

13. UNIT ATTACHMENTS, BREAKDOWNS & ASSEMBLY. (V 09.11.22)

Some units may attach other units to themselves. Other units may break down into component units, and various non-divisional units may assemble to form other units. These breakdowns are shown on the BREAKDOWN/ASSEMBLY CHART for each nation.

13.A. UNIT ATTACHMENTS.

Some division/corp units may attach battalions, regiments, or brigades to themselves. The attached units do not count against stacking but do retain all their normal abilities. *For example, an attached armour unit would count its AECA in the attack and could still convert other units.* Place the attached unit on top of the attaching unit in the CORP/ARMY SHEET.

13.A.1. UNIT ATTACHMENT/REMOVAL PROCEDURE.

Units are attached/removed in the following manner during a friendly movement phase:

- a) A "+1 MP" marker is placed on the newly combined units.
- b) A "+1 MP" marker is placed on both newly separated units.

13.A.2. RESTRICTIONS ON ATTACHING UNITS.

Units being attached have the following restrictions.

- a) The attaching unit must be a support division/corp unit (not marker) or its cadre.
- b) The attached unit may not exceed half the combat strength of the attaching unit.
- c) Both units must be of the same nationality.
- d) The attached unit must be able to meet the stacking restrictions of the attaching unit. *For example, an artillery division could attach a tank battalion if it was stacked in the divisional slot but could only attach an artillery battalion if stacked in the 2 REs of artillery slot.*
- e) Both units use the MA of the slowest unit and the worst terrain penalties when calculating movement costs.
- f) Support divisions or corps may attach a battalion.
- g) Soviet corp sized units may attach a regiment or brigade.
- h) The attaching unit must be in a corp/army marker at the end of a phase. (Stack together on the corp sheet.) If not, the attached unit is immediately detached (placing a "+1 MP" marker on both units).
- i) If the attaching unit is reduced or eliminated, the attached unit is immediately placed into overstack (placing a "+1 MP" marker on it) if no other stacking option is available.
- j) Attached Panther or Panzer IV battalions are replaced by "+4" or "+2" strength markers (Rule 101.D.5.h.2).

13.B. BREAKDOWNS AND ASSEMBLIES.

Units may break down or assemble into their component units during any friendly movement phase. *Note: It does not have to be able to move in that phase.*

13.B.1. BREAKDOWN/ASSEMBLY PROCEDURE.

When units breakdown or assemble, they follow the following procedure. *Note: There is no MP cost to break down or assemble a unit.*

- a) Remove the unit from the map, place it on the appropriate box on its BREAKDOWN/ASSEMBLY CHART, and place its breakdown units in its hex.

- b) Place a "+1 MP" marker on all broken down units.
- c) The stacking limit may be violated when a unit breaks down, as long as the normal stacking rules will not be violated at the end of the phase (Rule 8.A.5).
- d) Non-divisional units may assemble into another unit during any friendly movement phase, if the component units are stacked in the same hex at that time.
- e) Remove the component units from the map and place the assembled unit in the hex.
- f) Place a "+1 MP" marker on the assembled unit.
- g) If a unit is assembled from components at different supply states, the assembled unit assumes the supply state of the most-out-of-supply component.
- h) Similarly, if a unit is assembled with one or more of its components having "+#MP" markers on them, the assembled unit has the largest "+ MP" marker placed on it.

Note: To speed play when assembling units, allow players to substitute breakdowns on the map for any other breakdowns as long as they have identical abilities and values.

13.B.2. UNIT BREAKDOWN/ASSEMBLY CHARTS.

Each player's breakdown/assembly possibilities are shown on the BREAKDOWN/ASSEMBLY CHARTS. The charts detail, by nationality, unit type, and unit ratings, all allowable breakdowns/assemblies. A player may break down or assemble more units than there are breakdown counters provided in the counter mix but counters will have to be manufactured.

A divisional/corp unit may break down into supported components or into a HQ and unsupported components. *For example, a German 7-6 infantry division may break down into three self-supporting 2-6 infantry regiments or into an infantry division HQ and three unsupported 2-6 infantry regiments.* **Exception: Battalion-sized breakdown components are never self-supporting.**

Each chart has several labelled boxes. When a unit is broken down, place its unit counter in the appropriate box on the BREAKDOWN CHART. When a unit is assembled, the components should be placed in its box.

Divisions not listed on the charts may not break down.

Note: Divisions may use any breakdown counters of the same nationality as the division. For example, a French colonial division could use French Metropolitan breakdown counters but a Canadian division could only use Canadian breakdown counters. The replacement points needed to replace broken down units would be governed by the parent unit, not the breakdown counters.

13.B.3. REASSEMBLY AS CADRES/REMNANTS.

Broken down units may be reassembled as cadres or remnants. If a divisional unit has one dead component unit, it may be reassembled as the cadre for that division. If it has two dead component units, it may be reassembled as a remnant. *Note: This will usually result in a net RP loss.*

To be reassembled, all component units must either be in the same hex or in one of the eliminated boxes. The eliminated units are removed from the boxes and placed back on the BREAKDOWN CHART. If any of the units are in the ELIMINATED ISOLATED BOX, all necessary RP costs must be paid as if they were to move to the ELIMINATED BOX (Rule 52.A.4).

13.B.4. BREAKDOWN COMBINATIONS.

Units are allowed to break down as described below.

13.B.4.a. ARMY HQ/MAJOR DEPOT BREAKDOWNS.

Any major power may break down (or reassemble) one army headquarters and its associated major depot (Rule 15.H.1) into three lettered Command HQs (0-6) (Rule 15.K.1.b) and three matching Command Depots (0-1-0/0-0-R) (Rule 15.H.1.b) for use as the player wishes. *Note: Previously attached trucks or wagons are not affected by the breakdown and are used as desired.*

13.B.4.b. LETTERED BREAKDOWN COUNTERS.

Most divisional units do not have specific breakdown counters. Instead, use the lettered breakdown counters of the appropriate nationality and unit type. Each specifically lettered set of breakdown counters is used to break down one divisional unit at a time, and the unit broken down is placed on the corresponding lettered box on the chart.

13.B.4.c. SPECIFIC UNIT BREAKDOWNS.

Certain divisional/regimental units have specific breakdown counters; these units are identified on the BREAKDOWN CHARTS. Such a unit may break down or reassemble using only its specific breakdown counters, and these breakdown counters may not be used to break down or reassemble any other unit.

Some of these divisions start or enter the game already broken down, and the players may assemble them during play. These divisions may be assembled using the division's headquarters and the non-divisional units that bear the division's unit ID on their counters. *For example, the German 334th Infantry Division is a specific-breakdown unit; it may only break down into non-divisional units with the "334" divisional unit ID, and these non-divisional units may only be used to assemble the 334th.*

13.B.4.d. FLEXIBLE BREAKDOWNS.

Divisions that do not have specific breakdown units other than their headquarters, have flexible breakdowns. These divisions may be assembled using the division's headquarters and any appropriate non-divisional units in play. *For example, the Allied player may assemble an Australian 7-8 infantry division using its divisional HQ and any three Australian 2-8 infantry brigades in play.*

A player may not normally mix nationalities when assembling divisions. *For example, all three brigades used to assemble an Australian division must be Australian.*

Once assembled, such a unit subsequently breaks down into the same non-divisional units from which it was assembled. However, if the unit is again assembled, it may be assembled using different components.

When assembling a flexible-breakdown division, the player may substitute a stronger component unit than is called for by the listing on the BREAKDOWN CHART. The component unit must have the same unit type, the same unit size, and an equal or greater movement rating as the unit for which it is substituting. *For example, the Allied player may assemble a British Army 7-8 infantry division from two 2-8 infantry brigades and one 3-8 infantry brigade, instead of the three 2-8 infantry brigades called for on the ALLIED BREAKDOWN CHART.*

German army panzer regiments have flexible breakdowns that allow their reconnaissance battalions to be shown directly instead of being factored into the divisional panzer regiments.

13.B.5. NON-DIVISIONAL BREAKDOWN/ ASSEMBLY.

Various non-divisional units may break down into smaller non-divisional units, as shown on the BREAKDOWN CHART. *For example, some German Army infantry regiments may break down into infantry battalions.*

Various non-divisional units may assemble into larger non-divisional units, as shown on the BREAKDOWN CHART. *For example, the Axis player assembles two Luftwaffe 1-10 heavy AA battalions into a 2-10 heavy AA regiment, per the chart. Later, he decides he should spread out his AA, so he breaks down the AA regiment into two AA battalions again.* These units may break down and assemble in the same manner as divisional units. They may use any appropriate units available in the counter mix..

Certain units, such as American armoured and tank destroyer brigades, may be assembled from other units in play. These units are listed in the OBs and on the BREAKDOWN CHARTS.

These units may break down and assemble in the same manner as divisional units. They may use any appropriate units available in the counter mix. The breakdowns and assemblies are not kept track of on the BREAKDOWN CHART. *For example, the Allied player assembles three American 2-1-10 tank battalions into a 5-3-10 armoured brigade, per the chart. Later he decides he should spread out his armour, so he breaks down the tank brigade into battalions again.*

|