

15. SPECIAL UNIT TYPES & ABILITIES. (V 10.11.20)

Many units have special abilities in the game as shown by the symbol on the counter. All unit symbols and specialized unit types are shown on the UNIT IDENTIFICATION CHART (UIC). Units are subject to required losses (Rule [11.O](#)) if they use their special abilities in combat. If so, their headings are marked with an (RL). Their special abilities are described below (and are sorted alphabetically for ease of reference):

Certain units may be the combination of two different unit type symbols and have the abilities of both. They are: [15.R](#)

- 1) Mountain and ski units. (Rule 15.L.7 and 15.L.10).
- 2) Motorized units. Per Note 2 of the UNIT IDENTIFICATION CHART.
- 3) Training units (Rule 15.L.10). Any unit with the training symbol and any other symbol has the abilities of both.
- 4) Engineer units (Rule 15.I). Any unit with an engineer symbol and any other symbol has the abilities of both.
- 5) Reserve and replacement units (Rule 15.R). Any unit with the reserve or replacement symbol and any other symbol has the abilities of both.
- 6) Mountain cavalry units (Rule 15.L.7 and 15.G). Any unit with the mountain symbol and the cavalry symbol has the abilities of both.

15.A. AIR DROPPABLE UNIT TYPES.

The following units are classed as airborne and can be air-dropped (Rule [23.G.2.b](#)) or assault transported by air units (Rule [23.G.2.c](#)). Each type may have different abilities. *Note: Commandos and parachute infantry are also air droppable but with severe penalties as per Rule [27.B.](#)*

15.A.1. GLIDER (RL).

A glider unit may only make an air drop (Rule [23.G.2.b](#)) if all of its transport are gliders (Rule [26.E.4](#)). It may also be assault transported (Rule [23.G.2.c](#)).

15.A.2. PARACHUTE (Para)(RL).

Parachute units may make an air drop (Rule [23.G.2.b](#)) using either gliders or transports. It may be assault transported.

15.A.3. AIRBORNE HEADQUARTERS.

The headquarters of an airborne division has two sides; an airborne HQ side and a parachute HQ side. During his initial movement phase, a player may freely convert an unmoved HQ in full supply, between its parachute and airborne sides. [23.G.1.d](#)

- a) The parachute HQ can be dropped in an air drop mission (Rule [23.G.2.b](#)), as a 1 RE unit without heavy equipment. This HQ is marked with the self-supported dot. It has no intrinsic AA. It cannot provide support (Rule 9.A) at all if dispersed. The parachute HQ may not be used to assemble a broken down airborne division.
- b) The airborne HQ can be carried in a regular transport mission (Rule [23.G.1.d](#)) as a 1 RE unit without heavy equipment. It is not air droppable and may not use assault transport. The airborne HQ side may be used to reassemble the division.

15.B. AIR TRANSPORTABLE UNIT TYPES.

All air-droppable unit types are also air transportable. In addition, all air landing, mountain, light, special forces, and inf RPs are air transportable.

15.C. ANTI-AIRCRAFT UNIT TYPES (AA).

Units, markers, and map features may have anti-aircraft abilities. They may also have combat effects as described below. *Note: Anti-aircraft units move like artillery.* AA effects against air units are described in Rule [25](#).

15.C.1. COMBAT AA UNITS.

A combat AA unit is any unit with an AA symbol and a combat strength (even if 0). It has its AA strength printed in the upper left of the counter. If at least 1 point of combat AA (after modifiers) is attacking or defending per hex, enemy air units do not double their TBF (Rule [23.A.2.a.2.ii](#)).

15.C.1.a. LIGHT AA (ItAA).

Light AA units may not fire at certain air missions (Rule [25.C.1](#)). Non-c/m light AA units do not have heavy equipment.

15.C.1.b. HEAVY AA (hvAA) (RL).

Heavy AA may have ATEC (Rule [10.C.3](#)) as shown on the UIC. A heavy AA unit does not have its attack strength halved when attacking a fortress (unlike all other non-siege artillery).

Heavy motorized AA qualify for heavy antitank effects per Rule ???.

15.C.2. POSITION AA.

A position AA unit has no combat strength but does have a movement factor; its AA strength is printed in the upper left corner of the unit. Position AA units function somewhat differently than do combat AA units:

- a) Each position AA unit has a combat strength of 0, regardless of the number of AA strength points it possesses.
- b) When required to retreat, they are eliminated instead. They are not required to retreat unless all other combat units or remaining cadres are required to retreat. *For example, if an NKVD unit changes a combat result of defender retreat (DR) to an exchange (X1), and a 2-6 cadre is left in the hex with 6 points of positional AA, none of the units would be required to retreat.*
- c) Any number of position AA may be in a hex as the stacking limit does not affect them.
- d) For transport purposes, each **position** AA point counts as ½ RE. Heavy position AA units have heavy equipment but light position AA units do not. *For example, a 5-point position AA counter, is 2 ½ REs in size.*
- e) Light position AA may not fire at certain air missions.
- f) A position AA unit has no ATEC capability.
- g) Two points of position AA are needed to stop ground support missions from doubling their TBF (Rule [23.A.2.a.2.ii](#)).
- h) A position AA unit may not perform any engineering functions. *For example, it could not spend MPs to damage an airbase.*
- i) A position AA counter that moves (or is transported) in any movement phase may not fire AA during that player-turn.

During his player-turn, the phasing player may freely break down and build up his position AA units as long as the AA type and total AA strength in the hex do not change. *For*

example, a 3-point heavy position AA counter may break down into three 1-point heavy position AA counters.

15.C.3. NAVAL AA.

Task forces and ships have light positional AA strengths as printed on the counters. Each river flotilla has an AA strength of 1. *Note: The AA strengths of some naval units increase in 1943-45 as shown by a "+" sign as part of their AA strength. For example, a naval unit with a AA strength of "+2" has a AA strength of 2 during 1939-42, and an AA strength of 3 during 1943-45.*

Each item of cargo carried by naval transport points (per Rule 35) has a light AA strength as follows: a strength of +0 for an Axis item of cargo; and an AA strength of +1 for an Allied item of cargo.

15.C.4. AIRBASE AA.

Each 3-capacity permanent airbase has a light positional AA strength as shown on the INTRINSIC AA SUMMARY (Rule 25.B). *For example, a 6-capacity Axis airbase has 4 points of light AA from July 43 through June 44.*

Airbase AA may only fire at air units performing an airbase bombing mission (Rule 23.A.2.b).

15.C.5. INTRINSIC AA.

Some naval units, forts, fortifications, and ground units have light positional AA strengths as printed on their counters or shown on the INTRINSIC AA SUMMARY (Rule 25.B).

Certain map features have intrinsic AA strengths, as listed on the INTRINSIC AA SUMMARY, if they are owned by the indicated players. *Note: The intrinsic AA strength of a hex is the sum of all features and units with intrinsic AA in it.*

15.D. ANTI-TANK (AT) UNITS (RL).

Unit types that have the anti-tank symbol either alone or with other symbols are AT units. *Note: AT units move like artillery.* AT units have ATEC (Rule 10.C.3).

Note: ATEC values for Axis and Soviet AT units will change as per the country specific rules (Rule 101.D.5.b and 104.A5.a).

Heavy AT units are indicated as such on the UIC. They are count as one unit when defending against heavy armour effects (Rule ???). This ability is in addition to their normal ATEC value.

15.E. ARMOUR UNIT TYPES.

Armour (Arm) is a unit type that has the armour symbol (an oval) either alone or with other symbols. All units listed below are also classed as armour. *For example, an assault gun would be classified as an armour unit.* Armour units have AEC/ATEC values and combat die modifiers as described in Rule 10.

AEC/ATEC values of armour units may change as per the country specific rules.

15.E.1. COMBAT ENGINEER ARMOUR UNITS (RL).

Flamethrower (flammpanzer) tanks, sturmpanzers, and engineering tanks, are combat engineer armour units. When attacking a major city, fortress, or fort, a combat engineer armour unit is treated in all respects the same as a combat engineer unit attacking such a hex (Rule 15.I.1). *Note: While these three unit types have the same special combat ability, they do have differing AEC/AIEC capabilities (see the UIC).*

15.E.2. ASSAULT ENGINEER TANKS (RL).

Assault engineer tank units are treated as assault engineers (Rule 15.I), not combat engineers, for this rule. *Note: The British went to greater lengths in the design, equipping, crewing and training of their special armour than other nations, and consequently got better service out of them.*

15.E.3. ASSAULT GUNS/TANK DESTROYERS (RL).

On the Jul 1 42 turn, ATEC values for all assault gun/tank destroyer units change to full (Rule 10.B.2).

On the Jul 1 43 turn, ATEC values for assault guns/tank destroyer units change to double (Rule 10.B.1)(see the GAME CALENDER).

15.E.4. AMPHIBIOUS TANKS.

An amphibious tank may:

- 1) Treat lake and major river hexsides as minor river hexsides for movement and combat purposes.
- 2) Make amphibious landings (per Rule 37), by being transported to the landing site by a naval transport unit.

When an amphibious tank unit makes an amphibious landing, the owning player must check to see if the landing is successful. Consult the SUCCESS TABLE for each unit. Roll one die, modify it as shown below, and implement the result. *Note: This is rolled before the normal dispersion roll and is instead of normal strength modifiers.*

Table 1 Amphibious Tank Landing Table

AMPHIBIOUS TANK LANDING TABLE	
Results:	
D:	Disaster: The unit is eliminated isolated and is permanently removed.
F*:	Complete Failure: The unit is eliminated isolated.
F:	Failure: The unit is eliminated (in addition to any other combat result) but adds ¼ of its attack strength/ AECA to the assault.
S:	Success: The unit gets ashore and attacks at ½ strength/ AECA.
S*:	Great Success: The unit gets ashore and attacks at full strength/AECA.
Modifiers (Cumulative):	
-1	Amphibious assault made in rough weather.
-1	Amphibious assault against sea cliff hexside.
+3	Amphibious assault made in clear weather.

15.E.5. MECHANIZED INFANTRY, PANZERGRENADIER (RL).

Mechanized infantry units have AEC and ATEC (Rule 10). German values may change as per the country specific rules

15.E.6. RECONNAISSANCE, ARMoured CAVALRY, LIGHT ARMOUR/TANK/PANZER, MECHANIZED CAVALRY (RL).

Reconnaissance units (everything in the heading) of any size may examine enemy stacks by expending 3MPs (Rule 48.A.1). They also gain a +2 die roll modifier on the SUCCESS TABLE when attempting to retreat before combat (Rule 11.D).

15.E.7. HEAVY ARMOUR.

Heavy armour units of any size count as one unit for heavy armour or heavy ATEC effects (Rule ???). Accordingly, they are allowed to roll on the SPECIAL UNIT COMBAT ABILITY TABLE (Rule ???) in addition to using their AEC/AIEC.

15.F. ARTILLERY UNIT TYPES.

Field artillery are all unit types that have the artillery symbol. All units listed below are also classed as artillery.

Artillery units provide support to other units (Rule 9.A). Each RE of artillery allows a +1 main combat die modifier if a “Planned Attack” is being made (Rule 11.K).

Note: All the above rules also apply to naval gunfire support (NGS) since each point of NGS is treated as a ¼ RE artillery unit.

15.F.1. COAST DEFENCES.

Coast defences intrinsic to port cities only (not from forts, AA, etc.) have a defence strength for ground combat, support (Rule 9.A), and overrun purposes equal to half their CD level (retain fractions).

15.F.2. MORTARS.

Mortar units are non-convertible to ATEC (see the UNIT IDENTIFICATION CHART). Mortar battalions do not have heavy equipment

15.F.3. MOUNTAIN ARTILLERY.

Mountain artillery moves as artillery except in terrain where a mountain unit would gain a benefit. In such terrain, the mountain artillery uses the "Other" column on the TEC (i.e., moves as infantry).

15.F.4. ROCKET ARTILLERY.

Rocket units are non-convertible to ATEC (see the UNIT IDENTIFICATION CHART). Rocket artillery count double their RE size when making a “Planned Attack” (Rule 11.K).

15.F.5. SIEGE ARTILLERY UNITS.

Siege artillery has its attack strength and RE size doubled when attacking a fortress or major city, has its normal attack strength against any other fort or city, and is halved against any other type of terrain. It may not participate in overruns. Siege artillery may only support (Rule 9.A) other units when its attack factor is not halved. *Note: It may never support units on the defence.* Siege artillery is never convertible to ATEC. A siege artillery unit also counts as a combat engineer when attacking a fortress or major city but need not take required losses.

Siege artillery may be used to bombard installations in fortresses as described below (Rule 15.E.6.b).

15.F.6. LONG RANGE SIEGE ARTILLERY.

A long range siege artillery unit has a range of two hexes. When firing at two-hex range, it is not subject to any combat results, may not advance after combat, and may not be included in exchange calculations. Long range artillery may participate in regular combat when firing at two-hex range if units next to the defending units are also attacking. When firing at a one-hex range (i.e., next to the defending unit), long range artillery is subject to combat results.

Long range siege artillery is also considered siege artillery. It suffers the same penalties and has the same benefits except that it counts as an assault engineer unit when attacking a fortress or major city.

15.F.6.a. ADDITIONAL SUPPLY REQUIREMENTS.

One long range siege artillery unit may fire with no extra SP expenditure, from a two-hex range, for each attacking stack that has normal combat supply expended for it. If more than one unit -per attacking stack, are attacking from a two-hex range, all attacking long range artillery count together as one attacking hex for calculating supply expenditure, no matter how many hexes they occupy.

15.F.6.b. ARTILLERY BOMBARDMENT.

Long range siege artillery may be used to attack installations in cities or fortresses by bombarding them. One half SP is expended for each attacked installation. The printed strength of the long range artillery bombards using the BOMBING/NAVAL GUNNERY TABLE. Any installation in the hex may be attacked. The total strength points may be divided between installations if SPs are paid for each installation attacked.

15.F.6.c. COASTAL DEFENCE.

Each ½ RE of long range siege artillery counts as 1 point of coastal defence (see above).

15.G. BORDER GUARDS (RL).

All border guards units are classed as self-supporting on the turn that their country is initially attacked.

Border guards may not voluntarily move more than one district from any hex in their home country. If forced to retreat beyond this area, such a unit may not attack until it is within one district of any hex of its home country.

15.H. CAVALRY (RL).

All cavalry units are semi-motorized. *Note: This includes units with a movement allowance of less than 8 MPs.*

Cavalry units have movement advantages in certain types of terrain, as summarized on the TEC.

Cavalry units attacking into rough, woods, wooded-rough or swamp hexes use the SPECIAL UNIT COMBAT ABILITY TABLE.

All Cavalry are ½ neutral for AECA calculations. Cavalry gain a +1 die modifier on the SUCCESS TABLE if attempting to retreat before combat (Rule 11.D).

If a cavalry unit participates in any attack against a **supported** unit (Rule 9.A), it is counted as having used a special combat ability and must take required losses (Rule 11.O).

No cavalry unit may enter any hex in the Arctic.

Horse cavalry units had difficulties operating in the desert due to the scarcity of water and forage there. To represent this, cavalry units (except for camel cavalry units) are restricted as follows:

- 1) They may not enter any hex in an Arid Weather Zone (Rule 43.A) in which they would not be in regular supply. If a cavalry unit is forced to retreat to such a hex, it is eliminated instead.
- 2) The length of the overland element of their supply line is limited to a maximum of 2 hexes if any portion of the overland element is traced through an Arid Weather Zone.

Note: A camel cavalry unit is any cavalry unit with a ‘C’ after its movement rating. For example, the Saudi 2-1-8C cavalry brigade is a camel cavalry unit.*

15.I. DEPOTS.

There are two kinds of supply depots in the game; major depots and minor depots. Both can be used to carry SPs and SRPs and to trace supply lines (Rule [18](#)).

15.I.1. MAJOR DEPOTS (0-3-0/0-1-R).

On-map major depots have a corresponding box on the MAJOR DEPOT DISPLAY that shows the attached army/front HQs, the HQs supply radius, and attached SRPs/SPs. Some Axis HQs are permanently attached to a major depot while it exists. *Note: An Axis major depot or attached army HQ can both be voluntarily removed from the map. The HQ could then be attached to other depots or the depot could have different HQs attached to it.* An attached HQ is attached to a new depot using the same procedure and with the same limitations as for moving a major depot (see below).

A major depot may only be operational in a city (not a town) hex.

A major depot has a combined SP/SRP capacity of 120 REs.

15.I.1.a. CAPITALS AS MAJOR DEPOTS.

Each country's capital acts as a major depot for all purposes but with a modified SP/SRP capacity as follows:

- a) British-US (Combined), German, Soviet: 360 REs
- b) France, Italy, Poland: 240 REs
- c) Minor Countries: 120 REs

15.I.1.b. COMMAND DEPOTS.

Command depots are formed by breaking down a major depot and its associated army HQ as per rule [13.B.4.a](#). They act in all ways as a major depot with the following exceptions:

- i) A command depot has a capacity of 24 REs of SPs/SRPs.
- ii) A command depot is 1 RE in size.
- iii) A maximum of one command HQ (Rule 15.K.1.b) may be attached to a command depot; no regular HQs may be attached.

15.I.1.c. MOVEMENT OF MAJOR/COMMAND DEPOTS.

Major and command depots are three and one RE respectively, in size. They have heavy equipment for movement purposes. While moving, major/command depots only provide limited supply to units. This is traced normally from their current location. Moving a major/command depot takes three or more turns and is done as follows:

- 1) **Turn 1:** Flip the depot to its "Moving" side and prepare to move. All SPs and SRPs in the depot are placed in the hex and a new minor depot is formed to contain them.
- 2) **Turn 2:** Use strategic rail or naval transport to move the depot to a new hex. This may take more than one turn. If the player chooses, the depot may be moved in this turn as if it was a factory (Rule ?).
- 3) **Turn 3+:** Flip the depot back to its "Operational" side or continue moving. Transfer SPs and SRPs into the major depot. The depot must have at least 1 SP for each attached army HQ to be classed as operational. *Note: The depot may be used normally for combat on the turn it becomes operational assuming the necessary SPs are in place before the combat phase.*

15.I.1.d. CAPITALS AS MAJOR DEPOTS.

A capital operates as a major depot for its own nations units. *Note: If a capital is to be moved, it must drop any SPs/SRPs that it has in its pool.*

15.I.1.e. ELIMINATED MAJOR/COMMAND DEPOTS.

Major and command depots eliminated in combat roll for SP and SRP capture (Rule [19.H](#)). Place the depot in the ELIMINATED UNISOLATED BOX. The 0-3-0 (major) or 0-1-0 (command) side is used for replacement point costs.

15.I.2. MINOR DEPOTS.

Minor depots may hold both SPs and SRPs. They may be created at any time and place where SPs/SRPs are on the map. A numbered "Minor Depot" marker is placed on the map and the appropriate SP/SRP markers are placed on the MINOR DEPOT DISPLAY. *Note: "Minor Depot" markers do not have to be used. Just place the SPs on the map. They function in all ways as minor depots.*

Minor depots may not be moved. SPs/SRPs in them may be moved per Rule [19.F](#). Remove any empty minor depot.

A minor depot on a rail line with at least 3 SPs in it counts as a railhead.

15.J. ENGINEERING UNIT TYPES.

There are several types of engineers (as shown on the UIC), with differing abilities as listed below:

15.J.1. ASSAULT ENGINEERS (RL).

Assault engineers may not use any construction abilities but have the following abilities in combat:

- a) They have the combat abilities of combat engineers (Rule ?).
- b) When attacking or defending a city, fortified zone, or fortress hex, their combat strength is doubled, they are self-supporting, and are counted as two engineers for the purpose of calculating engineering effects. *For example, a 1-10 assault engineer battalion attacking a fortress would have an attack strength of 2 (supported) and would be counted as 2 combat engineers for the die modifiers.*
- c) Assault engineers count as two combat engineering units when taking required losses.
- d) If a disruption of any kind is suffered by attacking units using the combat engineer modifiers, assault engineers count quadruple strength for disruption purposes as long as they are not taking required losses (Rule 11.O).

15.J.2. COMBAT ENGINEERS (RL).

Combat engineers may act as construction engineers (with modified engineering costs) unless the ENGINEERING SUMMARY specifies construction engineers only. Combat engineers also have the following abilities: [11.O](#)

15.J.2.a. SUPPORT.

A combat engineer is considered self-supporting (Rule [9.A](#)) when attacking into or defending a city (not town) or fortification.

15.J.2.b. ATTACK BONUSES.

Combat engineers attacking a city or fortification affect the main combat die modifiers as described below:

- i) One attacking combat engineer unit reduces either the main combat die or the negative AEC effect by one.

- ii) Two combat engineers attacking reduce the previously unaffected modifier by one in addition to the above effect.
- iii) If three combat engineers are attacking, reduce the first affected modifier by two and the second affected modifier by one.
- iv) If more combat engineers are added to the attack, the above progression is continued as for as long as the attacker desires.
- v) Any kind of fort or major city may never have its AEC and die roll modifiers reduced to less than -1 each. *For example, a fort in a Sov/Germ partial city could be reduced to a combined -2 main combat die modifier and a -2 AEC modifier as both the fort and the city could each only be reduced to -1/-1 each.*
- vi) Any effect such as terrain or amphibious assault that modifies the total REs of the attacker, does not affect the number of units involved in the attack. *For example if two combat engineers were attacking a city across a minor river, they would still modify the main combat die roll by one and the negative AEC modifier by one. Their total combat strengths and RE values would be halved.*

If a disruption of any kind is suffered by attacking units using the combat engineer modifiers, the combat engineers count double strength for disruption purposes as long as they are not taking required losses (Rule [11.O](#)).

15.J.2.c. REQUIRED LOSSES.

If using combat engineers in the above manner, then required losses (Rule [11.O](#)) are incurred. For each die roll modifier (not the AEC modifier) that is reduced, one combat engineer is taken as required losses if losses are called for. *For example, if combat engineers reduce the main combat die of a hex by three and the AEC effects by four and losses are called for, then the first units removed to fulfil the losses are three combat engineers.*

15.J.3. CIVILIAN LABOUR.

If an engineering unit can trace a line no more than 4 hexes in length to a city that supports civilian labour, then the unit may use the quick-construction rule (Rule [14.G](#)) and count as two engineering units of the same size. This 4 hex line is traced the same as a special supply line. Each qualified full city hex or two partial city hexes (rounded up) may support one other engineering unit.

Each hex may only have one civilian labour unit assisting.

15.J.3.a. GERMAN RAD.

Any German-owned major city within Germany's 1939 borders, may support a RAD (German civilian labour). Use "RAD" counters to show which hexes are being assisted.

15.J.3.b. SOVIET WORKERS.

Soviet-owned major cities in the USSR support Soviet workers (Soviet civilian labour). Use "Worker" counters to show which hexes are being assisted.

15.J.3.c. MALTA.

Valletta provides civilian labour for British engineering units on Malta.

15.J.3.d. SPANISH/PORTUGUESE LABOUR.

Spanish/Portuguese-owned major cities in Spain or Portugal support civilian labour. Use "Worker" counters to show which hexes are being assisted.

15.J.4. CONSTRUCTION ENGINEERS.

Construction engineers may build, repair, recertify, restore, regauge, or demolish installations as shown on the ENGINEERING SUMMARY.

15.J.5. CONSTRUCTION UNITS.

Construction units only assist other engineers. They may not perform engineering functions by themselves. They may assist construction engineers on jobs that allow only construction engineers. Each RE of engineers in a hex allows one construction unit to assist.

15.J.6. CORP/ARMY ENGINEERS.

Any corp/army marker is assumed to have intrinsic divisional engineers with all the abilities of a support division (Rule [9.A](#)). This applies even if the individual components of the corp/army do not have this ability.

15.J.7. DIVISIONAL ENGINEERS.

Any support division (see Rule [9.A](#)) is assumed to have intrinsic divisional engineers. Support divisions may build entrenchments (see Rule [40.D](#)) and have a limited ability to rebuild and damage some installations. See the ENGINEERING SUMMARY for costs.

15.J.8. PIPELINE CONSTRUCTION ENGINEERS.

Pipeline construction engineers have the ability to build pipelines in addition to acting as construction engineers.

15.J.9. PORT CONSTRUCTION ENGINEERS.

A port construction engineer has the abilities of a construction engineer plus the ability to reconstruct destroyed ports. *Note: The Axis player may destroy ports as he loses ownership of them as per Rule ???.* A destroyed port does not function as a port for any game purposes, and damage may not be repaired until the port itself is reconstructed.

The Allied player may use a port construction unit to reconstruct a destroyed port. A port construction unit reconstructs a port in the same manner that a construction unit builds a fort in clear terrain. Quick-construction may not be used to reconstruct a port. When port reconstruction is finished, the port functions normally, and its hits of damage may be repaired.

A port construction engineer halves the required time to upgrade a port from reduced status to full (Rule ???).

15.J.10. PUNITIVE UNITS.

All punitive units are also considered construction units and may assist construction engineers according to Rule ???.

Each nationality may replace one punitive unit for free per theatre per month. *Note: All freely replaced punitive units still take four turns to arrive, the same as any other replaced unit.*

15.J.11. RAILROAD ENGINEERS.

A railroad engineer may repair, recertify, restore, regauge, construct, upgrade, or extend a rail line as shown on the RAILROAD REPAIR SUMMARY. It acts as a construction engineer for any unlisted activity to do with rail lines.

15.K. FORTRESS UNITS (RL).

Fortress units that advance after combat or participate in overruns get an extra “+1 MP” marker placed on them. Some country’s fortress units have their defence strength doubled in fortresses (as stated in their OBs).

15.L. HEADQUARTERS (HQs).

All Axis and Allied higher level headquarters are army HQs. All Soviet higher level HQs are front HQs. The generic term used for both is **army** headquarters.

An HQ unit has heavy equipment, and does not have a ZOC. Its RE size is shown in the REGIMENTAL EQUIVALENT SIZE CHART. An HQ is c/m if its unit type symbol is c/m. HQs have no AEC or ATEC abilities, regardless of the AEC and ATEC capabilities of unit type symbols.

There are two kinds of HQs in the game; divisional and army, each with different abilities.

15.L.1. ARMY HEADQUARTERS (0-1-#).

Army headquarters have a movement rating as stated on the unit. A c/m army HQ has the same movement abilities as all other c/m units. *For example: a c/m Panzerarmee HQ placed in reserve status would move 1/2 MF in the reaction phase.*

Army HQs are used as part of a supply line to units (see Rule ???) and for limited intelligence purposes (Rule ???).

Army HQs must be attached to a major depot (Rule 15.H.1) to be used as part of a regular supply line. They may attach to a new major depot using the same method as if moving a major depot (Rule ???).

Replacements of any kind may arrive on any unmoved army HQs (up to the hex limit).

All army HQs have two sides. The reverse side of the HQ means that the HQ is not being used to supply units.

15.L.1.a. COALITION HQs.

Each player may designate any single army HQ as a “Coalition HQ” by placing a marker on it to show this. Any allied countries’ units tracing supply from this HQ may do so as if it were tracing from one of its own national HQs.

“Coalition HQ” status may be changed in the friendly initial phase. The marker may be either removed from the HQ or placed on a new HQ (but not both).

15.L.1.b. COMMAND HQs.

Command HQs are formed by breaking down a major depot and its associated army HQ as per rule ???. They act in all ways as an army HQ with the following exceptions:

- i) A command HQ has a capacity of 6 REs of Sps/SRPs.
- ii) The maximum supply range of a command HQ is 5 hexes.
- iii) A command HQ is 1/2 RE in size.
- iv) A maximum of one command HQ may be attached to a command depot 15.H.1.b; no army HQs may be attached.

15.L.2. DIVISIONAL HEADQUARTERS (0-#).

A divisional HQ unit may be used to support (Rule 9.A) other units. On the turn a neutral country is invaded, all its divisional HQs have a combat value of 1. Parachute and air landing division HQs have special air transport and air drop capabilities as described in the respective rules sections (Rule 23.G.2.b).

15.M. INFANTRY UNIT TYPES.

Infantry units are all unit types that either have the infantry symbol or are listed below. Other units may also be classed as infantry units and may have minor special abilities.

15.M.1. ALARM.

Alarm units have the same symbol as infantry. They are usually raised in reaction to enemy invasions.

15.M.2. AIR LANDING.

An air landing unit may be assault transported (Rule 23.G.2.c) to an airfield that was not friendly-owned at the start of the player-turn. *Note: Soviet parachute infantry, Guards glider infantry, and non-parachute commandos act as air landing units.*

15.M.3. COMMANDO/SPECIAL FORCES UNITS (RL).

All commandos/rangers are special forces with abilities as described in Rule 1. All commandos gain a +3 die roll modifier on the SUCCESS TABLE when attempting to retreat before combat (Rule 11.D). They may air drop like parachute infantry.

15.M.4. LIGHT INFANTRY/JAEGER UNITS (RL).

Any unit type that has the light infantry/jaeger symbol, parachute, para-infantry, glider, glider-airborne, ski, commando (non marine or c/m) or mountain symbol either alone or with other symbols as part of its unit type symbol is considered a light infantry unit.

Light infantry units have movement advantages in certain types of terrain, as summarized on the TERRAIN EFFECTS CHART. Light infantry units attacking in wooded rough and rough use the SPECIAL UNIT COMBAT ABILITY TABLE. *Note: Italian colonial light infantry units that appear in the East Africa Command and as optional units are “Bande” and operate under several restrictions (See Rule ???).*

15.M.5. MACHINE GUN (RL).

Machine gun units have their defence strengths doubled in fortifications or entrenchments (Rule 40.D).

15.M.6. MARINE (RL).

Marine units are not halved in strength after using naval transport.

15.M.7. MOUNTAIN/ALPINE UNITS (RL).

Unit types that have the mountain symbol either alone or with other symbols are mountain units. *For example, a mountain artillery unit would be classified as a mountain unit. Note: Italian ski units also function as mountain units.*

Mountain units have movement and combat advantages in certain types of terrain, as summarized on the TERRAIN EFFECTS CHART. These abilities are in addition to any other abilities of the unit. *For example, a mountain cavalry unit moves as a mountain unit in mountain hexes and as a cavalry unit in forest hexes.*

Mountain units (but not mountain cavalry) may be assault transported (Rule 23.G.2.c).

15.M.7.a. MOUNTAIN UNIT ATTACK BONUSES.

When at least 1/7 of the REs attacking into rough, wooded rough, mountain or ravine terrain are mountain units, the combat resolution die roll is modified as shown on the SPECIAL UNIT COMBAT ABILITY TABLE.

15.M.7.b. HIGH MOUNTAIN UNITS (RL).

A high mountain unit has all the movement and combat abilities of a regular mountain unit unless superceded by specifically listed abilities. High mountain units may not be replaced if eliminated (see the SPECIAL FORCES TABLE).

High mountain units are also special forces units (Rule 1) and may be used to attempt reduced effect surprise attacks if the defender is in a mountain hex or across a mountain hex-side (see Rule ???).

15.M.8. NAVAL TROOPS (RL).

All naval troops are winterized.

15.M.9. PARACHUTE INFANTRY (RL).

Unit types that have the parachute symbol underneath the infantry symbol are parachute infantry. Commandos with the “no” in the airdrop column or Soviet guards glider infantry, act as parachute infantry when being air dropped. Parachute infantry may also be assault transported (Rule 23.G.2.c).

15.M.10. SKI UNITS (RL).

Ski units have certain movement advantages in snow, as summarized on the TERRAIN EFFECTS CHART. In weather zones with other types of weather, treat ski units as follows:

- 1) A Finnish, Norwegian, or Swedish ski unit is treated as a light infantry unit.
- 2) A British or Soviet ski unit is treated as an infantry unit.
- 3) A German ski machinegun unit is treated as a machinegun unit.
- 4) A Italian ski unit is treated as a mountain unit.

Ski units have a +1 modifier when retreating before combat in snow weather. Finnish, Norwegian, and Swedish ski units have an additional +1 modifier.

15.N. MIXED UNITS.

Mixed units are non-c/m, but use the c/m movement costs when moving. For armour and antitank purposes treat a mixed unit's REs as follows: 1/3 as armour, 2/3 as infantry. These armour REs may not be used to convert neutral types.

Mixed units count one additional RE when using naval or rail transport. *For example, a mixed brigade would count as 2 REs and a mixed division would count as 4 REs.*

15.O. MOVEMENT COUNTERS.

The Allied player has various special counters that enhance the movement abilities of his units: transport, LVT, and APC counters. These movement counters list the maximum number of REs they may carry in place of the unit size symbol. *For example, a 3 RE capacity transport counter may carry up to 3 REs of units.*

The units to be carried by a movement counter in a phase must start the phase stacked with the counter. The counter and all units being carried are then treated as a single unit during the phase. (The phases in which a counter may carry

units are listed below, for each type of counter.) To be classed as in reserve, both the movement counter and all units to be carried must be in reserve.

Special movement counters have movement ratings, which are used in place of the movement ratings of the units being carried. The units being carried cannot use their own movement ratings.

A movement counter does not have to carry units and may move independently of any unit. It does not count against the stacking limit. For rail capacity, supply, and naval transport purposes, movement counters have heavy equipment and have the following RE sizes. A 1 RE capacity counter is 1/2 RE in size, and a 3 RE capacity counter is 1 RE in size. *Note: The counter's size is always in addition to the size of any units it may be carrying when being transported itself.*

Movement counters have special abilities as listed below:

15.O.1. TRANSPORT COUNTERS.

A transport counter may carry artillery, non-c/m, or non-cavalry units. A transport counter is c/m itself and all units carried, move as c/m but gain no other benefits of being c/m. *For example, a infantry unit carried by a transport counter could move in the exploitation phase as a c/m unit but would not count as armour neutral for conversion purposes in combat. A transported 0-4 Eng X could use 10 MPs while moving but would still only have 4 MPs to use for engineering purposes.*

During combat, a transport counter is a 0-strength unit.

15.O.2. LVT COUNTERS.

An LVT counter may carry non-c/m units that do not have heavy equipment. An LVT counter is both c/m and amphibious. It may carry units in all movement and combat phases. During the combat phase, any unit carried by an LVT counter is counts as c/m for AEC and ATEC calculations.

An LVT counter is amphibious. It (and carried units) may:

- a) Treat lake, great river, and major river hexsides as minor river hexsides for movement and combat purposes.
- b) Make amphibious landings (Rule 37), by being transported to the landing site by naval transport.

15.O.3. APC COUNTERS.

An APC counter may carry non-c/m units that do not have heavy equipment. An APC counter is c/m and mechanized. It may carry units in all movement and combat phases. During a combat phase, all units carried by APC counters are mechanized units for the purposes of AEC and ATEC.

During the combat and movement phases, if units carried by an APC counter participate in an attack or overrun, their total combat strength is increased by 1, due to the combat capabilities of the APC counter itself. *For example, if a 1 RE capacity APC counter carries a British 3-8 infantry brigade, during the combat phase, the combined unit attacks as a 1 RE mechanized unit with a strength of 4.*

15.P. PARTISAN UNITS.**15.Q. POLICE UNITS.**

All police units have anti-partisan ZOCs. They count as fully supported units (Rule 9.A) when attacking partisans. *For example, a police division with a self supported dot would count as a support division when attacking partisans and an unsupported police brigade would count as self supporting.*

15.R. POLITICAL POLICE.

Certain unit types have special effects on combat results due to their own political leanings and the effect that this has on other forces they are in combat with.

In combat, all units which start the combat phase stacked in a hex with a political police unit ignore retreats arising from any combat result except DE or OR(#).

Example 1: A German political police regiment and a German division (cadreable) are defending against a Soviet attack in a hex. The combat result is DE, which eliminates the regiment and reduces the division to cadre. Since the result is DE, the "no retreat" ability cannot be used and the cadre must retreat.

Example 2: If Axis units stacked with a German political police unit are attacked and receive a X1 (defender exchange) result, the survivors do not retreat from the hex even if the political police unit was taken as a casualty.

A combat result of 1:, 1D#, or 2D# becomes 1:1 for units attacking from a hex containing a political police unit.

In addition to the preceding, a combat result of DR becomes an exchange (1X1) for units defending in a hex containing a political police unit. If a combat result calls for a partial loss of the defender followed by a retreat, the initial required losses (Rule 11.O) are taken and an exchange result is applied to the remainder. If cadres result, they are not forced to retreat.

Example 3: If 20 strength points of units stacked with a German political police unit are attacked and receive a defender halved (D½) result, the losses required from the defender halved (10 strength points) are taken. The other half of the strength points would take an exchange result rather than being forced to retreat. The attacker would also suffer the exchange result.

All RED TABLE losses of the side with the political police unit must be taken as casualties but at half rate. For example, if the attacker had a political police unit in one of his three attacking stacks and received a 1 RED result which resulted in a required disruption of 6 points, he would be required to take 3 strength points of casualties instead.

15.S. RESERVE/REPLACEMENT.

Each nationality may place one reserve/replacement unit per turn per theatre into operational reserve for free. This does not count against the monthly RE limit (Rule???)

Reserve units may not voluntarily move more than two hexes from any hex in their home country.

15.T. SECURITY.

Security units have anti-partisan ZOCs. They count as fully supported units (Rule 9.A) when attacking partisans.

15.U. STATIC/COASTAL UNITS.

Any static or coastal unit that advances must expend double the normal MP cost for enemy ZOCs in all cases.

15.V. SUPPLY MOVEMENT POINT (SMP).

Each side has a number of SMPs, as shown in the orders of battle. A player's SMP number is the total number of SMPs he may use in a front/command during a turn.

15.V.1. SMP CAPABILITIES.

One SMP may carry up to 3 REs of SPs/SRPs in an SMP load. An SMP load may drop off SPs/SRPs at any time during its movement; it may pick up SPs/SRPs at any time during its movement as long as its 3RE load limit is not exceeded. Restrictions on SMPs are as follows:

- a) It costs 1 SMP to move an SMP load one hex by road. It costs 3 times the c/m MP cost of terrain to move an SMP load one hex off-road and twice the movement cost if on a track. For example, 6 SMPs would be required to carry one SP, six hexes down a road in clear weather or 2 hexes off the road. Note: Weather has no effect on road costs, but does affect off-road costs—since the c/m MP cost of terrain varies according to the current weather condition.
- b) Double the SMP cost of any hex not in regular supply (Rule ???).
- c) SMPs may not be used in an isolated hex (i.e. one that cannot trace a line of communication as per Rule ???).
- d) Fractional SMP loads may be used. The minimum usable size is 1/3 of an SMP load. The maximum SMPs any SMP load may use is equal to the total number of SMPs in the theatre. Example: A player has 10 SMPs for use in a theatre. Two possible choices would be to move 10 SPs 10 hexes down a road or 3 different 1/3 SPs 10 hexes down different roads and nine SPs 3 hexes overland in clear terrain.
- e) An SMP load can use a maximum of 20 MPs.
- f) The size of an SMP load is doubled in an exploitation phase.
- g) An SMP load may not be moved into or through a hex in an enemy ZOC unless the hex is occupied by a friendly unit.
- h) Any SMP load entering or leaving enemy ZOCs pays additional SMPs (multiplied by the size of the load) equal to the normal ZOC cost of non-motorized unit types.
- i) SPs moved by SMPs may not be transported in any other manner during the same movement phase.
- j) SMPs are recorded for each command/front and may only be used anywhere in that area.
- k) Some SMPs are specified as belonging to a country (instead of to a particular side) and the use of these SMPs is further restricted as described in Rule ???.

15.V.2. CONVERSIONS TO AND FROM SMPs.

Major powers may convert their supply units and other transport units into SMPs during the replacement phase. See the SMP CONVERSION TABLE below for the conversion rates.

Major powers may convert SMPs back into supply units and transport units during the replacement phase. The supply unit or transport unit is placed on the fronts REPLACEMENT TRACK so as to arrive in four turns.

Table 2 SMP/Transport Unit Conversion Table

SMP/TRANSPORT CONVERSION TABLE	
UNIT	SMP/TRANSPORT UNIT EQUIV
Truck	36 SMPs/4 x 3 RE Tran/8 x 1 RE Tran
Wagon	18 SMPs/2 x 3 RE Tran/4 x 1 RE Tran
3 RE Transport	9 SMPs/3 x 1 RE Tran
1 RE Transport	3 SMPs
Demotorized Mot Inf Div	9 SMPs/3 RE Tran/3 x 1 RE Tran
Flipped US AA Brigade	9 SMPs/3 RE Tran/3 x 1 RE Tran
Demot Mot Inf Brigade/Reg	3 SMPs/1 RE Tran

Note: All conversions may be reversed.

15.V.3. MOVING SMPs BETWEEN FRONTS/COMMANDS.

SMPs may be transferred between fronts/commands during the replacement phase if a friendly-owned road connects the two. SMPs cannot carry SPs when being transferred themselves. If no road connects the front being transferred from, to the front being transferred to, NTs must be used to transport the SMPs during a movement phase.

In his movement phase, the phasing player may transfer SMPs between commands using naval transport (Rule ???). These SMPs may only be embarked/disembarked at friendly-owned ports in regular supply. When a SMP begins embarkation at an eligible port in the transferring command deduct it from the SMP total for that command; when a SMP completes disembarkation at an eligible port in the destination command add it to the SMP total for that command.

SMPs transferred between commands cannot be used to move SMP loads in either the transferring or destination command during the player turn of the transfer.

Neither player may voluntarily transfer SMPs so as to reduce a command to fewer than 5 SMPs if he owns a port in regular supply. *Note: If a command with 5 or more SMPs is reduced to fewer than 5 SMPs, such as by enemy action, the player is not required to transfer SMPs to that command.*

15.W. SUPPLY UNITS (TRUCKS/WAGONS).

A supply unit is a 0-strength c/m unit; trucks are 0-8's and wagons are 0-4's. It does not count against stacking and does not have a ZOC. It is only eliminated in combat if it has no retreat route available. A supply unit may automatically retreat before combat (Rule 11.D). For transport purposes, it is a 4 RE c/m unit with heavy equipment.

A supply unit may be used to extend supply lines (Rule ???), as part of a truck supply route (trucks only) (Rule ???), as a special supply source (Rule ???), and to carry up to 24 REs of SRPs and/or SPs (Rule ???), as described in the supply rules. These may be loaded or unloaded at a cost of 1 MP per 3 REs.

A supply unit may be converted into SMPs or SMPs may be converted into a supply unit as described in Rule ???.

A supply unit eliminated in combat has half of it's strength captured. Replace with friendly units after it is broken down.

Upon a countries surrender, one quarter of it's supply units are converted into friendly supply units or broken down components.

15.X. INTRINSIC ABILITIES.

Some units have intrinsic abilities that may assist in combat or in movement. These abilities may be country dependent or may be associated with a number of unit types.

15.X.1. AIR DROPPABLE (RL).

Glider and parachute units may be air dropped (Rule 23.G.2.b).

15.X.2. ASSAULT TRANSPORTABLE (RL).

Glider, parachute, parachute infantry, air landing, commando, and mountain units may be assault transported (Rule 23.G.2.c).

15.X.3. AIR TRANSPORTABLE.

All units without heavy equipment may be air transported (Rule ???).

15.X.4. AMPHIBIOUS (RL).

Intrinsically amphibious units only need to be carried to the beach hex by NTs when making an amphibious assault. *Note: They are not halved in strength when performing an amphibious assault (Rule ???).*

15.X.5. MOTORIZED.

Any unit with the armour or motorized symbol is a combat motorized unit and moves using the Mot/Art column on the TERRAIN EFFECTS CHART.

All infantry unit types that have the motorized symbol under the unit type box are classed as motorized infantry.

Motorized infantry may dismount for combat and attack at full strength into terrain that would normally halve c/m units. It is no longer classed as AEC neutral if this is done.

15.X.6. TRAINING.

Any unit with the training symbol (alone or with other symbols) is a training unit. Replacements of any kind may arrive on training units (up to the normal maximum per hex).

Training units may be used to reduce the cost of rebuilding eliminated units. Use the following procedure:

- Remove a training unit of the same unit type (as the unit to be rebuilt) from the map. The unit must be in full supply.
- Expend the required inf and/or arm RPs to rebuild the unit less the RE size of the training unit.
- Place both units on the national replacement track. The RE size of the rebuilt unit plus the RP reduction equals the number of months before both units arrive as reinforcements.

15.X.7. WINTERIZATION (RL).

Units with the winterization ability have combat bonuses in cold weather as per Rule ???.

15.X.8. WOODSMANSHIP (RL).

When at least 1/7 of the REs attacking into wooded terrain (woods, forest, wooded rough, wooded swamp, and wooded intermittent lake) have the woodsmanship ability, the main combat die roll is modified as shown on the SPECIAL UNIT COMBAT ABILITY TABLE (Rule ???).

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