

Ground Operations

10. GROUND UNITS

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10.1 INFANTRY UNITS:



10.11 Infantry units have a movement factor of three in Europe and two in the Pacific and move without impairment even if only supplied from a limited supply source or if suffering from army oil effects, although their CTL is reduced by one (30.522A).

10.12 Western Allied mechanized infantry have a movement factor of four in Europe and may conduct overruns in conjunction with armor units (13.5). Mechanized infantry units that have their mechanized component temporarily negated by supply problems (30.522B) or army oil effects have their movement factor reduced to three and may not conduct overruns. In the Pacific, mechanized infantry are treated as regular, non-mechanized infantry units for all purposes, have a movement factor of two and may not conduct overruns.

10.13 Infantry units attacked by exploiting armor incur a -1 DM unless they are defending in a capital, objective hex, IC, bridgehead or railhead (15.33A).

10.2 REPLACEMENTS:



10.21 Replacements represent training organizations feeding new levies into combat units. One of their main functions is to provide players with cheap units which they may eliminate when subjected to attrition combat.

10.22 Replacements have a movement factor of one.

10.23 Replacements have one combat factor when defending against enemy offensive attacks. They may not engage or participate in offensive operations, including sea transport or seaborne invasions; are not counted toward the attacker's attrition totals; may not advance to occupy a hex gained by attrition; and have their CTL reduced by one by partial supply (30.522A) or army oil effects.

10.24 Replacements attacked by exploiting armor incur a -1 DM unless they are defending in a capital, objective hex, IC, bridgehead or railhead (15.33A).

10.25 All replacements begin the game in play and are placed on the board during the opening setup. Replacement force pools may not be increased.

10.26 Each replacement costs one BRP to rebuild.

10.3 ARMOR:



10.31 Armor units consist of an infantry component and a mechanized component. This mechanized component gives armor units unique abilities, such as a ZoC, a greater movement factor and the ability to conduct overruns, create breakthroughs and move and attack during exploitation.

10.32 An armor unit may have its mechanized component temporarily negated because of supply problems (30.522B), army oil effects, or because it enters a jungle, mountain, swamp, forest or jungle/mountain hex in the Pacific theater (EXCEPTION: Japanese armor units in jungle hexes retain their mechanized component). When this occurs, the armor unit acts as an infantry unit, with a movement factor of three in Europe and two in the Pacific, has no ZoC, and may not conduct overruns, create breakthroughs or exploit until its mechanized component is restored. Its combat factor is unaffected, although armor units which have their mechanized component negated incur a -1 DM in the same manner as infantry units attacked by exploiting armor and are subject to a -1 DM when attacked if their CTL is zero or less unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country.

10.33 Armor units which lose their mechanized abilities due to army oil effects remain in automatic supply if they exploited in the previous turn (30.551A). If the movement allowance of exploiting armor is reduced by winter effects, exploitation movement in an unaffected area is not counted against the reduced movement allowance (see the 13.47 and 16.39B examples). If an armor unit uses up its entire infantry movement allowance at any point during the movement phase and is in a location where its mechanized abilities are negated, it cannot move further.

EXAMPLE: An armor unit in the Pacific theater (a movement factor of three) which moves into a mountain hex cannot continue its movement into a clear hex in the same turn, as moving into the mountain hex uses two movement factors and being in the mountain hex reduces the armor unit's movement allowance to two. If the armor unit began its movement in a mountain hex and moved into a clear hex, its full movement allowance would be restored and it could move into a mountain hex.

10.34 ZONES OF CONTROL (ZoCs): Armor units which retain their mechanized abilities exert a ZoC into the six hexes adjacent to the hex they occupy, subject to the following qualifications, which apply equally in both theaters except where specified:

10.341 ZoCs do not extend:

- A. Into neutral countries.
- B. Across impassable or all-water hexsides, including all-water hexsides containing crossing arrows.
- C. Across enemy fortification or fortress hexsides.
- D. Across rivers or into jungle, mountain, swamp, forest or jungle/mountain hexes in the Pacific theater (only - ZoCs extend across rivers and into rough terrain in the European theater).

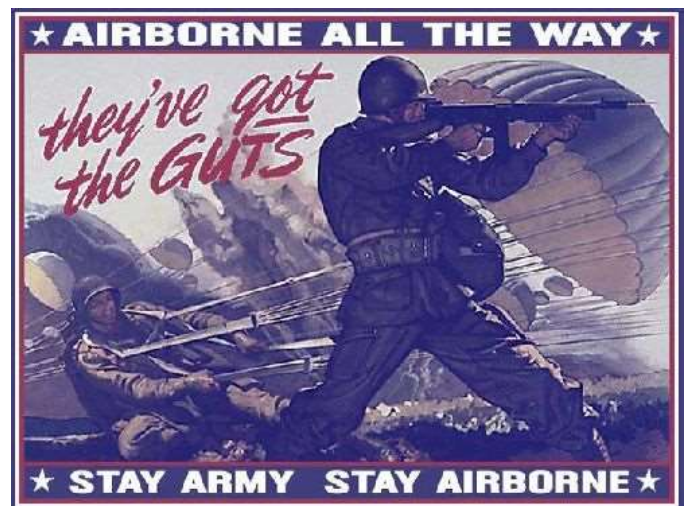
Although Japanese units may move through jungle hexes as though they were clear hexes, Japanese armor units do not exert a ZoC into jungle hexes. This reflects the quality of Japanese tanks as much as the difficulty of armor operations in jungle.

10.342 ZoCs extend into clear and European rough terrain and through friendly fortress and fortification hexsides into adjacent clear hexes, across European rivers and canals, and from clear-weather hexes into severe-weather hexes.

10.343 ZoCs adversely affect enemy movement (13.41D), unit construction (27.44) and supply lines (30.321).

10.344 During the movement phase of the first Axis player turn of a German attack on Russia, provided RGT were less than 40 when Germany attacked (63.51F):

- Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
- Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.



10.4 SPECIALIZED UNITS:

10.41 All specialized units (airborne, Chindits, marines and commandos) share the following attributes:

A. SIZE: Each specialized unit consists of one factor.

B. FORCE POOL ADDITIONS: Apart from starting units, specialized units are added to force pools only through production (42.24B); **EXCEPTION:** The Chindit may be created from three Indian infantry factors - 10.65A).

C. BRP COST: Each specialized unit costs three BRPs per factor to build.

D. CONSTRUCTION: Specialized units may not be rebuilt in the player turn in which they are eliminated.

E. STACKING: Up to three specialized units may stack in a hex, regardless of the presence of any other units or counters (12.12). Specialized units may both attack and defend in situations where another unit would be overstacked, even when they do not use their other special abilities, as where an airborne or Chindit unit is moved and used like infantry. (**EXCEPTION:** Airborne and Chindit units which are part of a seaborne invasion force may not overstack. Only two embarked ground units plus any number of marines and commandos may attack in an invasion. This does not prevent the use of an airborne unit in invasion combat by way of an airdrop, provided the requirements for an airdrop are met).

F. DEFENSE: Specialized units are not subject to a -1 DM when attacked by exploiting armor (15.33A) or as a result of winter effects (34.41).

10.42 Specialized units which are not fully supplied or subject to the army oil effect retain the attributes listed in 10.41A-F, but may not airdrop or conduct seaborne invasions.



10.5 AIRBORNE:



10.51 SPECIAL ABILITIES - AIRDROPS: Subject to the restrictions set out below, an airborne unit has the special ability to airdrop. Airborne units may also be air transported.

10.52 AIRDROPS: Airdrops may be made only during the combat phase, and are announced and resolved either immediately prior to ground combat resolution or immediately prior to exploitation combat resolution, whether or not any breakthrough or exploitation movement by armor units occurred.

10.53 AIRDROP RESTRICTIONS: Airdrops are subject to the following restrictions:

A. BASING AND AIR TRANSPORT REQUIREMENT: An airborne unit may only airdrop from an operational air base which contains an uninverted air transport factor at the time the airdrop is made. The airborne unit may move to the air base and the air transport factor used may stage to the air base during the movement phase of the player turn of the airdrop. The air base need not have been fully supplied at the start of the owning player's turn, provided it received full supply during the owning player's initial supply determination. Airdrops may be made from an airbase placed during the movement phase.

B. OTHER ACTIVITIES: An airborne unit may not airdrop if it is air or sea transported during the movement phase, or if it attacks or invades by sea during the combat phase.

C. OFFENSIVE OPERATION REQUIRED: An air transport factor which participates in an airdrop is conducting an offensive operation. An airborne unit which airdrops is conducting an offensive operation if the hex into which it drops contains an enemy ground unit and ground combat occurs as a result of the airdrop (9.42A).

D. COMBAT TRAINING: Airborne units may only airdrop if they have a CTL of two or more.

E. WEATHER: Airdrops may not be made by airborne units into a hex subject to a winter effect of 3 or greater. Airdrops may be made from a hex subject to restrictive winter weather, but not into a hex subject to restrictive winter weather. Airdrops may not be made from or into swamp, jungle, or jungle/mountain hexes subject to a monsoon (34.24B).

10.54 INTERCEPTION BY DEFENDING AIR UNITS: Airdrops may be intercepted by eligible defending air units, which in turn may be counter-intercepted by eligible attacking air units. If the air transport factor carrying the airborne unit is forced to abort, the airborne unit returns to base with the air transport factor. If the air transport factor is eliminated, the airborne unit is also eliminated (18.624).

10.55 ATTACKS BY AIRBORNE UNITS:

A. LIMITED TO DROP HEX: An airborne unit which airdrops may only attack units in the drop hex itself. It may not attack units in adjacent hexes, either alone or in conjunction with other attacking units, even if the airborne unit drops on an empty hex or a hex occupied by friendly units (**EXCEPTION:** Multi-hex attacks - 10.55B).

B. DEFENDING UNITS IN MORE THAN ONE HEX: If defending units in two or more hexes are being attacked in a single attack (15.44), an airborne unit may participate in the attack by airdropping on any of the attacked hexes.

C. AIRDROPS LIMITED TO 1:1 ATTACKS OR GREATER: An airdrop onto a hex containing an enemy unit may only be made if the first round of the resulting ground combat is at 1:1 odds or more. This restriction does not apply to subsequent combat rounds.

D. DEFENSE AGAINST INDEPENDENT AIRDROPS: Infantry, replacement and partisan units defending only against an airdrop, without being attacked by other enemy ground units, receive a +1 DM; armor and specialized units received a +2 DM (15.32H).

E. CUTTING WATER DEFENSES: An airdrop made in conjunction with a cross-water attack negates the defender's +1 DM for the river or crossing arrow (15.32C).

10.56 MOVEMENT FOLLOWING AIRDROPS PROHIBITED: An airborne unit may not advance after combat or voluntarily move from the hex on which it airdrops, except by redeployment, until the game turn following its airdrop. An airborne unit in the same hex as an enemy unit after combat is eliminated.

10.57 NO AUTOMATIC SUPPLY: Airborne units are not automatically supplied during the game turn following an airdrop, even if dropped during exploitation.

10.58 NO EFFECT FROM ZoCs: ZoCs have no effect on airdrops.



10.6 CHINDITS:



10.61 AIRDROPS: The Chindit may airdrop as follows:

A. The Chindit is considered to have an inherent airdrop capability and does not require an air transport to conduct airdrops. Otherwise the Chindit is subject to all normal airdrop restrictions (10.53).

B. If the Chindit's inherent air transport factor is forced to abort, the Chindit returns to base; if it is eliminated, the Chindit is also eliminated (18.624).

C. The Chindit may not airdrop on a hex occupied by an enemy ground unit.

D. The Chindit may not move or attack in the combat phase in which it airdrops.

10.62 SUPPLY: The Chindit is always automatically in at least limited supply.

10.63 MOVEMENT: The Chindit does not expend an additional movement factor to enter jungle hexes, although it must expend an additional movement factor to enter jungle/mountain hexes.

10.64 COMBAT: The Chindit has the following special combat abilities:

A. Enemy units incur a -1 DM if attacked by the Chindit, provided the Chindit is in a hex which does not contain and is not adjacent to any other Western Allied ground units (15.33H).

B. The Chindit may occupy a jungle, but not a jungle/mountain, hex by attrition advance (14.62D).

10.65 CREATION AND CONSTRUCTION:

A. CREATION: The Chindit may be created by normal production (42.24B) or by converting existing Indian units. Three Indian infantry factors are permanently removed from the British force pool; these units may be on the board or unbuilt. The Chindit is then added, unbuilt, to the Western Allied force pool.

B. CONSTRUCTION: The Chindit may be constructed in any eligible Indian hex or in the India box. The BRP cost of constructing the Chindit counts against the British, but not the Indian, construction limit (27.474D). Construction of the Chindit prior to the outbreak of war between Britain and Japan does not affect USAF.

10.66 GEOGRAPHICAL RESTRICTIONS: The Chindit may only be used on the Southeast Asian front on the Pacific mapboard. The Chindit may be produced and constructed prior to the outbreak of war between Britain and Japan, but the Chindit may not leave India until the outbreak of war between Britain and Japan.



10.7 MARINES:



10.71 SPECIAL ABILITIES - INVASIONS: Enemy units attacked during a seaborne invasion do not receive the +1 DM usually associated with units defending against invasion (15.32B) if at least half the ground factors engaged in invasion combat are composed of American marines or Japanese

Special Naval Landing Forces. Units attacking by land from hexes adjacent to the invasion hex, airborne units dropped on the invasion hex, and invading units which do not take part in invasion combat, including armor units held in reserve for exploitation, are not counted in making this determination.

10.72 OVERSTACKING DURING INVASIONS: Marines are not counted towards the stacking limits when conducting seaborne invasions (21.517A).



10.8 COMMANDOS:



10.81 SPECIAL ABILITY: Commandos may conduct seaborne invasions against any undefended port hex. The range of an invading commando unit is restricted to 10 (Europe) or five (Pacific) hexes (21.512A). Ports which contain enemy ground units at the start of the Allied combat phase may not be invaded by commandos. This does not permit seaborne invasions of otherwise ineligible ports by non-commando units. A bridgehead may not be placed in a port invaded by a commando using this special ability.

10.82 OVERSTACKING DURING INVASIONS: Commandos are not counted towards the stacking limits when conducting seaborne invasions (21.517A).

10.83 CTL REQUIREMENT: Commandos may not utilize the special abilities set out in 10.81 and 10.82 unless the Western Allied CTL is two or more.

10.84 CONTRASTS WITH MARINES: Commandos do not negate the +1 DM received by ground units defending against a seaborne invasion.



10.9 FLAK:

10.91 Flak units represent anti-aircraft artillery. Their only function is to combat enemy air attacks and strategic bombing.

10.92 Flak units have a movement factor of one.



10.93 Flak units have no ground combat factor, may not engage in offensive operations, are not counted toward attrition totals, may not be taken as attrition losses, may not advance to occupy a hex gained by attrition, and are unaffected by partial supply (30.261) or oil effects.

10.94 Flak units are eliminated if their hex is occupied by enemy units.

10.95 Each flak factor increases the air defense and SW combat defense level of its hex by one.

10.96 Up to three flak factors may stack in a hex (12.12).

10.97 Flak units are generated by military production (42.24A).

10.98 Each flak factor costs one BRP to build.

10.99 Each flak factor is considered to be one ground unit for SR purposes (28.62).

11. PARTISANS

- 11.1 OVERVIEW
- 11.2 PARTISAN FORCE POOLS
- 11.3 CONSTRUCTION
- 11.4 MOVEMENT AND COMBAT
- 11.5 SUPPLY
- 11.6 HEX CONTROL
- 11.7 ECONOMIC EFFECT

11.1 OVERVIEW:



11.11 Partisans represent irregular forces and as such are governed by special rules concerning their construction, supply, employment and effect on hex control. Each alliance faction may construct and employ partisans as set out below.

11.2 PARTISAN FORCE POOLS:

11.21 GENERAL: The number of partisans which may be constructed by each alliance faction in the various areas in which partisans may operate is limited by the partisan force pool for the area in question. The basic partisan force pool for certain areas may be increased by Axis Moslem Unrest and Western Allied and Russian production, as indicated below.

11.22 MAJOR POWERS: Partisans may be constructed in major powers as set out below. This information is summarized in the Major Power Partisan Table:

	Axis	Western Allies	Communist
France	0	1:2	1:2
Britain	0	2:4	0
Russia	0	0	4:8
Siberia	0	0	2:4
Italy	0	1:2	1:2
China	0	2	1:6

A. FRANCE (including Corsica but not French colonies):

- **Western Allies:** One, plus one additional partisan from production.
- **Communist:** One, plus one additional partisan from production.

B. BRITAIN (including Ulster but not British colonies):

- **Western Allies:** Two, plus two additional partisans from production.
- **Communist:** None.

C. RUSSIA (including eastern Poland):

- **Western Allies:** None.
- **Communist:** Four, plus four additional partisans from production. The communist partisan force pool in Russia and eastern Poland is reduced by one for each Russian occupation policies result, to a maximum reduction of three partisans (44.32B).

D. SIBERIA:

- **Western Allies:** None.
- **Communist:** Two, plus two additional partisans from production.

E. ITALY (including Sicily and Sardinia, but not Italian colonies):

- **Western Allies:** One, plus one additional partisan from production.
- **Communist:** One, plus one additional partisan from production.

F. CHINA (but not Manchuria, Hong Kong, Taiwan or Hainan):

- **Nationalist:** Two.
- **Communist:** One in 1939-41; two in 1942; three in 1943; four in 1944; five in 1945; and six in 1946.

11.23 MINOR COUNTRIES: Minor country partisan force pools are set out in the Minor Country Forces Table:

European Theater									
	Army			Air	Naval		Partisans		
	2-3	1-3	2-5	AF	CA	DD	Ax	WA	Ru
Belgium	1	3	-	1	-	-	-	-	-
Bulgaria	-	4	-	1	-	-	-	-	-
Denmark	-	-	-	-	-	-	-	-	-
Egypt	-	-	-	-	-	-	0:2	-	-
Finland	5	-	-	1	-	-	-	-	-
Greece	1	5	-	1	1	2	-	1:2	1:2
Hungary	1	6	-	1	-	-	-	-	-
Iraq*	-	-	-	-	-	-	0:2	-	-
Ireland	-	-	-	-	-	-	2†	-	-
Netherlands	1	-	-	1	-	-	-	-	-
Norway	-	2	-	-	-	-	-	-	-
Persia	-	-	-	-	-	-	0:2	-	-
W. Poland	3	7	-	2	-	-	-	2:4	-
Rumania	2	6	-	1	-	2	-	-	-
Spain	7	-	1	2	3	3	3	2:4	2:4
Sweden	5	-	-	1	1	2	-	1:2	1:2
Turkey	7	-	1	2	2§	2	3	2:4	2:4
Ukraine†	2	3	-	-	-	-	-	-	-
Yugoslavia	1	6	-	1	-	-	-	2:4	2:4

Pacific Theater								
	Army		Air	Naval		Partisans		
	2-2	1-2	AF	CA	DD	Jap	WA	Ru
Communist China	4	4	-	-	-	-	-	1**
Dutch East Indies	-	3	1	1	1	-	-	-
Philippines	-	2	-	-	-	-	-	-
Thailand	-	2	-	-	-	-	-	-

* And Kuwait, Arabia, Transjordan, Palestine, Lebanon/Syria.
† Available forces depend on the current diplomatic result.
§ Turkey receives one two-factor cruiser and the battlecruiser *Yavuz*.
** Add one additional Chinese Communist partisan each year, starting in 1942.

The partisan level before the “:” is automatic. The partisan level after the “:” is the maximum number of partisans which may be built in the minor country in question following the required number of Moslem Unrest or Partisan production results.

11.3 CONSTRUCTION:

11.31 CONSTRUCTION: Partisan construction is subject to the following restrictions:

11.32 GENERAL RESTRICTIONS:

A. EUROPE: The Western Allies and Russia may not construct partisans in Europe unless Russia is at war with the Axis or RGT are 50 or greater.

B. PACIFIC: Japan may construct Indian partisans before Japan and Britain are at war if Japan has achieved an Indian Subversion production result. Britain may attack Indian partisans whether or not it is at war with Japan.

11.33 PARTISAN CONSTRUCTION IN MAJOR POWERS:

A. FRANCE: Western Allied and communist partisans may be constructed in France once France has been conquered by Germany, provided Vichy France either wasn't established, has been eliminated (77.9) or is associated with or allied to the Western Allies.

B. BRITAIN: Western Allied partisans may be constructed in Britain if Britain has surrendered to Germany. Communist partisans may not be constructed in Britain.

C. RUSSIA: Communist partisans may be constructed in Russia and eastern Poland if Russia is at war with Germany. Communist partisans may not be constructed or operate in the Ukraine if a diplomatic result of "6" or greater is in effect for the Ukraine; any communist partisans inside the Ukraine when a "6" or greater diplomatic result is obtained are immediately eliminated. Communist partisans may be constructed in Siberia if Russia is at war with Japan. Western Allied partisans may not be constructed in Russia.

D. ITALY: Western Allied and communist partisans may be constructed in Italy if Italy has surrendered to the Allies.

E. GERMANY: Partisans may not be constructed in Germany.

F. CHINA: Both Nationalist and Communist Chinese partisans may be constructed in China.

G. JAPAN: Partisans may not be constructed in Japan.

H. U.S.: Partisans may not be constructed in the U.S.

11.34 PARTISAN CONSTRUCTION IN MINOR COUNTRIES: Partisans may be constructed in minor countries which have been attacked by an opposing major power, or which at any time associated or allied with any major power, as set out in the Minor Country Forces Table. A major power may not construct partisans in a minor country if it or another major power in its alliance faction declared war on that minor country. Spanish partisans may be constructed in Spanish Morocco.

11.341 SPECIAL CASES:

A. MIDDLE EAST: Once the Axis have achieved a Moslem Unrest production result, Germany may construct partisans in one or more of the following three areas: Egypt; Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia; Persia; at the rate of one partisan per turn in each area. The partisan force pools for each of the three areas are distinct. Axis partisans may only be built and operate in Persia if the Allies have declared war on Persia or activated the Persian BRP route. Axis partisans may only be built and operate in Lebanon/Syria if it is Allied controlled. Axis partisans may only be built and operate in Arabia if it is attacked by the Allies.

B. IRELAND: Germany may construct partisans in Ireland only after a diplomatic result for Ireland of "7" or greater or after an Allied declaration of war on Ireland.

C. INDIA: Japan may construct up to two partisans in India if it has achieved an Indian Subversion production result.

11.35 MECHANICS OF PARTISAN CONSTRUCTION:

11.351 TIMING: Partisans are placed on the board during the unit construction phase.

11.352 COST: Each partisan costs two BRPs to build, with the following exceptions:

A. Russia may build one partisan each turn at no BRP cost in Russia, eastern Poland or Siberia. Only one free Russian partisan may be built each turn. Russia must pay two BRPs to build a second partisan in these areas.

B. Communist China may build one partisan each turn at no BRP cost if Yenan is controlled by either Communist China or Russia.

11.353 RESTRICTIONS: Partisan construction is subject to the following restrictions:

A. Partisans may not be constructed until their employment is permitted.

B. Partisans may not be constructed by a major power which is not at war with the major power against which the partisans will operate (EXCEPTION: Indian partisans).

C. Each alliance faction may construct no more than one partisan in the same country each turn (EXCEPTION: In addition to its free partisan build in Russia, eastern Poland or Siberia, Russia may construct a second partisan in Russia or eastern Poland at the normal cost). Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia are considered to be one country for the purpose of this rule (11.341A).

D. Partisans may only be placed in an eligible country on vacant, enemy-controlled hexes or on hexes which contain another partisan constructed by the same major power but which would otherwise be enemy-controlled.

E. Partisans may not be placed in hexes which contain an enemy ground, air or naval unit, airbase counter, rocket base, bridgehead, port counter, railhead, IC, fortification or fortress, or in hexes which are in an enemy ZoC. If no eligible hexes are available, no partisans may be placed in that turn.

11.354 WESTERN ALLIED PARTISAN CONSTRUCTION: Subject to the restriction in 11.32A, Western Allied partisans may be constructed in Europe by any Western Allied major power at war with Germany.

11.355 EUROPEAN AXIS PARTISAN CONSTRUCTION: European Axis partisans must be constructed by Germany.

11.356 NATIONALIST CHINESE PARTISAN CONSTRUCTION: Nationalist Chinese partisans must be constructed by Nationalist China.

11.36 OPENING SETUPS: All restrictions on partisan construction also apply to the placement of partisans during opening setups. Partisans which cannot be placed during an opening setup because of these restrictions remain out of play until they can be constructed at the normal BRP cost and placed on the board.

11.37 Partisans may still be constructed after their country is recaptured by friendly, non-partisan forces. Partisans remain in play after the liberation of their country.

11.38 Partisans are eliminated if the major power which constructed them surrenders or, for partisans constructed by the U.S., sues for peace in the applicable theater.



11.4 MOVEMENT AND COMBAT:

11.41 CONTROL: Partisans are controlled and moved by the major power which constructed them and are subject to the same offensive operation restrictions as their controlling major power. The BRP cost for ground attacks by partisans is paid by the controlling major power.

11.42 GEOGRAPHICAL RESTRICTIONS: Partisans may not leave their country and cannot attack across its borders (EXCEPTIONS: Irish partisans may enter and attack into Ulster; Russian partisans built in European Russia or eastern Poland may move freely between these areas; Axis partisans built in Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia may move freely between these countries, although partisan activity may be restricted in Lebanon/Syria and Arabia - 11.341A).

11.43 SEA MOVEMENT AND REDEPLOYMENTS PROHIBITED: Partisans may not move by sea and may not be redeployed.

11.44 COOPERATION WITH REGULAR FORCES: Partisans may stack and attack with friendly units, subject to Russo-Allied and Nationalist-Communist Chinese cooperation restrictions. However, partisans may not receive the benefits of shore bombardment, ground support or defensive air support. This does not preclude non-partisan ground units engaged in combat alongside partisans from receiving ground support or defensive air support. The allowable amount of air support would then depend on the number of non-partisan factors involved.

11.45 ATTRITIONS: Partisans do not participate in attrition combat: they are not counted in attrition totals and may not themselves be attritioned.

11.46 DM: If attacked by enemy units, partisans are subject to a -1 DM (15.33C).

11.47 CTL: Partisans have a CTL of one. This may not be increased by research.

11.48 WINTER EFFECTS: Partisans have a winter preparation level of six (34.43).

11.5 SUPPLY:

11.51 SUPPLY: Partisans are always in supply and do not need to trace a supply line (30.551B).

11.6 HEX CONTROL:

11.61 HEX CONTROL: A partisan controls only the hex it occupies, and only temporarily. As soon as a partisan moves to another hex the hex reverts to the control of whatever major power previously controlled it. If a non-partisan ground unit enters a hex occupied by a friendly partisan, the hex comes under control of the moving unit (29.22C).

11.62 A partisan-controlled hex is controlled only by the partisan itself. It is not controlled by either the major power which controls the partisan or by the major power which previously controlled the hex. Thus a partisan-controlled port could not receive sea transport or redeployment, nor could a partisan-controlled city base air units.

11.63 A partisan-controlled objective is not counted in the total for either side for USAT, resistance level, or any other purpose.

11.64 A partisan can force major power air or naval units to change bases by moving into an undefended base hex or by advancing into a defended base hex after combat.

11.65 A partisan-controlled capital yields no BRPs to the major power which controls the partisan, although the major power which previously controlled the capital would lose the pro-rated BRP value of that country if it had received those BRPs during the previous YSS or current year and if it failed to regain control of the capital during its next player turn (35.63). Control of a capital at the start of a scenario meets this requirement. Because partisans only control hexes while they occupy them (11.61), the elimination of the partisans would be sufficient to prevent BRP loss. It would not be necessary to advance into the capital itself. Similarly, partisan control of a key economic area results in the loss of the pro-rated value of the key economic area, although the major power controlling the partisan would not gain the BRPs (38.2).

11.66 Wafdist partisans may close the Suez canal.



11.7 ECONOMIC EFFECT:

11.71 ECONOMIC EFFECT OF PARTISANS: For each partisan in territory controlled by an enemy major power, that major power loses one BRP each turn, whether or not the major power is receiving BRPs for the territory, and whether or not the territory has a BRP value. To inflict BRP damage on an enemy major power, a partisan must be in an otherwise enemy- or partisan-controlled hex and surrounded by enemy- or partisan-controlled, neutral or sea hexes. Partisans behind friendly lines, adjacent to friendly non-partisan units or hexes (even if the partisan is barred from entering the hexes because of political or cooperation restrictions) or on islands do not count.

A. Irish partisans must be in or adjacent to Ulster to cause British BRP losses.

B. In addition to causing BRP losses, each Persian partisan adjacent to Abadan, Ahwaz or Tehran reduces the capacity of the Persian BRP route by five BRPs (40.532).

C. In addition to causing BRP losses, each Axis Turkish partisan on the board reduces the capacity of the Turkish BRP route by two BRPs (40.65).

D. Indian partisans (11.32B) are always considered hostile to Britain and friendly to Japan, and may cause British BRP losses even before Japan and Britain are at war.

11.72 BRP losses from partisans are deducted at the end of the defending major power's combat phase.



12. STACKING

- 12.1 STACKING LIMITS
- 12.2 APPLICATION OF STACKING LIMITS
- 12.3 POLITICAL RESTRICTIONS
- 12.4 AIR AND NAVAL STACKING LIMITS

12.1 STACKING LIMITS:

12.11 BASIC STACKING LIMITS: Stacking limits refer to the number of non-specialized ground units permitted in a hex, regardless of their combat strength. The basic ground unit stacking limits, which may be exceeded only as set out below, are:

A. Two ground units per hex (EXCEPTION: 12.11B).

B. One ground unit per Pacific one-hex island, unless the island contains a port or port counter. Two ground units per Pacific one-hex islands with ports.

12.12 Up to three specialized units (10.4) and up to three flak factors (10.9) may stack in a hex, regardless of the presence of any other units or counters. The exception for specialized units applies whether or not the specialized unit in question is using any of its special abilities.

12.13 Up to five ground units, plus up to three specialized units (12.12), may stack on a bridgehead counter (EXCEPTION: Bridgehead counters do not increase the stacking capacity of Pacific one-hex islands).

12.14 Armor units may overstack on a breakthrough hex (16.23). The attacker must remedy the overstacking by the end of his redeployment phase. If he is unable to do so, excess units of his choice are eliminated.

12.15 Ground units involved in a failed overrun (13.531) may become temporarily overstacked in the hex from which they were attempting the overrun. The attacker must remedy the overstacking before the end of his movement phase or exploitation movement, as the case may be. If he is unable to do so, excess units of his choice which were not attempting the overrun are eliminated. Similarly, ground units involved in an aborted or failed sea transport or seaborne invasion may become temporarily overstacked in their port of embarkation (22.63D). The attacker must remedy the overstacking before the end of his movement or redeployment phase, whichever occurs first. If he is unable to do so, excess units of his choice are eliminated.

12.16 Each shock army result allows one Russian 3-3 infantry unit to end the movement phase overstacked adjacent to an enemy ground unit, up to a limit of three shock armies (nine factors) per ground attack. Shock armies are eliminated after regular ground combat is resolved, before advancing after combat (42.24I).

12.17 A defender may temporarily overstack if forced to do so when retreating during an enemy attrition (14.74). The defender must remedy the overstacking before the end of his next movement phase. If he is unable to do so, excess units of his choice are eliminated.

12.18 Any number of ground units may stack in a mapboard box (5.12A).

12.19 Up to five Western Allied units may stack in Pearl Harbor. If Pearl Harbor is attacked by a Japanese seaborne invasion or airdrop, only two of the units count towards its defense. If those two units are eliminated and a Japanese ground unit occupies Pearl Harbor, all excess ground units in Pearl Harbor are eliminated.

12.2 APPLICATION OF STACKING LIMITS:

12.21 Stacking limits may not be voluntarily exceeded other than as specifically permitted by the rules.

12.22 Stacking limits do not apply to ground units while moving during the movement phase or exploitation. This permits ground units to move through hexes without regard to stacking limits, but ground units may not end their movement in hexes in violation of stacking limits. Stacking limits do not apply during redeployment, but the moving player must remedy any overstacking at the end of the redeployment phase by voluntarily eliminating excess units (28.91).

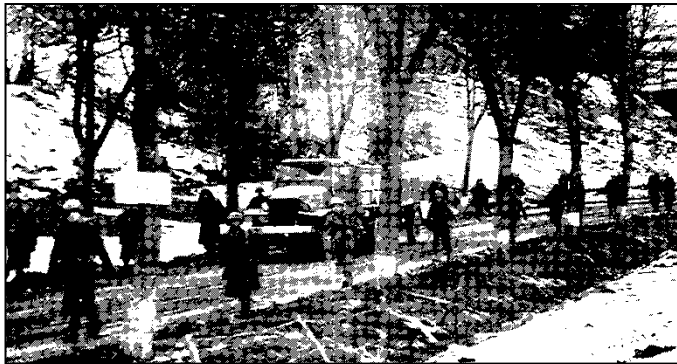
12.23 Stacking limits do not apply to ground units while they are at sea. A ground unit may not end its movement phase, combat phase or turn at sea.

12.3 POLITICAL RESTRICTIONS:

12.31 There are some restrictions on units of allied nations stacking together in the same hex (53). Stacking which is not expressly prohibited is allowed.

12.4 AIR AND NAVAL STACKING LIMITS:

12.41 Stacking of air and naval units is unlimited while in the air or at sea. There are limits to the number of air and naval factors which may base at air bases (18.1) and ports (21.1).



13. MOVEMENT

- 13.1 ORDER OF MOVEMENT
- 13.2 VOLUNTARY ELIMINATION OF UNITS
- 13.3 ACTIVITIES PRIOR TO GROUND MOVEMENT
- 13.4 GROUND MOVEMENT
- 13.5 OVERRUNS

13.1 ORDER OF MOVEMENT:

13.11 AIR UNITS, NAVAL UNITS, GROUND UNITS: During the movement phase, a player may move all, some or none of his units. A player first moves his air units, then his naval units, then his ground units.

13.2 VOLUNTARY ELIMINATION OF UNITS:

13.21 VOLUNTARY ELIMINATION OF UNITS: Subject to the restrictions set out below, a major power may voluntarily eliminate its own or an active minor ally's or associated minor country's ground or air units and any partisans it controls and return them to its force pool immediately before beginning its movement phase and at the end of its redeployment phase (28.91).

13.22 RESTRICTIONS:

- A. A neutral major country may not voluntarily eliminate units.
- B. Minor country units, including Vichy French units, may not be voluntarily eliminated prior to activation or association.
- C. Naval units may not be voluntarily eliminated once launched.
- D. Airbase counters may not be voluntarily eliminated, but may be "recycled" each turn (18.143).

13.23 RECONSTRUCTION: Units may be reconstructed in the game turn in which they are voluntarily eliminated at double the normal BRP cost (27.13A).

13.3 ACTIVITIES PRIOR TO GROUND MOVEMENT:

13.31 AIR UNITS: Air units may stage (change base) during the movement phase (18.2). Counterair missions (18.52) may be conducted after the staging of air units and before the movement of naval units and supply determination.

13.32 NAVAL UNITS: Naval units may conduct patrols (21.41) or change base (21.22) during the movement phase and are subject to interception by enemy air (23.7) and naval units (22.1). Sea transport is conducted during the movement phase (21.43).

13.33 SUPPLY: Supply is determined during the movement phase, after air and naval movement, but before ground movement (30.42).



13.4 GROUND MOVEMENT:

13.41 MOVEMENT GOVERNED BY MOVEMENT FACTOR: During the movement phase of each turn, every ground unit may move up to the limit of its movement factor, subject to the following:

A. SUPPLY REQUIRED: Ground units which are out of supply may not move (30.531).

B. BASIC MOVEMENT COST: Ground units must expend one movement factor to enter a clear terrain hex.

C. ROUGH TERRAIN: Ground units must expend an additional movement factor to enter forest, jungle, mountain, jungle/mountain or swamp hexes (EXCEPTIONS: Japanese ground units and the Chindit do not expend an additional movement factor to enter jungle hexes but must expend an additional movement factor to enter jungle/mountain hexes).

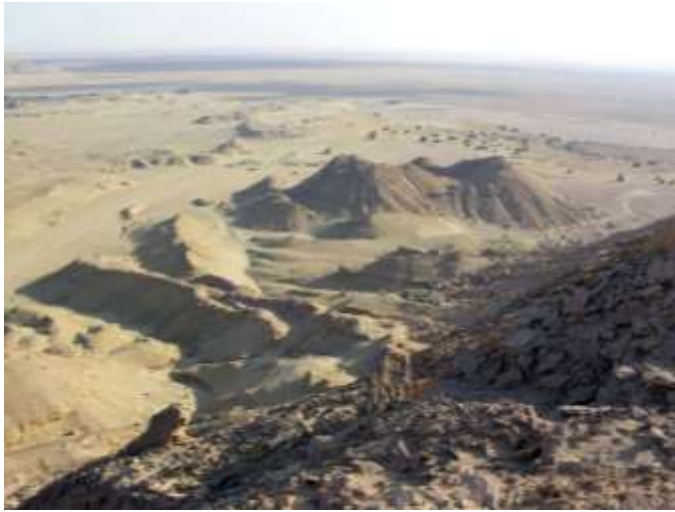
D. ZoCs: In the European theater, a ground unit must expend two additional movement factors to leave a hex in the ZoC of a hostile armor unit or to move from one such hex to another (EXCEPTION: Russian surprise effects - 63.51F). In the Pacific theater, a ground unit must expend one additional movement factor to leave a hex in the ZoC of a hostile armor unit, or to move from one such hex to another. There is no extra cost to enter a ZoC. ZoCs have no effect on the movement of air and naval units.

E. OVERRUNS: Ground units must expend one additional movement factor to execute an overrun (13.52).

F. MOVEMENT FACTORS OF MECHANIZED UNITS: Armor and mechanized infantry that are partially supplied have their movement factor reduced to three in Europe and two in the Pacific. Army oil effects may also reduce the movement factor of armor units by negating their mechanized component (10.32). No distinction is made between mechanized and non-mechanized infantry units in the Pacific theater: all British and American infantry units have a movement factor of two.

13.411 SUPPLIED UNITS MAY ALWAYS MOVE ONE HEX: A supplied ground unit may always move at least one hex during both regular and exploitation movement, regardless of terrain, enemy ZoCs, movement reductions to European Axis armor units exploiting from ICs or objectives in Russia, weather and oil effects. This does not apply to units conducting overruns, does not permit movement into ineligible hexes, and does not allow sea or air transport by ground units with an insufficient movement factor.

13.42 MOVEMENT FACTORS MAY NOT BE TRANSFERRED OR SAVED: Movement factors may not be transferred from one ground unit to another, nor may they be accumulated from one turn to the next.



13.43 MOVEMENT ACROSS CERTAIN HEXSIDES PROHIBITED: Ground movement across the following hexsides is prohibited:

A. OCEANS AND LAKES: All-ocean and all-lake hexsides, except at a crossing arrow.

B. QATTARA DEPRESSION: All-Qattara depression hexsides (MM26-NN26 and NN25-NN26).

C. HIMALAYAS: All-Himalaya hexsides, including R15 (Ledo)-R16.

D. OUTBACK: All-outback hexsides (4.43, 71.81).

13.44 MOVEMENT OFF THE BOARD: Ground units may move onto or leave the mapboard during the movement phase only if expressly allowed by the rules relating to the mapboard box in question (see rule 5). Ground units may only leave the mapboard if they have sufficient movement capability to do so. All off-board hexes are considered to be clear terrain for movement purposes. Ground movement between mapboard boxes during the movement phase is prohibited.

13.45 GROUND UNITS MAY MOVE TOGETHER: Ground units may be moved together, both for convenience and to execute overruns (13.5). A ground unit may also defer part of its movement to wait for another ground unit to move, then continue its movement, alone or in conjunction with the other unit, up to the limit of its movement factor.

13.46 MOVEMENT INTO OCCUPIED HEXES PROHIBITED EXCEPT FOR OVERRUNS: Ground units may not move onto or through hexes occupied by hostile ground units except when conducting overruns (EXCEPTION: Airborne units may airdrop atop hostile ground units - an offensive operation which is quite different from movement).

13.47 WEATHER EFFECTS: When a ground unit enters an area affected by weather, it must abide by the weather restrictions while it remains in the affected area. Similarly, if a unit leaves an affected area, it regains any movement factors and abilities lost to the weather restrictions of that area.

EXAMPLE: A German 4-6 armor unit is exploiting on the Mediterranean front during winter. It crosses onto the eastern front, where exploitation out of mountain hexes is prohibited in winter (34.23B). If the armor unit enters a mountain hex on the eastern front, it can exploit no further. If it instead crosses a clear hex on the eastern front and enters a mountain hex on the Mediterranean front, it may continue to exploit normally.

13.5 OVERRUNS:

13.51 RESTRICTIONS: Overruns are an offensive operation that may only be conducted by armor and mechanized infantry units. Overruns may take place during the movement phase of both regular and exploitation movement. Units being overrun are subject to both positive and negative DMs in the same manner as units being attacked (15.3).

13.52 MECHANICS: Overruns are conducted by moving no more than two armor or mechanized infantry units through the same hexside into a hex containing enemy unit(s) at odds of 6:1 or greater. At least one of the overrunning units must be an armor unit; both overrunning units must have a functional mechanized component. Each overrunning unit must expend one additional movement point to occupy the overrun hex. If the units do not have sufficient movement points, the overrun is prohibited.

13.521 Units performing overruns may arrive at the hex from which the overrun is made from different locations. A sea-transported unit may

overrun in conjunction with another unit; armor units exploiting from different breakthrough hexes may combine to overrun units.

13.522 No more than two armor units may move from a breakthrough hex into the same adjacent hex to conduct an overrun against enemy ground units in that hex.

13.53 AIR SUPPORT: An overrun may be assisted by available offensive ground support whether the overrun occurs during movement or exploitation. The defender may provide defensive air support to units being overrun. This defensive air support may be intercepted by uncommitted offensive air units within range at the time of the overrun. The resulting air combat is resolved immediately. Sea transported air may assist overruns only from their hex of debarkation. Air units which participate in successful overruns are inverted the moment the overrun is concluded.

13.531 FAILED OVERRUNS: If enough defensive air support survives interception to reduce the overrun odds below 6:1, no overrun occurs in that hex during the movement phase. The ground units which attempted the overrun remain in the hex from which they attempted the overrun. Any overstacking in that hex must be remedied before the end of the movement phase or exploitation movement, as the case may be, or any excess units are eliminated (12.15). A second attempt to overrun that hex is not permitted. In the ensuing combat phase, ground units which attempted the overrun and any air units which provided ground support for the unsuccessful overrun must conduct a normal attack against the defending unit(s). The attacking ground and air units may be assisted in their attack by other units. The defensive air used to prevent the overrun remains in place and participates in the ground attack during the combat phase.

13.532 Airdrops may not be used to assist overruns during the movement phase, but may be used during the combat phase to assist attacks resulting from a failed overrun (13.531).

13.54 CASUALTIES: Units which are overrun are eliminated and are immediately removed from the board. The moving player suffers no losses.

13.55 SUBSEQUENT MOVEMENT AND COMBAT: After an overrun, surviving overrunning units may, if otherwise able to do so:

- A. Continue moving up to their movement allowance.
- B. Overrun other enemy units.
- C. Participate in ground or attrition combat after movement is completed.
- D. Conduct exploitation movement and combat.

13.56 NO MOVEMENT COST FOR OTHER UNITS: Other units which have not yet completed their movement may enter a hex which was the scene of an earlier overrun without paying the additional movement cost required by 13.52.

13.57 WEATHER: Winter effects and mud may prohibit overruns in certain areas (34).

13.58 SEABORNE INVASION: Units conducting seaborne invasions (21.51) may not overrun the beach hex, but invading armor units which exploit off the beach hex may conduct overruns further inland.

13.59 NO SPECIAL STATUS FOR DEFENDING UNITS: Units in capitals, objective hexes, ICs, bridgeheads, railheads, fortresses and fortifications may be overrun if all other requirements are met.





14. ATTRITION COMBAT

- 14.1 OVERVIEW
- 14.2 DETERMINING ATTRITION LEVELS
- 14.3 SEPARATE ATTRITIONS
- 14.4 RESOLVING ATTRITION COMBAT
- 14.5 ATTRITION COMBAT RESULTS - COUNTERS
- 14.6 ATTRITION COMBAT RESULTS - HEXES
- 14.7 ATTRITION RETREATS

14.1 OVERVIEW:

14.11 OUTLINE OF ATTRITION COMBAT: Attrition combat is resolved as follows:

- A. The attacker counts the number of ground combat factors adjacent to enemy units and makes a die roll on the Attrition Table.
- B. The defender removes the required number of units.
- C. The attacker selects the permitted number of hexes for attrition occupation.
- D. The defender retreats his units from the hexes selected for attrition occupation.
- E. The attacker occupies the hexes selected for attrition occupation.

14.12 TIMING: Attrition combat is resolved after all regular and exploitation combat has been resolved.

14.13 ALLIANCE FACTIONS ATTRITION(ED) SEPARATELY: For each enemy alliance faction attrition zone being attritioned, attrition combat is resolved by and against each alliance faction separately. Each turn only one attrition die roll may be made by each alliance faction against each enemy alliance faction attrition zone.

14.2 DETERMINING ATTRITION LEVELS:

14.21 ATTRITION LEVELS: For each attrition, the attacker totals the number of ground combat factors adjacent to enemy ground units for each enemy attrition zone on the front in question to determine the attrition level against each enemy alliance faction.

14.211 ATTRITION ZONES: Each area of contiguous hexes on the same front controlled by the same alliance faction is considered to be a single attrition zone, regardless of the presence of enemy ZoCs which may interrupt supply to parts of the attrition zone. (EXCEPTIONS: In winter turns, the Balkans and European Turkey are in a separate attrition zone from Asiatic Turkey; in fall and winter turns, Siberia, Manchuria, Mongolia and Tannu Tuva are in a separate attrition zone from the rest of the Asian front). This determination is made at the start of the attritioning player's turn, prior to ground movement.

14.212 AIRDROPS: An area of contiguous hexes on the same front controlled by the same alliance faction that contains airborne or Chindit units which airdropped in the previous player turn but no other friendly ground units is part of the attrition zone from which the units airdropped, provided that attrition zone is on the same front as the units in question.

14.213 The attacker may choose not to include eligible ground units in an attrition.

There are several reasons a player might leave some ground units out of an attrition. One would be to raise the CTL of his attritioning forces (14.42). Another would be to reduce the opponent's ability to take his attrition losses from certain nationalities (14.52). Finally, if all the enemy ground units are out of supply, the attritioning player might prefer to eliminate them by isolation so their reconstruction cost will be doubled (27.13A).

14.22 ELIGIBLE UNITS: The following units may be counted when determining attrition levels, subject to 14.23:

- A. Ground units adjacent to enemy ground units on the same front when the attrition die roll is made, whether the attritioning ground units are supplied or not.
- B. Ground units on other fronts which are adjacent to enemy ground units on the attritioned front.

14.23 INELIGIBLE UNITS: The following units are not counted when determining attrition levels:

- A. Ground units which took part in offensive operations during that combat phase, including seaborne invasions of undefended hexes, airdrops onto undefended hexes, and exploitation, regardless of front.
- B. Ground units counted in determining another attrition level, whether on the same or on another front. Ground units may not be counted for more than one attrition level in the same game turn.
- C. Ground units which are not adjacent to enemy ground units because of impassable hexsides, including all-water hexsides without a crossing arrow.
- D. Ground units adjacent to enemy units only across a fortified enemy hexside, whether or not the fortification has been negated by isolation. Ground units may attrition across their own fortified hexsides.

Units in an omnidirectional fortification or fortress may never be attritioned. Units in Maginot and West Wall hexes may not be attritioned by enemy units facing their fortifications.

E. Ground units adjacent only to partisans, flak, ground units which they may not attack because of resistance, cooperation, neutrality or diplomatic restrictions, or enemy units other than ground units.

F. Partisans, replacements, flak, air and naval units.

14.24 GIBRALTAR: Gibraltar is on the Mediterranean front for attrition purposes.



14.3 SEPARATE ATTRITIONS:

14.31 ALLIANCE FACTIONS ATTRITION(ED) SEPARATELY: A separate attrition level is determined and separate attrition combat die roll made by each alliance faction against each enemy alliance faction attrition zone on each front. Thus Western Allied and Russian ground units attrition separately and are subject to separate Axis attritions. Similarly, Nationalist and Communist China attrition separately and are subject to separate Japanese attritions. All ground factors for each alliance faction are totaled together and a single attrition die roll is made against each enemy alliance faction in each attrition zone.

14.32 MINOR COUNTRIES: Minor allies and associated minor countries are considered part of their major power's alliance faction, and their ground units are counted when determining their major power's alliance faction's attrition level. Ground units adjacent to enemy minor allied or associated minor country ground units are similarly counted in determining the attrition level against that enemy alliance faction.

14.33 INDEPENDENT MINOR COUNTRIES: Prior to activation or association, minor countries are attritioned separately. A separate attrition die roll is made against each such minor country.



14.4 RESOLVING ATTRITION COMBAT:

14.41 ATTRITION TABLE: To resolve each attrition combat the attacker rolls one die and consults the appropriate column on the Attrition Table. The result indicates the number of unit counters (C) which the defender must lose and the number of hexes (H) which he must give up to the attacker.

Attrition Table - 14.41							
	1-10	11-20	21-30	31-40	41-50	51-60	61+
0	-	-	1C	2C	2C/1H	3C/2H	5C/2H
1	-	1C	2C	1C/1H	3C/1H	4C/2H	5C/3H
2	-	1C	2C	2C/1H	3C/2H	5C/2H	6C/3H
3	-	2C	1C/1H	3C/1H	4C/2H	5C/3H	7C/3H
4	-	2C	2C/1H	3C/2H	5C/2H	6C/3H	7C/4H
5	1C	1C/1H	3C/1H	4C/2H	5C/3H	7C/3H	8C/4H
6	1C	2C/1H	3C/2H	5C/2H	6C/3H	7C/4H	9C/4H
7	2C	3C/1H	4C/2H	5C/3H	7C/3H	8C/4H	9C/5H
8	2C	3C/2H	5C/2H	6C/3H	7C/4H	9C/4H	10C/5H
9	1C/1H	4C/2H	5C/3H	7C/3H	8C/4H	9C/5H	11C/5H
10	2C/1H	5C/2H	6C/3H	7C/4H	9C/4H	10C/5H	11C/6H
11+	3C/1H	5C/3H	7C/3H	8C/4H	9C/5H	11C/5H	12C/6H
Modifiers							
+1	For every ten attritioning factors over 61						
+/-#	Difference in CTLs						
+/-#	Difference in winter preparation levels (turns in which winter effects apply only)						
Explanations							
The attritioning player receives a favorable modifier if the number of attritioning factors exceeds 70 (71-80: +1; 81-90: +2; 91-100: +3; 101-110: +4; 111-120: +5; 121-130: +6; etc.)							
When determining the difference in CTLs, the CTL used for each side is that of the greatest number of factors involved in the attrition: use the lower level if tied.							
Asia: For attritions conducted on the Pacific mapboard, the number of hexes captured is reduced by half (round down).							

14.42 ATTRITION MODIFIERS: The attacker's attrition die roll is:

A. GROUND FACTORS: Increased by one for every ten ground factors over 61 in contact with the defender (71-80 factors, +1; 81-90 factors, +2; and so on).

B. CTL: Increased or decreased by the difference in CTLs between the units involved. A higher CTL increases the attrition die roll and a lower CTL decreases the attrition die roll. If a player has units with different CTLs engaged in attrition combat, the CTL of the largest number of factors engaged is used to determine this modifier, with the less favorable CTL applying if equal numbers of factors are engaged.

C. WINTER PREPARATION: Increased or decreased by the difference in winter preparation level between the units involved. A more favorable winter preparation level increases the attrition die roll and a less favorable winter preparation level decreases the attrition die roll. When determining this modifier, winter preparation levels are limited to the winter level which applies to the area in which the defending units are located. No winter preparation modifiers apply to units being attritioned in areas which are not subject to winter effects, such as North Africa and the Middle East. If a player has units with different winter preparation levels engaged in attrition combat, the winter preparation level of the largest number of factors engaged is used to determine this modifier, with the less favorable winter preparation level applying if equal numbers of factors are engaged.

The limit on the winter preparation modifier referred to in 14.42C applies most commonly in the Balkans, which has an automatic winter level of "4" (34.32A). The Russian winter preparation level of "6" is therefore considered to be only "4" in the Balkans, as nothing more is required to reach a "No effect" result on the Winter Table. Similarly - and not surprisingly - winter preparation levels do not modify attritions in areas such as Egypt or Burma, which are not subject to winter effects.

14.43 MINIMUM AND MAXIMUM RESULTS: Attrition results of less than "0" are treated as "0" results; results of more than "11+" are treated as "11+" results for all columns. The maximum possible result on the Attrition Table is "12C/6H" in Europe, which is equivalent to "12C/3H" in the Pacific.

EXAMPLES: Assuming no CTL research results:

If 21 German ground factors and 12 Italian ground factors attrition in Russia, the Axis get a +1 modifier for their attrition die roll, because the largest group of Axis ground factors (German) have a CTL of two and the Russian CTL is one.

If 14 German ground factors and 14 Italian ground factors attritioned, the lower (Italian) CTL would apply, and the Axis would not get a modifier.

If 14 German, 12 Italian and 3 partially supplied Italian ground factors attritioned, the German CTL of two would determine the modifier, because there would be 12 Italian ground factors with a CTL of one and 3 Italian ground factors with a CTL of zero (30.522A).

14.44 SELECTING A "2C" RESULT IN PLACE OF A "1C/1H" RESULT: An attacker who obtains a "1C/1H" result may take a "2C" result instead. All other attrition results stand.

14.5 ATTRITION COMBAT RESULTS - COUNTERS:

14.51 ATTRITION COMBAT RESULTS - COUNTERS: Once the attrition combat result is determined, the defender chooses which ground units to eliminate, removes them from the board and returns them to his force pool. He may not choose to lose more ground units than the number called for. If he does not have enough eligible ground units to satisfy the losses, he loses what ground units he has and disregards the remainder.

14.52 RESTRICTIONS ON LOSSES:

A. LOCATION: Ground units removed to satisfy attrition losses must be taken from:

- the attrition zone being attritioned;
- if all the ground units being attritioned were fully supplied in the defender's previous player turn and were not subject to an army oil effect, from a supply zone containing an unlimited supply source from which full supply was traced to the attritioned units or from a supply zone from which a seaborne invasion was launched to create a bridgehead in the attrition zone.

EXAMPLES: Russian units have entered Rumania from the eastern front. The Axis attrition the Russian units in Rumania. The Russian attrition losses may be taken from the Russian units in Rumania or Russia.

Britain attritions Italy in North Africa. Italian attrition losses must be taken from North Africa unless the Axis traced full supply to North Africa in the previous Axis player turn, which would allow the Italians to take attrition losses from units in Italy.

The Western Allies invade two separate beaches in France from bases in Britain. Germany conducts separate attritions against each Western Allied bridgehead. Because the Western Allied bridgeheads in France reflect sea supply from Britain, the Western Allied attrition losses may be taken from Western Allied units in Britain as well as the Western Allied units in France.

The Western Allies attrition Japanese units in Burma. Japanese attrition losses must be taken from the attrition zone including Burma or, if Japan had traced full supply to that supply zone in its previous player turn from Japan, from Japan.

B. INELIGIBLE UNITS: Units which are in a mapboard box or off-board area may not be taken as attrition losses (EXCEPTIONS: Attrition losses from attrition zones including the Australia (71.31), India (72.31) and Urals (81.68) boxes).

C. CONTACT REQUIRED: The number of counters which may be lost from attrition by a given nationality is limited to the number of counters that nationality has in contact with the attritioning forces, although the eliminated units themselves need not be in contact with enemy units.



14.521 RUSSIAN WINTER ATTRITIONS: If Russia attritions on the eastern front east of the Nazi-Soviet Pact line in a winter turn, Russia may designate hexes from which Axis attrition losses must be taken and hexes to be captured by attrition occupation, as follows:

A. Each hex designated must contain at least one Axis ground unit, be adjacent to an attritioning Russian ground unit, and be in the Russian winter zone (34.32C).

B. Hexes designated for attrition losses must have been subject to attrition combat. Fortified hexes may not be designated. The total number of hexes designated for attrition losses may not exceed the "C" result achieved by the attrition.

C. Hexes designated for attrition occupation must be eligible for attrition occupation (14.62). The total number of hexes designated for attrition occupation may not exceed the "H" result achieved by the attrition.

D. The total number of hexes designated for attrition losses and attrition occupation for all Russian attritions may not exceed the difference in winter levels applying to Russia and Germany. This limit applies to the combined total, not to attrition losses and attrition occupation separately.

E. Hexes may not be designated for both attrition losses and attrition occupation.

F. Hexes containing only Finnish and Swedish units may not be designated.

G. The Axis must eliminate one ground unit from each hex designated for attrition losses. Until the Axis winter preparation level has reached its maximum level of six, other Axis attrition losses must be taken from eligible Axis ground units within three hexes by land of an attritioned Axis ground unit. Attrition losses may be taken from hexes which have been designated for attrition losses, to prevent their occupation, but may not be taken from hexes designated for attrition occupation.

H. Russia must occupy hexes designated for attrition occupation once the Axis player has taken all his attrition losses. All other "H" results are implemented normally. Russia may occupy hexes which have been designated for attrition losses provided they contain at least one Axis ground unit after the Axis player has taken all his attrition losses.

14.522 NATIONALITIES FOR ATTRITION PURPOSES: Minor country units, Free French units (58.624), post-surrender Italian units and British Commonwealth units (82.13), are considered to be distinct nationalities for attrition purposes. The number of such ground units which may be taken as attrition losses is therefore limited to the number of units in contact with attritioning enemy units (14.52C), although ground units other than those in contact with the enemy may be taken as losses.

14.523 EFFECT ON COUNTERS: If all ground units in a hex are removed to satisfy attrition losses, any airbase or rocket base in that hex is also eliminated.



14.6 ATTRITION COMBAT RESULTS - HEXES:

14.61 ATTRITION OCCUPATION: After the defender has eliminated the required units, the attacker selects one or more eligible hexes for occupation as allowed by the attrition die roll (EXCEPTION: 14.65). The attacker need not select all, or any, of the hexes to which he is entitled by an "H" attrition combat result. Hexes selected for attrition occupation must contain a non-partisan enemy ground unit and must be adjacent to an attritioning ground unit which is eligible to advance. Partisans, which do not participate in attritions, are ignored. Ground units which were unsupplied during initial supply determination or which did not participate in the attrition are not eligible to advance.

14.62 HEXES NOT ELIGIBLE FOR ATTRITION OCCUPATION: The following hexes may not be selected for attrition occupation:

A. Hexes which do not contain a non-partisan ground unit.

B. A hex from which the defender has taken all the attrition losses inflicted on him by the attacker's attrition die roll for that attrition zone, even if the defender has non-partisan ground units remaining in the hex after taking the losses, provided the defender takes the ground unit(s) with the largest ground combat factor(s) as losses from the hex. If there is more than one ground unit with the same combat factor, the defender decides which unit to remove.

C. A hex containing a capital, objective, IC, fortress, fortification, railhead or bridgehead placed as a result of attacking across a river or crossing-arrow (31.23 - bridgeheads placed as a result of a seaborne invasion may be selected for attrition occupation). Luxembourg, which does not have a capital, may be selected for attrition occupation. Maginot and West Wall hexes may be occupied by units attritioning across their unfortified hexsides, but units attritioning across fortified hexsides may not occupy Maginot or West Wall hexes, even in conjunction with attrition occupation across an unfortified hexside.

D. A forest, jungle, mountain, jungle/mountain or swamp hex (EXCEPTIONS: Japanese ground units and the Chindit may occupy jungle hexes by attrition; frozen swamp hexes (34.23C) are treated as clear hexes and may be occupied by attrition).

E. A hex which may only be occupied through a hexside containing a river or crossing arrow. Hexes bounded by rivers or crossing arrows may be occupied by units attritioning across other hexsides which permit attrition occupation, but units attritioning across river hexsides or crossing arrows may not occupy such hexes, even in conjunction with attrition occupation across a different hexside.

EXAMPLES: The Axis player has two 3-3 infantry units on a key hex. The Allies make an attrition die roll in the "11-20" column. If the modified die roll is a "6" (a "2C/1H" result), the Axis player retains control of the key hex by eliminating both units on the hex. If the die roll had been a "5" (a "1C/1H" result), the Axis player could still retain control of the hex by eliminating one of the infantry units.

The Japanese player has two 3-2 infantry units and a 1-2 airborne unit in a key hex. The Allies make an attrition die roll in the "21-30" column. If the modified die roll is a "6" (a "3C/1H" result after halving the number of hexes for the Asian theater), the Japanese player may retain control of the key hex by eliminating all three units in the hex.

14.63 A hex which was the subject of a limited offensive attack is not automatically immune to attrition capture unless the attack eliminated all the defending ground units in the hex.

14.64 The attacker must advance at least one adjacent ground unit into each selected hex. If the attacker is unable or unwilling to advance into an enemy-occupied hex, he may not select that hex for attrition occupation.

14.65 ELIMINATION OF ALL DEFENDING UNITS IN AN ATTRITION ZONE: If all the non-partisan ground units in an attrition zone are eliminated as a result of attrition combat, all hexes in that attrition zone adjacent to attritioning units may be occupied by attrition advance regardless of the presence of defender counters and the number of "H" attrition results, subject to the restrictions on attrition occupation in 14.62C-E.

EXAMPLE: In Spring 1943, the Western Allies invade France and capture a single hex with two ground units. In Summer 1943, Germany attritions the Western Allied bridgehead with 23 ground factors and obtains a "4" result - 2C/1H. The Western Allied player cannot hold the bridgehead, because if he take both losses from Britain, the 1H result allows the German player to select the invasion bridgehead for attrition occupation (14.62C does not apply to bridgeheads placed by seaborne invasion); and if both ground units in the bridgehead are eliminated, 14.65 applies.

Note that 14.65 does not apply to exploiting armor units, because they are part of the attrition zone from which they exploited, as attrition zones are determined before the defender moves (14.211) or to airborne units, which are part of the attrition zone from which they airdropped (14.212).

14.7 ATTRITION RETREATS:

14.71 ATTRITION RETREAT SIMULTANEOUS: Once the attacker has designated all the hexes he wishes to occupy, the defender simultaneously retreats all his displaced ground units one hex from the hexes selected for attrition occupation. The attacker then simultaneously occupies all the designated hexes. This process is not carried out one hex at a time; all hexes must be vacated before the attacker advances to occupy any of the vacated hexes.

14.72 HEXES NOT ELIGIBLE FOR ATTRITION RETREAT: The following hexes may not be selected for attrition retreat:

A. A hex occupied by an enemy ground, air or naval unit, flak unit, airbase counter, rocket base, bridgehead, port counter, railhead, IC, fortification or fortress.

B. A hex selected by the attacker for attrition occupation.

C. A hex which the attacker has vacated by advancing into a hex selected for attrition occupation.

D. A hex which the defender's units are prohibited from entering.

14.73 PRIORITY OF HEXES FOR RETREATING UNITS: If forced to do so, the defender may overstack, enter an enemy ZoC, or enter an enemy-controlled hex, in that order. The defender must select the least of the following evils and must avoid overstacking, entering an enemy ZoC or entering an enemy-controlled hex if possible:

A. Overstack (rather than enter an enemy ZoC);

B. Enter an enemy ZoC (rather than enter an enemy-controlled hex);

C. Enter an enemy-controlled hex, not in an enemy ZoC if possible (rather than be eliminated).

14.74 OVERSTACKING: If the defender overstacks when retreating, he must remedy the overstacking during his next movement phase. If he is unable to do so, excess units of his choice are eliminated (12.17).

14.75 Units retreating from the same hex may retreat to different hexes.

14.76 ELIMINATION OF UNITS UNABLE TO RETREAT: Defending units are eliminated if they are forced to retreat by attrition occupation and are unable to do so. Flak units are always eliminated if forced to retreat by attrition occupation (10.94).

14.77 DISPLACEMENT OF AIR AND NAVAL UNITS: Air and naval units which are based in hexes occupied by enemy units as a result of attrition combat are displaced to the nearest friendly base within range (18.25, 21.23).



15. OFFENSIVE COMBAT

15.1 OVERVIEW

15.2 GROUND ATTACKS

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15.9 ADVANCE AFTER COMBAT

15.1 OVERVIEW:

15.11 After air and naval missions are completed as set out in the sequence of play, including the assignment of air to ground support, defensive air support, and the interception of defensive air support, the attacker carries out any airdrops he wishes to make during the regular combat phase.

15.12 The attacker resolves his ground attacks, including those arising out of seaborne invasions, one attack at a time in whatever order he chooses. After each attack is resolved, the attacker has the option of advancing surviving units into hexes previously occupied by the defending enemy units.

15.13 Once all regular ground attacks are resolved, all naval units still at sea, including defending patrols (EXCEPTION: Submarine patrols - 21.4184B) return to port.

15.14 Exploiting armor units are then moved to breakthrough hexes, after which exploiting armor units move, uncommitted air units fly ground support, fly defensive air support and intercept defensive air support, and unused airborne units airdrop. Exploitation combat is then resolved.

15.15 The combat capabilities of air (19), naval (22) and airborne (10.5) units are dealt with in greater detail in the rules relating to those units.

15.2 GROUND ATTACKS:

15.21 ELIGIBLE UNITS: The attacker may attack with all, some or none of his ground units which are adjacent to or, in the case of airborne units, on top of, enemy ground units (EXCEPTIONS: Ground units in swamp, jungle and jungle/mountain hexes may neither attack nor be attacked during monsoons - 34.24B. Replacements may not attack - 10.23).

15.22 ATTACKS OPTIONAL: An attacker is never forced to make ground attacks (EXCEPTIONS: Airdrops on top of an enemy ground unit; overruns thwarted by enemy defensive air support - 13.531; seaborne invasions which are not subject to enemy interference; announced ground attacks to which the defender has responded with a tactical atomic attack - 43.422).

15.23 MAPBOARD BOXES: Ground attacks from the mapboard into a mapboard box, and vice versa, are not allowed. Ground combat involving units adjacent to and in the Australia, India and Urals boxes is resolved by attrition.



15.3 DEFENSE MULTIPLIERS (DMs):

15.31 DETERMINING DEFENSIVE STRENGTH: The attacking strength of a unit is always equal to its printed combat factor. The defensive strength of a unit equals its printed combat strength times its net DM. While the defensive strength of units may be increased (15.32) or decreased (15.33), according to terrain and other factors, units never defend at less than their face value. All positive and negative DMs are taken into account in determining the net DM for defending units (15.35).

15.32 POSITIVE DMs: Units receive a positive DM (their defensive strength is increased) as follows:

A. Defending units receive a basic +2 DM, regardless of terrain.

B. Units defending against seaborne invasion receive a +1 DM, even if some of the attacking units are attacking from adjacent land hexes or are dropped airborne units (EXCEPTION: Units defending against seaborne invasion do not receive a +1 DM if at least half the invading ground factors are marines).

C. Units defending against attack from across a river or crossing arrow receive a +1 DM. This is negated if some of the attacking units attack from a hex which is not across a river or crossing arrow (EXCEPTION: 15.321). An airborne drop on a defending unit similarly negates the river or crossing arrow terrain advantage of that defending unit.

D. Units defending in a forest, jungle, mountain or swamp hex receive a +1 DM. Units defending in a jungle/mountain hex receive a +2 DM.

E. Units defending in a fortress hex or behind a fortress line receive a +2 DM. This is negated if some of the attacking units attack across an unfortified hexside. This may only occur in attacks against Maginot hexes, and in attacks against Singapore, which is only fortified against seaborne invasions unless its fortifications have been upgraded. In contrast to rivers and crossing arrows, airborne drops do not negate this DM.

F. Units defending in a hex containing a fortification or behind a fortification line receive a +1 DM. This is negated if some of the attacking units attack across an unfortified hexside (EXCEPTION: 15.321). This may only occur in attacks against West Wall hexes. In contrast to rivers and crossing arrows, airborne drops do not negate this DM.

G. Ground units in a hex containing a beach defense counter receive a +1 DM when defending against seaborne invasion. This +1 DM is negated if the ground units are also attacked by enemy ground units from an adjacent land hex, but is not negated solely by an airdrop (32.55). If a hex contains both a fortification and a beach defense counter, ground units defending against seaborne invasion receive a +2 DM and ground units defending against other ground attacks receive a +1 DM (32.56).

H. Units defending against airdrops, without being attacked by other enemy ground units:

- Infantry, replacement and partisan units receive a +1 DM.
- Armor and specialized units receive a +2 DM.

15.321 Axis units defending in West Wall hexes which are attacked so as to receive the benefits of both river (15.32C) and fortification (15.32F) defenses across different hexsides receive a +1 DM. Axis units which receive the benefits of both river and fortification defenses across the same hexside(s) receive a +2 DM.

15.322 The DM of defending units may increase in later rounds of combat as a result of the elimination of attacking units which outflanked a river, crossing arrow or fortress defense line, the loss of marines in a seaborne

invasion or the loss of attacking units with a high level of winter preparation.

15.33 NEGATIVE DMs: Ground units are subject to a negative DM as follows:

A. Infantry, replacements and partisans incur a -1 DM if attacked by at least one exploiting armor with a CTL of two or more, unless defending in a capital, objective hex, IC, bridgehead or railhead. Airborne, marine, commando, Chindit and armor units (subject to 15.331) are not subject to this -1 DM when attacked by exploiting armor.

B. Italian and minor country units are subject to a negative DM as follows:

- Italian infantry and replacement units defending in any type of hex outside the Mediterranean front incur a -1 DM.
- Italian armor, infantry and replacement units incur a -1 DM if Rome is under Allied control or there are no Axis units in Africa (56.73).
- Minor country infantry units defending in any type of hex outside their home country incur a -1 DM, except for the following:
 - Commonwealth units.
 - Finns and Swedes.
 - Vichy units in France, Corsica and Vichy colonies.
 - Spanish and Vichy volunteers fighting on the eastern front following a Spanish or Vichy diplomatic result of “5-6”, “7”, “8” or “9”.
 - Minor country units in the Pacific theater.

C. Infantry and replacements with a CTL of zero or less incur a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country. Canadian, South African and Free French units are considered to be “in their home country” when defending in Britain (82.13, 58.624). Partisans always incur a -1 DM.

D. DMs are affected by supply as follows:

- The positive DM from a fortification or fortress is reduced by one each turn in which the hex containing the fortification or fortress fails to receive full supply until the defensive value of the fortification or fortress is negated (32.241).
- Ground units which survive isolation (30.542A-D) or which enter an isolated hex by sea transport, seaborne invasion or attrition retreat have their DM reduced by one for each turn their hex is isolated.
- Ground units which enter an isolated hex by regular or exploitation movement or by air do not incur an adverse DM from isolation during the ensuing opposing player turn.
- Ground units which are partially supplied do not incur an adverse DM from isolation.

E. Pacific theater Western Allied infantry and replacement units (but not armor, marine, airborne, commando or Chindit units) incur a -1 DM on the turn of a Japanese surprise attack.

F. Nationalist Chinese ground units operating outside China incur a -1 DM if the Chinese Resistance level is 0 or lower; all Nationalist Chinese ground units incur a -1 DM if the Chinese Resistance level is -3 or lower.

G. As specified by the following RGT and weather results:

- In the first Axis player turn of a German attack on Russia, provided RGT were less than 40 when Germany attacked (63.51F), during the Axis movement phase and regular combat, Russian infantry units in eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat.
- On a “7” or higher winter effect, infantry units and replacements are subject to a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead.

H. Enemy units incur a -1 DM if attacked by the Chindit, provided the Chindit is in a hex which does not contain and is not adjacent to any other Western Allied ground units.

15.331 Armor treated as infantry because of supply problems, army oil effects or Pacific terrain effects are subject to negative DMs in the same manner as infantry. These effects do not reduce the DM of marine, airborne, commando or Chindit units.

15.34 DMs APPLY TO OVERRUNS: DMs, both positive and negative, also apply to units being overrun.

15.35 CUMULATIVE EFFECTS OF DMs: Units may be subject to positive and negative DMs for more than one reason in a single turn. Such effects are cumulative, but no unit ever defends at less than face value. Defending units in the same hex may be subject to different DMs during the same attack.

EXAMPLES: A 2-5 armor unit is attacked on clear terrain. It receives a +2 DM (15.32A) - its defensive strength is four.

A 2-3 Rumanian infantry unit on clear terrain near the outskirts of Stalingrad is attacked by exploiting armor. It receives a +2 DM (15.32A), a -1 DM (15.33A) and a -1 DM (15.33B), for a net DM of zero. Its defensive strength is two, since a unit never defends at less than its printed combat strength (15.31).

A 4-5 Russian armor unit and a 3-3 Russian infantry unit on clear terrain are attacked by exploiting armor. Both Russian units receive a +2 DM (15.32A), but the 3-3 infantry unit receives a -1 DM (15.33A), so the total defensive strength of the Russian units is eleven.

A 3-2 infantry unit on clear terrain is attacked across a river by exploiting enemy armor. It receives a +2 DM (15.32A), a +1 DM (15.32C) and a -1 DM (15.33A), for a net DM of +2. Its defensive strength is six.



15.4 MECHANICS OF GROUND ATTACKS:

15.41 All defending ground units in a hex must be attacked collectively (EXCEPTION: If Pearl Harbor is attacked by a Japanese seaborne invasion or airdrop, only two of the units count towards its defense - 12.19). The combat factors of the defending units, as modified by their DM, are added together, as if they were one unit. The attacker may not attack them separately.

15.42 If the attacker has more than one ground unit in a hex, they need not all attack the same enemy hex. For example, one ground unit could attack in a northeasterly direction while another attacked to the southeast, or did not attack at all.

15.43 An attacking ground unit may not split its combat factor and make two or more separate attacks. The entire combat factor must be applied to one attack.

15.44 DEFENDING UNITS IN DIFFERENT HEXES: Attacking units may attack enemy units located in two or more hexes in a single attack, but all the attacking units must be adjacent to all the defending units involved in the attack. In such an attack, air units conducting ground support or defensive air support may be placed on any of the hexes being attacked. Similarly, an airborne unit may airdrop on any one of the enemy hexes and participate in such an attack.

15.45 OFFENSIVE OPERATIONS ON MORE THAN ONE FRONT: While the BRP cost for offensive operations need only be paid once for units which attack on more than one front (9.57), with the hex which receives the action determining the front for which offensive operation BRP expenditures must be made (9.71), the BRP cost is counted on all the fronts involved when determining whether an attrition is permitted, but is counted only for the front in which the attacking unit is located when determining whether a full offensive is being conducted for that front.

15.46 A ground unit may only be attacked once during the regular combat phase, although this attack may consist of more than one round of combat. (EXCEPTION: Attacks by more than one alliance faction against the same hex). This does not preclude a second attack against a defending unit during exploitation.

15.47 Only two ground units may attack from any one hex (EXCEPTIONS: Armor units in a breakthrough hex - 16.45; airborne units, commandos, marines and Chindits; Russian shock armies - 42.24).

15.5 RESOLVING GROUND ATTACKS:

15.51 DETERMINING GROUND COMBAT ODDS: When all preparations for attack and defense are complete, each attack is resolved. The attacker calculates the strength of his attacking force, including air factors from ground support air missions and fleet factors from shore bombardment. The defender calculates the strength of his defending force, including defensive air support, taking into account the net DM due to terrain and other factors (15.32, 15.33). The strength of defensive air support is not affected by the DM of the defender's ground units, although the strength of defensive air support flown against seaborne invasions is tripled (18.611C). The total attacking and defending strengths are expressed as a ratio (fractions are ignored), one die is rolled and the appropriate odds column on the Combat Results Table is consulted.

15.52 RESTRICTIONS: The attacker may not select a column on the Combat Results Table which is lower than the actual odds. Attacks greater than 5:1 are allowed, but the 5:1 column is used to resolve the attack. Similarly, attacks at less than 1:4 are allowed, but these automatically result in the elimination of the attacker without loss to the defender (EXCEPTIONS: French and Chinese units may not participate in attacks at less than 1:1 odds - 75.21, 80.21; airdrops, seaborne invasions and attacks against fortifications and fortresses at less than 1:1 odds are prohibited - 10.55C, 21.5152, 32.21A).

EXAMPLES: 20 factors attacking units with a defensive value of 10 would be a 2:1 attack; 19 factors attacking units with a defensive value of 10 would be only a 1:1 attack; five factors attacking units with a defensive value of 13 would be a 1:3 attack.

15.53 SELECTING AN "Ex" RESULT IN PLACE OF A "d" RESULT: An attacker who obtains a "d" result may take an "Ex" result instead (EXCEPTION: Early German "d" results may be replaced by an "Ex-1" result - 15.54).

15.54 EARLY GERMAN EXPLOITATION ATTACKS: "Ex" results from German exploitation attacks are treated as "Ex-1" results:

A. In Poland in Fall 1939.

B. On the western front during the first two Axis player turns in which the Axis conduct any western front offensive ground or air operations, but no later than Summer 1940. Normally this will be Spring 1940 and Summer 1940.

15.55 SEABORNE INVASIONS AND ATTACKS AGAINST FORTIFICATIONS: When resolving invasion combat and ground combat against any hex containing a fortification or fortress, other than beach defenses attacked from land, directional fortifications attacked from behind and tactical atomic attacks (43.424A), the following combat results may be modified (EXCEPTION: The initial Japanese surprise turn - 51.721):

A. If the attacker has a CTL of 1 or less, "Ex-2" and "D" results are treated as "Ex-1" results; the defender has the option of treating a "d" result as an "Ex-1" result.

B. If the attacker has a CTL of 2, a "D" result is treated as an "Ex-2" result; the defender has the option of treating a "d" result as an "Ex-2" result.

C. If the attacker has a CTL of 3 or more, a "D" result is treated as an "Ex-3" result; the defender has the option of treating a "d" result as an "Ex-3" result.

15.551 MIXED FORCES: If a force containing units with different CTLs invade or attack a fortified hex, 15.55 is applied based on the lowest attacking CTL. If all the attacking units with the lowest CTL are eliminated, additional units are only eliminated if needed to meet the loss requirement for the next highest CTL, and so on. Higher CTL units may be eliminated in place of lower CTL units in order to preserve the lower CTL units.

EXAMPLE: A joint German-Italian force of 24 factors attacks six British factors in a fortified Suez at 24:18 (1:1) odds. The German CTL is two and the Italian CTL is 1. The Axis combat die roll is a "6", but the "d" result is reduced to an "Ex-1" result, based on the CTL of the Italian units. The maximum loss from an "Ex-1" result against six defending factors with a DM of 3 is 12 factors. The number of Axis factors actually removed then depends on the composition of the attacking force.

If there were 12 or more attacking Italian factors, the Axis lose 12 factors.

If there were between 6 and 11 Italian factors, once they were removed the loss requirement would change to an "Ex-2", based on the CTL of 2 for the German units. Since an "Ex-2" result would require the elimination of only 6 factors, no additional units would be removed.

If there were fewer than 6 Italian units, they would be removed, then German factors would be removed to meet the "Ex-2" loss requirement.

This example assumes that Italian units would be removed to meet the "Ex-1" loss requirements, but German factors could be taken (the Axis player might prefer to lose German AAF in order to retain Italian infantry units). Regardless of what units the Axis player chose to eliminate, Italian units would survive the attack only if 12 Axis factors were removed.

15.6 COMBAT RESULTS TABLE:

Combat Results Table - 15.6								
	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1
1	A	A	A	A	a	Ex	Ex-1	Ex-2
2	A	A	A	a	Ex	Ex-1	Ex-2	d
3	A	A	a	Ex	Ex-1	Ex-2	d	D
4	A	A	Ex	Ex-1	Ex-2	d	D	D
5	A	Ex	Ex	Ex-2	d	D	D	D
6	Ex	Ex	Ex	d	D	D	D	D
Modifier								
+1	For each previous round of combat							

15.61 COMBAT RESULTS:

A: The attacker loses a number of factors equal to the modified value of the defender's units, taking into account the defender's DM.

a: The attacker loses a number of factors equal to half the modified value of the defender's units, taking into account the defender's DM.

Ex: The side with the fewer combat factors, taking into account the defender's DM, loses its entire force. The larger side removes at least an equal number of factors, taking into account the defender's DM. The strength of defensive air support is unaffected by the DM of the defender's ground units when computing the attacker's exchange losses.

Ex-1: The defender loses his entire force. The attacker loses as many factors as the defender, applying to the defender's ground units a DM one level lower than the defender's actual DM. If this reduces the defender's DM to zero or less, the attacker's losses are limited to the strength of the defender's defensive air support.

Ex-2: The same as an "Ex-1", except the defender's DM is reduced by two before determining the attacker's losses.

Ex-3: The same as an "Ex-1", except the defender's DM is reduced by three before determining the attacker's losses. This result may only occur as a result of an attack against a fortified defender when the attacking units have a CTL of 3 or more.

d: The defender loses half the number of defending factors, ignoring DMs.

D: All defending units are eliminated.

15.62 PARTIAL LOSSES: When a combat result requires the partial elimination of a force, fractions are always rounded up. Neither side may eliminate factors unnecessarily, but a player may eliminate more factors than required in order to preserve specific units.

15.63 AIR LOSSES:

15.631 VOLUNTARY AIR LOSSES: Air factors which provided ground support or defensive air support may be taken to meet the losses required by a ground combat result.

15.632 INVOLUNTARY AIR LOSSES: At the end of every round of ground combat, other than the final round of ground combat, ground support and defensive air support units which exceed the 3:1 air support limit for ground combat due to ground unit losses are eliminated. This also applies to CVEs which provide ground support. The elimination of all the ground units engaged in a battle does not necessarily result in the elimination of all the air units which provided ground support or defensive air support to those ground units, depending on the ground combat result in the final round of combat.

15.64 FLEET LOSSES:

15.641 VOLUNTARY FLEET LOSSES: Fleets that provided shore bombardment for a seaborne invasion may be taken to meet the losses required by a ground combat result, as set out in 21.528.

A. Each fleet factor eliminated satisfies one factor of ground combat loss.

B. The losses in factors assigned to fleet factors that provided shore bombardment may not exceed the value in combat factors of the shore bombardment component of the ground attack.

C. The attacker may choose to incur fleet losses in excess of what is required in order to preserve ground, air or other naval units.

D. If ground combat continues into another round, the applicable limit on support from shore bombardment based on Naval Nationality DRM

(21.526) is again applied to that round of ground combat. Ground unit losses in the first round of ground combat therefore reduce the permitted amount of shore bombardment in the second round of ground combat.

E. Fleets which provided shore bombardment in the first round, but which are ineligible to provide shore bombardment in the second round, are not eliminated.

15.642 INVOLUNTARY FLEET LOSSES: At least one-third (rounded down) of the ground combat losses incurred by an invasion force must be taken from destroyers (21.517H).

15.7 ADDITIONAL ROUNDS OF COMBAT:

15.71 SECOND ROUND OF GROUND COMBAT: If, after resolving - the initial round of ground combat, both sides have at least one surviving ground unit, the attacker may either abandon the attack or continue by attacking a second time if allowed by his CTL (15.82A). All ground, air and naval units involved in the initial attack take part in the second round of attack, unless they were eliminated in combat, exceed permitted ground support or shore bombardment ratios, or are unable to attack a second time because of their CTL.

15.72 THIRD AND SUBSEQUENT ROUNDS OF GROUND COMBAT: If, after the second round of combat is resolved, both sides have at least one surviving ground unit, the attacker may either abandon the attack or continue by attacking a third time if allowed by his CTL. This continues until one side or the other is completely eliminated or the attacker abandons the attack, either voluntarily or because further attacks are prohibited by his CTL.

15.73 ADDITIONAL FORCES PROHIBITED: Neither side may commit additional forces to the second or subsequent rounds of ground combat.

15.74 GROUND COMBAT ODDS RECALCULATED: The combat odds are recalculated before each round of combat. If partial losses drop the odds below 1:1 levels for seaborne invasions or attacks against fortifications and fortresses, or French or Communist Chinese attacks, further rounds of combat are prohibited (15.52). (EXCEPTION: Additional rounds of ground combat arising out of airdrops may be fought, if permitted by the attacker's CTL, even if the odds drop below 1:1 - 10.55C).

15.75 ATTACKER RECEIVES A +1 DRM: The attacker receives a +1 DRM for his combat die roll for each successive attack. This modifier is cumulative (+1 in the second round of combat, +2 in the third round of combat, and so on).

15.8 COMBAT TRAINING LEVELS:

15.81 CTLs: All ground, air and naval units have a CTL, which reflects the research results in combat training for that alliance faction (41.92). The CTL of ground units in partial supply or subject to army oil effects is reduced by one (30.522A, 33.61C). This reduction is not cumulative. CTLs of air and naval units are distinct from the Air and Naval Nationality DRMs.

15.82 EFFECTS OF CTLs:

A. GROUND ATTACKS: A CTL of one or less permits only one round of ground combat. A CTL of two allows a second round of ground combat. A CTL of three allows a third round of ground combat, and so on.

B. AIR AND NAVAL SUPPORT FOR GROUND ATTACKS: The CTL of air and naval units only affects their participation in ground combat and has no effect on the number of rounds of air or naval combat in which they may engage. Air units are considered to be participating in ground combat when they are providing ground support (18.55); naval units are considered to be participating in ground combat when they are carrying invading ground units (21.51) or providing shore bombardment (21.52). Air units with a CTL of one may only provide ground support for the first round of ground combat; destroyers with a CTL of one must withdraw from invasion combat, together with the ground units they were carrying (regardless of the CTL of the ground units) after the first round of invasion combat; naval units with a CTL of one may only provide shore bombardment for the first round of invasion combat. Air units providing defensive air support (18.61) are not restricted by their CTL.

C. BREAKTHROUGHS: Armor units with a CTL of zero or less may not create breakthroughs or exploit.

D. EXPLOITATION MOVEMENT: Armor units with a CTL of one have their exploitation movement allowance halved (round up); this reduction is determined before movement reductions from weather (34.41) are applied. Armor units with a CTL of two or more may exploit normally.

E. DEFENSE AGAINST GROUND ATTACKS: Infantry and replacements with a CTL of zero or less incur a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country. Canadian, South African and Free French units are considered to be “in their home country” when defending in Britain (15.33C).

15.9 ADVANCE AFTER COMBAT:

15.91 ADVANCE AFTER COMBAT: Whenever ground combat results in the elimination of all the defender’s ground units, ground units which participated in and survived the final round of ground combat may advance, subject to stacking limits, into the hex(es) previously occupied by the defender. The attacker decides which units, if any, he wishes to advance immediately after resolving the attack, before he resolves any other attacks. Advance after combat in attacks against defending units in more than one hex (15.44) is permitted only if all defending units are eliminated; the elimination of the defending units in only one of the attacked hexes is insufficient.

15.92 RESTRICTIONS ON ADVANCE AFTER COMBAT:

- A. Unsupplied ground units may not advance after combat.
- B. Exploiting armor units may be prohibited from advancing after combat if this would break the chain of exploiting armor units (16.47).
- C. Airborne units which have been airdropped may only attack the units on which they have been dropped and must remain in their drop hex until the end of the combat phase in which they are dropped (10.56).
- D. Defending units may never advance after combat, even if the attacker is eliminated.

15.93 MULTIPLAYER DISAGREEMENTS: If two or more allies had ground forces participating in an attack and they are unable to agree as to which of them will control the vacated hex, neither may advance units into the vacated hex.



16. EXPLOITATION

- 16.1 BREAKTHROUGHS
- 16.2 PLACEMENT OF ARMOR ON THE BREAKTHROUGH HEX
- 16.3 EXPLOITATION MOVEMENT
- 16.4 EXPLOITATION ATTACKS
- 16.5 STACKING LIMITS DURING EXPLOITATION
- 16.6 EXPLOITATION SUPPLY

16.1 BREAKTHROUGHS:

16.11 CREATING A BREAKTHROUGH: If ground combat results in the elimination of all the defending ground units in a hex, a breakthrough is created in the attacked hex(es) if the following conditions are met:

- A. The attacking forces involved in the final round of ground combat included at least one fully supplied armor unit, with its mechanized component currently intact, with a CTL of one or more.

B. Any attacking ground unit survives the final round of ground combat and advances into the defender’s hex. The advancing ground unit need not be the armor unit required to meet condition 16.11A, but this requirement may not be satisfied by a partisan or an airborne unit dropped on the defender’s hex.

16.12 A single attack against more than one defending hex may create two or more breakthrough hexes.

16.13 Breakthroughs are created only as a result of attacks during the regular combat phase. Breakthroughs may not be created during overruns or by exploitation attacks. Breakthroughs and exploitation may be prohibited due to certain weather effects (34.2), supply problems (30.522B), or army oil effects (33.61C).

16.14 BREAKTHROUGHS AGAINST UNDEFENDED HEXES: Breakthrough and exploitation may occur without a defending ground unit being eliminated from the breakthrough hex only as a result of a seaborne invasion of a hex by more than one armor unit. One armor unit is required to “attack” and occupy the undefended hex to create a breakthrough. Armor units held in reserve during the invasion may then exploit from the breakthrough hex. This procedure is permitted even if the invasion hex was under friendly control, and even if enemy units were adjacent to the hex. Breakthroughs against undefended hexes are otherwise prohibited.

16.15 SEABORNE INVASIONS: The CTL of armor units exploiting from a breakthrough created by a seaborne invasion is reduced by one during the attacker’s exploitation. This CTL reduction applies whether the seaborne invasion was conducted against an occupied or unoccupied hex.

16.2 PLACEMENT OF ARMOR ON THE BREAKTHROUGH HEX:

16.21 PLACEMENT OF ARMOR UNITS: Armor units which are eligible to exploit (16.22) and were, at the start of the first round of ground combat which created a breakthrough, adjacent to or stacked with any attacking ground unit which attacked the breakthrough hex may be placed on that breakthrough hex. Armor units are placed on breakthrough hexes after all regular ground combat has been resolved.

16.22 ELIGIBILITY REQUIREMENTS: To be eligible for exploitation, an armor unit:

- A. Must have a CTL of one or more.
- B. Must have been fully supplied from an unlimited supply source during initial supply determination of the current player turn.
- C. Must have its mechanized component intact.
- D. May not have attacked during the combat phase in which the breakthrough is created. Armor units which attacked the breakthrough hex to create the breakthrough are not eligible for exploitation and may not move or attack during exploitation.

16.23 Exploiting armor units are placed on a breakthrough hex without regard to available movement factors, enemy ZoCs or stacking limits.

16.3 EXPLOITATION MOVEMENT:

16.31 MOVEMENT OF EXPLOITING ARMOR UNITS: Exploiting armor units may remain in a breakthrough hex or move from a breakthrough hex as set out below. Exploitation movement is limited as follows:

- A. Armor units with a CTL of two or more may use their full movement factor during exploitation.
- B. Armor units with a CTL of one have their movement factor halved (round up) during exploitation (15.82D).
- C. Armor movement during exploitation may be further reduced by winter effects (34.41).
- D. In Europe, the movement factor of all armor units exploiting from breakthrough hexes containing mountain, forest or swamp is reduced by one. In the Pacific, exploitation from breakthrough hexes containing mountain, forest, jungle, mountain/jungle or swamp is prohibited (EXCEPTION: Japanese armor units may exploit from hexes containing jungle, but not mountain/jungle).
- E. European Axis armor units exploiting from ICs or objectives in Russia which were defended by three or more ground factors have their movement factor reduced by three, although they may always move at least one hex (13.411).

16.32 Exploiting armor units may enter enemy controlled hexes, move backwards through friendly hexes, or both. The first exploiting armor unit may move into a hex adjacent to the breakthrough hex, then (Europe only) into one additional hex adjacent to the first hex entered. In addition to any limits on movement relating to its movement factor, the first exploiting armor unit may not enter more than two hexes (one hex in the Pacific).

16.33 A second exploiting armor unit may move one or two (Europe only) hexes from the breakthrough hex, using a different route from that used by the first exploiting armor unit; or it may exactly duplicate the entire route of the first exploiting armor unit from the same breakthrough hex and then, if it is able to do so, move one or two (Europe only) additional hexes.

16.34 A third exploiting armor unit may move one or two (Europe only) hexes from the breakthrough hex, using a different route from that used by the first two exploiting armor units; or it may exactly duplicate the entire route of the first, second, or first and second, exploiting armor units from the same breakthrough hex and then, if it is able to do so, move one or two (Europe only) additional hexes.

16.35 This process is repeated indefinitely, until all exploiting armor units that wish to move have done so. Movement from the location of other exploiting armor units is subject to the same restrictions as movement from the breakthrough hex itself. In no circumstance may an exploiting armor unit exceed its movement factor. Terrain, the presence of an enemy ZoC, and the execution of overruns restrict movement during exploitation in the same manner as during regular movement. An exploiting armor unit may always move at least one hex (13.411).

16.36 THE CHAIN OF EXPLOITING ARMOR UNITS: At the end of all exploitation movement, a chain of exploiting armor units will exist. Each exploiting armor unit will be within two hexes of (Europe) or adjacent to (Pacific) either the breakthrough hex or another exploiting armor unit from the same breakthrough hex. Armor units which moved more than two hexes (Europe) or one hex (Pacific) will have duplicated the entire path of another exploiting armor unit from the same breakthrough hex, and then moved no more than two additional hexes (Europe) or one additional hex (Pacific).

16.37 PRESERVING THE CHAIN: The chain created by the movement of exploiting armor may not be broken by advances after exploitation combat (16.47). The elimination of exploiting armor units in combat, after the completion of exploitation movement, has no adverse effect on other exploiting armor units, even if their elimination breaks the chain.

16.38 EXPLOITATION MOVEMENT NEED NOT BE IN SEQUENCE: A player is not required to move exploiting armor units in sequence, as long as a chain of exploiting armor units is formed at the end of exploitation movement. Two exploiting armor units may thus be moved together in order to execute an overrun. An exploiting armor unit may move several hexes, wait to be joined by another exploiting armor unit, then complete its movement. Two exploiting armor units may execute an overrun, wait for a third armor unit to move to the hex they occupy, then continue movement, leaving the third armor unit to form the first link in the chain. While the movement of armor units during exploitation is flexible, the chain of exploiting armor units must always be preserved, and armor units may never exceed their movement factors during the exploitation phase.

16.39 MOVEMENT INTO OTHER AREAS:

A. ACROSS FRONT BOUNDARIES: Exploitation movement across front boundaries is permitted, subject to 9.76.

B. INTO DIFFERENT WEATHER AREAS: Exploitation movement into areas subject to different weather conditions must conform to those weather conditions (34).

EXAMPLE: It is winter and Germany has achieved three winter preparation results. The Russian winter die roll is a "1", which is increased by five (winters east of the Nazi-Soviet pact line) and decreased by three (each level of winter preparation) - 34.41. Thus, level 3 winter effects apply east of the Nazi-Soviet Pact line (reducing the movement of exploiting armor by 3).

A German attack creates a breakthrough in a Turkish mountain hex on the Russo-Turkish border. All Axis armor units exploiting from that breakthrough hex have their movement allowance reduced by one (16.31D). A 4-6 German armor unit exploits from the breakthrough hex into a clear hex in the Russian winter area, leaving it with four movement points. The Russian winter effects reduce that armor unit's movement allowance to one ($4 - 3 = 1$), so the armor unit could move only one additional hex.

16.4 EXPLOITATION ATTACKS:

16.41 EXPLOITATION ATTACKS: The only units which may engage in exploitation attacks are exploiting armor units with their mechanized component intact, airborne units which airdrop during exploitation and air units which provide ground support for such attacks. Other units, even if they did not attack earlier in the turn, may not attack during exploitation,

nor may armor units which were ineligible to exploit. Air units which provide ground support for exploitation attacks may not have flown air missions previously during the player turn (18.41), and airborne units which airdrop may not have airdropped or engaged in combat previously during the player turn.

16.42 AIRBORNE DROPS: Airborne units may conduct airdrops during exploitation even if no breakthroughs occurred. An airborne unit may thus airdrop into a hex which has been cleared by regular ground attacks.

16.43 RESTRICTIONS: Naval missions are prohibited during exploitation. Only the following air missions are permitted during exploitation: land-based ground support, defensive air support, interception of defensive air support, airdrops, interception of airdrops, and counter-interception of defending air units which intercept airdrops.

16.44 SEQUENCE: All exploitation movement must be completed before exploitation attacks are announced and resolved. After movement, the attacker announces his ground support missions. The defender then elects to commit unused air units for defensive air support, the attacker decides whether to intercept the defensive air support with unused air units, and any air combat which results is resolved. The attacker then makes his airdrops, the defender intercepts any airdrops, the attacker counter-intercepts and air combat is resolved. All exploitation ground combat is then resolved on the Combat Results Table (15.6).

16.45 ATTACKS FROM THE BREAKTHROUGH HEX: All exploiting armor units capable of exploitation movement (16.31) which remain in a breakthrough hex may attack out of the breakthrough hex into adjacent hexes. The normal limit of two ground units attacking out of a hex does not apply in this situation.

16.46 ATTACKS INTO OTHER AREAS:

A. ACROSS FRONT BOUNDARIES: Exploitation attacks across front boundaries are permitted, subject to 9.76.

B. INTO DIFFERENT WEATHER AREAS: Exploitation attacks into areas subject to different weather conditions must conform to those weather conditions (34).

16.47 ADVANCE AFTER COMBAT: Exploiting armor units which are victorious in exploitation combat may advance to occupy the defender's hex, provided the advance does not break the required chain of exploiting armor units. The breakthrough hex is considered to be the first "exploiting armor unit in the chain".

A. ADVANCE PERMITTED: Advance after exploitation combat is permitted if the advancing exploiting armor unit:

- did not move beyond the previous exploiting armor unit in the chain.
- moved only one hex beyond the previous exploiting armor unit in the chain (Europe only).
- moved two hexes beyond the previous exploiting armor unit in the chain, and the hex into which the exploiting armor unit advances is adjacent to the previous hex through which it moved ("lateral advance" - Europe only).
- moved one hex beyond the previous exploiting armor unit in the chain, and the hex into which the exploiting armor unit advances is adjacent to the previous exploiting armor unit in the chain ("lateral advance" - Pacific only).

B. ADVANCE PROHIBITED: Advance after exploitation combat is prohibited if the advance:

- results in the attacker being unable to trace a chain of exploiting armor units back to the breakthrough hex, except for exploiting armor units eliminated in combat (16.37). Each exploiting armor unit must be adjacent to or separated from the previous unit in the chain by a hex through which an armor unit exploiting from the same breakthrough hex has passed (Europe) or must be adjacent to the previous unit in the chain (Pacific).
- leaves a more distant exploiting armor unit unable to trace a chain back to the breakthrough hex.

EXAMPLE: Germany creates a breakthrough in K37. The first exploiting armor unit moves through K38 and ends exploitation movement in J39. The second exploiting armor unit follows the path of the first, moves through J40, and ends exploitation movement in J41.

The only hex into which the first exploiting armor unit could advance after combat is K39, as that lateral advance maintains the chain from the breakthrough hex and to the second exploiting armor unit in J41. However, if the second exploiting armor unit was first eliminated in exploitation combat, the first exploiting armor unit could also advance after combat into J38, as that maintains the chain from the breakthrough hex and the chain no longer extends to J41.

The second exploiting armor unit could advance after combat laterally into either I41 or K40, provided the first exploiting armor unit either remained in J39 or previously advanced after combat into K39; in both cases, the chain would remain intact because there is only one hex between the breakthrough hex, the first exploiting armor unit and the second exploiting armor unit; and the exploiting armor units moved through the hexes during exploitation movement which now maintain the chain.

The second exploiting armor unit is prohibited from advancing after combat into I42, J42, and K41, because all of these hexes are separated from J39 by three hexes and, thus, break the chain.

16.5 STACKING LIMITS DURING EXPLOITATION:

16.51 STACKING LIMITS: Overstacking is permitted on breakthrough hexes until the end of the redeployment phase, after which the moving player must eliminate excess units of his choice. Exploiting armor units that move from a breakthrough hex become subject to normal stacking limits and may not overstack at the end of exploitation movement, even if they return to their breakthrough hex.

16.6 EXPLOITATION SUPPLY:

16.61 SUPPLY AND OIL STATUS: Exploiting armor units are automatically in supply in the game turn after they exploit (30.551A). This special supply status is lost for armor units which are redeployed (30.552). Armor units relying on their exploitation supply status may create breakthroughs unless their mechanized component is negated by weather or terrain, but are not eligible to exploit. Armor units which retain their exploitation supply status are not subject to army oil effects.