUPPORT.

A support unit provides support to all unsupported units in its hex, unless the support unit has the self-supported indicator or is a remnant. *Note: This means that units providing naval gunfire support (Rule 39.A) must be in the same hex as the units they are supporting even though the NGS may have a two hex range.*

When an attack is made, the unit providing support must participate in the same attack as the units it is supporting, as well as being stacked in the same hex.

A non-HQ unit with the self-supported indicator supports itself but no other units. An airborne HQ unit with the self supported indicator supports itself and 1 RE of other units. It has no intrinsic AA.

Note: in the ORDERS OF BATTLES and the rules, an asterisk or a degree sign following a unit's listed rating indicates the unit is self-supported or is unsupported.

9.A.3.a. DIVISIONAL SUPPORT.

There are three types of divisions for support purposes:

- Unsupported Divisions:** do not have supporting artillery or engineers in sufficient quantities to support themselves or any other units. They are marked with a “unsupported” indicator to show this (if not marked they consist of all militia divisions).
- Self-supporting Divisions:** do not have supporting artillery or divisional engineers in sufficient quantities to

assist other units. They have a “self-supported” indicator to show this status. *Note: If not marked, they consist of the following types in east front scenario: 3-6 rifle divisions, 3-8 cavalry divisions, security, ersatz, training, Luftwaffe infantry divisions, and any other divisions with three or fewer points of both attack and defence strength.*

- Support Divisions:** All other divisions are classed as “support” divisions and may support any unit stacked with them. **Exception: Security divisions provide support to all anti-partisan units when engaging partisan units in combat.**

9.A.3.b. SELF-SUPPORTED DIVISIONAL HQ LIMITATIONS

Divisional HQs unit with self-supported indicators, support themselves and up to the RE size of the HQs parent division. *For example, the Italian Colonial 6* Inf XX HQs 102 can provide support to up to two additional REs of units since its parent division is 2 REs in size.* **Exception: The parachute side of HQ of an airborne division may support only 1 RE and has no intrinsic AA.**

9.A.3.c. COMBAT/ASSAULT ENGINEERS.

All combat and assault engineers (Rule ?) are considered self-supporting when attacking or defending a fort or major city.

9.A.3.d. ARTILLERY LIMITED SUPPORT.

Artillery units listed below have limitations on how many REs they may support and when they support them.

9.A.3.d.1. SELF-SUPPORTED ARTILLERY.

Artillery units with the self-supported indicator, support 3 REs of other units.

9.A.3.d.2. HEAVY ARTILLERY.

Siege artillery and long range artillery units (Rules 15.E.5 and 15.E.6) only provide support to other units when attacking a city or fortification.

9.A.3.d.3. ARTILLERY BATTALIONS.

An artillery battalion without a self-supported indicator supports itself and one other unit of any size.

If an artillery unit has a self-supported indicator with a number inside, it supports that number of REs.

9.B. ARTILLERY EFFECTIVENESS.

9.B.1. EFFECTS ON ZOCs.

All artillery units providing support to other units will negate the ZOC reduction of unsupported units (Rule ???) and of themselves. *Note: This also includes HQs and British support group units.*

9.B.2. MODIFIED COMBAT STRENGTHS.

Artillery units do not attack or defend at full strength unless the modified number of non-artillery REs in a hex at least equals the number of artillery REs.

All artillery units more than this number, halve their attack strength. *For example, if two divisions attack a major city hex, they are halved and so only have 3 REs. Only 3 artillery REs could also attack at full strength.*

All defending artillery units more than this number defend with 1/2 strength point per RE. **Exception: Soviet artillery units are 1/4 strength point per RE.** *Example: The German player has three 2-3-8 artillery regiments and one 2-6 infantry regiment defending in a hex. Since only 1 RE of non-artillery units are in the hex, only one artillery regiment may*