

44. GARRISONS & OCCUPATION. (V 10.02.20)

Both players may be required to garrison or occupy cities or other areas on the map. To be used as a garrison or occupation unit, no MPs may be expended for any purpose by the unit.

44.A. GARRISONS.

Each player has garrison forces listed on his OB. These forces represent the garrisons of MDs plus the training establishment and alarm units available for operations in an emergency. Normally, these forces are not under control of the player and are kept off-map in the garrison holding boxes of their MDs. *Note: Units may enter garrison boxes only as required by the OB. They may not voluntarily do so.* Units in garrisons that span several MDs, must make note of the single MD they are in.

A garrison consists of a number of REs of units and may also require HQs, SPs, SRPs, air units, and river flotillas. Unless otherwise stated, only undisrupted combat units may comprise the RE portion of a garrison.

Note: Units in the eliminated pools may count at 1/3 RE size towards fulfilling garrison requirements. Units in a forming box may be counted at full value and are marked with a "Garrison" marker.

The ORDER OF BATTLE requires certain reinforcing units to enter certain garrisons during the game. As long as the garrison must be maintained, the player must include the indicated unit in the specified garrison. A unit required to be in a garrison does count toward the garrison's RE requirements.

Garrisons may also be required upon capture of enemy cities. The garrison must be in place in the next friendly initial phase following the turn of its capture.

44.A.1. GARRISON ACTIVATION.

When activated, garrison units may be placed only in a hex in regular supply. The garrison forces may come under a player's control, as follows:

- a) The non-phasing player **may** activate the garrison of a MD either at the end of the surprise phase or at the end of the first non-surprise reaction phase, whenever an enemy unit enters any hex of the MD. He may immediately place all air units and up to half (round fractions down) of the REs of ground units in the garrison. He may receive the remaining REs and any replacement points in the garrison in his next reinforcement phase.
- b) The phasing player **may** activate the garrison of a MD in his reinforcement phase if an enemy unit is anywhere in the MD or in any adjacent MD. *For example, if Allied units are in the Netherlands in a Axis reinforcement phase, the Axis player may activate the garrisons of Belgium, WK VI, and WK X.* He may receive all of the garrisons forces at this time.

When a garrison is activated, flip the "MD" marker on the MD PRODUCTION DISPLAY to its activated side. If the player wishes to return forces to garrison so as to be able to activate them at a later time (Rule ??? below), he must make the garrison inactivate. This may only be done if neither of the above conditions for activation are still being met. Flip the "MD" marker to its inactive side.

If a MD (or smaller garrison area) goes out of regular supply, all garrison units are placed on the map but may only move within the garrison area.

44.A.2. GARRISON SIZE.

Some garrisons encompass more than one MD (*the Germans have a France garrison, for example*). Such garrisons can be activated if enemy units are in any MD of the garrison or in any MD adjacent to any MD of the garrison.

Note: Units in the France garrison may be placed in any French MD up to a maximum of 6 REs per MD. If activated by enemy units, only the MDs units are activated, not the entire France garrison. The remainder of the garrison may be moved to any other French MD during any reinforcement phase.

44.A.3. PLACEMENT OF ACTIVATED FORCES.

When a garrison is activated, the owning player places the garrison's units in any fortress or city in its MD not in an enemy ZOC. *Note: This includes cities next to the hex being amphibiously assaulted since the attacking units have reduced ZOCs. If there is no fortress or city in the MD, units may be placed in any port or town instead.* He places air units at any airbases in the MD. He receives replacement points per his replacement rules (Rule 52). If a specific hex is listed for a unit in a garrison, that unit is placed in the indicated hex upon activation. If the hex is enemy owned, the unit is eliminated instead.

No unit of a garrison may be placed in a hex being amphibiously assaulted or airdropped into.

44.A.4. LIMITATIONS AND OPTIONS.

A player is not required to activate all the forces in a garrison when the garrison's activation is triggered. He may leave any (or all) forces in the garrison. If he does so, he may activate any of them in any of his subsequent initial phases, but only if the requirements for garrison activation are still met.

If the enemy player gains ownership of all cities in a MD, any unactivated forces in the MDs garrison are immediately eliminated.

The player controls the forces activated from garrison upon their activation. These forces need not stay in the MD. They are not required to re-enter the garrison, even if conditions for its activation are no longer met. A player may, however, return forces to garrison up to the current turns garrison level (as shown in the OB). Units may return to garrison if in any city in the MD; air units if at any airbase in the MD.

44.A.5. PERMANENT GARRISON REMOVALS.

Players may permanently remove units required for a garrison by substituting replacement points for the removed units. The following RPs are required for each strength-point of infantry units removed from the garrison.

- a) 2 infantry RPs or
- b) 1 armour RPs.

A removed units armour strength-point counts as two infantry strength-points and a removed c/m strength point counts as 1 1/2 infantry strength-points.

If a unit has been replaced by RPs in a garrison, the RPs may never leave the garrison unless it is activated. Upon activation they are added to the areas replacement pool.

44.A.6. NAVAL GARRISONS.

Due to political considerations not shown in the game, the Allied player must leave naval forces in certain theatres or suffer a penalty.

44.A.6.a. ETO NAVAL GARRISON.

The Allied player must have TFs equal to the number of Axis TFs in the West, German, and North Theatre. The total TF strength must be double the Axis strength.

44.A.6.b. MTO NAVAL GARRISON.

The Allied player must have TFs equal to the number of Axis TFs in the Mediterranean Sea. The total TF strength must be equal to the Axis strength.

44.A.6.c. BENEFITS OF GIBRALTER ON TFs .

All TFs in Gibraltar count as being in both theatres. *Note: This benefit applies to both players.*

44.A.6.d. PENALTIES FOR MISSING NAVAL UNITS.

The Allied player must lose 1 SRP for each missing TF in a theatre and 1 SP for each missing RE (or 2 naval strength points). These are removed from the theatres central pool. If there are not enough SRPs or SPs in the central pool, they may be removed from any other pool.

44.A.7. NATIONAL GARRISONS.

Different nationalities have differing garrison requirements and limitations as described below.

44.A.7.a. AXIS GARRISONS.

The Axis player must maintain garrisons in certain areas as described in the following rules and as summarized on the AXIS REQUIRED GARRISON TABLE. These garrisons are of three types as described below:

44.A.7.a.1. FLEXIBLE GARRISONS.

The Axis player must garrison certain areas and cities or lose victory points (VPs) for failing to do so. The required garrisons of these locales are termed flexible garrisons.

Each locale requiring an Axis flexible garrison has its own rules section below.

Each Axis flexible garrison has a specified number of REs of garrison-category units that must be in it. *Note: Garrison-category units are Para, Marine, Mtn, Inf, Lt Inf, Mot Inf, Fort, Trng, Static, MG, mot MG, Cav, Mot Cav, Arm, Lt Arm, or Mxd.*

There are no restrictions on the use of forces in a flexible garrison; the forces remain on map and may be used normally.

For each RE of units missing from the garrison in an Axis initial phase, the Axis player loses .5 VP.

44.A.7.a.2. RIGID GARRISONS.

A rigid garrison has specifically identified forces in it as listed on the Axis OB. The forces in a rigid garrison are kept off-map in the garrison's holding box until they are released from garrison as described in the specific rules for that garrison.

When forces are released from a rigid garrison, place them on-map at the hex locations specified on the OB.

44.A.7.a.3. SEMI-RIGID GARRISONS.

A semi-rigid garrison has specifically identified forces in it as listed on the Axis OB but is kept on-map and has a specified geographic area like a flexible garrison. Forces in semi-rigid garrison may be used normally except they may not leave or attack out of, their area. They may not be used to fulfil any required combat losses unless no other unit are available. They may not be converted or broken down.

Forces in a semi-rigid garrison are released from garrison when the conditions for the release of the garrison are met.

44.A.7.a.4. GREECE AND YUGOSLAVIA.

The Axis player must garrison captured cities in Greece and Yugoslavia or pay a 1 VP penalty for each missing RE per turn. The required garrisons are:

- i) 1 RE per Axis-owned reference city.
- ii) 3 REs per Axis-owned dot and major city.

This garrison is in addition to forces required below for occupation zones (Rule ???).

44.A.7.a.5. RHODES (f).

The Axis player must maintain a garrison at Rhodes. This garrison is listed on the Axis OB and the Axis player may not move any of these forces from Rhodes until the garrison is released. The garrison is released when the Greek government surrenders to the Axis or is evacuated by the Allies.

44.A.7.a.6. YUGOSLAV DEFENCE GARRISON (sr).

The Axis player must maintain a 3 RE garrison in Albania, on or north of the 14A:3700 hexrow, or suffer a penalty. The garrison may consist of any Axis ground units except for position AA or Albanian units.

The Axis player does not have to maintain this garrison for the rest of the game once either of the following conditions are met:

- i) The Allied player owns at least two cities in Albania.
- ii) Yugoslavia joins the Allies.

44.A.7.a.7. ZARA GARRISON (sr).

The Axis player must maintain a 1 ½ RE garrison at Zara or suffer a penalty. The REs may consist of any Axis ground units except for position AA or Albanian units. The forces in the Zara garrison are immediately released when Yugoslavia joins the Allies.

44.A.7.a.8. DODECANESE GARRISON (sr).

The geographic area for this garrison is the Dodecanese Islands and that portion of the Aegean Sea enclosed by the Dodecanese Islands border. The forces in the Dodecanese garrison are released from garrison immediately when either of the following conditions occur.

- i) The Greek government is captured by the Axis.
- ii) The Allies evacuate the Greek government.

Note: Air units in the Dodecanese garrison may fly non-transfer, non-staging air missions outside the garrison area but must always return to the garrison area. If aborted or eliminated, it may only be repaired or replaced at an airbase at the Dodecanese Islands.

44.A.7.a.9. GERMAN NORTH AFRICAN GARRISON RELEASE.

The Axis player may roll for German intervention Turn “0” on any turn after active operations (Rule [60.E.7.g](#)) begin as per Rule ???.

This will release various garrisons (as described below) and will show the starting turn for the turn count for German reinforcements in North African scenarios.

44.A.7.a.10. CYRENCIA GARRISON (f).

The Italian player must keep 2 REs of artillery units in Tobruch and 1 RE of artillery in Porto Bardiya. Each 0-1-6* inf must be stacked with 1 RE of artillery. One RE of units are released for each 4 REs of modified Italian losses (as above) in North Africa. Release in the following order: one RE of infantry then one RE of artillery.

44.A.7.a.11. TRIPOLANTIA GARRISON (f).

The Italian player must keep the following units in garrison within 10 hexes of the border with Tunisia (Fifth Army):

- i) Ten REs of garrison capable units.
- ii) One RE of artillery.
- iii) One RE of construction engineers.
- iv) One depot and a Army HQ (but not the 6 transports).
- v) One truck unit.
- vi) One each Fighter and Bomber type air unit.

These forces are released from garrison on German Intervention Turn 0.

44.A.7.a.12. EAST AFRICA GARRISONS (f).

If East Africa is in play, the Axis player must garrison various cities and towns in certain regions of East Africa as listed on the AXIS REQUIRED GARRISONS TABLE.

The requirement to garrison a specific city or town in British Somaliland, Eritrea, or Somalia immediately ends when an Allied unit enters any hex in the city’s or towns region for the first time.

The requirement to garrison a specific city or town in Amhara, French Somaliland, Galla-Sidamo, or Harar immediately ends when an Allied unit enters any land hex within six hexes of the town or city for the first time.

44.A.7.b. ALLIED GARRISONS. (Allies)

The Allied player must maintain garrisons in certain MDs he controls, or else pay a penalty. For purposes of this rule, the Allied player controls a region if he owns any city in that region.) The ALLIED REQUIRED GARRISON CHART lists the required garrisons (in REs of units and number of air units, by nationality).

44.A.7.b.1. SIZE. (Allies)

The size of some garrisons depends upon events in the game. The initial size of the garrison is specified, and the changes to the garrison are listed on separate lines. For these garrisons:

- i) **Initial:** The initial garrison requirement.
- ii) **Italy Surrendered:** Occurs when Italy surrenders to the Allies.
- iii) **Corsica Controlled:** Occurs the first time the Allied player owns all cities and ports on Corsica, and there are no Axis units in supply there.

- iv) **West Invaded:** Occurs the first time the Allied player has at least 3 REs of units in France, Benelux, or Greater Germany in regular supply and owns at least one city there.
- v) **Greece Garrisoned:** Occurs when the Allied player first maintains a garrison in Greece (Oct 1 44)

There is no garrison requirement for a MD if the Axis player owns any city in the MD or has a unit in the MD itself or an adjacent MD.

Some required garrisons are off-map and will require naval transport to off-map ports to transfer units between the garrison and the map.

The ALLIED GARRISON CHART specifies garrisons by nationality. The Allied player may substitute forces of other nationalities as part of the garrison, counting them at half RE size (count two air units as one air unit).

44.A.7.b.2. ALLIED PENALTIES.

Check the required Allied garrisons in each Allied initial phase. For each nationality, if the garrison is below its required level, the Allied player pays a penalty for that nationality:

- i) ½ infantry replacement point for every three REs (or fraction thereof) missing from the garrison.
- ii) ¼ air replacement point for every air unit missing from the garrison.

If the player has insufficient replacement points to pay the penalty, he maintains a replacement point deficit until he can pay the penalty.

44.A.7.b.3. SPECIFIED GARRISONS. (Allies)

The ALLIED OB specifies certain units to be in garrisons. These units must be in the specified garrison (unless activated), even if this exceeds the number of REs that must be in the garrison. The REs of these units do count towards the required garrison.

The Allied player is required to garrison an area only if he owns at least one city or town in the garrison’s area.

44.B. OCCUPATION.

Occupation of a country normally occurs when the country surrenders to the Axis or has no in-supply national forces remaining inside its borders. *Note: Some areas of a nation may be occupied without the nation surrendering.*

44.B.1. OCCUPATION ZONES.

Both the Soviet Union and the Axis have occupation zones as described below:

44.B.1.a. AXIS OCCUPATION ZONES.

All countries become Axis occupation zones upon surrender or occupation. In addition, Sardinia, Sicily, and mainland Italy become Axis occupation zones two turns after an Italian surrender to the Allies. Territory annexed into Germany, such as the portions of France annexed into WKs V and VII, are not part of occupation zones.

All territory in the Soviet Union becomes Axis occupied immediately upon capture and suffers the effects of partisan units (not attacks) which are placed on the map.

44.B.1.b. SOVIET OCCUPATION ZONES.

All countries become Soviet occupation zones upon surrender or occupation.

44.B.2. OCCUPATION FORCES.**44.B.2.a. GENERAL OCCUPATION RULE (f).**

Axis-owned dot and major cities in the Axis occupation zones must be occupied by Axis units. The required occupation forces are as follows:

- i) 3 REs: Each major city hex in the Soviet Union.
- ii) 2 REs: Each major city hex in non-Soviet Europe and Egypt.
- iii) 2 REs: Each dot city in Europe.
- iv) 1 RE: Each dot city in Kenya, Palestine, and Sudan.
- v) 1 RE: Each reference city in Europe.

The occupying unit cannot be position AA or a port fortification. The Axis player must occupy a city starting with the game turn following the turn of his gaining ownership of it. *For example, if Milano becomes German owned due to Italian surrender in the Sept 1 43 game turn, then the city must be occupied in the Sep 2 43 turn. A city does not have to be occupied if there are Allied/Soviet units in regular supply within 5 hexes of the city or if a supply line cannot be traced from the city to an Axis regular source of supply.*

44.B.2.b. GARRISON EFFECTS ON OCCUPATION.

Unactivated Axis garrison forces for a MD or multi-MD area (per Rule 37E??? and the AXIS OB) may count as occupying cities in their MDs. For the MDs garrison, total the REs of units eligible for occupation duties; the Axis player applies this RE total against the occupation requirements for the occupations zone. *For example, on Jul 1 43, there are 13 eligible REs in the German garrison for Belgium. The occupations requirement for all of Belgium is 11 REs (3 major cities and two dot cities), so the garrison by itself occupies all Belgian cities. Had there been only 9 REs in the garrison forces, the Axis player would have to have 2 REs of his on-map units occupy Belgian cities.*

44.B.2.c. PENALTIES OF NON-OCCUPATION.

Check Axis occupation forces in the initial phase of each Allied player-turn, by occupation zone. For each RE (or fraction thereof) missing from the required occupation forces, the Allied player may make one extra partisan attack (per section 3 below) in the zone.

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