

**48. LIMITED INTELLIGENCE.** (V 10.11.24)**48.A. EXAMINATION OF STACKS.**

Only certain enemy stacks may be examined by the phasing player as described below. Unless occupied by friendly units, examination of enemy depots is not allowed. *Note: Partisans in regular mode count as normal units for the purpose of stack examination.*

A player may always know the size and type of installations in any enemy-owned hex.

**48.A.1. ADJACENT STACKS.**

Reconnaissance may be performed by any non-artillery combat unit of at least 1 RE size that has an attack strength of one or more as described below:

- a) If the unit starts the movement phase next to an enemy stack, it may examine the enemy stack or corp marker.
- b) If the unit expends half its movement allowance upon moving next to the enemy stack, it may also examine the enemy stack or corp marker.
- c) **Exception: Recon units of any size may do the same.**

A player may request the organizational size and number of armour or mechanized units in any enemy stack in the front lines if he has any of the above units adjacent to it at any time.

**48.A.2. BATTLE ZONE.**

Any Allied/Soviet stack within 5 hexes of the front lines or Axis stack within 7 hexes of the front lines must have the largest (highest combat value) non-artillery unit on top. Only this unit may be examined.

If the units in a stack are in a front/army/corp or under a "Reserve" marker, the stack is not required to have the largest unit exposed.

Any Axis stack within 5 hexes of the front lines or Allied/Soviet stack within 3 hexes of the front lines must state the number of armour or mechanized units in it if this is requested, but not their organizational size.

**Exception: Face up partisans do count as units for the purpose of this rule.**

**48.A.3. REAR AREA.**

Allied/Soviet units in a stack more than 5 hexes from the front lines or Axis units in a stack more than 7 hexes from the front lines may be stacked in any order the player wants.

**48.A.4. RESERVES.**

The opposing player may examine an adjacent reserve stack in the same manner as any other stack. If only part of a corp/army is in reserve, place a "Partial Reserve" marker on the corp/army marker. Mark the units within the corp/army that are in reserve by placing reserve markers on the appropriate units on the CORP/ARMY DISPLAY

**48.B. ARMY HEADQUARTERS.**

Army headquarters must always be placed on the top of a stack and may not be hidden inside a corp counter.

**48.B.1. USES AND RESTRICTIONS OF ARMY HQ's.**

Use "Army HQ" markers in the same manner as "Corp/Army" markers to hide units. These markers may move no faster than the slowest unit in their organizational box. The opposing player may always examine the next unit under an "Army HQ" marker but not those in its organizational box. *Note: Army refers to an Axis or Allied army/Soviet front while corp/army refers to Axis or Allied corp/Soviet army.*

**48.B.2. REAR AREA.**

Each player may have his army HQs on the map hiding large rear area formations if they are outside the battle zone (see Rule ???). When the units are being revealed, an army HQ with up to three "Corp/Army" markers concealed in it has the units placed in the same hex as the army HQ. Stacking may be exceeded with no penalty (i.e. no extra MPs for units to enter or leave the hex) if the units are hidden in an army HQ. If an army HQ has over three "Corp/Army" markers in it, the extra markers must be placed within three hexes of the army HQ when they are revealed.

When an army HQ enters the battle zone by choice or due to enemy action, all units exceeding stacking limitations must be placed on the map and moved normally (but with no overstacking penalties). If this situation is caused by an enemy airborne/amphibious assault, all units are placed within the three hexes in the same manner as garrisons (Rule ???). A success roll may allow reserves or non-reserves to move out of the placement hex.

**48.C. AIR CORPS.**

Wings, gruppen, and air corp are collectively referred to as air corps in the rules. The opposing player may not examine air units hidden in "Air Corp" markers. If there is no "Air Corp" marker in a hex but there is more than one air unit in the stack, only the top air unit may be examined by the opposing player.

Air units are always placed on the top of ground units when stacked in a hex. The opposing player may always examine the top ground unit under a stack of air units.

**48.D. INTRINSIC AIR RECONNAISSANCE.**

Certain airbases allow the examination of enemy stacks as described below. The maximum distance that a stack may be examined is nine hexes.

**48.D.1. INACTIVE FRONTS AIR RECONNAISSANCE.**

If a front is inactive, any hex may be fully examined if it is within a number of hexes equal to two times the operational capacity of a friendly airbase.

**48.D.2. ACTIVE/SEMI-ACTIVE FRONTS AIR RECON.**

If a front is semi-active or active, any hex may be fully examined if it is within a number of hexes equal to the operational capacity of a friendly airbase.

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