

## 52. REPLACEMENTS. (V 10.11.29)

Players receive replacement points (RPs) which are used to replace eliminated units and to rebuild cadres to full strength. RPs are received during the player's reinforcement phase and used during the player's replacement phase. Unused RPs may be accumulated for use in later turns.

### 52.A. GENERAL REPLACEMENT RULE.

Units built from replacements are placed in the holding box of the MD expending the RPs so as to arrive the specified number of turns later. When the turn to be placed on the board arrives, they are placed (during the replacement phase) in the same manner as reinforcements (Rule ???). In addition, replacements may either be brought on in a friendly-owned city or town in the MD or in the same hex as any army HQ or training division in the MD. Replaced air units are placed on map during the replacement phase as an inop unit (Rule ???).

#### 52.A.1. TRANSFERRING REPLACEMENT POINTS.

Replacement points may be transferred from the national pool to any theatre/command pool and from the theatre/command pool to any fronts (in the theatre/command) pool. The reverse may also be done. Rail capacity in either the normal or supply net may be used if an overland supply line can be traced between the pools. Air or naval transport capacity must be used otherwise (or may be used instead of rail capacity).

Any unit in a fronts holding box may be transferred to any other fronts holding box by using the regular rail net, air transport, or naval transport capacity. The unit arrives one week later than originally scheduled.

#### 52.A.2. NATIONAL REPLACEMENT POOLS.

Units replaced normally from national replacement point pools may be placed on any inactive fronts cycle track. Units arriving as replacements in an inactive front may be placed off-map in strategic reserve or on-map in operational reserve. This does not use any operational reserve points.

Units replaced or rebuilt from the national replacement pools may be replaced or rebuilt at a reduced rate at the players option. These units cost 30% less inf RPs to rebuild but are under the following restrictions:

- a) Replaced units are placed on any inactive MDs cycle track but take twice as long as normal to arrive.
- b) If a unit is being rebuilt from a remnant or cadre at the reduced rate, it is removed from the map and placed on the cycle track so as to arrive four turns later.
- c) *For example, a 12-10 Panzer division (5-8 cadre) would spend its normal inf and arm RP cost to be rebuilt to cadre status less the cadre strength times 30% (-1.5 inf). This would increase the rebuild time from 4 turns to 8 turns as long as the unit was rebuilt from RPs in the national pool. Once received on-map, the cadre could then be replaced to bring the unit to full strength in the same manner saving another 2.1 inf RPs. It would be placed on the track so as to arrive four turns later.*

#### 52.A.3. REPLACEMENT COSTS.

Each replacement point replaces one combat strength point of a unit *For example, a unit with a combat strength of 2 would require 2 RPs.* RPs may be used to replace a unit to its full strength only if the unit has no cadre. Exceptions are listed on the REPLACEMENT COSTS TABLE or as described below:

- a) As listed on the AXIS, ALLIED, AND SOVIET GAME CHARTS.
- b) A unit with separate attack and defence strength has its replacement point cost based on the average of the two unless noted differently.

#### 52.A.4. ISOLATED UNIT REPLACEMENT COSTS.

Any unit that is eliminated while supply isolated (Rule ???) is placed in the ELIMINATED ISOLATED BOX of the national pool. Units are moved from this box to the ELIMINATED BOX by spending infantry replacement points equal to 50% of the strength of the full strength unit. *For example, a German 8-6 (3-6 cadre) infantry division would cost 4 infantry replacement points (5 x 8) to move to the Eliminated Units Box. A Soviet 3-2-8 armour brigade would cost 1.25 infantry RP (5 x 2.5).*

It takes four turns to move a unit between boxes. Place the unit on the appropriate weeks sub-box in the ELIMINATED BOX. No unit may be replaced directly from the ELIMINATED ISOLATED BOX. Withdrawals from the replacement pool may be taken from either box.

#### 52.A.5. REPLACEMENT POINT RECOVERY.

A unit in a front/commands ELIMINATED BOX may be transferred to the ELIMINATED ISOLATED BOX. When this is done, the owning player recovers inf RPs equal to 30% of the full strength of the unit. These points are added to the front/command pool and are immediately usable.

#### 52.A.6. SCRAPPING UNITS.

Major powers (only) may scrap units. Any non-breakdown unit in the ELIMINATED ISOLATED BOX may be scrapped and permanently removed from play. When this is done, the owning player recovers inf RPs equal to 10% of the full strength of the unit.

If a scrapped unit is later called for on the OB, it may be placed back in the ELIMINATED ISOLATED BOX at inf RP cost of 20% of its full strength (as defined above). *Note: This is the only time scrapped units may be recovered.*

A major power may scrap no more than 4 REs per month. *Note: This may not be accumulated.*

#### 52.A.7. LIMITATIONS ON PLACEMENT.

No more than 3 REs of replacements may be placed on any hex each turn.

#### 52.A.8. LIMITED REPLACEMENTS.

Each major power has some unit types which they are limited in their ability to replace. These are listed in the country specific rules.

Any limited replacement unit may only be rebuilt in its own national pool. This does not affect its ability to be rebuilt on-map from remnant or cadre status. It still must have enough limited RP capacity (as shown in the national rules) in both cases.

##### 52.A.8.a. REMOVING LIMITED RE STATUS.

Some unit types may be declared to no longer require limited REs. This may happen at any time during a reinforcement phase. All units of the declared type no longer require limited REs to be rebuilt. This does not affect units that have combined abilities. *For example, a parachute commando would still be air-droppable and would require air-droppable REs to be replaced if the air-droppable*

ability was removed from all other units. Their special abilities are reduced as follows:

- i) **Air-droppable:** Become parachute-infantry.
- ii) **Mountain:** Become light infantry.
- iii) **Marine:** Become infantry.

#### 52.A.8.b. ADDING BACK LIMITED RE STATUS.

During a reinforcement phase, limited RE status may be given back to all unit types that have lost it. When this occurs, they regain all special abilities. Any accumulated limited REs of the same type are immediately lost. All unisolated units of the appropriate type must undergo retraining. Remove the units from the map and place on the turn tracks. Air-droppable and amphibious units arrive 16 turns later; mountain units arrive 8 turns later. *Note: Isolated units are removed as soon as they are in regular supply.*

#### 52.A.9. CADRES AND REMNANTS.

Cadres may be rebuilt to full strength and remnants to cadre strength if they do not participate in combat and also fulfill other requirements as described below. All units forming cadres use replacement points as follows:

##### 52.A.9.a. REBUILDING ELIMINATED UNITS TO CADRES.

Replacement points are used to replace an eliminated unit in a theatre's ELIMINATED BOX to its cadre strength in the same theatre. *Note: Units may not be replaced to remnant strength.*

The RP cost is equal to the strength of the cadre. **Exception: Units rebuilt in their home country reduce the cost by 10%. This is different (but may add to) from the national replacement pool effects as described in Rule ??? above.**

##### 52.A.9.b. ELIMINATED REMNANTS.

Eliminated remnants may not be rebuilt. When eliminated, they are replaced with their matching cadres which are placed in the MDs appropriate ELIMINATED UNITS BOX.

##### 52.A.9.c. REBUILDING REMNANTS TO CADRE STRENGTH.

RPs may be used to rebuild a unit at remnant strength to its cadre strength. The cost for this is equal to its cadre strength minus its remnant strength. To be rebuilt, a remnant may not be in an enemy ZOC larger than its own unless it is stacked with an HQ or training division of the same nationality. It may be screened from enemy units as per Rule ???.

The remnant must also be able to trace a **regular** supply line to a friendly-owned source of replacements unless the RPs are coming from a local pool. *Note: A local pool is any pool of replacements that is kept track of separately until it is able to be combined with the fronts pool. For example, losses in an isolated pocket or on a newly invaded island would have their own local pool.*

Units rebuilt from remnant to cadre strength may not have moved (but may have been placed in reserve) during the player-turn in which they are rebuilt. If the unit has a "+# MP" marker on it but meets the above requirements, it may still be rebuilt but doubles the size of the "#" on the marker.

##### 52.A.9.d. REBUILD A CADRE TO FULL STRENGTH.

RPs may be used to rebuild a unit at cadre strength to its full strength. The cost for this is equal to its full strength minus its cadre strength. *For example, a 7-6 division at its 3-6 cadre strength requires 4 RPs to build to full strength.* To be rebuilt, a cadre must not be in an enemy ZOC larger than its own unless it is

stacked with an HQ or training division of the same nationality. It may be screened from enemy units as per Rule ????. *For example if a hex was in the ZOC of two enemy stacks with divisions in them, the unit being built up would need to be stacked with two friendly divisions to screen the enemy ZOCs.*

The unit to be rebuilt must also be able to trace a **regular** supply line (Rule ???) to a friendly-owned source of replacements unless the RPs are coming from an isolated local pool (Rule ???). **Exception: It may also be rebuilt if stacked with an army HQ in limited supply or if in a town/city.**

Units rebuilt from cadre to full strength may not have moved or attacked (but may have been placed in reserve) for the entire player-turn in which they are rebuilt. If the unit has a "+# MP" marker on it but meets the above requirements, it may still be rebuilt but doubles the size of the "#" on the marker.

#### 52.A.10. LIMITED REPLACEMENT UNITS.

Limited replacement units are listed in the OBs. They have a maximum number of REs of units that may be rebuilt in a month. One month's worth of REs may be saved.

##### 52.A.10.a. EXTENDED BUILDING TIMES.

Some limited RE unit types or reduced cost rebuilds take longer than normal to rebuild as shown on the REPLACEMENT COSTS TABLE.

When a unit is rebuilt using a reduced cost rebuild, the unit is placed on the PARTISAN/FORMING TRACK. *Note: Non-partisan units on this track are counted as being in the Forming Box for all purposes.*

Any limited RE replacement unit rebuilt to cadre strength doubles the turns required. *For example, an airborne commando would take 10 extra turns to rebuild. An SS mountain divisions cadre would take 8 turns total ((2 fanatical + 2 mountain) × 2 for the cadre).*

*Note: When replacing units that require extended building times, place a "+4 or +8 Turn" marker on them to show the additional turns required if more than two cycles are required.*

##### 52.A.10.b. REBUILDING LIMITED RE CADRES.

Any limited replacement units that are being replaced from cadre to full strength may be rebuilt normally if 50% of the limited REs are available and are used. If not, they may still be rebuilt but first must be moved to a training unit of the same unit type. They are placed on the REINFORCEMENT TRACK so as to arrive the correct number of turns later. *For example, a mountain division being rebuilt from cadre strength would be immediately be rebuilt if there was one saved mountain RE. If not, the division would be moved to a mountain training unit. In the next turns replacement phase it would be removed and arrive in two turns in the same MD.*

#### 52.A.11. REPLACEMENT SUMMARY TABLE.

Table 1 Replacement Costs Table

REPLACEMENT COSTS TABLE				
UNIT TYPE	COST	MOVES TO:	RE TYPE	TIME
0 Combat Strength	½ RE size	Board	Inf/Arm	4
Different Att/Def Str	(Att str+ Def str)/2	Board	-----	4
Position AA	½ Per 2 AA pts.	Board	Inf	4
Divisional HQ	1 (as per type)	Board	Inf/Arm	4
Army HQ	1 (as per type)	Board	Inf/Arm	4
Movement counter	½ Per RE of capacity	Board	Arm	4
Wagon	2	Board	Arm	4
Truck	4	Board	Arm	4
Elim. Isolated units	50% of full strength	Elim. Box	Inf	4
Reduced cost rebuild*	70% of cadre/full strength	Form. Trk*	Inf/Arm	+4
Eliminated units	Gain 30% of full strength	Elim. Iso.	Inf	1
Elim. Isolated units	Gain 10% of full strength	Scrap	Inf	1
New Unit/Depot/HQ	1RP/RE + (Att+ Def Str)/2	Elim. Iso.	Inf	Str
Elim. to cadre value	100% of cadre strength #	Board	+ Inf	4
Major depot	As 0-3-0 (place as 0-1-R)	Board	Inf	+4
Commando	Commando ltd. REs	Board	Inf/Arm	+6
Intrinsically Amphibious	Amphibious ltd. REs	Board	Inf/Arm	+4
Air-droppable	Airborne ltd. REs	Board	Inf	+4
Glider	½ Airborne ltd. REs	Board	Inf	+2
Air-landing	Mtn. or light ltd. REs	Board	Inf	+2
Mountain/light	Mtn./light ltd. REs	Board	Inf	+2
Fanatical troops	Political troops ltd. REs	Board	Inf	+2
Assault Eng/Eng Tk	Combat Eng. ltd. REs	Board	Inf/Arm	+2
Any limited rebuild units	Limited REs	Board	Inf	+2
Elim. ltd. repl. cadre	Extra +10% of str.	Board	Inf/Arm	x 2

\* Must be rebuilt in an inactive front.  
 # -10% if rebuilt in home country.  
 Note: Units in the replacement pool may be broken down before replacing them but they must be broken down into unsupported units with a HQ.

**52.A.12. REPLACEMENT POOL TRANSFERS.**

The phasing player may transfer eliminated units between the replacement pools of theatres he controls, so long as rail supply line (of any length) can be traced from a friendly-owned unisolated city in the originating theatre to a friendly-owned unisolated city in regular supply in the destination theatre. If the above conditions may no longer be met, eliminated units are placed in any adjacent MDs track (tracing overland) so as to arrive in the ELIMINATED UNITS BOX four turns later. If there is no adjacent overland pool, all units are immediately moved to the Eliminated Isolated Box of the national pool no RPs are recovered as per Rule ??? above.

Transfers occur during any friendly phase. Rail capacity in either the regular or supply rail nets must be used to transfer eliminated units. Air or naval transport capacity must be used otherwise. Note: As per Rule ???, eliminated units are only ½ the normal RE size.

Note: Eliminated isolated units may not be transferred between replacement pools. They remain in the national pool.

**52.B. REPLACEMENT SOURCES.**

The sources of replacements are:

- 1) Minor Countries:** The capital city (unless a civil war is occurring).

- 2) German:** Replacement cities.
- 3) Italian:** Replacement cities.
- 4) Other Axis:** Axis regular supply sources.
- 5) Soviet:** Replacement cities for infantry replacements and Soviet factories (in production) for armour and artillery replacements.
- 6) France:** Replacement cities.
- 7) Britain:** Replacement cities.
- 8) Commonwealth Countries:** Designated ports.
- 9) United States:** Any designated port in the theatre.

**52.C. REPLACEMENT TYPES.**

The Axis and Allied player's receive two types of RPs: infantry (Inf) and armour (Arm). The Soviet player receives three types of RPs: infantry, armour, and artillery (Art). Note: The labels "infantry," "armour," and "artillery" are terms of convenience, as each type of RP represents more than just its name. For example, Soviet armour RPs represent armour, other vehicle, and certain specialized personnel replacements, while German armour RPs represent mostly armour and truck replacements.

Infantry, armour, and artillery RPs are based on nationality, and RPs of one nationality may not be used for other nationalities. For example, German infantry RPs may not be used to replace Italian units. Armour RPs, however, can be given in foreign aid from one nationality to another, per section Rule ??? below.

In general, armour RPs are used to replace c/m units. Various c/m units and all mixed (unit type) units use both armour and infantry RPs. These units and their arm and inf RP costs are listed on the RP COSTS CHART for each nation.

**52.C.1. STRATEGIC RESOURCE POINTS.**

Players may maintain SRPs in pools, as described above. A SRP must be placed on the map or rail capacity expended to get it to the appropriate point on the map before it can be used. It may be used immediately upon placement.

**52.C.2. SUPPLY POINTS.**

Players may maintain supply points in pools, as described above. A supply point must either be placed on the map in a depot or rail capacity expended to get it to the appropriate point on the map before it can be used. It can be used immediately upon placement.

**52.C.3. NAVAL REPAIR POINTS.**

Players may maintain naval repair points in pools as described above. Naval repair points are used as described in Rule ???.

**52.D. NATIONAL REPLACEMENT RULES.**

Some nationalities have special replacement rules.

**52.D.1. AXIS. (Germany)**

The Axis player starts all scenarios (or activations) with one turns RPs saved and receives Axis RPs on the first turn of each month, as listed on the AXIS REPLACEMENT CHART.

Axis infantry RPs are based on nationality, and infantry RPs of one nationality may not be used for other nationalities. For example, German infantry RPs are not usable when replacing Hungarian units. For replacement purposes, Eastern Troop forces and German army foreign contingents are each considered to be

their own nationalities, separate from all other German forces. German armour RPs may be used by other nationalities, through foreign aid (Rule ???).

Replaced units appear the same as reinforcements of the same nationality. Replaced German units must appear as German standard or theatre reinforcements of the pool that they were replaced from. *Note: Half of all replaced Hungarian and Rumanian units enter play in national reserve status (Rule ???).*

#### 52.D.1.a. REPLACEMENT USES. (Germany)

Armour RPs are used for the following units: all flammpanzer, sturmpanzer, and engineer tank units; all non-divisional armoured (panzer) units except German panzer brigades with attack strengths of 7 or greater and all supply units.

A mixture of armour and infantry RPs are used for the following units: all armoured (panzer) divisions, all German panzer brigades with attack strengths of 7 or greater, all mechanized (panzer grenadier) units, all motorized units, and all reconnaissance and assault gun units. These units and the amounts of armour and infantry RPs they require are listed on the AXIS RP COSTS CHART. If not listed specifically on the chart, c/m units require  $\frac{1}{4}$  armour RPs and  $\frac{3}{4}$  infantry RPs to replace but only generate infantry RPs as special replacements.

Use infantry RPs to replace all other units (such as infantry, non-motorized anti-tank, artillery, etc.).

#### 52.D.1.b. LIMITED REPLACEMENTS. (Germany)

The Axis player may only replace a limited number of units of certain unit types, per nationality. Unused units or REs of limited replacements may be saved for one month for later use.

- i) Only one combat or assault engineer unit may be replaced per month.
- ii) Only one specialized armour RE (Rule ???) may be replaced per month.
- iii) Only one RE of artillery may be replaced per month.
- iv) Only three REs mountain/air landing, or light units may be replaced per month.
- v) Only  $\frac{1}{2}$  RE of air-droppable units may be replaced per month.
- vi) Only 1 RE of amphibious units may be replaced per month.
- vii) Only one V-weapons unit may be replaced per month.
- viii) Only one political police RE may be replaced per month.
- ix) Only one divisional HQs may be replaced per month.
- x) Only  $\frac{1}{4}$  RE of "Limited" units may be replaced per month.

Units which qualify for more than one category above count against each category. *For example, if the Axis player replaces a parachute commando battalion, this unit counts as  $\frac{1}{2}$  RE against both the airborne and Lid commando replacement limits.*

Port fortifications, permanent fortified areas, RAD fortified zones, and high mountain units may never be replaced.

Each Axis foreign contingent is replaceable free once per game if it is 1 RE or smaller. Divisional sized units may be replaced from cadre to full strength or from the either eliminated pool to cadre strength once per game.

#### 52.D.2. SOVIET. (Russia)

The Soviet player receives RPs starting with the turn after being invaded. Soviet RPs are generated at the cities in MDs and at factories. Soviet armour and artillery RPs may be used for all Soviet forces. Soviet infantry RPs are used for all Soviet forces except for Soviet Army foreign contingents and former Axis-Allied nations that defected to the Soviets. Soviet foreign contingents receive their own infantry RPs, as listed on the SOVIET REPLACEMENT CHART. These RPs are based on the actual nationality of the contingent; the nationality of a foreign contingent is printed as part of its unit identification. Axis-Allied nations that defect to the Soviets receive their own RPs, as listed on the AXIS REPLACEMENT CHART.

The Soviet player receives additional volunteer reinforcements in certain MDs (noted on the SOVIET REPLACEMENT CHART) on the first four even numbered turns after the invasion begins (Jun 4, Jul 2, Jul 4, and Aug 2 turns in the historical scenario). These may be used to replace any infantry or militia units desired or may be saved normally and used later. Replaced militia are placed so as to arrive on the next turn. *Note: This is an exception to the normal rule requiring a delay of four turns.*

#### 52.D.2.a. REPLACEMENT USES. (Russia)

Use armour RPs for all c/m units except c/m rocket artillery. Use artillery RPs for all divisional HQ, anti-aircraft, anti-tank, and artillery units (including c/m rocket artillery). Infantry RPs are used for all other units.

#### 52.D.2.b. FACTORY GENERATED REPLACEMENTS. (Russia)

The Soviet player receives armour and artillery RPs from factories in production at rates given in Rule ???, and from special replacements. These RPs are handled as follows:

#### 52.D.2.c. UNISOLATED FACTORIES. (Russia)

RPs produced by unisolated factories and by special replacements are placed in general RP pools: armour RPs in one pool and artillery RPs in another pool. Units replaced by RPs from a pool are placed at any unisolated, producing factory. No more than 2 REs of replaced units per pool may be placed at a single factory in a turn. *Note: Some hexes have more than one factory and so could have more than 2 REs placed on them in a turn.*

#### 52.D.2.c.1. ISOLATED FACTORIES. (Russia)

RPs produced from an isolated factory do not go into the general RP pools; they accumulate only at the factory itself. Units replaced by these RPs are placed at that factory and other RPs may not be used to help replace the unit. If such a factory is no longer isolated in a Soviet initial phase, all of its accumulated RPs go into the general pools. If the German player gains ownership of an isolated factory, then all its accumulated RPs are lost.

#### 52.D.2.c.2. CADRES. (Russia)

Producing factories are the source of replacements for cadres that are rebuilt using armour or artillery RPs. A cadre may be rebuilt with RPs from a general RP pool if it can trace a supply line to an unisolated factory. It may be rebuilt with RPs accumulated at an isolated factory if it can trace a regular supply line to that factory.

**52.D.2.c.3. SOVIET FACTORY ENERGY SOURCES. (Russia)**

In each Soviet initial phase after being invaded, each Soviet factory in production must trace a coal supply line to a Soviet-owned coal source and an oil supply line to a Soviet-owned oil source. A coal or oil supply line consists of a line of Soviet-owned rail and road hexes of any length. These supply lines may not be traced through a hex containing an Axis unit or through a hex in an Axis ZOC unless the hex is occupied by a Soviet unit. Soviet coal sources are: any major or dot city in the Kharkov MD and from Jan 1 42 on, Vorkuta (31:1831). The Soviet oil source is Baku (9A:1506).

If both a coal supply line and an oil supply line cannot be traced, the factory is out of supply. Use "Supply Status" markers to show the number of turns the factory is out of supply. On the first six turns (three production turns) the factory is out of supply, the factory operates at full effectiveness. On the seventh and subsequent turns the factory is out of supply, the factory's production of armour and artillery RPs on each turn they are generated is halved (retain fractions).

If the German player captures a Soviet coal or oil source, a die is rolled and a "Damage (D#)" marker equal to the die roll is placed on it at the start of the next Axis initial phase. For each initial phase that the coal or oil source is still captured, the damage level is decreased by one to a minimum of "D0" When "D0" is reached, the coal or oil source is assumed to be destroyed.

If a coal or oil source is recaptured before being destroyed, a die is again rolled with the damage number being reduced by one during each Soviet initial phase. When "D0" is reached the coal or oil source begins producing normally again.

If the coal or oil source is destroyed and the Soviet player subsequently recaptures it, the Soviet player rolls two dice and multiplies the result by two. The resulting number is the number of the "Damage" marker and thus the number of turns that the coal or oil source is out of production. While out of production or damaged it is not usable as a coal or oil source.

**52.D.2.d. MILITARY DISTRICTS (MDs). (Russia)**

The Soviet player receives infantry RPs from Soviet-owned replacement cities in his on-map MDs and from off-map MDs, as listed on the SOVIET REPLACEMENT CHART. (Note: He initially receives infantry RPs on every 1 and 3 turn starting Jul 1 41, but he receives them at less frequent intervals later in the game, as listed on the OB.) The Soviet player also receives RPs as reinforcements per the SOVIET ORDER OF BATTLE. These RPs are handled as follows:

- i) Each on-map MD maintains a separate pool of RPs. Each unisolated replacement city in the MD contributes its RPs to the pool. Units replaced from these pools are placed in cities in the same manner as reinforcements for the MD, except that units replaced from the general MD pool may not be placed at isolated cities. If the German player gains ownership of all dot and major cities in an MD, all accumulated RPs for that MD are lost.
- ii) RPs from an isolated replacement city do not go into the MDs pool; they accumulate only at the city itself. Units replaced from these RPs are placed at that city, and other RPs may not be used to help replace the unit. If the German player gains ownership of an isolated replacement city, all RPs accumulated at the city are lost.

- iii) Replacement cities are the source of replacements for cadres that are rebuilt using infantry RPs. A cadre may be rebuilt with RPs from an MDs pool if it is in the MD and can trace a supply line to any unisolated dot or major city in the MD. It may be rebuilt with RPs accumulated at an isolated city if it is in the city's MD and can trace to that city.
- iv) If the Soviet player regains ownership of a replacement city previously controlled by the German player, the city begins to produce RPs again no sooner than the twelfth turn following its recapture.
- v) Each off-map MD, including the Central Asian MD, maintains a separate pool of RPs. Units replaced from these pools are placed in the appropriate holding boxes of the off-map MDs. These units are not placed in reserve and may move the turn they appear.

**52.D.2.e. FOREIGN CONTINGENTS. (Russia)**

Infantry RPs for foreign contingents are held in general national pools and are not associated with any MDs. Foreign contingent cadres are rebuildable if they can trace a supply line to any unisolated dot or major city in the Soviet Union.

**52.D.2.f. LIMITED REPLACEMENTS. (Russia)**

The Soviet player may replace only a limited number of certain unit types. Unused REs of limited replacements may be saved for one month for later use. These replacement amounts begin accumulating starting on the turn after the Soviet Union is invaded

- i) Only 6 REs of cavalry units may be replaced/rebuilt per month.
- ii) Only one NKVD political troops RE may be replaced per month.
- iii) Only 1/2 RE of air-droppable units may be replaced per month. *Note: Parachute-infantry are not counted as air-droppable for this purpose.*
- iv) Only one combat or assault engineer units may be replaced per month.
- v) Only 3 REs of mountain units may be replaced/rebuilt per month.
- vi) Only one divisional HQ may be replaced per month.
- vii) Only 1/4 RE of special forces units may be replaced per month.
- viii) Only 1 RE of specialized armour units may be replaced per month.
- ix) From the invasion of the Soviet Union to the end of the first winter, only 3 REs of winterized units may be replaced/rebuilt per month. The end of the first winter occurs on the first non-snow turn in weather zone A in 1942. *Note: This includes all Soviet winterized units, not just those Soviet units in the winter-capable colours, except for NKVD political troops. For example, rebuilding a Guards rifle division from cadre to full strength would count as 2 REs of winterized unit replacements.*

**52.D.3. ALLIED PRODUCTION (Allies).**

The Allied player receives Allied production on the 1 turn of each month, as listed on the ALLIED REPLACEMENT CHART.

**52.D.3.a. LIMITED REPLACEMENTS. (Allies)**

The Allied player may replace only a limited number of units of certain unit types, per nationality. The limits are:

- i) Only one combat or assault engineer units may be replaced per month.
- ii) Only one specialized armour RE may be replaced per month.
- iii) Only one RE of amphibious units (including LVT movement counters) may be replaced per month.

- iv) Only ½ RE of air-droppable units may be replaced per month.
- v) Only 1 RE of mountain units may be replaced per month.
- vi) Only ¼ RE of “Limited” units may be replaced per month.
- vii) Only one divisional HQ may be replaced per month.

Units which qualify for more than one category count against each category.

The Allied player may never replace the following unit types: high mountain units, American commando units except OSS anti-German and anti-Italian commandos, OSS non-commando units, and Mulberries.

#### 52.D.3.b. BRITISH EMPIRE NATIONALITY CONSIDERATIONS.

British Empire infantry replacements are restricted by nationality considerations. Inf RPs are used as follows:

- i) **Canadian:** These units require Canadian inf RPs.
- ii) **New Zealander:** These units require New Zealander inf RPs.
- iii) **Australian:** These units require Australian inf RPs.
- iv) **South African:** These units require South African inf RPs.
- v) **Indian Army:** These units require Indian inf RPs. For every 1 Indian inf RP spent, the Allied player may (but is not required to) spend ½ British national inf RP when replacing Indian Army units.
- vi) **Indian State Forces:** These units require Indian inf RPs.
- vii) **All other British forces:** British Army, Royal Marine, Colonial, Empire, and Inter-Allied require British national inf RPs.

#### 52.D.3.c. FRENCH FORCE CONSIDERATIONS. (Allies)

French infantry replacements are restricted by force considerations. When the French government is not in exile, inf RPs are used as follows:

- i) **Metropolitan:** These units require metropolitan inf RPs under most circumstances. If the side that controls the units does not generate metropolitan inf RPs, they may use any French inf RPs.
- ii) **Free French:** These units may use any French (metropolitan, African, or colonial) inf RPs.
- iii) **African:** These units may use metropolitan or African inf RPs but at least half must be African.
- iv) **Colonial and Foreign Legion:** These units may use either metropolitan or colonial inf RPs, but at least half the RPs must be colonial.

While the French government is in exile, inf RPs are used as follows:

- i) **Metropolitan:** These units may use either metropolitan or colonial inf RPs.
- ii) **African:** These units require African inf RPs.
- iii) **Colonial and Foreign Legion:** These units may use either metropolitan or colonial inf RPs but at least half must be colonial.

#### 52.D.3.d. ALLIED ARMOUR CASUALTIES.

After Jan 1 43 the Allied player may use the following ratios when taking partial casualties from Allied units:

- i) **Armour:** 2 arm RPs and then 1 inf RP.
- ii) **Mechanized:** 1 arm RP and then 1 inf RP.
- iii) **Motorized:** 1 arm RP and then 2 inf RPs.

#### 52.D.4. NEUTRAL PRODUCTION.

Neutral countries receive production on the 1 turn of each month, as listed on their OBs.

#### 52.E. SPECIAL RULES FOR CONTINGENTS.

Any minor country, force, or nationality in a contingent (Rule ???) may use the major powers RPs to build up a unit (or units). If this is done, place a “-1” to “-5” marker on the fronts TURN TRACK on top of the appropriate “inf” or “arm” marker. *Note: A minor country may never spend more than 5 inf or arm RPs of its major power.* Each time the minor country gets an RP of the appropriate type, increase the marker by one and add 1 RP back to the major powers pool. *For example, if the Rumanian marker was at -3.5 and two inf RPs were received by Rumania, the marker would be moved to -1.5 and Germany would add 2 RPs to its total.*

A country may never change contingents if it has a negative marker in play.

#### 52.F. SPECIAL REPLACEMENTS.

When units are eliminated due to combat or overrun, the owning player receives special replacements. These may be infantry, armour, artillery, or a combination of them. All nationalities receive special replacements, and they may receive these replacements any time from the start of the game. Special replacements are calculated and added to the pools at the end of each friendly player-turn.

##### 52.F.1. GENERAL RULE.

When an unisolated unit is eliminated, the owning player places the unit to one side. When an unisolated unit is reduced to cadre, the owning player notes the actual attack strength point loss as shown on the REPLACEMENT POINT COST CHART (i.e., (full attack plus defence strength)/2 - (cadre attack plus cadre defence strength)/2). At the end of the friendly player-turn, the phasing player determines his total losses by calculating the total strength loss of his units eliminated since his last turn (and he may then place these units in the replacement pool). He then adds this to the total strength loss of his units reduced to cadres since his last turn. *Note: These calculations always use the units' replacement cost.*

The losses for each nationality that receive their own replacements are calculated separately. *For example, German Army, Luftwaffe, and SS losses are counted as German losses, while Rumanian and Eastern Troop losses are each counted separately.* Soviet artillery and armour losses are each calculated separately. German units requiring both armour and infantry RPs as all or part of their replacement costs are calculated by keeping track of their appropriate armour and infantry replacements separately.

The player determines the number of RPs received as special replacements based on his losses. Total losses are added and multiplied by the appropriate fraction to get the final amount (retaining fractions) of special replacements received.

##### 52.F.2. EFFECTS OF ISOLATION.

When supply isolated units (Rule ???) are lost due to combat, all special replacements are taken at the rate of 10% and received as infantry RPs in the national RP pool.

When units are eliminated or reduced due to an isolation die roll (Rule ???), no special replacements are received. Once the last unit in a pocket with saved RPs is eliminated, all accumulated RPs are lost.

Units eliminated while combat isolated are placed on the replacement track so as to arrive in the theatres ELIMINATED BOX four turns later. All special replacements are taken at the rate of 10% and received as infantry RPs.

Units eliminated while supply isolated (Rule ???) are placed in the nations ELIMINATED ISOLATED BOX. No special RPs are received. *Note: RPs in a pocket are received normally.*

### 52.F.3. ELIMINATED UNITS LOST IN TRANSIT.

When a unit is lost while moving from one ELIMINATED BOX to another via air or naval transport, place it in the ELIMINATED ISOLATED BOX. No special RPs are received.

### 52.F.4. REPLACEMENT CHARTS.

#### 52.F.4.a. FRONT & THEATRE/COMMAND CHARTS.

Each front and theatre/command has its own replacement chart. Whenever casualties are taken, the special replacements (or added back replacements) are kept track of separately for each front. If RPs are to be used immediately to keep a unit at full strength instead of removing it, the RPs must be removed from the appropriate fronts pool.

Replacement points may be moved from a front to its theatre/command pool and then to the national pool once they are available but are not usable that turn. The reverse is also true. Normal RPs may be allocated to any front when they are received and may be used normally.

#### 52.F.4.b. POOLS IN POCKETS, FORTIFICATIONS & ISLANDS.

When units are eliminated in an isolated pocket, fortification, or on an island (excluding Great Britain and Ireland), an auxiliary replacement pool may be formed. A maximum of one auxiliary pool may be formed per front. An isolated pocket (but not an island or fortification) must have an army/front HQ inside it for it to be declared as an auxiliary pool.

All losses taken by units which are placed in an auxiliary pool are taken at the normal special replacement rate. If the HQ is eliminated, all disrupted units and RPs in the pool are classed as isolated losses and are added to the national pool. A player may voluntarily dissolve a pocket at any time and suffer the above penalty. If the units in the pocket are no longer isolated at any time, all disrupted units and RPs are immediately added to the fronts pool.

### 52.F.5. SPECIAL REPLACEMENT RATES.

Units lost while unisolated get special replacements at the rates listed below. The rate will be by country.

The resulting numbers, after all calculations are done, are the numbers of RPs that are added to the appropriate RP pools for each nationality by theatre (or front if using Rule ???). Soviet RPs are added to the national RP pool or his general artillery and armour pools. RPs received due to special replacements may be accumulated.

#### 52.F.5.a. AXIS. (Germany)

German and Finnish units get special replacements at the rate of 50% of the total eligible factors; Hungarian, Italian, Rumanian, Slovakian, and Eastern Troops get special replacements at the rate of 40%. The type of special replacement received is dependent on the type of RP lost.

*For example, a 6-10 motorized division is reduced to a 2-8 cadre, for total losses of 4 of which 3 are infantry and one is pure*

*armour. Total special replacements received would be 1.5 infantry and .5 armour points.*

#### 52.F.5.b. SOVIET. (Russia)

All Soviet units get special replacements at the rate of 40%. The type of special replacement received is dependent on the type of RP lost.

*Example: In the Soviet reinforcement phase of the Jun 4 41 turn, the Soviet player finds that he has lost 155 strength points of infantry during the Jun 4 Axis and Soviet turns. Thus he receives 62 infantry RPs as special replacements which will be added to his national replacement track at the end of his reinforcement phase. On this turn he may transfer the RPs to the RP pools of any of his on-map MDs. However, he may transfer no more than 10 of these RPs to the pool of any MD.*

#### 52.F.5.c. ALLIED. (Allies)

All British (and Commonwealth), US, Free French and minor country (after Jan 1 1943) units get special replacements at the rate of 50% of the total eligible factors.

French, Polish, and minor country units (before Jan 1 1943) get special replacements at the rate of 40%.

The type of special replacement received is dependent on the type of RP lost.

#### 52.F.5.d. Neutrals.

All Spanish, Swiss and Swedish units get special replacements at the rate of 50% of the total eligible factors; all other minor country units get special replacements at the rate of 40%. The type of special replacement received is dependent on the type of RP lost.

### 52.G. DISRUPTIONS.

Whenever an entire unit is disrupted, it takes four turns to come back into play. It is placed on the TURN TRACK so as to arrive in the same front in which it was disrupted.

Disrupted strength points come back in one turn. They are placed on fronts current turn disruptions track and are moved to the fronts pool at the end of the replacement phases.

### 52.H. FRAGILE UNITS.

Some units do not generate normal special replacements or are switched for substituted units when lost or rebuilt from cadre/remnant. These are listed in a countries OBs.

#### 52.H.1. DIVISIONAL SUBSTITUTIONS.

Certain divisions may not be replaced at their original strengths once eliminated. Instead, when these divisions are eliminated, they have other divisions substituted for them in the replacement pool. If at cadre strength, it may be rebuilt to the strength of its substitute division in the same manner as rebuilding a cadre to full strength. When rebuilt, remove the original division and put the substitute in its place. *For example, if a Soviet regular 5-6 rifle division has been reduced to its 1-6 cadre strength, the Soviet player may not rebuild the cadre to its 5-6 strength. Instead, he may rebuild it to its divisional substitution strength by spending 2 infantry RPs, removing the 1-6 cadre from play, and putting its 3-6 division substitution in its place.* These substitutions are listed on the ORDER OF BATTLES.

#### 52.H.1.a. SOVIET. (Russia)

All of the following Soviet divisions except Guards, NKVD, and foreign contingent divisions are fragile and have substitutions:

- 1) **Divisions with 3-6 rifle division substitutions:** 5-6, 6-6, and 7-6 rifle divisions; any strength motorized divisions; any strength mechanized divisions, and, from the start of the game through the Jun 4 44 turn, any strength mountain rifle divisions.
- 2) **Divisions with 3-8 cavalry substitutions:** 4-3-8 and 5-4-8 cavalry divisions; 3-2-8 mountain cavalry divisions.

#### 52.H.1.b. FINNISH. (Germany)

Finnish 6-6 rifle divisions may not be replaced at their original strengths once eliminated. Instead, when these divisions are eliminated, they have a 5-6 rifle division substituted for them in the replacement pool. *Note: Cadres of fragile Finnish divisions may be rebuilt to the 6-6 strength.*

#### 52.H.1.c. ITALIAN. (Germany)

Starting Jan 1 43, some Italian divisions are fragile. The AXIS OB lists the Italian fragile divisions and their substitutions.

#### 52.H.2. FRAGILE UNITS WITH NO SUBSTITUTIONS.

Italian colonial and Blackshirt units, some Soviet non-divisional units, Soviet tank divisions, and the Soviet NKVD c/m division have no substitutions. When these units take casualties:

- a) they generate no special replacements and are placed in the appropriate eliminated box or
- b) they may generate special replacements and are placed in the eliminated box one level worse than they should be. *For example, a fragile unit eliminated while isolated would be counted as scrapped if it was counted for special replacements. An eliminated unit would receive no special replacements if it was to be placed in the ELIMINATED BOX.*

*Note: This rule applies only to Soviet divisions, but not to division sized units such as Soviet tank corps.*

### 52.I. SPECIAL RP CONSIDERATIONS.

#### 52.I.1. COAST DEFENCE REPLACEMENT POINTS.

Players receive coast defence RPs, per their OBs. These RPs are used to activate the coast defences of certain locations, as explained in the OB.

#### 52.I.2. RESERVE, REPLACEMENT, & TRAINING UNITS.

Various forces have considerable replacement and training establishments represented in the game, through the various training, reserve, and replacement units. These forces not only train troops and handle replacements, they can be (and were) used in combat operations when conditions required.

Any training, reserve, or replacement unit may be used exactly as a corp/army HQ for the purposes of replacing units. It may not move (or have expended MPs) when acting as a replacement centre.

#### 52.I.2.a. GERMAN FORCES. (Germany)

Various German training, reserve and replacement forces are part of German garrisons. When a garrison is activated, these forces may be activated along with other forces in the garrison. Production is affected as follows when these forces are activated:

- 1) A MD receives its infantry RP production as usual if it has at least 4 REs of training, reserve, or replacement units in garrison.

- 2) A MD has its infantry RP production halved if it does not meet the above condition, but has at least 1 RE of training, reserve, or replacement units in garrison.
- 3) A MD has its infantry RP production reduced to 0 if it does not meet either of the above two conditions.
- 4) The number of reinforcements that may appear in a MD in Greater Germany depends on the number of REs of training, reserve, and replacement units in the MDs garrison. For each RE in garrison, one unit (of any size) may appear in the MD as a reinforcement in an Axis reinforcement phase. Units unable to appear because of this limit have their appearance delayed for two turns. *Note: If there are no training, reserve, and replacement units in a MDs garrison, then no reinforcements may appear in that MD.*

#### 52.I.2.b. OTHER FORCES.

For other nations forces (including all Allied forces and all non-German Axis forces), the owning player must restrict the activities of his reserve, replacement and training units or suffer a penalty.

- 1) If a reserve, replacement, or training units enters an enemy ZOC or participates in ground combat (either attacking or defending) at any time in a game turn, then the owning player forfeits ½ inf RP per such unit from the unit's force next month. Partisan ZOCs and combats are exempt from this penalty.
- 2) If the player has insufficient inf RPs to meet the above penalty, he maintains a deficit until he can meet the penalty.
- 3) For each reserve, replacement, or training unit that is in a replacement pool (but not on the turn track) at the start of the owning player's player-turn, the owning player forfeits ½ inf RP per such unit from the unit's force the next time he receives RPs.
- 4) Training, reserve, and replacement units of non-German forces may not be disbanded.

### 52.J. SPECIAL NATIONAL RULES.

#### 52.J.1. AXIS. (Germany)

#### 52.J.1.a. INFANTRY DIVISION REORGANIZATION.

Starting on the Jan 1 42 turn, any German infantry cadre with a strength of 3 or more suffers restrictions on how it may be rebuilt to full strength. If in an inactive MD (Rule ???), it may be rebuilt normally. If anywhere else it may only be rebuilt to a 5-7-6 unless it spends four turns rebuilding. Spend the required RPs and remove the unit to the appropriate fronts replacement track.

#### 52.J.1.b. GERMAN REPLACEMENT ARMY.

In the autumn of 1942 the German High Command decided to use the German training and replacement establishment (the Ersatzheer-Replacement Army) for occupation duties in addition to their regular duties. While in any country with enemy partisan units, all reserve, replacement, and training units may be used as a replacement centre and still expend up to half their current movement allowance.

**52.J.2. SOVIET. (Russia)**

**52.J.2.a. NKVD. (Russia)**

Eliminated NKVD border and rifle units may not be replaced. (*Note: Other NKVD units may be replaced.*)

When NKVD units are disbanded, the Soviet player receives infantry RPs equal to the units attack strength plus one. *For example, disbanding a 0-1-5 NKVD border regiment gives the Soviet player 1 infantry RP.*

**52.J.2.b. SOVIET MILITIA. (Russia)**

Eliminated Soviet militia units may not be replaced except by using the volunteer RPs received in the first few turns after the German invasion.

Starting with the Aug 1 41 turn (or 5 turns after a German invasion), the Soviet player may withdraw one militia unit per Soviet initial phase for the purpose of disbanding it. When Soviet militia units are disbanded, the Soviet player receives infantry RPs equal to the unit's attack strength plus one. *For example, disbanding a 2-4 militia division gives the Soviet player 3 infantry RPs.*

These may be added to the appropriate MDs REPLACEMENT POOL or may be spent immediately (with the addition of regular RPs) to replace a unit which will arrive in two turns (not the usual four turns).

**52.J.2.c. SOVIET REPLACEMENT OPTIONS.**

After Sep 1 43 when the Soviet player rebuilds Guards rifle divisions from cadres he may use a maximum of 1 armour or artillery RP in place of one of the required infantry RPs. The Soviet may also upgrade (Rule ???) a 3-6 division to a 4-6 by spending 1 artillery or armour RP. *Note: This represents the late-war Soviet practice of making up for dwindling manpower with firepower.*

**52.J.2.d. ISOLATED SOVIET SPECIAL REPLACEMENTS.**

An isolated Soviet unit generates normal special replacements when it is eliminated if an LOC can be traced from the unit to a Soviet replacement city. The generated special replacements are added to the city's RP pool.

**52.J.2.e. LOCAL DRAFTING.**

Certain forces may conduct local drafts of manpower when cities are captured as described below:

**52.J.2.e.1. SOVIET UNION (Russia).**

Whenever the Soviet player liberates (regains ownership of) Axis-owned cities in the Soviet Union, he may conduct an immediate draft of manpower. The liberated city must have been Axis-owned for at least the last four game turns prior to its liberation. The Soviet player may conduct only one immediate draft per city hex per game, regardless of the number of times he may liberate it.

The Soviet player conducts the draft upon liberation of the city, and the RPs are added to the infantry RP pool of the city's MD.

When the draft is conducted, the Soviet player receives the following infantry REs: 1/10 per town, 1/2 per reference city or fortress, 1 per dot city, 3 per partial hex city, and 5 per full hex city.

**52.J.2.e.2. SPANISH CIVIL WAR. (Spain)**

When a player first gains ownership of one of his replacement cities which began the game enemy-owned, he may conduct an immediate one-time draft of manpower from that city.

When the draft is conducted, the player capturing the city receives infantry RPs equal to those normally produced at the city (according to the REPLACEMENT CHART in his OB). These infantry RPs either are added to the players NATIONAL RP POOL or accumulate at the city (if isolated) in the same manner as regular replacements. A city may only provide one draft per game, regardless of the number of times it may subsequently change ownership. A player may not draft from a multi-hex replacement city until all hexes comprising the city become friendly-owned.

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