

**46. SPECIAL FORCES.** (V 10.11.24)

A special forces unit is a unit with the commando or high mountain unit type symbol (by itself or with another symbol). For example, a unit with the parachute-commando symbol is a commando unit. Note: All US OSS units are also special forces.

**46.A. SPECIAL ABILITIES.**

Special forces units have differing special abilities and replacement restrictions as shown on the table below.

Table 1 Special Forces Table

SPECIAL FORCES TABLE						
(NATIONALITY/FORCE/UNIT ID)						
ALLIED SPECIAL FORCES	Amph	Para	ZOC	SA	RBC	Repl
Commando	No	No	No	No	Yes	Lim
Mountain or Mechanized Commando	No	No	Yes	No	Yes	Lim
Parachute Commando	No	Yes	Yes	No	Yes	Lim
Ranger (US Army)*/Raider (USN)*	Yes	No	No	No#	Yes	No
Marine Commando*	Yes	No	Yes	No#	Yes	Lim
OSS SPECIAL FORCES	Amph	Para	ZOC	SA	RBC	Repl
Commando (Ger: AIC)	No	No	Yes	Ger	Yes	Lim
Parachute Cmdo. (It:2671)	No	Yes	Yes	Ital	Yes	Lim
Parachute Cmdo (3B, I/SBS, II/SBS)	No	Yes	Yes	No	Yes	Lim
High Mountain (ODAC)	No	No	No	No	No	No
Mountain (It: 2677)	No	No	No	Ital	No	Yes
AXIS SPECIAL FORCES	Amph	Para	ZOC	SA	RBC	Repl
Commando/Mech. Cmdo (German)	No	No	Yes	Yes	Yes	Lim
Commando (Italian)	No	No	Yes	No	Yes	Lim
Parachute Cmdo. (German)	No	Yes	Yes	Yes	Yes	Lim
Parachute Commando (Italian)	No	Yes	Yes	No	Yes	Lim
Marine Commando (German)*	Yes	No	Yes	Yes	Yes	Lim
Marine Commando (Italian)*	Yes	No	Yes	No#	Yes	Lim
High Mountain (German)	No	No	No	No#	No	No

\* Coastal raid allowed.  
 # +1 Surprise attack allowed as per Rule ???.  
 Note: The Allied player may not replace any US commando units unless indicated as "Lim."

**46.A.1. AMPHIBIOUS LANDINGS.**

Any special forces unit with a "Yes" on the SPECIAL FORCES TABLE in the AMPH column is intrinsically amphibious and may participate in amphibious landings (Rule 37).

**46.A.2. HEX CAPTURE.**

A commando unit taking part in the occupation of an enemy-owned hex adds +1 to the SUCCESS TABLE die roll when rolling for collateral damage for one installation. For example, two commandos could give a +2 when rolling for an airbase or +1 on the airbase and +1 on a port in the hex.

**46.A.3. LIGHT INFANTRY MOVEMENT ABILITY.**

Special forces units (other than c/m units) are counted as light infantry for movement and combat purposes (Rule ???).

**46.A.4. PARADROPS.**

Any special forces unit with a "Yes" result on the SPECIAL FORCES TABLE under the PARA column is also classed as a parachute unit. Any unit with a "No" result is considered a parachute infantry unit (Rule ???).

**46.A.5. RETREAT BEFORE COMBAT (RBC).**

A special forces unit with a "Yes" under the RBC column may retreat before combat (Rule 11.D) using the "commando" modifier.

A marine commando, ranger, or raider unit on a beach hex may attempt to retreat before combat onto a NT/LC at sea in the same hex. The NT/LC must have sufficient unused cargo capacity to load the retreating unit. Consult the SUCCESS TABLE for each unit retreating in this manner. If the attempt succeeds, the unit retreats aboard the NT/LC.

**46.A.6. RIVER CROSSING.**

A commando unit or special forces unit with "Yes" in the AMPH column crosses any river as if it was being assisted by an engineering unit acting as a temporary bridge.

**46.B. COMMANDO OPERATIONS.**

Special forces units may attempt commando operations, by consulting the SUCCESS TABLE. A special forces unit may attempt only one type of commando operation per phase.

Table 2 Special Forces Results and Modifiers

SPECIAL FORCES	
Results:	
D:	Disaster: The attempt fails. The commando is classed as eliminated isolated. If already isolated, it is permanently eliminated.
F*:	Complete Failure: The attempt fails. Commando eliminated if attempting to seize a bridge or launch a surprise attack/coastal raid.
F:	Failure: The attempt fails.
S:	Success: The attempt succeeds.
S*:	Great Success: Additional +1 to surprise attack, +1 to die roll of other units being assisted through enemy ZOCs (or units), or +1 to any subsequent Success Table roll. Two units may attack normally across a seized bridge. Four hits are inflicted on coastal defences.
Modifiers (Cumulative):	
-#	For each "# MP" marker on the special forces unit.
-3	Amphibious assault or coastal raid in stormy weather.
-2	Amphibious assault or coastal raid in rough weather
-1	Friendly unit helped by a Brandenburg to retreat through enemy units.
+1	Retreating through partial ZOC.
+1	German attempts before Aug 1 41.
+1	1 RE unit attempting operation.
+1	Attacking a unit/CD/bridge in the same hex/hexside as the amphibious assault/airborne drop takes place.
+1	During surprise phase of surprise turn.
+1	During first four turns after invasion surprise phase.
+2	During surprise phase of invasion surprise turn.

**46.B.1. BRIDGE CAPTURE/DESTRUCTION.**

Any commando unit (except marine commandos) may try to capture a bridge when entering a hex (including due to an airborne/amphibious assault) containing a bridge hexside.

Commandos may also destroy or seriously damage bridges with the correct die roll on the SUCCESS TABLE. See the BRIDGE DEMOLITION RESULTS TABLE (Rule ???)

**SPECIAL FORCES.**

**46.B.1.a. PROCEDURE.**

A commando unit must end its movement in a hex adjacent to the bridge to attempt to capture it.

If there are no enemy ground units in the other hex containing the bridge hexside, the attempt is automatically successful. If there are enemy units adjacent, then one die is rolled and the SUCCESS TABLE is consulted.

**46.B.1.b. CHANGE OF OWNERSHIP.**

A seized bridge immediately becomes owned by the phasing player. A die is rolled: on a 1 or 2, the normal die roll is made (Rule ???); on a 3-6, no "Collateral Damage" marker is placed on the newly captured bridge.

**46.B.1.c. COMBAT EFFECTS.**

If a bridge is seized and does not suffer collateral damage, then during the following combat phase, any one friendly unit may attack across this hexside without being affected by the terrain effects of the river. *Note: Only one unit benefits from this; other attacking units are affected by the river.*

**46.B.2. COASTAL RAID.**

All marine commando, ranger, and raider units are eligible to use the coastal raid ability to attack coastal defences.

In a coastal raid, an eligible unit attempts to damage enemy coastal defences (see Rule ???) in a hex. Up to one eligible unit per level of coast defences in the hex may attempt a coastal raid in the hex. *For example, if a hex has a coast defence level of 3, then up to three eligible units may raid the hex.*

Immediately when a raiding unit enters the hex (before the roll on the AMPHIBIOUS LANDINGS EFFECTS TABLE), resolve the effects of the raid. Roll one die and consult the SUCCESS TABLE. If the raid succeeds, two hits of damage are inflicted on the coast defences in the hex. If the raid fails, the commando unit may be eliminated (as explained on the SUCCESS TABLE). *Note: The raid is resolved before any CDs in the hex may fire. CD fire from adjacent hexes is conducted normally.*

**46.B.3. SURPRISE ATTACK.**

Special forces units listed below may attempt to make a surprise attack with up to a +2 die modifier to the main CRT. They may attack alone or with other units.

- a) Any 1 strength point unit that has a "Yes" under the SA column may attempt a +2 surprise attack.
- b) "Ger" means that the unit may only attempt a +2 surprise attack against a stack containing at least one German unit.
- c) "Ital" means that the unit may only attempt a +2 surprise attack against a stack containing at least one Italian unit.
- d) Any special forces unit that has a "Yes" in the AMPH column may attempt (as described above) a +1 surprise attack when making an amphibious assault.
- e) A high mountain unit may attempt a +1 surprise attack if the defender is in a mountain hex or the attack is made across a mountain hexside.
- f) Any other special forces (including those with 0 strength points) unit may attempt a +1 surprise attack as described below.

The owning player declares the surprise attack immediately before rolling the die to resolve the attack, after calculating the odds of the attack. Consult the SUCCESS TABLE. If the

commando operation succeeds, modify the main combat die roll by +2 if permitted; +1 otherwise. Failure means the unit may be eliminated (as explained on the SUCCESS TABLE).

*Note: A parachute-commando making an air drop would combine the two main combat die modifiers.*

If the special forces unit is eliminated, then the attack odds must be recalculated, excluding the unit's strength.

If the special forces unit survives the success roll, it must take required losses (Rule 11.O) if casualties are incurred.

*Note: Special forces units are the first units to take casualties (Rule ???).*

**46.B.4. ZOC NEGATION.**

A special forces unit with a "Yes" result under the ZOC column of the SPECIAL FORCES TABLE get the following abilities:

- a) It may attempt to enter, move through, or leave enemy ZOCs without paying ZOC movement costs. Each time the unit leaves, enters, or moves through a hex in an enemy ZOC without paying the ZOC costs, consult the SUCCESS TABLE. If the attempt does not succeed, the unit must pay normal ZOC costs to leave or enter the hex; if it does not have sufficient MPs to meet this cost, then it must end its movement in the hex it currently occupies.
- b) It may attempt to retreat through enemy ZOCs to a friendly-occupied or vacant hex. Consult the SUCCESS TABLE. If the attempt succeeds, the unit is not does not suffer losses due to retreating through enemy ZOCs.
- c) It may attempt to help other units in its hex retreat through enemy ZOCs. The commando unit must successfully retreat to a friendly-occupied or vacant hex, and each unit to be helped must retreat to the same hex. Consult the SUCCESS TABLE for each unit retreating in this manner. If the attempt succeeds, the unit retreats to the hex, ignoring enemy ZOCs. A failure means the unit is subject to regular ZOC effects. *For example: Soviet units attack a German-occupied hex from five adjacent hexes. The sixth hex has no German units in it and is in Soviet full ZOCs. In the attacked hex are a Brandenburger parachute commando unit and two 7-6 infantry divisions. The result of the attack is a DR. The Brandenburger unit attempts to retreat to the adjacent unoccupied hex and succeeds. Thus, the other retreating units may attempt to retreat through the Soviet ZOCs without loss. One division succeeds and thus retreats at its 7-6 strength. The other division fails and is thus reduced to cadre strength due to retreating through enemy ZOCs.*

**46.C. REPLACING SPECIAL FORCES.**

Special forces units may have different replacement restrictions as shown in the REPL column of the SPECIAL FORCES TABLE. These are defined below.

- 1) **No:** Unit is not replaceable.
- 2) **Yes:** Unit is replaced normally.
- 3) **Lim:** Only ½ RE may be replaced each month.



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