

**47. SURPRISE TURNS.** (V 10.11.24)

There are two types of surprise turns: invasion surprise and local surprise. A surprise turn is defined as the bonus movement and combat phases the player receives when the surprise turn is declared. *Note: This includes the naval portion of the movement phase and a special supply judgement phase.*

**47.A. LOCAL SURPRISE.**

Local surprise is achieved by a husbanding of resources with the objective of using them to achieve a breakthrough or battle of decisive impact on a large or small front.

**47.A.1. COST.**

A local surprise turn costs a number of SPs and SRPs depending on the number of REs that the player wishes to have the surprise benefit. The following units count as 1 RE (or more if indicated) for calculating how many units may participate in a surprise turn:

- a) Each RE of ground units.
- b) Each HQ required to supply units participating in the surprise turn.
- c) Each air unit, strategic bombing mission by a strategic air force, or 3 points of TBF used by a strategic air force flying a mission in the surprise turn.
- d) Each 4 strength points of a task force.
- e) Each NT, LB, or LC capable of carrying 1 RE.
- f) Each ship or flotilla (in older games) counts as 1 RE.

The following table shows the cost in SRPs and SPs points needed to declare the various levels of surprise turns and the number of REs that may participate.

Table 1 Surprise Turn Cost Table

SURPRISE TURN COST TABLE			
SRP COST / SP COST / TOTAL RE BENEFIT			
1 / 1 / 1	11 / 22 / 66	21 / 77 / 231	31 / 166 / 496
2 / 1 / 3	12 / 26 / 78	22 / 85 / 253	32 / 176 / 528
3 / 2 / 6	13 / 31 / 91	23 / 92 / 276	33 / 187 / 561
4 / 4 / 10	14 / 35 / 105	24 / 100 / 300	34 / 199 / 595
5 / 5 / 15	15 / 40 / 120	25 / 109 / 325	35 / 210 / 630
6 / 7 / 21	16 / 46 / 136	26 / 117 / 351	36 / 222 / 666
7 / 10 / 28	17 / 51 / 153	27 / 126 / 378	37 / 235 / 703
8 / 12 / 36	18 / 57 / 171	28 / 136 / 406	38 / 247 / 741
9 / 15 / 45	19 / 64 / 190	29 / 145 / 435	39 / 260 / 780
10 / 19 / 55	20 / 70 / 210	30 / 155 / 465	40 / 274 / 820

*Note: Half of the expended SRPs and SPs are placed on a friendly unit within 5 hexes of the front or in depots or HQs within 20 hexes of the surprise front. The remainder are expended.*

**47.A.2. INITIATING A LOCAL SURPRISE TURN.**

The following procedures must be followed when designating a local surprise turn.

**47.A.2.a. PLANNING TIME AND DESIGNATING THE TURN.**

To initiate a surprise turn, the phasing player must designate the turn the surprise is to occur, at least one turn ahead of time (during the initial phase) for every 5 SRPs (or portion thereof) to be expended. The required SRPs and SPs must be

expended from either the national pool or from depots or supply units within the area of the surprise front.

A centre hex must be picked for the surprise to occur in. A specific type of weather in the centre may also be designated as necessary for the surprise turn to occur. This may delay the surprise turn until it occurs. *For example, a player could designate the second turn of clear weather after bad weather as the turn of surprise.*

**47.A.2.b. REDUCED PLANNING TIME.**

A surprise turn may have its planning time reduced by half (rounded down). This may be done at any time.

In this case, no SRPs or SPs are recovered at the start of the surprise turn (per Rule ??? below). *For example, if a 5 SRP/5 SP cost surprise turn could be planned in the initial phase and executed in the same turn but in this case 2½ SRPs and 2½ SPs would not be placed back on the map.*

**47.A.2.c. DESIGNATING CENTRE HEX.**

When a surprise turn is designated, the player must choose a hex to be at the centre of the surprise turns area of effect (the surprise front). This hex must be in an enemy or friendly ZOC but may not be behind the enemies front line (its most forward units which form a continuous line of units or ZOCs). If it is an all-sea hex, it must be on a line of hexes which form a straight line between two points on the front line. *Note: Some judgement may have to be used if there are gaps in the line.*

**47.A.2.d. EXPENDING SRPs AND SPs.**

All necessary SRPs and SPs must be expended when the surprise turn is designated. These SRPs and SPs (or the HQ tracing back to the depot expending the SRPs and SPs) must be within a number of infantry MPs of the centre hex. This number is equal to the total number of SRPs designated to be expended. They may also be railed up to a hex within range in the same turn that the planning is done.

In the case of an amphibious or airborne assault, the SRPs and SPs must be within the supply range of HQs used to supply attacking ground and air units or stacked with participating naval units in their starting ports.

At the start of the surprise phase, half of the previously expended SRPs and SPs are placed back on the map within 5 hexes of the front line or into an supply unit or depot within 20 hexes of the front.

**47.A.2.e. VOLUNTARY REDUCTIONS OF EFFECTS.**

The number of SRPs to be expended may be voluntarily reduced by any amount on the turn of the attack but may never be increased without restarting the initiation process.

If a surprise turn is reduced in effect, SRPs and SPs equal to a 80% of the difference between the two base are placed back on the map in the area from which they were originally removed. *For example, if a 30/155/465 surprise turn was reduced to a 10/19/55, the player would add 16SRPs (80% of the 20 SRP difference) and 108.8 SPs (80% of the 155-19 SP difference) back to his national pool.*

The costs and effects of the new surprise turn are used for all purposes at this point in time.

**47.A.2.f. MOVING THE CENTRE HEX.**

If the designated centre hex must be moved (because the enemy front line moves) or is moved by choice, reduce the effective SRP expenditure by one for each hex moved. The originally designated SRPs (but only the SPs for the reduced RE benefit total) must still be expended. The newly reduced

RE benefit is now the maximum number of REs that may participate. Unspent SPs would be placed back on the map in the area of the original surprise front. *For example, if a 20/70/210 surprise turn was planned and the centre hex was forced to move 10 hexes, the new surprise turn would effectively be a 10/19/55 surprise turn. Only 55 REs could benefit (thus the SP expenditure would be 19) but the designated 20 SRPs would still have to be spent. The unspent SPs would be placed in depots within 20 infantry MPs of the original centre hex.*

#### 47.A.2.g. DELAYING A SURPRISE TURN.

A surprise turn may be delayed with no penalty if the designated weather does not occur. Otherwise, each turn of delay costs an additional ¼ of the SRPs and SPs that were expended when the turn was designated.

#### 47.A.2.h. DESIGNATING THE SURPRISE FRONT.

On the surprise turn (or the regular turn if no ground movement is to be made within 5 hexes of the surprise front), the phasing player shows which area of the front is affected by placing markers on either end of the surprise front and on the centre hex. Hexes must be counted along the enemy front line (curves in the line must be taken into account) or along a straight line of sea hexes between two points in the enemy front line. All friendly units within five hexes of the front lines (or loaded on participating naval units) **must** be counted in the total allowable REs participating in the surprise turn (if possible). Front lines are defined as hexes in enemy ZOCs or as close to enemy ZOCs as possible.

A surprise front has a maximum radius of the number of SRPs expended. The centre hex is the first hex counted in any direction. *For example, if 6 SRPs were expended, the surprise front would extend for five hexes on either side of the centre hex.* The surprise front must be traced along coastlines and in a straight line across sea or lake hexes if separated amphibious assaults are to be made.

Any friendly ground or air unit more than five and up to 20 hexes from the front lines may also be marked as being included in the surprise front. Any naval unit (or carrier born air unit) may be marked as being included in the surprise front if it meets either of the following conditions:

- 1) The unit or its cargo ends either the surprise or regular turn within 5 hexes of the surprise front
- 2) The unit participates in a naval/land combat within 5 hexes of the surprise front.

#### 47.A.3. LIMITATIONS.

Only one surprise turn per front/command per continent may be in the planning or execution stages during any game turn. Any major power may include minor allies in their RE total. *Note: Germany may also include Italian units even though Italy is a major power.*

#### 47.A.4. SURPRISE EFFECTS RESULTS TABLE.

Each defending front/army group or command with units near the surprise front must make a roll on the SUCCESS TABLE to determine the number of "+ # MP" markers placed on each stack of defending ground or air units. Designate which units are in each defending army group before rolling.

Table 2 Surprise Effects Results Table

SURPRISE EFFECTS RESULTS TABLE	
Results:	
F*:	Minimal Surprise: -1 "+ # MP" Marker.
F:	Surprise: No "+ # MP" marker modifier.
S:	Major Surprise: +1 "+ # MP" Marker.
"+ # MP" Marker Modifiers (Cumulative):	
-1	If a German unit.
-1	For each 7 (up to a maximum of seven times the total SRP cost) hexes the unit is from the centre hex of the surprise front.
+0	If a US, Commonwealth, Polish or "Free" unit
+1	If a Soviet, French, Italian, or minor country unit
+1	If it is an invasion surprise turn.
+1	If it is the first surprise turn against the country.
+1	If the year is 1939-1942.
Note: 1) Surprise effects roll is done for each front or command.	
2) During an invasion surprise turn, Soviet units moving closer to the nearest enemy HQ or border, freely remove one "+ # MP" marker for each hex moved. This is done without expending MPs to remove the other "+ # MP" markers as is normal.	
3) If two or more nationalities are stacked together, use the modifier for the unit with the largest ZOC. If equal, average the modifiers and round up.	

#### 47.A.5. SURPRISE TURN EFFECTS ON UNITS.

The following effects are suffered by units during any surprise turn:

- a) Air units involved in a surprise turn may not fly transfer, staging, or strategic bombing missions.
- b) Air drops may be performed only within 10 hexes of the surprise front.
- c) Amphibious assaults or landings may be performed only within 10 hexes of the surprise front.
- d) If NT or LB capacity increases are used in the surprise phase, all SP and SRP expenditures for them are doubled (Rule ???).
- e) Enemy air and naval reaction steps are performed normally unless it is an invasion (or initial) surprise turn. In this case, the defender gets no reaction phase.
- f) Airbases attacked with a tactical bombing mission in the surprise turn, suffer a surprise die roll on the SUCCESS TABLE (Rule ???).
- g) All (including those flown in the initial phase) enemy ground support missions have their TBFs halved.
- h) Ground units starting in enemy ZOCs equal to or greater than their own class (before surprise effects are accounted for), may not move during the surprise movement phase but may participate in attacks. *Note: Enemy ZOCs may be screened by non-moving friendly units.*
- i) All attacks made in the surprise combat phase do not require any supply expenditure unless required by weather or other additional SP costs such as forts, cities, planned attacks, etc. These SPs must be removed from a special supply source within range. If the weather shows double or triple supply expenditures, only the additional SP cost due to the weather is spent.
- j) Enemy reserves within 5 hexes of the surprise front (or an amphibious/airborne assault) may move in the surprise turn as there is still a reaction phase after the bonus move.
- k) Sea or lake hex sides may not be crossed unless there is a narrow strait.
- l)

Air units flying from airbases with a “+# MP” marker on it, add the number on the marker to their air combat die rolls during the surprise phase.

- m) Isolation of enemy units in the surprise front is judged at the instant of combat as well as at the start of a combat phase, if they are under a “+# MP” marker .
- n) No units may rail during the bonus movement phase.
- o) No unit may conduct any kind of engineering function.
- p) After the bonus movement and combat phases, there is a bonus supply judgement/air unit phase during which any HQ that moved recalculates its supply range. Both player’s then judge supply normally for all units within the surprise front. The phasing player may make operative (or reduce the status of) type F, D, and A air units up to the number of phasing air units used in the surprise turn. All units must be within range of the surprise front. The non-phasing player may do the same at a cost of 1 SP per 3 air units. SPs are removed from the theatres/commands central pool. In an invasion surprise turn, the phasing player may make **any** inoperative air units operative or reduce their status.

After all the bonus phases of the surprise turn are conducted, the rest of the turn proceeds normally.

**47.A.5.a. AIRBASE SURPRISE.**

If an airbase is attacked with a tactical bombing mission in any non-initial phase of a turn containing a surprise turn, the phasing player rolls one die and consults the SUCCESS TABLE. Add the number of attacking air units to the number of “+# MP” markers on the airbase (due to the SURPRISE EFFECTS TABLE) and subtract the number of defending air units flying CAP in the hex. The result equals the number of affected (randomly chosen) defending air units.

If two nations air units are on the same airbase but have different numbers of “+#MP” markers on them, each nations air units use the same initial roll but may have different effects applied to them depending on the modified result.

During a surprise phase (or if a Soviet airbase is attacked per Rule ???), all units making airbase surprise attacks (and their escorts) are flown at the same time. All airbase surprise attacks takes place before the defending player may fly **any** air missions. Once the airbase surprise die roll is made, the defender may fly missions with all available air units. *For example, an attacking bomber would roll on the table first. If a defending fighter was usable after this, the normal sequence of play would occur and it could intercept the bomber before it rolled for the airbase bombing mission.*

Air units that decide to intercept must first intercept the air units that are attacking the airbase. *Note: This will only matter if more than one mission is being flown to the hex by the mission force.* Once at least one interceptor is allocated per attacking unit, other interceptions may be performed as the defending player desires.

Table 3 Airbase Surprise Results and Modifiers

AIRBASE SURPRISE	
Results:	
F*:	Complete Failure: The attempt fails. All affected air units are available for normal use.
F:	Failure: The attempt partially fails. Operative air units are available for normal use. Inoperative air units have “X” markers placed on them. “X” air units are damaged.
S:	Success: The attempt succeeds. No affected air units are available for use. All operative air units are made inoperative. Inoperative air units have “X” markers placed on them. “X” air units are damaged.
S*:	Great Success: The attempt succeeds. No affected air units are available for use. All operative air units have “X” markers placed on them. Inoperative air units are damaged. “X” air units are aborted.
Modifiers (Cumulative):	
-1	All units on the airbase are Guards or non-Soviet major power air units.
+1	Air unit is on a temporary airfield.
+1*	Soviet air units before Jun 1 42.
+1	Surprise phase.
+1*	Invasion surprise turn.
* Modifier does not apply to units in Leningrad, Baku, or Moscow. Note: Soviet airbases are treated normally after Mar 1 43	

*Airbase surprise example: Three Soviet fighters are on a 3-capacity airbase. One is operative, one is inoperative, and one has an “Extended Air Mission” marker on it. Two Me 109Fs attack the airbase. Two Soviet air units would be affected by the die roll as there is no CAP or “+# MP” marker on the airbase. As the “Extended Air Mission” fighter may not scramble, the Soviet designates it as not being affected by the roll. A “Failure” is rolled and the Soviet player intercepts with the operative fighter. The inoperative fighter has an “X” marker placed on it. It and the inoperative fighter with the “X” marker (which is not affected in any way by the roll) also decide to intercept (they have a modifier in air combat as they are not allowed to intercept other than in their hex due to the “X” marker). If a “Success” had been rolled, the inoperative fighter would have had an “X” marker placed on it and the operative fighter would have been made inoperative. The “X” fighter would not change as it is still unaffected.*

The normal air sequence of play is used if airbases are attacked in a non-surprise phase of a turn containing a surprise turn. *For example, a fighter could intercept a bomber before it made the airbase surprise die roll if it was the initial movement or exploitation phase.*

**47.B. INVASION SURPRISE.**

Invasion surprise turns may either occur:

- 1) On the turn of the first ground attack across a country’s border if it occurs before 1942 or
- 2) On the first turn that a country has war declared on it or
- 3) On the turn of the first ground attack across a colony’s border if it occurs before 1942.
- 4) *Note: If a major country has previously experienced invasion surprise, its colonies are also assumed to have suffered invasion surprise and are no longer vulnerable.*

Bridges may be captured intact as per Rule ????. There may be additional effects which are described by the country specific rules. The effects of an invasion surprise turn may continue for several turns.

When an invasion surprise turn occurs, it will have devastating effects if no mobilization has occurred, significant effects if partial mobilization has occurred, and some effect if full mobilization has occurred. These additional effects will be listed in the country specific rules. They are usually in addition to the normal surprise turn effects.

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