

A World at War

Summary of Roles and Rules for Ground Units

Ground Units											
Replacement	Infantry	Mechanized Infantry	Shock Army	Partisan	Armor	Airborne	Chindit	Marine	Commando	Flak	
Denominations	1	1-3, 2-3, 3-3	3-4	3-3	1-3	(1-3), 2-5, 2-6, 3-5, 4-5, 4-6, 5-6	1-3	1-2	1-3	1-3	1
Cost per Factor	1	1	1	1	2	2	3	3	3	3	1
Added by Production	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes ¹	Yes	Yes	Yes
Added by Mobilization	No	Yes	Yes	No	No	Yes	No	No	No	No	No
Stacking in Hex	2	2	2	Unlimited	2	2	3	3	3	3	3
Stacking in Pacific 1-hex Island w/o Port	1	1	1	Unlimited	1	1	3	3	3	3	3
Stacking in BH	5	5	5	Unlimited	5	5	3	3	3	3	3
Movement Rate - Europe	1	3	4	3	3	5 or 6	3	--	3	3	1
Movement Rate - Asia	1	2	2	2	2	3	2	2	2	2	1
Can Overrun?	No	No	Yes	No	No	Yes	No	No	No	No	No
Air Droppable	No	No	No	No	No	No	Yes	Inherent	No	No	No
Air Transportable	No	1-Factor Units	No	No	No	No	Yes	Yes	Yes	Yes	No
Count in Attrition	No	Yes	Yes	--	No	Yes	Yes	Yes	Yes	Yes	No
Ground Combat Attacks	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No
Immune to -1 DM vs. Exploitation Attacks	No	No	No	--	No	If Mech Intact	Yes	Yes	Yes	Yes	--
Effects of Limited Supply	All CTL is at -1. Mech units have their mech component negated. ² Airborne may not airdrop.										NE
Effects of Army Oil Effect	All CTL is at -1. Mech units have their mech component negated. ² Airborne may not airdrop. May not sea transport/invade.										NE
Effects of being Unsupplied	May not move. May not advance after combat. May not take hexes in Attrition. May not redeploy. Are usually eliminated.										
Special	Cheap.		Overruns, increased movement.	May overstack to attack.	Unique UC. Cause BRP loss.	Overruns, Breakthrough & Exploitation, ZoC.	Can Airdrop. Can negate river DM.	Jungle abilities. Special attack.	Seaborne Invasions.	Invade ports.	Air Defense.

¹ - or by conversion of Indian Infantry.

² - movement of 3 in Europe and 2 in Asia, no ZoC, -1 DM vs. Exploiters.