

**49. OPERATIONAL & STRATEGIC RESERVES.** (v 10.11.25)

Each side (Russia, the Axis, and the Allies) may place units in operational and strategic reserve. This represents the forces held aside by the high command of each side to deal with emergency situations within a theatre or indeed for the war as a whole.

All ground units in a neutral country or in any country's colonies (even if the home country is not neutral) begin the game in operational reserve.

**49.A. OPERATIONAL RESERVES (ORs).**

Any unit entering operational reserve has a marker placed on top of it to indicate its status. If it leaves operational reserve, remove the marker. Use the OPERATIONAL RESERVE TRACK for each theatre to keep a running total of the number of REs in operational reserve. *Note: This is not required but will save players from counting REs.*

All "Forming" units are also in operational reserve and maintain that status when "Formed" and placed on-map.

**49.A.1. CHANGES IN STATUS.**

Players are limited in the amount of units that may go into or out of operational reserve as described below. *Note: All changes to the status of units in strategic reserve are done before changes to the status of units in operational reserve.*

**49.A.1.a. MONTHLY DEPLOYMENT LIMITS.**

Each country rolls a six-sided die at the start of each month. In general, this number is used to see how many REs of units may enter (on turn 1 of the month only) or leave (on any turn) operational reserve. A roll is also made on the Success Table to modify this number and give a new base number. Results are as follows:

Table 1 Monthly Deployment Limit Die Roll Modifiers

MONTHLY DEPLOYMENT LIMIT DIE ROLL MODIFIERS	
Results:	
D:	Disaster: -2 to deployment die roll
F*:	Failure*: -1 to deployment die roll.
F:	Failure: No modifier to deployment die roll.
S:	Success: +1 to deployment die roll.
S*:	Great Success: +2 to deployment die roll.
Modifiers (Cumulative):	
-2	Minor countries.
-1	Soviet Union before Nov 1 41.
-1	Italy, France, Soviet Union, Germany after Jan 1 44

Add the following three numbers together to get the final deployment limit.

- i) Multiply the modified deployment number by the number of depots in semi-active MDs (Rule ???);
- ii) Multiply the number by double the number of depots in active MDs;
- iii) Multiply the number by half the number of depots in inactive MDs.

The resulting number gives the total number of REs of units that may change status anywhere on the map. It is

recorded on the current months OPERATIONAL RESERVE TRACK and may not be exceeded.

Use the OPERATIONAL RESERVE TRACK to mark the total available operational reserve points for each country and the modified base die roll. Each depot will have a marker to show it's current OR multiplier. This is modified in several ways.

- i) Each time the base die roll is exceeded for a depot during a turn, the RE multiplier has one added to it for all future REs added or removed to Op Reserve until the base number was exceeded again. *For example, if the base die roll was two and a 3 RE unit was being added to Op Reserve, it would cost 4. One each for the first 2 REs and 2 each for the third RE. If 3 more REs were to be added within the same depots supply net, the first RE would also cost 2 and the next two would cost 3 each for a total of 8 more.*
- ii) Each turn that REs are added to or removed from Op Reserve in a depots range, the base multiplier is one larger than the final multiplier of the previous turn for the depot. *Note: This is reset to zero at the end of each months turn 4. For example, if the above example occurred in May 1 41, the base multiplier would be 3+1 for the next turn in May that the player was using Op Reserve point.*
- iii) There is no effect on the multiplier for a depot if no Op Reserve points are expended by that depot during the turn.

Each depot will have a box on its track to record the current OR multiplier.

**49.A.1.b. BONUSES TO THE DEPLOYMENT LIMIT.**

Certain events may add REs to the deployment limit as described below:

- i) Before the die is rolled for a new month, reduce the remaining OR points by half. Add this number to the new OR total.
- ii) Bonus REs are added to the deployment total if the countries' units are affected by an either side's surprise turn. Multiply the SRPs required for the surprise turn by a d6 to get the bonus REs and adjust the OPERATIONAL RESERVE TRACK accordingly. Double this total if it is an invasion surprise.
- iii) Any and all involved major powers get bonus REs equal to a new die roll on the turn enemy units cross an affected border for the first time. Multiply the roll by two times the number of invaded MDs.
- iv) If a home country's (or it's possessions) national border is crossed by enemy forces, the number of REs crossing the border is added to the bonus RE number as long as the MD has a friendly HQ in it. *For example, if no Soviet border MD has a Soviet HQ in it (which would make them semi-active at best), no bonus REs would be counted if Axis forces cross that border.*
- v) When any independent country or island with an intrinsic rail capacity is fully captured, the capturing player gets an RE bonus equal to the captured rail capacity divided by a d6 roll.

**49.A.1.c. DEPLOYMENT RE SIZE MODIFIERS.**

All units entering or leaving operational reserve may have their RE size modified by the following deployment RE size modifiers:

- i) If the unit is in an active MD or the battle zone (Rule ???), halve the normal RE count to **leave** operational reserve.
- ii) If the unit is in the battle zone (Rule ???), double the RE count to **enter** operational reserve.
- iii) If the unit is not in a town or city hex, double the RE count to **enter** operational reserve.
- iv) If a unit is in an enemy ZOC, it may be removed with no RE or MP cost (as described below).
- v) Units with the armour symbol count double the normal count.

- vi) If a unit is activated during a reaction phase (or at any other time during an enemy turn), double the normal RE count.
- vii) If a unit cannot trace an overland supply line to a depot as described below, double the normal RE count.

#### 49.A.1.d. ENTERING OPERATIONAL RESERVE.

Any unit may have a “Operational Reserve” marker placed on it under the following conditions:

- i) It is the reinforcement phase of the first turn of a month.
- ii) The unit must have a printed attack strength of zero or more.
- iii) The unit is not in a garrison.
- iv) The unit loses reserve status if it is marked as such.
- v) The unit must be able to trace a regular supply line to a depot.
- vi) *Note: Any unit released from garrison is immediately placed in operational reserve (at no deployment cost).*

#### 49.A.1.e. LEAVING OPERATIONAL RESERVE.

A unit may have a “Operational Reserve” marker removed from it under the following conditions.

- i) It is the owning players reinforcement phase.
- ii) The unit has a “+1 MP” marker placed on it.
- iii) The unit is being used in a surprise attack.
- iv) *Note: Any non-moving units leaving operational reserve may spend 1/6 SP per RE to have a “Reserve” marker placed on them (Rule ???).*

*Note: All units which leave operational reserve before the reinforcement phase of week 4, generate no RPs.*

#### 49.A.2. EFFECTS ON UNITS IN OPERATIONAL RESERVE.

The following effects apply to units in operational reserve:

- a) Units in operational reserve may not fire AA
- b) They may not expend MPs for any purpose other than strategic rail. Count them double RE size when doing so.
- c) They have no APZOCs but do have normal ZOCs.
- d) If they end any phase adjacent to an enemy unit, they lose their operational reserve status.
- e) If they end any phase in the battle zone they may remove the “Operational Reserve” marker but they are not forced to do so.
- f) Units in operational reserve may have special operations planned for them
- g) They may participate in surprise turns. If there are not enough REs available to remove them from operational reserve on the turn the operation is planned for, either the operation must be cancelled or it must only use the allowable REs. Units participating in a surprise attack are removed from operational reserve at no cost.
- h) If a unit in OR is subject to an OB conversion (Rule ???), it maintains its status. If two or more units are involved and at least one unit is not in OR, any newly created units may lose their status but do not count against the monthly limit.
- i) Units in operational reserve may be rebuilt only in the replacement phase of the first turn of the month.
- j) Any unit being removed from OR that counts against the monthly limit, may immediately spend SPs to have a “Reserve” markers placed on them. Each RE costs 1/12 SP. The units do not have to be stacked together.

#### 49.A.3. REPLACEMENT POINT GENERATION.

Units in operational reserve generate replacement points for their nation during the reinforcement phase of week 4 of each month when in a town or city hex. Place the generated points on “Turn 1” of the REPLACEMENT TRACK.

Units add their RE size to their combat strength ((attack + defence)/2) to get a replacement value. This is then multiplied by the countries special replacement rate and divided by the MD modifier (see below) to get the number of RPs generated.

Training units count double REs size (not strength) when calculating the replacement value.

Forming units are counted as being in operational reserve and maintain this status when placed on the map.

Any unit in a town or city hex will generate Rps; units with an armour symbol (by itself or in conjunction with another symbol) generate arm RPs, Soviet artillery units generate art RPs, and all other units generate inf RPs.

The MD modifier is dependent on the MDs activity level (Rule ???):

- a) **Inactive:** MD modifier is 50.
- b) **Semi-active:** MD modifier is 25.
- c) **Active:** MD modifier is 10.

#### 49.B. STRATEGIC RESERVES.

##### 49.B.1. ENTERING & LEAVING STRATEGIC RESERVE.

Each side may place units into or remove them from strategic reserve with the following restrictions:

- 1) Units entering strategic reserve must be in the home country or the FORMING BOX. **Exception: See below.**
- 2) Units entering strategic reserve are removed from the map, and placed in the STRATEGIC RESERVE BOX.
- 3) Units entering or leaving strategic reserve are under the same entry or withdrawal restrictions as operational reserves. *Note: This means that Forming units may be in strategic reserve but must be marked as such as they are in the their own box already.*
- 4) Units entering or leaving strategic reserve use rail capacity as if moving by rail.
- 5) Units count normally against the deployment limit on operational reserves when placed into strategic reserve.
- 6) Units count double RE size against the deployment limit on operational reserves when being removed from strategic reserve.
- 7) Units removed from strategic reserve are placed on the home countries replacement track so as to arrive in the current turns replacement phase (Rule ???). They may choose to arrive on map with either a “Reserve” or “Op. Reserve” marker on them.

##### 49.B.2. BRITISH MEDITERRANEAN STRATEGIC RESERVE.

Britain must create a separate Mediterranean Strategic Reserve Garrison in the Delta (in Egypt) on the turn that Italy declares war on the Allies.

The MSR garrison may be of any size. On the turn the Italian player crosses the Egyptian border, the British player may use any number of OR points in the Mediterranean MDs to place any number of units in the Middle East into

## Europa

the Mediterranean Strategic Reserve Garrison. If the OR# becomes negative, no RPs are generated by the reserve until it is positive again. All above restrictions and any normal benefits still apply except that non-forming units are kept on-map in the Delta or Palestine.

If Italian ground units enter Egypt or other British territory in the Middle East, the MSR garrison must consist of a minimum of 6 REs of garrison capable units plus 2 divisional HQs. All required REs must be British or Commonwealth units. Lose 1 VP per month for each missing RE.

The RE and HQ requirement is reduced by 1 RE/HQ for each RE or HQ transported to Greece (or any other minor country invaded by the Axis if playing Grand Europa). *Note: The player may still leave units in this garrison if he so wishes.*

### **49.B.3. STRATEGIC RESERVE RP GENERATION.**

Units in strategic reserve generate RPs in the same manner as operational reserves but double the amount generated.

### **49.B.4. STRATEGIC RESERVE VICTORY POINT GENERATION.**

Units in strategic reserve may generate VPs while in reserve or cost VPs to remove depending on the scenario. See the scenario specific rules for exact amounts.

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