

4. Ground Warfare

4.1 Organization – Ground Units in the campaign are organized into formations that match historical military formations, but typically 1:3 or greater scale and simplified into Divisions and Armies (Corps are not used unless they are synonymous with Divisions because of the game scale).

4.1.1 Divisions – A Division is the basic ground Formation. A Division is also the same as a “Corps” where that term is used in an Organization, such as for some Russian Formations.

4.1.1.1 Form a Division – A new Formation may be created during the Logistics Phase if there are enough units in the Reserve to build at least the core units, and there is an available Division that has not been built in the Force Pool. The new Formation may only be built in its home territory, although that can vary within a Nation. For example, British Divisions are constructed in Britain, but an Australian Division would be built in Australia. Details will be indicated on each Nation’s Organization sheet.

4.1.1.2 Disband a Division – A Division may be disbanded voluntarily or as a result of combat. If it is disbanded voluntarily, this is indicated during orders and the component units become available for use. These may then be a) added to any existing Formation in the same Territory, or b) transported from their current location to another army command, or c) sent to the current reserve for available use either during orders (for any formation choosing the re-supply order) or logistics otherwise. If a Division disbands as a result of combat, then its component units are either a) added to an existing Formation in the same Territory, or b) sent back to the reserve for use in the following Turn.

4.1.1.3 Division Attachments – Division attachments are the non-core components of a Division, namely artillery, anti-tank, and anti-aircraft units. In some cases a fourth attachment is available, usually a Recon unit.

4.1.1.4 Transport – Transport is attached to a unit if it is a towed artillery piece (in this sense, artillery includes anti-tank and anti-aircraft artillery) or infantry. Towed artillery almost always needs to have transport (some very light guns may have movement even without transport, but most need transport to move), but infantry can only have transport if it is allowed by the organization type. Transport may be added (or subtracted) in the same manner as replacements are.

4.1.2 Armies – Armies are made up of multiple divisions and have attachments only available to them. Typically, Army attachments include heavy artillery, specialist infantry like engineers, and Recon units. For stacking purposes, an Army adds 1 Division to the number of Divisions it contains, for example a typical Army may have 3 Divisions and therefore counts as 4 Divisions for stacking.

4.1.2.1 Form an Army – A new Army must be formed during the Logistics Phase from existing or newly created Divisions. A new Army may only be built in the same Territory as the component Division(s) were formed in.

4.1.2.2 Disband an Army – An Army may also be disbanded as a result of combat or voluntarily. Armies that are disbanded may use their attachments in the same manner as a disbanded Division, and the Divisions themselves may operate independent of the Army so are not affected by the disbanding of the Army itself.

4.1.2.3 Army Attachments – Attachments to an Army depend upon the type of Army it is as determined by the Organization sheet. The “Core” formations of an Army are its component Divisions, not the Army attachments themselves, which are optional. However, the primary benefit of forming an Army is being able to add the attachments, though there is also a logistic component as well since having an Army HQ allows for an additional replacement (because it adds +1 Division for stacking and logistical purposes).

4.1.3 Marines – A Marine Formation can either be an Independent Unit, such as the Japanese SNLF or the British RMCo Units, or a full Division (such as the US Marines). Marines specialize in amphibious landings and have additional benefits when used for such (see Naval Warfare for details).

4.1.4 Airborne – Airborne units may operate independently or be formed into Divisions. They are not affected by organization cooperation, and of course may be used in offensive airborne operations by assigning them air transport and dropping them into battle.

4.1.5 Formation Types – Formations are classified by their mobility, which determines their ability to cross various terrain types and in Europe, the ability to participate in a breakthrough.

4.1.5.1 Infantry – The most common Formation type is the most ancient, or simply foot infantry who walk into battle. Some such infantry may have limited transport available to them, but in many cases this is provided by horse (wagons, caissons, horse transport for artillery) with only limited numbers of trucks assigned (and not represented in the game).

4.1.5.2 Semi-Mobile – This category represents more effective transport, such as full cavalry formations or semi-motorized infantry. It can also be used for Armies that contain a mix of formation types. Semi-mobile formations can be used for breakthroughs, but only in ideal circumstances (good terrain and weather) and if they were part of the breakthrough (they can't be used as mobile reserves).

4.1.5.3 Mobile – Motorized and Armored Formations that are capable of conducting breakthroughs. Though they exist in the Far East as well, the scale and terrain of the Far East make such formations of negligible value. In Europe, however, they are the most valuable formations to have.

4.1.5.4 Light – Light Formations are those that are capable of travel through harsh and mountain terrain, and will have either motorized or pack transport. Pack Transport is used for light guns, often broken up into smaller “packs” and transported by mule through difficult terrain. Some formations may be considered Light as well as Mobile, and in that case may use whatever suits them best for the conditions. Note that while some units will have “mountain” movement for PG II, this is not a requirement for a formation to be given the “Light” designation.

4.1.5.5 Mixed Types – This applies primarily to Armies, but sometimes to Divisions that are in an odd configuration. To be “mobile” a formation must have all of its components motorized, but for “semi-mobile” status it must have at least 50% motorized units. The same applies to “Light” for purposes of an Army, except that 50% or more Light units qualifies and Army as “Light” itself.

4.1.6 Formation Condition – The condition of a Formation is used to keep track of what it is capable of doing during the Turn.

4.1.6.1 Entrenched – If a formation chooses the Entrench order, it is considered to be entrenched at the end of the Orders Phase, and will remain so until such time as it moves or is involved in a battle. Once either occurs, the status is lost, but the benefit is that when an entrenched formation is attacked all of the

units gain +8 to their entrenchment at the start of the battle (in PG II, this will also be lost if the unit moves). Entrenched formations are by default always considered to be mobile or ready if they choose to move at a later point in the turn, but they are not considered a mobile reserve.

4.1.6.2 Mobile (and Mobile Reserve) – Mobile and Semi-Mobile Formations are by default given the Mobile status. If they move across rough terrain they may lose their mobile status. A fully mobile formation (only) will also count as a mobile reserve if it moves during orders and retains its mobile status. The difference is that following the Battle Phase, formations in Mobile Reserve status may be used in exploitation attacks or to defend against breakthroughs.

4.1.6.3 Reserve or “Ready” – This is the default status for Infantry (and Light Infantry) formations, and may also apply to mobile or semi-mobile forces that have crossed some rough terrain. In ready status, a formation is able to launch an attack during operations or move in reaction to attacks against friendly territory.

4.1.6.4 Organizing – The organizing status is the result of an action that prevents the formation from conducting any more actions during the Turn. An organizing condition may result from various orders, movement, and battle results, and is usually restored at the end of the turn.

4.1.6.5 Retreating – This is the status of any formations that have lost a battle and will need to retreat during the logistics phase. Once a formation has retreated, it returns to ready status for the following Turn.

4.1.6.6 Routed – This is the same as retreating, except that the formations have lost a battle that could have qualified as a breakthrough (i.e. in less than 12 Turns or 17 Turns for an Axis Blitz). This applies to battles in the Far East as well, even though no breakthroughs can occur. Routed formations will remain in organizing status, even after they have retreated, into the following Turn.

4.1.6.7 Mixed Conditions – This applies when you attach or detach a division to an Army. In this case, the lowest condition will always apply. For example, if you have an Army that moves to another Territory with an “organizing” status, if a ready division attaches to it the Army and now the attached division are considered organizing. The same applies if the opposite occurs, so attaching an organizing division can have a negative affect on an army.

4.2 Orders – During the Orders Phase, each side indicates (simultaneously) what actions it wishes to take with its forces. No attacks are conducted during orders, and although ground units may be assigned to a Naval Invasion, the actual Invasion does not occur until the Operations Phase, so it may be aborted and fail to occur. In effect, the “Invasion” order is an order to move with the intention of invading.

4.2.1 Entrench (Fortify) – The entrench order allows a formation to dig in and fortify its position, so that if they are attacked they are able to start the battle with an 8 entrenchment level (in PG II, entrenchment makes it harder to attack a unit and infantry vs. infantry have a greater change for a rugged defense).

4.2.2 Train – The train order gives a formation +25 experience to all of its units, up to the maximum of its training level. However, this leaves a formation “organizing” until the Logistics Phase – if the formation is not involved in a battle, it is considered to be in reserve order at the start of the logistics phase.

4.2.2.1 Reserve Training – Units that remain in the reserve for the entire turn automatically gain the “train” order, up to a maximum of 100 experience. This only applies to units that began the turn in reserve, not to any units that were built or transported to the reserve that Turn.

4.2.2.2 Training Limits – The maximum experience that a unit can get is restricted by its training level. The lowest default level is 100, and this also applies to fixed units, garrisons, and units in the reserve. Higher training levels are possible for some of the other nations, usually limited to 200, and 300 is the limit for a few exclusively elite formations only.

4.2.3 Tactical Movement – A tactical move is simply a movement of a formation from one territory to an adjacent, friendly territory during the orders phase. If a formation crosses any harsh terrain, then this may result in a change in organization that will affect the ability to act during the Operations Phase. Oil restrictions will reduce this to one level lower, so that mobile is reduced to reserve, reserve to organizing, and organizing is prohibited. If no battle take place, an organizing formation is considered ready again at the start of the logistics phase.

4.2.4 Strategic Movement – Strategic movement is any movement of ground formations by land or sea over long distances. At the end of a strategic movement, formations are always considered organizing, but since this is done during the Orders Phase the formations are moved on the map and available to defend against enemy attacks. If they are not involved in a battle, the formations are then considered ready at the start of the logistics phase.

4.2.4.1 Oil Restrictions – If Oil Restrictions are in place on the Front, then Strategic Movement is limited to between Territories with Cities, to a maximum of an Army for a Major City and a Division for a Minor City. China is always considered to be under Oil Restrictions for purposes of this rule.

4.2.4.2 Front Restrictions – By land and sea combined, strategic movement can be over any distance and then into any adjacent front, which is likely to cover almost any need in a particular theatre. Similarly, off-Map is considered another “Front” and so any Strategic Movement from off the Map is limited to the Front that it enters.

4.2.4.3 Off-Map Movement – Movement off-map by Ocean or across Territorial Zones is limited to one adjacent Territory and across one Ocean. For example, Russia moves from the East Front in Europe to the Urals and stops, and the next Turn they can move from the Urals to the Asian Front. The USA can move from the East Coast to the West Coast, Canada’s East Coast, or across the Atlantic (with Naval Transport) to South Africa or the European West Front.

4.2.4.4 European Russia – Strategic movement within European Russia (including the Ukraine) is restricted by any side that does not control Moscow. Loss of Moscow means that the Russians will always be under Oil Restriction limits (regardless of absence or presence of Oil Supplies) for purposes of strategic movement. The Axis is similarly restricted, and in fact even if they gain Moscow the restrictions remain in place until the YSS following the capture of Moscow, and the same applies if they again lose Moscow. This does not apply to other areas of the Eastern Front for the Axis, but only to European Russia.

4.2.4.5 Air Transport – Air Transport may be used to carry units from one friendly air base to any other on the same or adjacent front. The units carried must be within range of the current transport’s base, and each stage of the movement must be within operational range of the next. At the end of this movement, the units are considered “organizing” as if they made a strategic movement. It is rare that this is used for formations, but may sometimes be done for specialist units or for units moved from one reserve to another.

4.2.5 Naval Invasion – Ground Formations may be assigned to conduct a Naval Invasion if they are ready and in Port during the Orders Phase. The other details regarding Naval Invasions are indicated under Naval Warfare, but for purposes of the

Ground Formations involved they simply need to designate their orders as “Invade X” during this Phase.

4.2.6 Organization – The following orders are allowed or required when making various organization changes:

4.2.6.1 Reorganize – This option simply take an existing formation that is organizing and changes it to reserve status. This order is only necessary for a formation that was routed in the previous turn. The formation is considered ready following the orders phase, so it will be eligible to take part in operations that Turn.

4.2.6.2 Attach Formation – An Army may attach any independent division to it during orders, with the restriction that the Army’s condition cannot be any better than the attached division is, and the division now shares the Army’s condition. Attaching a division does not otherwise restrict the Army from taking other actions. For example, suppose an Army Trains, and at the same time attaches 10th Infantry Division, which was given the order to strategic move and attach – that is no problem, the division moves and attaches, and the Army trains (the division does not train), and both are now organizing.

4.2.6.3 Detach Formation – Again, an Army may detach a formation, and then it goes its own way. The Division may then choose its own orders. Alternately, the detach can occur after orders, such as move to XYZ and detach 10th infantry, or train and then detach, though this is less likely since it doesn’t make a lot of sense to detach unless you wish to do something else.

4.2.6.4 Detach Unit – Individual Units can be detached from a Formation and then either moved to another reserve or returned to the regional reserve.

4.2.6.5 Disband – This order is the same as detaching every unit in a formation, or detaching all the divisions of an army and detaching the various army attachments.

4.2.7 Re-Supply – A Formation may choose a Re-Supply Order and add replacements and supply from the existing reserve. Note that since production happens simultaneous with orders, no new production may be used at this time. A Formation needs to be in good order to re-supply, and afterwards is listed as Organizing. Again, unless involved in a battle the formation will be restored to good order at the start of the Logistics Phase.

4.2.8 Anti-Partisan – This order causes the formation to break up into smaller units in order to combat partisans that may attack. If a partisan attack takes place, then instead of fighting at half-strength, it is instead split into two half-strength portions in the partisan battle (see partisan operations for details). An anti-partisan operation precludes other activities, so the formation is then considered organizing. If no battle of any kind, partisan or standard, takes place, then the formation is returned to ready status at the beginning of the logistics phase. Note that the anti-partisan order does not keep a formation from defending against a standard attack in a normal fashion.

4.3 Operations – The Operations phase is where you and your opponent decide to fight, essentially. Ground operations will coincide with Naval and Air Operations and are combined to determine how the battles will be fought in PG II. This section will deal with ground operations and land battles.

4.3.1 Attack – Simply put, the attack order allows your forces to attack an adjacent enemy territory, regardless of whether or not that territory is occupied. There will not be any neutral countries attacked during operations, since DoW are announced during the Diplomacy Phase. If no oil supplies are available on a front, then only one territory may be attacked on that front during the turn. During a Faction’s portion of the Ops Phase, it will have only one opportunity to attack, after which it may only react.

4.3.1.1 Reserve Condition – Forces cannot attack unless they are currently in the Ready or Reserve condition. They may do so against any adjacent enemy territory they are not prohibited from entering, so they may attack across rough terrain, but not prohibited terrain.

4.3.1.2 Mobile Condition – This is trickier to look at than a normal attack. Normally, any adjacent territory that is not prohibited is fair game for an attack, and so the terrain has little effect. For a formation to be considered mobile, it must be able to trace a line from its point of origin at the start of the turn to the territory it attacks, and the terrain must indicate mobile all the way through. If it does, then the Territory can become a breakthrough if the battle is won within 12 Turns. At this time, that is the only consideration needed to qualify. Note – start of the turn means just that, not the start of the phase. For example, you may have gone from A to B during Orders, and then attack C during Ops, and unless a route from A to B to C is fully mobile, the possibility of a breakthrough can’t happen.

4.3.2 Reserve Movement – Reserve movement is the same as tactical movement, except that it occurs during ops. However, any formation that uses reserve movement is considered organizing until the end of the turn. Any formation that is in Reserve or Mobile status is eligible to conduct reserve movement during the faction’s portion of the phase.

4.3.3 Mobile Reserve – If you hold the action of a Mobile Formation in Mobile condition during Ops, it is considered a mobile reserve (semi-mobile formations do not attain this status even if they are in mobile condition). A Mobile Reserve retains the ability to a) Join an adjacent Breakthrough and make an Exploitation Attack, or b) React to a breakthrough attack against any adjacent Territory. This takes place during the next phase (Breakthrough), and in the Ops phase means no action is taken.

4.3.4 Reactions – After the faction with initiative has announce attacks (including Naval and Air Attacks), the next faction announces its Reactions to those attacks, in addition to any of its own attacks it wishes to conduct. A Reaction move allows any adjacent and Reserve (mobile or otherwise) formation to join in the defense of a Territory. Reactions are not restricted by terrain except for prohibited terrain.

4.3.4.1 Reactions vs. Attacks – Only one opportunity during orders allows for attacks, and that is the first and only opportunity to make an attack. Following this, reactions allow a side to reinforce any territory that was attacked. For example, Germany attacks Russian in Territory A and C, and then Russia adds Reaction forces to A, leaves C alone, and launches its own attack on Territory B. Germany may now React to Territory A, since Russia added in reserves they have an opportunity to reinforce their attack as well, and they may also react to Russia’s attack on Territory B – let us say they do both. Germany can do nothing in Territory C, since the Russians didn’t react to it. Russia now gets another reaction, and decides to throw in more forces into Territory B, but leaves A alone. Finally, Germany declines to add anything else to Territory B and the Ops phase ends (at least where it concerns Russia and Germany). The same rules will apply to any air support added to these battles.

4.3.4.2 Engagement – Note that since the side with Initiative may announce attacks first, they do get an advantage. However, you can't engage 3 armies with 1 army and expect to prevent them from acting. It is only possible to "engage" an equal number of divisions by making an attack. If 7 divisions attack 10, then your opponent may still use 3 divisions to act (assuming any have the capacity) in any way he wishes. This can include an attack across and into the territory the enemy came from, even. In such cases, both sides may be in danger of being isolated if they lose the battle or battles.

4.4 Battle – Once the Ops Phase is done, all of the Battles can be resolved for the Turn. This section deals with normal land battles.

4.4.1 Setup – The Battle itself is setup using the PG II Scenario Editor as well as some mod editors that Builder's Paradise made available to me. This allows me to adjust things like XP and Leaders for each unit, and to place units that can't be purchased normally. That will all be behind the scenes, however, but you should be able to view the scenario by opening it with the editor, and feel free to check for mistakes I am not perfect and they do happen.

4.4.1.1 Objectives – Objectives work the same as they normally do in PG II, except that you won't need to win every single objective to win the Territory. They do give you some free PPs as well, as they do in PG II, and you can keep them they are freebies. Consider it a small bonus for success in battle. The number of Objectives for a Territory is indicated under the PG II Map sheet for each Theatre Map. Victory in a Battle varies depending on the number of Objectives, as does the number of Objectives an attacker starts with:

Objectives	Attacker	Defender	Victory
2	0	2	2
3	1	2	2
4	1	3	3
6	1	5	4
8	2	6	6
10	2	8	8
12	2	10	10

4.4.1.2 Airports – Airports are needed to refuel and sometimes repair Air Units. Air Units can be repaired using the available PPs carried by your armies, but remember that they are typically very expensive units and this can quickly drain your Army's supply. Airports may be captured, of course, and each side will be given at least 1 Airport in every battle, with additional Airports added when the Map permits it. This should attempt to add 1 more for a Minor City and 2 for a Major City (for the defender only) or an Air Base.

4.4.1.3 Ports – Port Objectives will automatically generate a "supply" hex, which in the normal PG II game allows you to build units there. In the campaign you can't do that, and because the hex adds more PPs, they won't be marked as Objectives but are still considered such (they are marked in green instead). In addition, Naval Transport is available via Ports. The capacity there will be matched by the number of Transports assigned in the event of a Naval Invasion. If a defender has available Transports, they may be added in at his discretion. In some battles, the Ports will be on Rivers or will represent some coastal areas and not be part of an actual invasion as such. In such cases, Naval Transport can be assigned to represent ferry capacity. 1 Transport is added for each Army, plus 1 for each Bridging Engineer, and +1 additional Transport for the defender.

4.4.1.4 Accounting Items – There are always 2 Objectives on the Map, 1 for the attacker and one for the defender, that cannot be captured. This is to prevent the game from automatically exiting when all Objectives are captured. In addition, there will usually be an Accounting Unit to provide for the same event, since the game ends and exits if one side has no more Units. This would prevent any counting of

each side's experience and units at the end of the battle. In addition, 1 Turn is added to the end of every Battle so that if it lasts to the final turn, the Battle does not end.

4.4.1.5 Weather – There are several elements to the weather conditions in PG II. The first is the region, which can be North Europe, South Europe, East Europe or Africa. These are hard coded in the game, so while they are designed for Europe, they are also adapted for the Far East (see the Theatre Map for details). The date also needs to be programmed accurately, and the starting month is indicated depending upon the turn (as is the year, for form's sake, and I have no idea if it matters to the game). In addition, ground conditions may be dry or frozen (unfortunately, the mud from PG I is gone, so it is simulated by rain instead), and then atmospheric conditions can be sunny, overcast, rainy or snowing. Note that these are random in the game, and just relate to "overall" conditions so you can have rain even on a sunny setting, but it is also affected by region so there won't be rain in the desert (usually, not sure if it is 100% or not). I always use 1 day per Turn, so conditions can change from Turn to Turn.

4.4.2 Deployment – The PG II Map designated for the Territory will be used, and deployment will be oriented as best as possible to match the conditions on the strategic map, though this is not always possible to do. The deployment setup will be available for both sides to review and an explanation will be provided in a read me file if necessary. Turn 1 in each Battle is the Deployment Turn. Each side deploys its forces on the Map, and is not allowed to move or attack. Therefore, in a typical Battle of 20 Turns, 22 Turns are programmed – 1 for Deployment, and 1 (the last turn) for Accounting.

4.4.2.1 Attacking Force – The attacker will be deployed on the edge of the Map, and in some cases there will be more than one area of deployment, in order to match attacks that enter from different territories. Air Units are deployed on the edge of the map as well.

4.4.2.2 Defending Force – The defender has more options for deployment. Forces that were already in the Territory at the start of the Ops Phase may be placed almost anywhere on the Map (within reasonable distance of the attacker's deployment area). However, if any Reaction forces were added to the Battle, these must be deployed on the Map edge in the same manner as an attacker, as they are reinforcements. Air Units are also usually deployed on the Map edge, unless the air units are based in the territory under attack. In that case, they may be placed on a friendly airport and even moved on the deployment phase to any location within the defender's area of deployment (this is the only exception to the can't move rule for the deployment turn 1).

4.4.2.3 Garrisons – There are different types of garrisons, but most commonly there will be some sort of "Home Defense" garrison forces for the defender in his home territory (only). These are added in for "free" as units in each Objective on the Map – and are already deployed in the scenario build. Other types of garrisons, if they are involved in a battle may be placed anywhere like normal forces.

4.4.2.4 Fixed Anti-Aircraft – The only fixed units in a standard battle would be fixed Anti-Aircraft Units. Any fixed AA must be deployed within range to cover an Objective or Airport on the Map. If additional fixed AA Units are deployed, their coverage cannot overlap that of another fixed AA. Coverage is defined by the range of the AA Unit, which is from 1 to 3 hexes around the AA Unit.

4.4.3 Entrenchment – In PG II, Entrenchment normally happens when you don't move a unit, and increases depending on how long it is not moved and the Terrain and type of unit. However, it is possible to program an entrenchment level into a scenario for a unit, and this can be done to reflect fortified positions in the game.

4.4.3.1 Entrenched Formations – If a Formation is in the entrenched condition (by using the order), it will always add +8 to its entrenchment level for every unit.

4.4.3.2 Fortified Lines – A Fortified Line costs 300 PPs per Map Square side, and represent a series of defensive lines and positions. An attack across a fortified line will add +8 to the entrenchment level of defending units. If attacks can bypass the line, the benefit is lost. If some forces cross the fortified line, but others do not, then the attack is flanked and the defensive bonus is also lost. Note that it could occur that in order to cross through easier terrain, an attack may choose to go through a fortified line rather than mountain terrain, for example, so as to allow for a breakthrough.

4.4.3.3 Fixed Units and Garrisons – Fixed Units are always considered to be entrenched. A home garrison is never entrenched, but since they are infantry units and in cities (objectives), they always end up starting the game at a 3 entrenchment and as long as they don't move it will increase as play progresses. Occupation garrisons are never entrenched, and other types of garrisons (such as for islands or Gibraltar for example) must choose to entrench like any formation does.

4.4.3.4 Reinforcements – If any forces react to an attack and reinforce a position, they do not gain the benefit of any fortified lines in the territory.

4.4.4 Victory – Victory is achieved under several conditions. If either side wipes out every unit of the other side or captures every objective, the battle ends immediately. If one side surrenders or retreats, the Battle ends with victory for the other side. Finally, if the battle goes through to the last turn, the attacker wins if he holds the number of objectives needed for Victory. The standard battle is 22 Turns, with 20 Turns of battle and 1 Turn at the start for deployment and 1 at the end for accounting. In an Axis Blitz, this is increased by 5 additional Turns (27 Turns with 25 Turns of Battle).

4.4.4.1 Breakthrough – If any of the Formations enter a Battle in the Mobile condition, then a complete victory (all objectives captured, surrender, or all units destroyed) before Turn 12 (i.e. within 10 Turns of Battle or Less, being that Turn 1 is deployment and Turns 2 to 11 are Battle, the complete victory must be achieved in that time) results in a Breakthrough. This is only applicable for Battles in Europe, and only when Mobile Formations (in that condition) are involved in the fight. Note that it is theoretically possible for the defender to get a breakthrough, though unlikely. In an Axis Blitz attack, the Breakthrough is extended by 5 Turns to Turn 17 (see breakthrough battles for more details).

4.4.4.2 Surrender – An attack against no opposition is always a surrender on Turn 1 (and may qualify as a Breakthrough). Otherwise, surrender is always an option for a force that knows it will be destroyed and may not be able to retreat. It can help by reducing the PPs and XP the attacker might gain by finishing the defender off, and in some cases may help create Partisans.

4.4.4.3 Retreat – Retreat is optional for both sides on (their) Turn 12 or later (or Turn 17 in an Axis Blitz). This means that at least 10 Turns of battle are required before either side is allowed to disengage. Retreat is announced at the start of the player's turn. Note that this means an attacker is able to get an additional turn in before the defender's turn allows them to retreat, and represents the loss of initiative to a retreating (defending) force. The battle will end immediately in victory for the other side, and the next turn is the accounting turn. Since retreat is not an option until half the battle is over, it can never create a breakthrough. If a Battle lasts to the final turn, the attacker wins if he occupies the needed number of Objectives and the defender retreats. If not, the attacker retreats and the defender wins.

4.4.4.4 Condition of Victorious Forces – Winning Formations are changed to Organizing Status. If the Battle was won before Turn 12, they are changed to Ready Status, and any Breakthrough Result is indicated as such for eligible mobile formations (usually I will just write "Breakthrough" on the sheet). If defending forces were entrenched and won a battle, they lose their entrenched status.

4.4.5 Defeat – Losing a battle means that forces have been ejected from the Territory. The following conditions apply depending upon the severity and nature of the loss:

4.4.5.1 Retreat – An orderly retreat from a battle usually leaves your forces in reasonable shape. All forces that lost are indicated as “Retreating” and will be dealt with in the Logistics Phase. That means that they are not moved from where they are on the theatre map until the rest of the battles and breakthrough phase are over. On a tactical level, any units that cannot trace a route free of enemy ZOC (i.e. not adjacent to an enemy ground unit) to a friendly map side (i.e. that side or sides of the map which your forces deployed on) are instead forced to surrender. It is therefore possible that during a retreat, some units may be forced to surrender while others escape. In addition, Recon units are capable of ignoring enemy ZOC for purposes of retreat, and this will also apply to any other units that have a leader with the Recon ability. Fixed units that are forced to retreat must surrender.

4.4.5.2 Rout – A Rout is exactly like a retreat, except that the forces routed will not reorganize until the following Turn. In addition, routed formations with no more core units attached are disbanded and immediately surrender, and this also applies to any army that loses all of its divisions. This means that essentially these forces have been completely overrun and lost.

4.4.5.3 Evacuation – If a Retreat is only available by sea, then an evacuation may be ordered. An evacuation applies to any units that may trace a route to a friendly Port, or are in any case on or adjacent to a friendly port, or are already embarked on a naval transport unit. Any units that qualify are listed as evacuating, and must be assigned a free naval transport unit each. If there are no available transports for a unit, it is forced to surrender. The evacuation itself is a naval action that takes place during the breakthrough phase. It is also possible to evacuate by air, where an airport serves as an evacuation route by air transport, or the units are already embarked on air transport. However, air transport must either have been assigned to the battle or be available within operational range. Note that in cases of heavy equipment, the equipment must be abandoned as it cannot be taken by air transport. In such cases only the XP of the unit is saved and it must be assigned to another new unit to provide it with equipment. In an evacuation, supplies must be transported as well or they are captured.

4.4.5.4 Surrender – If an entire force surrenders, then its units and PPs remaining are captured by the attacker. Captured equipment is reduced by 50% in strength, rounded down. If portions of a force are captured, some of the supplies are captured as well proportionally determined. In addition, units that surrender may also be used to form partisans. The total strength of the units that surrender is added together and divided by 3 (rounded down). That is the strength of available partisans that are created by the forces when they surrender, if applicable. These forces can remain in place even before any partisan activity can take place, and become active when called upon. They lose all experience, however. Note that this latter does not apply to any fixed units, or to any units that surrender as a result of the surrender of the Nation itself. For example, if France surrenders, and forces fighting in battles that surrender can be used as partisans (or ex-patriots). However, if an Army is sitting off in Calais involved in no combat, it dissolves as indicated when France surrenders, but no partisans or ex-patriots are created.

4.5 Breakthrough – The Breakthrough Phase will take place if there are any Breakthrough Battles (in Europe only) or any evacuations (by ground or naval units). This section will cover breakthrough battles only, naval evacuations are covered under naval warfare.

4.5.1 Exploitation Attacks – Any forces that remained Mobile Reserves during the Ops phase and are adjacent to a Breakthrough may enter that Territory, and this is regardless of stacking limits, although terrain limits do apply. All of the Breakthrough Forces and the Exploiting Mobile Forces are then eligible to make attacks on any enemy adjacent territory that has not been in battle this turn (i.e. you cannot place a territory in “double jeopardy”). Exploitation attacks are announced in the same manner as attacks are announced during the ops phase.

4.5.2 Restrictions and Notes – Some notes on exploitation attacks are needed. The first is that terrain must always allow for the force to remain mobile across a route from the (edge of) the territory the force started from and all the way through and into the territory being attacked. Any restriction reducing mobility prevents the attack from being made by that force. The unlimited stacking in the breakthrough only applies for the momentary portion of the turn between entering the territory and making an attack. This way, the infantry that may be left behind won't stop your tanks from rolling through, but it does not mean that you can remain over-stacked in that territory. Another note is that any enemy forces routed or retreating have not yet moved from where they lost the battle, and can therefore be cut off from their retreat by an exploitation attack and forced to surrender. That is why the retreats do not happen until the logistics phase.

4.5.3 Reactions – Only Mobile Reserves may react to enemy breakthroughs, and can be used as “fire brigades” as the Germans did towards the end of the war against the Russian onslaught. Reactions are restricted to fully mobile formations that remained mobile during the Ops Phase, and are adjacent to an enemy exploitation attack. They also must conform to terrain restrictions on mobility in the same manner as the attacker does. Reactions are handled the same way as they are during Ops, and they do include any available Air Units or even airborne units that did not yet participate in a battle.

4.5.4 Breakthrough Battle – The Breakthrough Battle itself is setup in the same manner as a normal battle, except it is half the length at only 12 Turns (10 Turns of Battle). There is no retreat possible, so in this case a rout will occur if the battle ends before turn 12, but if it lasts until the end of the battle then a retreat occurs instead.

4.5.5 Axis Blitz – In an Axis Blitz, the Breakthrough Battle can be 17 Turns (15 Turns of Battle) if the breakthrough happens by Turn 12, or it is 12 Turns if it occurs before Turn 17. If two breakthroughs are combined against the same Territory, then the forces with less time won't appear until Turn 7 as reinforcements (and they can act on the same turn they appear). Other than the extended turns available for victory, the Axis Blitz battles are identical to other battles.

4.6 Garrison & Fixed Units – These units are not part of any fixed formations and therefore are not limited by the force pool restrictions. However, they serve only a limited and defensive function in the game.

4.6.1 Home Garrison – Each Nation has a Home Garrison advantage, representing various police, militia, and internal security forces as well as a “home field advantage” created by defending their own territory. This never applies to colonies, however. Home Garrison Units are only placed on the Map when a Home Territory is attacked, and 1 is deployed in each Objective. If any units survive the battle, they may remain in play and can be either attached as replacements or sent to the reserve, and are at that point treated as any other units in the game. See each Nation's OOB to see how the Home Garrison is handled.

4.6.2 Island Garrison – An Island Garrison is used to secure islands against Naval Invasions, and may include larger islands in the Pacific or islands such as Crete, Sardinia, Corsica, and Cyprus in Europe as well as Gibraltar and Singapore. 1 Garrison may be attached to each Island or Territory (in the case of the large Pacific Islands like the Dutch East Indies, New Guinea, and the Philippines). Each Garrison may have a flexible OOB of up to 3 Infantry, 1 Recon or Tank, and 1 of each type of Artillery attached. Garrisons are only available in small numbers at 5 Strength, and Naval invasions against these areas are conducted by splitting forces into 5 Strength Units, making them more suitable for such use. Islands may also deploy fixed coastal and air defense units as indicated below, in addition to a Garrison. Island Garrisons may retreat (if possible) or move by strategic or naval movement only. In addition, Island Garrisons may take orders such as Train or Entrench as do normal formations, but their training level is limited (see National OOB for details).

4.6.3 Occupation Garrison – An Occupation Garrison may be placed in any Occupied Territory, and is used to defend against Partisan attacks. Occupation Garrisons do not have the usual OOB and instead are 5 strength units of infantry, up to the number of Objectives in that Territory. In addition, a Recon or Tank unit at 5 strength may also be assigned to the occupation garrison and help in fighting against partisan attacks. An occupation garrison may move by strategic movement, may retreat from a battle, and will also automatically train as if they were in reserve, to a maximum of 100 XP.

4.6.4 Air Defense – These are fixed anti-aircraft defenses designed to protect cities and ports from strategic bombing attacks. Fixed AA Units cannot retreat, and are forced to surrender if the territory is overrun. However, they may be moved during orders using strategic movement, and they do automatically train as if they were units in reserve, to a maximum of 100 XP. 1 Unit per standard map territory, plus 1 Unit for a Minor and 2 Units for a Major City. Other Map Territories, such as Desert, Island, Jungle, Tundra, and such have a 0 base stacking, but at a minimum a 5 strength unit may always be assigned (for instance, as fixed air defense for an island with no port). Fixed AA Units are always considered entrenched.

4.6.5 Coastal Guns – Coastal Guns are fixed units and fortifications that help to defend against Naval Invasions. They may be deployed in any Territory subject to Invasion as well as any Territory with a Port City that may be attacked by Naval Units. The stacking limits are equal to the number of fixed air defense units, but heavy guns may only be deployed in Major Ports, and only 1 heavy gun may be so deployed. Coastal guns are immobile once deployed, they can never be moved and surrender if the Territory is lost. Fixed Coastal Guns are always considered entrenched, and also train as if they were in reserve to a maximum of 100 XP.

4.7 Irregular Warfare – World War II saw very significant irregular warfare by partisans, and special operations was born during the war. The following rules govern partisan and irregular warfare.

4.7.1 Partisan Divisions – A Partisan Division does not usually attack as a formation, but each Division keeps track of the overall level of partisan activity represented, and can potentially be formed into actual divisions at some point.

4.7.1.1 Factions – There are only three factions that partisans belong to, and these belong to the same overall factions, the Axis, Allies and Russia. The partisan types are Fascist for the Axis, Resistance for the Allies, and Communists for Russia and Communist China. The Nationalist Chinese are somewhat independent and are termed Irregulars.

4.7.1.2 Formation – The number and availability of partisan divisions depends upon the national OOB and to some extent diplomacy as well. Partisans are built either directly by the sponsor Nation at a rate of .5 Units per division (a 5 strength unit) each Turn. In addition, units that surrender can later form partisans, and any forces that surrender are reduced to 1/3 strength, and those points are converted to partisan units as well. These are the only ways in which partisans can be built. An unlimited number of forces can be available for use as partisans, but only 1 division may form for each division available in the OOB, either to make a Partisan Attack or to become a Formed Division (see below). Partisans are never placed on the map until they actually form or conduct an attack (for the latter, placing them on the map is a formality in any case as they don't remain there). The following Partisan types are controlled by the following Nations:

Britain	Russia	Germany	Nationalist	USA
Resistance	Communist	Fascist	Irregulars	Philippine

4.7.1.3 Formed Division – Forming a Division allows an actual division to be placed on the map. This means that 3 partisans must be built at a full 10 strength from the existing pool of partisans. In addition, attachments of either half or full strength may also be assigned if available. As a note, a sponsor Nation may also build .5 Unit attachment instead of a partisan unit if it wishes to, or provide an existing Formed Division with 50 PPs of Supply. This can't be used except with a formed partisan division. All partisans and attachments only gain XP through actual combat. When a Partisan Division forms, it is placed on the Map that turn anywhere within its geographic limits and then acts as a normal division. They are always considered to be in supply as far as Oil effects are concerned, and supply level won't affect them unless they become connected with a normal command at some point.

4.7.1.4 Geographic Restrictions – Partisans only operate within their home nation, so their geography is very limited. However, they may be placed in any territory at all, so their very nature means that the threat of an attack from just one partisan division can tie down a good number of forces.

4.7.2 Partisan Orders – Partisans that are not given orders simply remain in the Reserve, but do not receive any training and cannot be attacked. They may be repaired, however, by the sponsor nation. The following orders are available to Partisans:

4.7.2.1 Sabotage Attack – This must be planned in advance and the Order is given during the Orders Phase, rather than during Ops as it is for Formed Divisions. This is an attack against any Territory within the Partisan's geographic area. Each Division may make an attack of up to 3 Partisan Units each, at 5 strength each. No more than 1 Division may attack a territory at a time. The attack is resolved as a partisan battle during the battles phase, and otherwise has no affect on the Ops Phase of any enemy forces in the Territory. If there are no forces to defend the area, and none move into the Territory during Ops, then two options become available. The Territory may be liberated, in which case the Division must form at full strength. If that isn't possible, then the Territory cannot be liberated. If that option is declined, then SW damage accrues as 40 PPs for each Unit (regardless of its strength) that made the attack (to a maximum of 3 units and 120 PPs damage).

4.7.2.2 Form a Division – This is the order to create a formed Division within a Territory in the Partisan's geographic area. This order has to be given during Orders and prior to the Ops Phase, however. It is also

possible to Form a Division following a sabotage attack against a Territory that has no defending garrison, as indicated above.

4.7.2.3 Auxiliary Support – If there are any available Partisan Divisions within a geographic area under attack by a friendly sponsor Nation, they may help out during any Battle by being given this order during the Ops Phase. In this case, any number of available divisions may provide support, and each division may as usual send up to 3 partisan units of any strength to fight in the battle. Partisan support is indicated like any other support during the Ops Phase as part of the attack/react process. Partisan Divisions have no effect on stacking limits, and in a battle they may even deploy behind enemy lines and at any time during the Battle. Basically, several “supply centers” will be added to the game map on the edges of the board, where they cannot be captured. These are indicated in green. Partisans may be deployed adjacent to these areas and moved at any point in the battle after the first (setup) turn.

4.7.3 Partisan Battles – If Partisans attacked as formed divisions or auxiliaries, then the battle takes place as a normal land battle (q.v.). However, a sabotage attack against a defending occupation forces is conducted as a partisan battle. A Partisan Battle will last only 12 Turns, with Turn 1 being the setup Turn and Turn 12 the accounting Turn, and no opportunity for retreat for either side (though both sides could mutually agree to end the battle if they wish to). The normal number of Objectives are placed on the Map, and since the territory is fully occupied of course all of these will be occupied by the defender. Therein lies the difficulty for the defender.

4.7.3.1 Partisan Deployment – The attacking partisan units can be placed almost anywhere on the map, but the setup will be done in such a way that partisans always emerge from rough terrain, like mountains, hills, swamps, or forests and the like, where they are likely to be hiding. An accounting unit will need to be added for the partisans, but probably not for the defender.

4.7.3.2 Defending Divisions – If any formed divisions, or armies, are in the Territory and remain there, they may engage the Partisans. However, since they are in formed condition they only defend at half strength (rounded up). Damage is 1 to 1, so against a formed division the unit can never be destroyed, but it can be damaged. If a Division has been given the anti-partisan order, it is split up into groups hunting for partisans, and is more effective. Divisions that have been given this order are also split in half, but both halves can fight the battle! Note that in this case, individual units must be tracked so that if both half-strength units are destroyed, the unit can be eliminated. Damage accrues at 1:1, and experience gained by either unit is kept, so it may need be calculated depending on the results. Defending forces always deploy either on or adjacent to Objectives, and can be spread out as a result. This is what makes fighting the partisans so difficult.

4.7.3.3 Occupation Garrisons – Because of the fact that formed divisions are needed on the front, occupation garrisons can be used to protect against marauding partisans. These are made of various types of infantry units at half strength. They will not have artillery, anti-tank or anti-aircraft attachments, since they are not that useful against partisans. However, they may have a half strength tank or recon unit attached. The maximum size of an occupation garrison is one half-strength infantry unit per Objective, plus one attachment of a recon or tank unit at half strength. These, unlike formed divisions, are deployed one each in every objective at the start of the battle. If less than the maximum are available, then they are instead deployed during setup, but must be deployed one to an objective hex. The attached recon or tank, if available, however, can always be deployed adjacent to any objective hex, since its job is to scout out and help find enemy partisans. Occupation garrisons don't need orders, they are simply there automatically to protect against partisans, though they do train to 100 XP maximum and otherwise keep their experience, damage, etc. from every battle. In addition, they can pull 2 PPs per strength from the command reserve prior to fighting in a partisan battle, and any remaining PPs at the end of the battle is added back into the reserve.

4.7.3.4 Battle Results – The results of a Partisan Battle are kept like any other battle, but any PPs that the Partisans have captured accrues as SW damage against the defender. However, prior to this the PPs must be used to repair the partisan units, if possible. Only PPs that remains after any repairs are made accrues as SW damage. If some partisans are still damaged, then they may be repaired later (or not, they could be merged instead) by the sponsor nation. Partisans keep all their experience, even leaders. They also may combine experience, unlike most units, should they merge together. A Partisan unit is actually always a 5 strength unit when it is in reserve, it does not become a 10 strength unit unless and until it becomes part of a formed division or used in an auxiliary attack.

4.7.4 Commandos – I am considering some kind of special ops being an available option for the specialist unit types. Until then, these unit types can be added to any battle independently and have no effect on stacking limits. Each such specialist Unit type can be assigned up to 100 PPs drawn from the Army Reserve any time it enters combat. However, 1 Air or Naval Transport must be provided if the unit is entering combat by that means. Marines do get their “free” naval transport unit for this supply as well.