



Unity of Command II

Game Manual

REVISION: 9

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Everything in war is simple, but the simplest thing is difficult. The difficulties accumulate and end by producing a kind of friction that is inconceivable unless one has experienced war.

- Carl von Clausewitz, *On War* (1832)

Welcome to **Unity of Command II**, a game of military operations set in the Second World War, the birth of the age of modern mechanised warfare. With just a sprinkle of logistics!

1. Introduction

In Unity of Command II, you will take charge of the armies of one of the main factions – the Western Allies, the Axis Powers, or the Soviet Union – in anything from a single battle playable in as little as ten minutes, to a grand campaign spanning dozens of individual battles and taking 15-30 hours to complete.

Your path to victory will be a fine balancing act, and you will find yourself facing many of the same kinds of questions that real commanders faced in World War Two. Questions like, “Do I weaken my spearhead to provide greater protection on my flanks, or charge ahead as fast as possible, ignoring my flanks?”, or “How can I stretch my already over-extended supply lines to keep fuel and ammo moving forward?”, or “How can all my assault engineers be dead already??”

As you engage the enemy, you will sometimes – perhaps often – feel that you don’t have enough to get the job done. You will often be juggling resources and making trade-offs between four key elements:

- **Units.** Your units are the basic constituent elements of your armies. Each represents generally around a full division of troops. Inevitably, you will be trading blood for territory in many battles.
- **Time.** In each battle, you have to capture objectives, and you don’t have forever to do it. High command imposes tight timeframes for your operations, and you will very often feel the pressure of time compelling you to take greater risks than you would prefer.

- **Supply.** Your units will quickly dwindle to nothing if they are not properly supplied, and – you guessed it – keeping them in supply as they advance is one of the game's main challenges. Your enemy will always be seeking to cut your supply lines. So will bad terrain, miserable weather, and sometimes the sheer pace of your own advance.
- **Command.** When well-led, your armies will be capable of great feats. But no matter how smart your generals, there are still only 24 hours in a day, and they cannot achieve everything. Nor do your HQs have an endless supply of bridging equipment, trucks, field kitchens, repair shops and air force liaison units at their disposal. You will have to choose how to focus your generals' leadership and assets for best effect, balancing between battlefield commands and logistical effort.

1.1. Overview of key game concepts.

As of August 2021, Unity of Command II has a total of 110 **scenarios** grouped into 6 playable **campaigns**. You can play individual scenarios as stand-alone battles, or play the campaigns, which include many battles played sequentially across an entire theatre of the war.

You can play individual battles against a fiendishly clever AI, or against another player (hotseat only). The campaigns can only be played against the AI, and in general the game is designed and balanced with the AI opponent in mind.

In each battle, your goal is to capture all **Primary Objectives** in a set number of **Turns**. In each turn, you will have a chance to move your forces across a map of the battle area and to initiate combat, and then your opponent will do the same. You may also capture **Bonus Objectives** to gain additional benefits, but these are not necessary for victory.

To accomplish these goals, you will have one or more armies at your disposal in each battle. An army includes a group of **Units**, as well as a **Headquarters (HQ)**. Units are your fighting forces. Each one generally represents a divisional-sized force, or around 10,000-15,000 men. Your units are the actual historical units which fought in the real battle. Units have a range of characteristics which affect their fighting power and mobility on the battlefield. HQs do not fight directly, but they can powerfully influence the course of the battle by using **HQ Actions**. These actions can empower units under the HQ's command to mount special attacks or defences, or shape the battlefield in other important ways, like blowing or repairing bridges.

Logistics is critical to victory in Unity of Command II. Units which are out of **Supply** will quickly lose fighting power, and may even disappear entirely after several turns. Supply is maintained through a network of fixed **supply sources** and moveable **supply hubs**. Your supply network will often not be adequate to reach all of your troops all the time, and so you will often be improvising – using HQ actions, special abilities like air dropped supplies, and captured enemy supplies to keep your troops in fuel and ammo. Sometimes, they will just have to go without for a turn or two.

While individual battles are great fun, the **campaigns** are the heart of Unity of Command II. In a campaign, you will fight many battles with a group of units whose experience will grow as the campaign progresses. Your HQs will increase their abilities at special **Conferences** throughout the campaign, and there are **milestones** to be achieved and a final **score** to work towards.

We highly recommend that new players start with the **Tutorial Campaign**. This will introduce the basics of movement, combat and supply through a series of training missions, culminating in several actual battles covering the Allied “Torch” landings in North Africa in late 1942. In addition to providing an interactive overview of the game, the Tutorial Campaign is actually fun and challenging in its own right!

Once you have a good feel for the game, you may want to try your hand at doing your own scenario or campaign designs. The game comes with a full-featured **Scenario Editor** which you can use to design your own content. There is a growing body of user-created work available on the Steam Workshop for the game, and we are constantly surprised and impressed at what our user community is able to generate!

1.2. Tips for getting the most out of Unity of Command II

- Although the basic rules and mechanics are easily grasped, this is a hard game! Start at a difficulty level you are comfortable with, and don't be discouraged by a string of defeats. If you are getting very frustrated, watch a more experienced player on one of many YouTube videos play a battle or two. It can really help the game concepts click into place!
- Remember, the bonus objectives are not needed for victory, and in some scenarios it is extremely hard to get them all. And missing a primary objective by a turn or two is hardly the end of the world, or the end of your campaign. If you play with a “perfectionist” style where you insist on getting all objectives on time all of the time, you'll be hitting “restart scenario” a lot. Especially when it starts raining and the roads all turn to mud right over the objective you thought you were going to take on time.
- Try different approaches to the scenarios. There is almost never a single perfect approach to a given battle, and it can be rather fun to win using an unconventional strategy, even if it isn't optimal in some respects.
- If you get really stuck, or just have a few questions, don't hesitate to post either on the Steam forums for the game, or on our forums at unityofcommand.net We keep a close eye on these forums, and the player community for the game is very supportive and friendly!

2. Quick Start Guide

We strongly encourage new players - especially those new to hex-based wargames - to use the in-game Tutorial Campaign! It provides a fun and challenging, but gradual, introduction to the game's key concepts in a hands-on way.

The following quick-start guide is intended for players who are familiar with hex-based wargames, and want to jump in quickly. The game's basic concepts and controls are easily learned, but be aware there is a lot of complexity "under the hood", and at some point you really probably should come back to the full detail in the manual...

2.1 Your first game

When you open Unity of Command II, you can choose from a few options. Before you select "new game", have a look in "options". Here you can adjust video and audio options, view and change key commands, and adjust other settings. Leave tooltips on for now, they will help you wrap your head around the game more rapidly!

If you find the game is running sluggishly on your computer (or not at all), try looking for an answer in one the following Steam Community threads:

- [Help: Troubleshooting and Crashes](#)
- [Help: Display and Resolution Issues](#)

Additionally, there is a thread on Steam Community with links to many further Unity of Command II resources, such as guides, youtube videos etc.

- [Help: How to Play](#)

When you've finished in options, select "New Game" from the main menu. You will see a list of possibilities, including "New Campaign" games and "New Scenario" games. A **Scenario** is a single battle. A **Campaign** is a series of battles, with periodic intermissions called **Conferences** where you can purchase **Headquarters** upgrades, special assets called **Cards**, and sometimes even alter the historical direction of the campaign.

For now, select the "Wadi Akarit" battle, choose a difficulty level, and start your first game.

Note that the game will automatically save your campaign progress. If you wish to save a campaign manually, you'll need to tick the "Allow 'Save As' in Campaigns" option, under "Gameplay" in the initial Options menu.

When you have started "Wadi Akarit", you will be in the **Battle Preparation** phase. This is a single turn at the beginning of most battles, in which you can undertake a limited set of actions

by your Headquarters, as well as tweaking your supply network if you like. It is not necessary to do anything, however, and we will skip it for now. Click on the large “End Battle Preparation” button at the very top right of the game screen, and we will proceed to the first turn proper.

2.2 Game Map and Interface

When you have proceeded to the first turn, you should be viewing a large map covering the battle area, looking something like this:



You can pan around the map using W-A-S-D keys or click & drag; rotate using Q & E or Ctrl-drag, and zoom in and out using Ctrl & mouse wheel.

You will notice your **Units**, shown in this scenario as the green and brown tanks and soldiers, assembled around the map. Your enemy the Axis forces are shown in grey for Germans, and tan for Italians. Clicking on a unit will bring up a range of information about it. Each unit has a number of **Strength Steps**, shown as solid dots directly to the lower left of the unit. As units take losses, these dots will become greyed out (for temporarily suppressed steps) or will disappear entirely (for killed steps).

Your goal is to maneuver your units and initiate combat with the enemy, to take the **Objectives** on the map. A list of objectives is shown on the **Objective Sheet**, and they are visible on the map itself.

Your **Headquarters** are shown on the map as small national flags. You can select them by clicking on them, or on the HQ quick selector buttons.

Notice that some of the map is greyed out. This is **Fog of War**, and within it you will have limited or no knowledge about enemy units.

Across the top of the screen are a range of user interface buttons. The **Map View** buttons will allow you to see detail about supply, terrain, weather and impediments to movement. The **Supply** buttons are critical, as they allow you to view your supply network, and to add or subtract **Trucks** to your **Supply Hubs**. Units that are out of supply will lose combat ability quickly, and be very vulnerable to attack. Such units are marked by red exclamation marks.

The **Campaign Assets** on the upper left include a range of limited-use special attacks and other capabilities. Here, you have one air attack per turn, and one air recon per turn (with a total of only 2 uses). To use these simply click on the assets, and click on the target on the map.

2.2 Movement

Let's look at moving our units around the map. To select a unit, click on it. You will see an orange border appear at some distance from the unit:



This orange border shows the area within which a unit can move, while still being able to attack. Notice the small number “1” at the end of the arrow. This indicates that the unit would still have 1 movement point available if it moved to the target hex.

If a hex has an orange dot in it, it means it is within an enemy zone of control. Your units can move into that hex, but then they will not be able to move any further, although they can still attack.

Now press the spacebar. The movement zone will turn to a blue border, and will be larger.



This larger area shows how far the unit can move if it uses its **Action Point**. This is called **Extended Movement**, and it allows units to move farther by giving up the ability to attack for that turn.

You can toggle between regular and extended movement as much as you like using the spacebar. No actual movement or action points are expended until you move the unit, by clicking on the target hex.

Note you can undo some actions. Try moving a unit, and undoing it using Ctrl-Z or the “Undo” button at the top of the screen. You can undo multiple steps - but you cannot undo combat, nor any movement or other action that results in Fog of War being revealed.

2.3 Combat

Combat occurs only as a one-on-one fight between units in adjacent hexes. You cannot attack a hex with multiple units at once, but you can attack the target with any number of units successively. To initiate combat, simply click on a friendly unit, and mouseover an adjacent enemy unit. You will see some information about the potential combat:



On the map itself, the ratio 0:2 has appeared over the enemy unit. This is an estimate of the losses that may occur if combat is initiated. In this case, your staff are estimating that your attacking unit will lose zero steps, and the defending unit will lose two steps. This is only an estimate! There is randomness in the combat system, and actual results can vary, occasionally by rather a lot.

You will also see a **Combat Sheet**, which provides additional information about the potential combat, including modifiers for various things like terrain, armor, artillery and unit experience, as well as other information like the chance the defender has to retreat. If you hold down the "X" key, the combat sheet will remain visible, so that you can mouseover the sheet for tooltips explaining more about the various bits of information. Note that only non-suppressed units add to combat strength, so a unit with lots of suppressed steps can be very vulnerable in combat.

Combat is initiated by actually clicking on the target hex you have rolled over.

2.4 Headquarters

Finally, it pays to have a quick look at the capabilities of your **Headquarters**. These units don't fight directly, but rather represent the collective assets of an army - including specialized units like bridging engineers and motor pools, as well as the leadership capabilities of the army.



Clicking on any unit will bring up a panel like the one shown above, showing the **five Branches** of the HQ, with small icons representing different HQ actions. Each HQ action has a cost in **Command Points (CPs)**, which is shown numerically on the action's icon. Each HQ has a limited number of CPs per turn. In the above image, the figure 8/8 means this headquarters has 8 CPs remaining this turn, out of a total of 8 available.

Each HQ can only act within its command range, which is shown as a white border on the map when you select the HQ by clicking on it. Units under that HQ that are outside the headquarters command range are marked on the map by a small white exclamation mark. Fortunately you can move your HQ around the map - but take care, as moving it will temporarily disable some of its capabilities, and will use up all remaining CPs for that turn.

The HQ actions are essential to success in Unity of Command II! Special attacks under the "Operations" branch are critically important to taking out tough enemy positions, and operations under "Engineering" and "Logistics" will allow you to keep your troops moving over obstacles and in supply. The Force Pool and Intel branches facilitate knowledge about enemy dispositions, and help reinforcement of your own troops.

When you have finished moving your troops and attacking the enemy, and using whatever HQ actions you would like, click on "End Turn". The AI will now have it's turn at moving and fighting. You will find it to be a credible opponent, capable of sequencing attacks against units you have left in vulnerable positions, and overrunning your supply hubs, and generally making life miserable for you.

Good luck! ...and do come back to explore the rules and mechanics of the game in more detail.

3. Game Rules

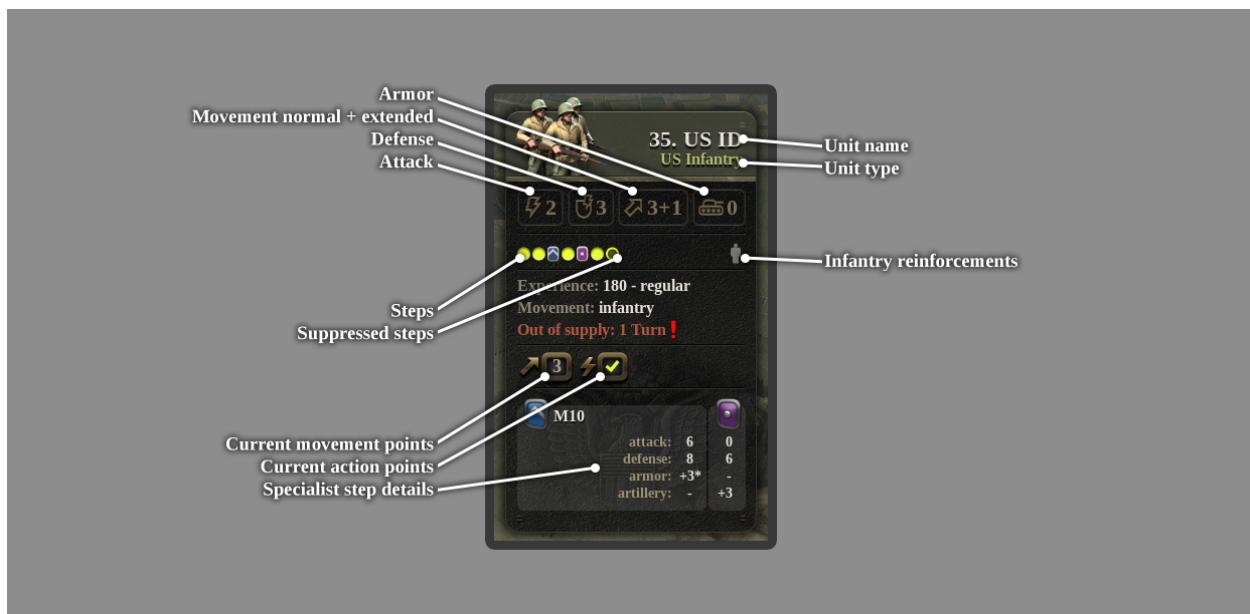
This section contains a detailed description of the game system used in Unity of Command II. To master the skills of operational level command in this game, it is important that you read this section thoroughly.

3.1. Units

Units on the map generally represent divisional-sized formations, regardless of their actual command level designation. For the Soviet faction (included for future expansions), units generally represent corps. In some scenarios, units can represent smaller formations, such as brigades and combat commands.

Units of one type (for example, “US Infantry”) all share the same basic characteristics: attack, defense, movement and armor (which can be offensive or defensive). Each unit type is represented by a model that best illustrates either the uniform worn by the troops or the prevailing equipment.

Most, but not all, important unit properties are shown directly on the map. Click on a unit to select it, and a comprehensive unit sheet will be shown, detailing all the unit’s properties.



Unit Strength

A unit’s manpower and equipment are divided into equal steps. Each unit has a maximum number of steps, representing its full complement. The maximum number of steps is 7 for axis

units and 6 for allied units. Certain units such as US Combat Commands have a lower maximum (4).

Each step can be active or suppressed (grey). Active steps represent combat-ready troops. They contribute to both attack and defense, and are first in line to take losses in combat. Suppressed steps take losses only if there are no more active steps left in the unit.

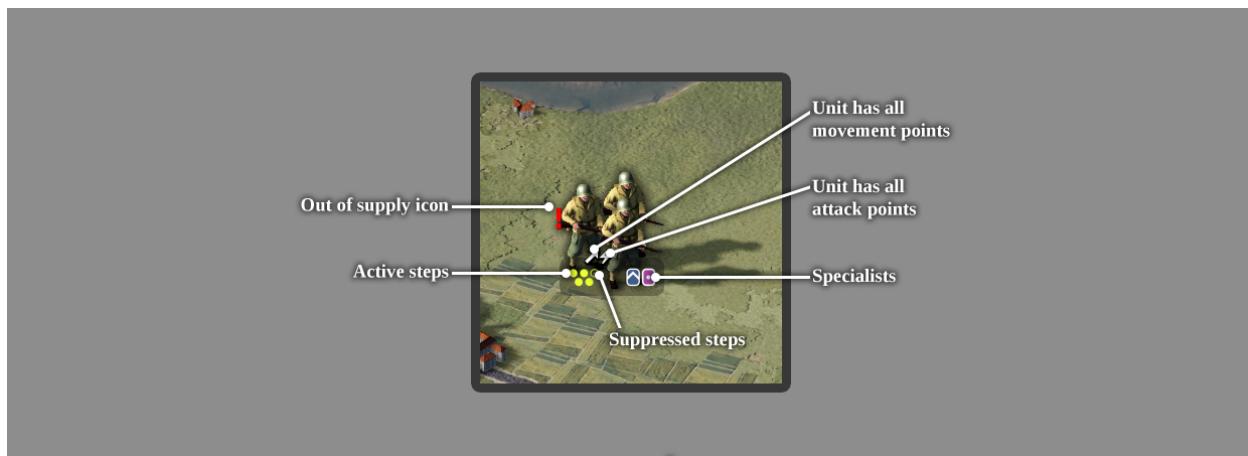
Steps can become suppressed as a result of combat or poor supply, and will recover to active status over time, provided the unit is supplied.

Specialist Steps

In addition to regular steps, a unit may have specialist steps attached. These steps represent smaller specialized units attached to a division-level formation. Allied units can have up to three specialist steps, while Axis units can have one or two, depending on the campaign.

Tow Suppression

Specialist steps that have towed equipment - such as towed artillery or AT guns - will become suppressed when they move ("tow-suppressed"). Tow-suppressed steps automatically become active again at the start of the following enemy turn. This means that towed steps cannot move and attack in the same player turn, but can still move and set up in time to defend against attacks in the following enemy turn.



Loss Queue

On the unit sheet, steps and specialists are shown in loss queue order: this is the order in which the unit will take losses in combat. Any losses are taken left-to-right: steps/specialists that are KIA are removed from the unit altogether, while suppressed ones are moved at the end of the queue (on the right).

The loss queue is reset at the start of the attacking and defending phases of the turn. Active steps are laid out on the left, and active specialists are inserted at their queue positions (see specialist reference). Suppressed steps are added behind the active ones, followed by suppressed specialists which go last.

Towed Arty Exception: if a unit has multiple towed artillery specialists, each one after the first will be inserted two places to the left of its normal queue position.

Retreat Exception: when a unit with towed specialists retreats, these towed specialists (which become suppressed) are moved to the *first* position after the unit's active specialists, not last.

Experience

Seasoned units fare much better on the battlefield than green ones, and unit experience (xp) in UoC II is a measure of that aspect of unit quality.

Units gain xp in combat, and lose xp when reinforced with fresh troops. The value of xp goes from 0 to 400. Unit xp accrues rapidly for green units, and more slowly the more experienced a unit becomes, as shown in the following table:

0-99 (green)

- +20 xp for each KIA/SUP inflicted, incl. stragglers (both attack and defense)
- additional +20 xp for every combat in which it does not retreat (both attack and defense)
- can be reinforced without loss of xp, but cannot be reorganized

100-199 (regular)

- +10 xp for each KIA/SUP inflicted, incl. stragglers (attack only)

200-299 (veteran)

- +5 xp for each KIA/SUP inflicted, incl. stragglers (attack only)

300-400 (elite)

- +1 xp for each KIA/SUP inflicted, incl. stragglers (attack only)

Summary of Experience Effects

Green Units

- combat shift: xp shift
- combat loss shift: armor fright (+armor shift for attacker)
- air combat shift: air fright (+1 shift for attacker)
- out-of-supply effect: 3 sup
- out-of-supply recovery: 1/turn
- out-of-supply recovery in MTN: 0/turn

Regular Units

- combat shift: xp shift
- out-of-supply effect: 2 sup
- out-of-supply recovery: 2/turn
- out-of-supply recovery in MTN: 1/turn

Veteran Units

- combat shift: xp shift
- combat loss shift: +1
- out-of-supply effect: 1 sup
- out-of-supply recovery: 3/turn
- out-of-supply recovery in MTN: 2/turn

Elite Units

- combat shift: xp shift
- combat loss shift: +2
- out-of-supply effect: 1 sup
- out-of-supply recovery: 3/turn
- out-of-supply recovery in MTN: 2/turn

Reinforcements

Regular reinforcements: for each step added, the unit loses 20 xp. Green units do not lose xp when reinforced.

Elite Reinforcements (available via AFHQ/SHAEF card): for each step added, the unit loses 5 xp.

3.2. Unit Movement

At the beginning of each turn, every unit receives movement points (MPs) equal to the Normal Movement property for its unit type (see unit sheet).

When moving, a unit expends MPs for each hex it enters. The movement table lists the MP cost required to enter hexes of each terrain type, and weather condition. Each unit uses the appropriate column for its movement type (**infantry** or **mobile**).

Mountain units move like infantry, except entering MTN terrain costs 2 instead of 3. **Cavalry** units move like infantry, except they cannot move into MTN hexes.

Units cannot move through hexes occupied by enemy units. They can move through hexes occupied by friendly units, without any additional MP cost.

		Infantry	Mobile	Supply
CLR	Clear	1 CLR, DES, CTY	1 CLR, DES	1 CLR, CTY
DES	Desert (rocky)	2 FOR, BOG, SWP, HIL, BOC	2 HIL, BOC, CTY	2 FOR, HIL, BOC, DES
DUN	Desert (dunes)	3 MTN	3 FOR, SWP	3 BOG, SWP
BOG	Bog	A DUN	A BOG, DUN	A MTN, DUN
CTY	City	X ALP, SAL	X MTN, ALP, SAL	X ALP, SAL
BOC	Bocage			
FOR	Forest			
SWP	Swamp			
HIL	Hill			
MTN	Mountain			
ALP	Alpine			
SAL	Salt Marshes			
Mud Penalties				
+0	CTY, DES			
+1	<i>all others</i>			
+2	BOG			
Snow Penalties				
-1	SWP (mobile only)			
+0	<i>all others</i>			
+1	MTN, FOR			

Certain types of terrain, or combinations of weather and terrain, make unit movement exceptionally difficult. The cost to enter such hexes is shown as “A” in the movement table. A unit must have full MPs and AP to enter this type of hex. All MPs are spent to enter, and the AP is locked upon entering.

Hexes which are completely impassable are shown as “X” in the movement table (see rail and roads for exceptions).

When mud and snow penalties are applied, the only legal values for the cost are 1, 2, 3, “A”, and “X”. Therefore, a +1 penalty adjusts the cost from 3 to “A”, or from “A” to “X”.

Example: the MP cost for infantry movement in MTN (mountains) is 3. This is in clear weather. When the weather condition is “mud”, the +1 penalty applies, and so the cost is “A”.

Action Points

Units start the turn with exactly one action point (AP). The AP can be used to attack an enemy unit, to gain additional MPs equal to the “Extended Movement” property (see unit sheet).

An AP can be available, locked, or expended. An available AP can be used for any purpose. A locked AP (shown in gray) can be used for combat, but can not be used to extend movement.

Extended Movement

When a unit is first selected, its movement outline is shown in orange. All hexes reachable with currently available MPs are within this outline. An orange outline means that the unit can attack after the move.

You can toggle the movement outline between “normal” and “extended” either by pressing SPACE or by using the mouse wheel. The extended outline shows all hexes reachable with additional MPs. A light blue outline means that the unit may be unable to attack after its move.

While the unit is selected, the movement arrow is displayed if you move the mouse pointer within the outline. The arrow shows you the route the unit would take to reach its destination.

The tip of the movement arrow shows you the state the unit would have if it moves to that hex. It shows the number of MPs remaining, whether its AP will be available or locked, and an undo icon if the move is undoable (see fog of war).

Note that switching the outline from normal to extended doesn’t expend the AP in itself. The AP is expended only if you actually move the unit to a hex that requires extended movement.

Rail and Road Movement

All movement along rail or road costs 1 MP per hex. Even units that are not allowed to stop on a given hex (e.g. mobile unit on a MTN hex) can cross that hex using road or rail.

- unpaved roads are not usable in MUD
- roads on mountain and alpine hexes are not usable in SNOW
- rail on alpine hexes is not usable in SNOW

Tunnels: although originally planned, tunnels were never completed as a feature during the development of Unity of Command II. A few tunnels can be found on maps, but they function in exactly the same way as the road or rail connecting to them. For example, a rail tunnel through an alpine hex will function the same way as a rail connection crossing the hex on the surface, i.e. it will not be usable in SNOW.

Rivers and Bridges

Unity of Command II distinguishes between minor (e.g. Volturno) and major (e.g. Rhine) rivers.

Minor River: crossing a minor river without a bridge costs all MPs and is possible only for units that start the turn next to the river. A unit's AP is locked after the crossing (grey AP icon), meaning it can be used to attack, but not for extended movement.

Major River: cannot be crossed or attacked across without assistance from a parent HQ. Crossing unopposed requires using the river crossing action (see HQs).

Wadi: this is a dry river bed commonly found in the North African theater. A wadi can be crossed without movement penalties, but it gives a defensive shift in combat (see combat).

Pontoon Bridges: these are bridges that the player has constructed in places where there was not already a bridge present. They introduce a measure of supply disruption (see supply network) but are otherwise the same as regular bridges.

Bridges: these are bridges that are part of the existing civilian infrastructure. When crossing a bridge, no MPs are spent other than the cost to enter the hex on the other side.

Escarpments and Ridges

An escarpment is a steep cliff that stands between areas at different elevations. Units cannot move across this type of hexside unless traversed by a road.

A ridge is an elevated crest that extends over a long distance. Unit move across this hexside type is possible and costs 1 MP (0 if traversed by road).

Zones of Control

Units that are not weak exert a zone of control (ZOC) into neighboring hexes owned by that unit's own side. Hexes within the move outline that are within an enemy ZOC appear with a dot.

Entering a ZOC uses all remaining MPs but the unit must have at least the number of MPs required to enter the hex if there were no ZOC. A unit's AP also becomes locked upon entering a ZOC. ZOCs cannot be entered using extended movement.

Units that have less than 3 active steps, or units that have retreated in this turn, are considered weak (denoted by a weak marker on the unit model). Such units do not exert a ZOC.

Units cannot exert ZOC across rivers, escarpments, and impassable hexsides. They can, however, exert it across wadi and ridge hexsides.



Front Line

Moving a unit into enemy territory will give you ownership of the hexes your unit moved through. Additionally, hexes adjacent to the route may also be converted to your control under certain conditions:

1. Hexes must not be on the other side of a river nor contain an enemy unit, ZOC, city, stragglers, supply hub, or HQ.
2. Hexes must also neighbor more of your own hexes than the enemy's.

Hexes adjacent to any converted in this way will themselves also be checked for possible conversion, using the same rules. In this way, hexes 2 or more hexes away from your movement path can sometimes be converted. For instance, salients or surrounded pockets of enemy territory that don't have enemy forces in them will often be "cleaned up" through this process.

There are two exceptions to this process:

- Units that have been out of supply for 3 or more turns do not take territory when moving. Such units expend all MPs when moved (i.e. they can only move once). They take ownership of the hex in which they end their movement, but not of the hexes along or adjacent to the movement route.
- Units with an active recon specialist step will always convert adjacent hexes, unless they are on the other side of a river or contain an enemy unit, ZOC, city, stragglers, supply hub or HQ.

Stragglers and Enemy HQs

Hexes containing 3-step stragglers or enemy HQs have a **min-3** movement penalty, shown as 3 vertical stripes in Movement View. This means that the cost to enter the hex is increased to 3 MPs if it was otherwise less than that.

When a unit enters an enemy min-3 hex, stragglers are taken prisoner (see stragglers) and HQs are overrun (see HQs). Either way, the hex is taken and cleared of min-3 for all further moves by friendly units.

Friendly 3-step stragglers (but not friendly HQs) also cause the min-3 penalty. They are not removed when a friendly unit enters the hex however, and the penalty continues to apply for all further moves by friendly units.

3.3. Combat

Combat is possible only between adjacent units. To initiate combat, select your unit, hover over an adjacent enemy unit, and click on it to attack. To be able to start an attack, the attacker must not have previously expended its action point (AP). The AP is expended when attacking, unless the combat results in an overrun.

In addition to regular combat described above, Unity of Command II defines three special attacks which can be activated with the help of a unit's parent HQ (see HQs): feint attack, suppressive fire, and set piece attack. Special attacks are activated from the HQ bar, or by using the mouse wheel while hovering over the target unit.

On top of all that, combat can also occur during a paratroop, a naval landing, or an HQ-assisted river assault crossing. This section of the manual will deal with regular combat only, all other combat situations will be discussed separately.

Combat Odds

An attacker's combat value is the unit attack value times the number of steps. If the unit has one or more specialist steps, their attack values are added too. The defender's combat value is that unit's defense value times the number of steps, plus the defense value of any specialist steps present. Only active steps are used in both calculations.

attacker/defender ratio	odds number
1:3	-3
1:1	0
3:1	3
9:1	6
27:1	9

The ratio of attacker and defender combat values determines the starting "raw odds number", as shown in the table to the left. These odds are then further modified by "shifts" that account for influences of terrain, weather, experience etc. Positive shifts favor the attacker (left side of the combat sheet, in green) while negative (right side, red) favor the defender.



Armor Shift

Armored units can produce a significant shock effect when attacking in suitable terrain. In game terms, this is represented with the armor shift. This is a value that is attack-only by definition: if the defender happens to have stronger armor, the armor shift is zero.

In unsuitable terrain, there is no armor shift: when attacking across rivers, escarpments (via road) or ridges; or into cities, ruins, fixed fortifications (excluding destroyed), mountains, forests, dunes, bogs or swamps (excluding frozen swamps). Exceptionally, amphibious armor specialists such as DD Sherman **do** provide armor shift when attacking across minor rivers.

Armor shift amounts to the difference between attacker and defender armor totals (armor value times number of steps), divided by 10. When the defender is entrenched or fortified, its defensive armor total is boosted by 50% or 100% respectively.

Specialist steps contribute armor to both attacker and defender armor totals. Armor added by a specialist is expressed as a whole shift, e.g. a +2 armor shift (in other words, its value does not get divided by 10).

Limitations:

- towed AT steps contribute to armor shift only in defense. Self-propelled (non-towed) AT steps represent tank destroyers; they can contribute in attack, but only to offset defender armor if present.
- infantry units with defensive armor (AT icon on unit sheet instead of a tank icon) contribute to the armor total only in defense.
- armor shift is capped (has a maximum value) at 5 in any combat

Armor Penalty: when armored units attack into cities, fixed fortifications (excluding destroyed), mountains or forest, they receive no armor shift. On top of this, they incur an additional -1/-2 penalty shift for mechanized and armored units, respectively.

Note that the list of terrain types for the armor penalty is not the same as the one for negating the armor shift. This is easily overlooked, but it's intentional, and important.

Artillery Shift

Artillery shift simulates extensive artillery preparation prior to an attack. Units themselves cannot contribute to this value, it is reserved for certain specialist steps that provide an artillery shift.

Artillery shift is always zero when attacking into mountains or ruins, and when attacking a defender entrenched in a city, forest, bog or swamp (excluding frozen swamps); or entrenched across escarpment hexsides (attack via road).

The artillery shift is capped (has a maximum value) at 5 in any combat.

Other Combat Shifts

Terrain and weather provide benefits to the defender (negative shifts) as shown in the tables.

Terrain Type	Shift
Clear	-
Forest	-1
Bocage	-1
Mountain	-2
Bog	-2
Swamp*	-1
Hills	-1
Desert	-
Dunes	-2
City**	-1
Frozen Swamp	-
Ruins	-3

Weather	Shift
Dry	-
Mud	-2
Snow	-

Swamp** hexes are considered frozen during snowy weather in which case the **Frozen Swamp** shift applies. For *City** hexes that have been ruined by bombardment, **Ruins** shift applies.

River: if the attack is over a minor river, this provides a -2 shift to the defender. However, if the attacker has active engineers or amphibious special forces, this shift is 0.

Mountain: mountain terrain shift (penalty) is ignored when attacking with mountain troops (units of “mountain” movement type).

Entrenchment: provides a -1/-2 shift to defender, if the defender is entrenched or fortified, respectively. If the attacker has active engineers or special forces, each specialist counters this shift by +1 (but never above 0).

Fixed Fortifications: provide a -1/-3 shift to defender, if destroyed or intact, respectively. This shift is cumulative (adds up) to the entrenchment shift above. If the unit defending a fort is KIA or retreats the fort is always destroyed.

Experience: this shift favors more experienced units. It is calculated as the difference between the attacker’s and defender’s respective experience level (green is 0, regular 1 etc.) and it can go either way.

Escarps: attacking across an escarpment is possible **only** when the escarpment is traversed via a road. The escarpment hexside provides a -2 shift to the defender in this case.

Ridges: provide a -2 shift to the defender.

Combat Losses

Attacker and defender losses are looked up in the combat results table using the final odds number. Note that the odds number is randomized when combat actually happens (as opposed to when predicting combat results), to simulate the inherent uncertainty of real-life operations.

Technical note: in this context, “randomized” describes taking a random value generated from a normal (Gaussian) distribution centered at the odds number, with a standard deviation (sigma) of 1, and then rounding it. This means that “randomized” odds will almost always be within +/-2 of the starting value -- but every once in a while outlier results will occur, leading to very unexpected combat results. Sometimes this will help you, and sometimes it will really hurt!

Attacker Losses: attacker KIA losses are looked up from the **attacker losses** table, using a randomized odds number. If the attacker suffers no KIA losses, it rolls again to receive “high-odds” suppression, in the following manner:

- if the attack resulted in an overrun: 66% 1 SUP, 33% 2 SUP
- if no overrun: 33% 0 SUP, 66% 1 SUP

Attacking units with active special forces specialists suffer lower losses: +1 attacker loss shift for each.

Defender Losses: inexperienced, green defenders succumb to “panzer fright” when attacked by armor, reflected in a positive shift equal to the armor shift applied to their losses (the shift is

positive as it favors the attacker, and results in greater defender losses). Defending units under “no retreat” orders suffer greater losses as a result of holding on to their positions (+1 shift).

To calculate the defender KIA losses, the odds number is modified by the above, defense-specific shifts and randomized. Defender KIA losses are then looked up from the **defender losses** table.

If the defender suffered no KIA losses, and hasn’t retreated, it may suffer suppressed steps. These SUP losses are looked up from the **defender suppression** table, using just the odds number (not randomized, no defense-specific shifts).

	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
attacker loss table													
easy	5	4	3	2	1	0	0	0	0	0	0	0	0
normal	5	4	3	2	1	1	1	0	0	0	0	0	0
classic	5	4	3	2	1	1	1	0	0	0	0	0	0
hard	5	4	3	2	1	1	1	1	1	0	0	0	0
defender loss table	0	0	0	1	1	1	2	2	2	3	3	4	5
defender suppression table	0	1	2	3	3	3	3	3	3	3	3	3	3

Stragglers

In combat, taking a step loss means that a step is either KIA, or gets converted into stragglers. The odds for conversion into stragglers are 66% (Allies), 50% (Axis) or 33% (Soviet).

Stragglers are game elements that are 1-3 steps strong. They represent disorganized remnants of defeated units that remain present on the battlefield.

- only one stragglers entity per hex (1-3 steps)
- can only exist in a friendly hex
- can be in a hex with a friendly unit
- can not be in a hex with an HQ or a Supply Hub
- can not be moved by the player



1- and 2-step stragglers have no effect on gameplay, except being taken as prisoners when an enemy unit enters their hex. 3-step stragglers raise the movement cost for the hex to "min-3" MPs.

Stragglers move automatically, at the start of each turn, towards the nearest HQ or Supply Hub. Once they reach the HQ, they get reorganized automatically, spending that HQ's CPs in the process. Stragglers reaching a Supply Hub get reorg'd in the same way, except they incur an extra +1 turn delay.

- stragglers tend to stick to roads, therefore clustering together (up to 3 steps)
- stragglers can not move into mountains or be created there
- stragglers prevent front line sweeping
- stragglers are tagged by the nationality and HQ of the unit from which they originated. When reorg'd they will be available as a step of that nationality at their original HQ, even if they reached a different HQ to get reorg'd.
- At the end of a scenario, all stragglers are assumed to make it back to friendly lines and are automatically reorg'd and available for use by their HQ in the next battle.

Retreat and Overrun

A defending unit may retreat as a result of combat. The probability of this happening is defined in the retreat tables. A retreating unit will remove itself to the nearest empty hex within its own territory, and will be marked as weak for the remainder of the turn.

Retreat Probability: Defending units under "no retreat" orders receive a -2 retreat shift at this point (less likely to retreat). Units that took losses (either KIA or SUP) earlier in the turn become more likely to retreat: each loss taken in the same turn becomes a cumulative +1 retreat shift.

To calculate the retreat probability, the odds number is modified by the above, retreat-specific shifts and again randomized. The retreat probability is then looked up from the **retreat table** and a retreat roll is taken.

	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
retreat table	0%	0%	0%	0%	10%	30%	50%	70%	80%	90%	100%	100%	100%
overrun table	0%	0%	0%	0%	0%	0%	0%	10%	30%	50%	70%	80%	90%

Retreat restrictions: units expend MPs when retreating and may spend no more than their normal move points in one retreat. Units that are 3+ turns out-of-supply get to spend 1 MP less than their normal move points, analogous to unit movement.

Units may not retreat across a river, but may retreat over a bridge. Retreating units may not enter hexes where movement cost is 3, A, or X.

Cornered units: if a unit is forced to retreat, but there is no location it can move to according to retreat restrictions, it will remain in its hex, but all of its steps are suppressed immediately.

Overrun: if the defender retreats (or is cornered), the attacker has a chance to keep its AP. This is called an overrun. The probability of an overrun is looked up from the **overrun table** using the odds number (not randomized, no retreat-specific shifts).

Special Defensive Orders

Defending units can be given special defensive orders by their parent HQs: no retreat, rearguard, and counterattack. When you place one of your units under such orders, it shows a blue/green special defense marker.

The attacker is generally not aware of such special orders before the unit is attacked. It is possible however, to acquire this knowledge with sufficiently upgraded HQ intel (see HQs).



No Retreat

- -2 retreat shift (lower chance of retreat)
- ignores the cumulative retreat shift when taking losses, for as long as it has the marker (lower chance of retreat)
- +1 loss shift (higher losses)
- after the attack, if the unit retreated, it loses its no retreat marker

Rearguard

- enemy attack on the unit resolves as if it was a feint attack (see special attacks)
- after the attack, the unit retreats with full MPs towards its own HQ (straggler move routing), and becomes weak just as with any other retreat
- after the attack, the unit loses its rearguard marker

- **exception:** enemy "suppressive fire", resolves as suppressive fire, after which the unit retreats as above
- **exception:** if the unit has no retreat route, all attacks resolve normally

Counterattack

Decision to counterattack (enemy turn)

- if the unit is the subject of a normal attack or assault crossing, it can decide to counterattack. Counterattack will never be triggered by suppressive fire, feint or prepared assaults.
- if counterattack is triggered, the original attack is not resolved. Instead, the battle is resolved with swapped attacker/defender roles. The terrain applicable is the terrain in the counterattacking unit's hex.
- decision is taken so as to minimize projected own losses for the unit (KIA + SUP)

Effect of the counterattack:

- counter attacker gets a +2 surprise shift
- Counter attacker will not incur "attacker suppression"
- if the original attack was across a river, the counter attacker gets a river shift in its favor (-2/-4 for minor/major river) (this represents the fact that the counterattacker is likely attacking a small and vulnerable bridgehead created by the original attacking unit.)
- retreat results (for the other unit) are ignored

After the combat, if the defender is still alive but either weak or retreated, it loses its counterattack marker

Combat Side Effects

City turned into ruins: if attacking a city with artillery, each artillery shift adds 2% to the probability that a city will be turned into ruins. Note that if the defender is entrenched, the artillery shift will be zero, but this effect still applies – you can turn a city into ruins with ineffective bombardment too.

Defender entrenchment reduced: if the defender loses 2 or more steps in a single attack (KIA, not SUP) its entrenchment is reduced by 1. If the attacker has engineers, then any loss (including suppressed steps) is enough to reduce entrenchment. If the attacker has 2 engineer steps, entrenchment is reduced by 2.

Attacker gains experience: xp is gained for each defender step lost (either SUP or KIA, incl. stragglers). 20/10/5/1 xp is gained for green, regular, veteran and elite attackers respectively.

Green units: earn xp in both attack and defense. Additionally, they earn +20 xp for every combat in which they do not retreat.

3.4. Supply

Units resupply at the start of each turn. A unit can resupply only if it's within range of the supply network, i.e. if it's located in a supplied hex at the start of the turn.

Supply Sources

Supply is traced from supply sources, through supply hubs, to units.

Supply originates at supply sources, of which there are four types:

- rail: land-based supply source (connects to the rail system)
- port: sea supply source (connects to the rail system)
- truck (road): land-based supply source (does not connect to rail)
- ship (beach): sea supply source (does not connect to rail or supply hubs)
- air: air supply source (does not connect to rail or supply hubs)

Supply sources on their own can only supply the hex they are in, and clear/city terrain hexes adjacent to it. Ship supply sources can supply coastal hexes up to a 3-hex distance (2 intervening sea hexes).

Supply from a **rail** or **port** supply source that is connected to the rail system will spread along friendly-owned railways without restriction. Railways on their own are able to supply only the railway hexes and a narrow, 1-hex deep strip around them (clear or city terrain only).



Supply hubs are used to push supply farther from supplied rail hexes, or **rail**, **port** or **truck** supply sources. Supply hubs do not work with **air** or **ship** supply sources, as those sources are considered low-capacity.

Supply Hubs

Some **supply hubs** are already positioned at the start of a scenario by the designer. **Truck assets** are used to create new supply hubs and extend supply range.

A new supply hub is created by deploying a truck asset into a supplied rail hex, or into a road hex not more than 5 MPs away from a supplied rail hex. Hubs cannot be placed in MTN and ALP hexes, nor can they be placed in hexes with stragglers.

Up to 5 trucks can then be deployed to a hub. The **supply range** of the hub is 5, 8, 10, 11, 12 MPs respectively, for 1-5 trucks. The range is traced using the supply movement column (see movement table in section 3.2), always assuming dry weather regardless of current weather conditions. This is because weather affects supply in another way: through **supply disruption** (see supply disruption in the following section).

Note that supply hubs are not affected by supply disruption, only units are. The supply hubs are always supplied if they can trace an unbroken rail line to a supply source.

If a hub is not in supply (at the start of turn), it stops spreading supply immediately, and its billboard turns red. In this state, the supply hub does not accept incoming stragglers.

Trucks can be removed from supply hubs at any time via truck reorg. The trucks become available for truck deployment on the next turn or later, depending on the following:

- supplied hubs: 1 turn delay
- out-of-supply hubs: 2 turn delay
- supply hubs overrun by the enemy: 3 turn delay

During battle preparation, the player can remove trucks without any delay.

If an enemy unit enters a supply hub's hex, the hub is overrun and removed from the map. The hub's trucks are returned to the player (as if they were reorg'd) with a 3-turn delay. All enemy units within 1-truck range of the hub become supplied, in the same way as being air supplied or emergency supplied by the HQ. An overrun hub is not restored if the hex is recaptured; the player must re-establish the hub by deploying a truck asset (if available).



Supply Value and Disruption

Each friendly hex on the map has a “supply value”. This is generally 100% at a supply source, but may be lowered by supply disruption, as supply is traced further along the supply chain. (In some cases, a lower theater supply value may decrease the starting value at supply sources.)

Supply disruption is caused by weather, certain kinds of terrain, stragglers, and having a supply hub not located on a rail line.

As supply moves along, penalties for mud/snow, pontoons, ruins etc. add up, and the supply value goes down. This is how each hex gets its supply value (if there are multiple paths into a hex, the path with the lowest disruption is chosen).

If a unit is within supply range, but its hex is not 100% supplied, the unit will roll for supply at the start of the turn instead of being supplied unconditionally. To clarify: units sitting on a supply source, supplied rail hex or a supplied hub (in short: anything with a barrel icon in supply view) are considered to be in 100% supplied hexes and do not roll for supply at this time.

Disruption:

- each hex of mud/snow: up to -6%/-4%
- hub supplied by truck (i.e.supplied via road not rail): -10%
- pontoon bridge: -10% minor river, -20% major river
- supply across minor river (without a bridge): -10%

- mountain pass: -10% mountain, -20% alpine
- destroyed city: -10%
- 3-step stragglers: -10%
- elite units: +10% bonus
- out-of-supply units: +5%, +10%, +15% bonus 1, 2, 3 turns out of supply respectively

Note that bonuses for elite and out-of-supply units apply only to themselves, and not for supplies passing through their hex.

Supply Effects on Units

Effects of being unsupplied depend on how long the unit has been out of supply already. The effects are somewhat weaker for experienced units, which are more adept at fighting while cut-off or overextended.

1 turn: no recovery of previously suppressed steps

2 turns: no AP, some steps suppressed (green 3, standard 2, veteran/elite 1)

3 turns: no AP, one MP less than normal, all steps suppressed, can't take terrain while moving

4+ turns: As for 3 turns, plus 3 steps converted to stragglers each turn

Note that, when a unit has been out of supply for 3 or more turns, the reduced number of MPs means that the unit cannot cross rivers or enter terrain with "A" movement cost any more.

At 3+ turns out of supply, units do not take enemy terrain while moving (see movement).

Starting with turn 4 of a unit being unsupplied, 3 of its steps become stragglers (if there is no room in the hex, they become KIA). If the unit loses all steps in this way, it becomes KIA immediately.

Recovery: once back in supply, units are able to recover suppressed steps according to the following schedule:

- Green: 1/turn (in MTN: 0/turn)
- Regular: 2/turn (in MTN: 1/turn)
- Veteran & Elite: 3/turn (in MTN: 2/turn)

Special First Turn Rules

This section should be of primary interest to scenario designers.

As an exception to the rules outlined above, **first turn supply for P1** works differently than it does on any other turn:

- all friendly units that are marked as out-of-supply by the scenario designer (for any number of turns) remain marked as such: supply is not even checked for these units. The same goes for friendly units with supply dump markers.

- for all other friendly units, supply is checked, though without taking supply disruption into account (as if supply was at 100%). Additionally, even if a unit is in-supply, suppressed steps or specialists cannot be recovered on this first turn.

The idea behind this rule is to let the scenario designer better control out-of-supply and suppression status of units on the map during the first turn.

3.5. Headquarters

HQs represent Allied and Axis field armies, or Soviet fronts. Each HQ has a number of subordinate units, which cannot be transferred between HQs.

Each HQ gets a number of Command Points (CPs) each turn. These are an abstract representation of work done by commanders and their staff, and are spent performing HQ actions. During the campaign, an HQ starts with 4-6 CPs per turn, depending on the faction and the period of the war. HQs can be upgraded to a maximum of 9 CPs per turn.

Every HQ has five branches: Force Pool, Intel, Operations, Logistics, and Engineering. Each branch has its own actions, e.g. the “destroy bridge” action is tied to Engineering. Branches are further divided into levels. In the Engineering branch example, “destroy bridge” is in level 1, while “build pontoon bridge” is in level 2.

During the campaign, HQs typically start with the Engineering branch at level 1. That means that only level-1 actions are available to the player. The player can choose to upgrade their HQs’ branches by paying prestige at conferences.

Branches can be suppressed when an HQ moves, is attacked or is out of supply. This means that the HQ cannot perform any of the actions tied to that branch. In the UI, a branch will display its active levels in yellow, and suppressed ones in grey.

Suppressed branches recover automatically at the start of any turn in which the HQ is in supply. On the first in-supply turn, one level from a random branch is recovered. On the second, all remaining levels of all branches recover.



HQ actions model different HQ assets and capabilities. Each action costs one to three CPs to perform: the cost may vary among factions and nationalities to highlight historical differences. The cost of an action can be reduced via an in-game upgrade: this is called specialization.

This is how in-game upgrades work:

- every time a unit earns xp in combat within its HQ's range (see below), it also counts towards its parent HQ's "earned xp"
- when the HQ reaches a predefined xp target value, an in-game upgrade happens
- in-game upgrades present three options to the player
 - increase total CPs (costs prestige)
 - specialize one of the HQ actions (costs prestige)
 - specialize one of the HQ actions (first only, free)

One of the in-game upgrades is guaranteed to be free. If available, this must be a "first" specialization, meaning that the action is being specialized for the first time in the campaign. It is possible for some actions to be specialized twice (if they start at 3: first to 2, and then to 1). However, only the first specialization can appear as a free option.

Finally, if for any reason the game cannot offer three options as explained above, a free prestige option is added: the player simply receives prestige instead of an upgrade.

KIA Units: if a unit is killed, its parent HQ's "earned xp" is reduced by one half of that unit's xp. The unit itself will be reconstituted (in the campaign) if needed in a future scenario.



HQ Range

HQ range defines the area in which an HQ can perform actions. It also defines the area within which the HQ will receive xp when its subordinate units engage in combat. Units fighting outside their parent HQ's range still gain xp themselves, but do not contribute xp towards HQ upgrades. Also such units may not use HQ benefits such as special attack or defensive operations.

HQ range is traced using supply movement. Each HQ has a number of MPs available for this, represented symbolically as a number of “trucks”. These symbolic trucks correspond to MPs in the same way as they do for supply hubs:

Trucks	
1	5 MPs
2	8 MPs
3	10 MPs
4	11 MPs
5	12 MPs

In contrast to other HQ functions, which are all bounded by HQ range, range is not taken into account when tallying the number of prisoners taken. Any prisoners taken by units subordinate to an HQ will be counted, regardless of whether the unit was within HQ range when taking prisoners.

HQ Movement

An HQ can move, using up to its range value in MPs. The move is traced using supply movement. If it's an uninterrupted rail move from its starting location, the HQ gets an additional +3MPs.

The move consumes all remaining CPs for that turn. In other words, any HQ actions must be performed before the move.

When the HQ moves, it suffers two levels of suppression of its branches:

- suppress 1 level of Intel
- suppress 1 level of another branch, selected at random

When selecting a random branch to be suppressed, branches with higher levels are more likely to be picked.

On the following turns, providing the HQ is in supply, the HQ recovers in the usual way:

- on the first turn after the move: 1 random branch recovers
- on the second turn: all branches recover

HQ Supply

HQs are supplied in the same way as units, except their supply is never disrupted. They are always considered to be in supply if they are within supply range, regardless of disruption.

If an HQ is out of supply at the start or a turn, it suffers two levels of suppression of its branches:

- suppress 1 level of Logistics
- suppress 1 level of another branch, selected at random

When selecting a random branch to be suppressed, branches with higher levels are more likely to be picked.

Depending on how long the HQ has been out of supply, the following penalties also apply:

- turn 1: suppress 2 CPs
- turn 2: suppress all CPs
- turn 3: suppress all CPs + shed all steps from force pool as stragglers
- turn 4: HQ destroyed (see HQ destruction)

In this context, “suppressing 2 CPs” means that the HQ will have 2 less CPs during the turn (this is not permanent, and recovers as soon as the HQ is back in supply).

If the HQ has been out of supply for more than 3 turns, it gets destroyed at the beginning of its 4th turn out of supply (see HQ destruction procedure for details). Destroyed HQs are always

re-constituted and made available on the following turn as enroute HQs, but typically their capabilities are much lower.

HQ Overrun and Retreat

Any non-weak units can overrun HQs. There is no combat between units and HQs: a non-weak unit overruns an HQ simply by entering its hex. Note however, that the presence of an enemy HQ raises the MP cost to enter the hex according to the “min-3” rule (see movement).

An HQ that just got overrun will retreat or, if there is no retreat route, will be destroyed. The HQ will suffer two levels of suppression of its branches:

- suppress 1 level of Operations
- suppress 1 level of another branch, selected at random

When selecting a random branch to be suppressed, branches with higher levels are more likely to be picked.

Note that branch suppression applies only when the HQ is overrun, not when it retreats voluntarily (see below), and at most once per turn: multiple overruns in one turn do not cause additional branch suppression.

The HQ may retreat voluntarily if it's in the same hex with a friendly unit that retreats after combat. In this case, the HQ retreats “voluntarily” and does not suffer branch suppression as described above.

Regardless of whether the HQ retreated voluntarily or was overrun, it suffers the following additional penalty:

- if the HQ is in supply: 2 steps from the HQ's force pool shed as stragglers
- if the HQ is out of supply for 1 turn: 5 steps shed as stragglers
- if the HQ is out of supply for 2 turns: all steps shed as stragglers
- if the HQ is out of supply for 3 turns: HQ destroyed (see HQ destruction procedure)

If enemy units repeatedly overrun an HQ, the above can happen multiple times in a turn.

HQ Destruction

An HQ will be destroyed if:

- it has been out of supply for 4 turns
- it gets overrun or voluntarily retreats when 3 turns out of supply
- it gets overrun with no retreat path

A destroyed HQ becomes available (re-organized) on the following turn (in case of failing the 3+ turn supply check: current turn). It will appear in the “en route” reinforcement button. A re-organized HQ suffers numerous penalties:

- all steps shed as stragglers (KIA if no room for stragglers)
 - any KIA steps count as prisoners to the other side.
- all current branch suppression becomes permanent
 - resulting levels can be no worse than starting values for this HQ type
- 2 CPs are permanently lost
 - resulting CPs can be no worse than starting value for this HQ type
- 2 trucks are permanently lost from HQ range
 - resulting range can be no worse than starting range for this HQ type
- all earned XP is lost

3.6. Headquarters Actions

HQs are organized into 5 branches: Force Pool, Intel, Operations, Logistics and Engineering. Each HQ action belongs to one of these branches. The same branches exist for all HQs regardless of faction and nationality.

A branch is further divided into three levels: every action in a branch resides in one of these levels. This is where individual HQs start to differ:

- The division of branches into levels is different among factions and nationalities
- HQs may start with different upgrade levels based on the period of the war, and/or the difficulty level
- HQs differ depending on the player's choice of upgrades at conferences

Force Pool

The force pool contains infantry components and armor equipment (these two combine to create steps) and also specialist steps. Any item in the force pool can potentially come with a delay, meaning it will become available only on a future turn.

Stragglers reaching the HQ get reorganized automatically at the start of the turn. This has the effect of spending CPs outside of the player's control. This is intentional - an HQ that has to deal with a disorganized rabble of retreating troops will have less attention available for other tasks. Stragglers reaching a Supply Hub get reorganized in the same way, except they come with a 1-turn delay in the force pool.

Axis special: if a German HQ force pool is upgraded to level-3, it does not spend command points when reorganizing stragglers at the start of the turn. Importantly, this removes the limit on how many stragglers can be reorg'd by the HQ in one turn: all stragglers that are able to make it to the HQ (or a supply hub) get reorganized.

deploy

Deploy 1 step or specialist to a supplied subordinate unit (but not air-supplied, emergency-supplied, or unit supplied from a captured enemy supply hub). The unit must be in HQ range, but it does not matter whether it moved in this turn.

Deploying steps is immediate and does not cost CPs. The steps are deployed as suppressed, except during battle preparation (start of the scenario), when they are deployed as active.

store

Same as deploy except you're paying prestige because you're requisitioning steps from higher command. Because this normally happens during battle preparation, steps are deployed as active. When used with the AFHQ/SHAEF card however, the steps may be deployed suppressed.

reorg

Reorganize 1 active step or specialist from a supplied subordinate unit (but not air-supplied, emergency-supplied, or supplied from a captured enemy supply hub). The unit must be in HQ range. If the unit moved or attacked earlier in the turn, the reorg'd step/spec is placed in the force pool with a 1-turn delay.

transfer step

Move 1 active step or specialist between adjacent supplied units (but not air-supplied, emergency-supplied, or supplied from a captured enemy supply hub). Both units must be in HQ range, but it does not matter whether they've moved in this turn.

- can not transfer across rivers (unless there is an intact bridge/pontoon bridge)
- usual xp penalties apply (for the unit which receives the step/spec)
- step/spec becomes suppressed upon transfer

Axis special: Transfer Step (Long Range). This action replaces the regular transfer step action for some German HQs. HQs with this action can transfer steps and specialists between their subordinate, **non-adjacent** units, as long as they are within HQ range.

security unit

Deploy up to three infantry steps from the force pool as a security unit. The security unit is created on any hex within HQ range, with its steps active but without AP/MP.

- security unit is created with regular xp
- security units are not allowed to reorg steps or initiate step transfers
- at the end of the scenario, the unit is automatically reorganized into the force pool
- CP cost: 1 + number of infantry steps

Axis special: Kampfgruppe. This action replaces the regular security unit action for some German HQs. HQs with this action deploy security units (kampfgruppen) that also reorg any stragglers found in the deployment hex. Reorg'd straggler steps become active immediately.

Intel

The intel branch does not have actions. Instead, it is responsible for providing visibility into the fog of war. (See Fog of War section)

The default visibility range is 1 hex from the front line. Additional visibility at the start of turn is then provided by the intel branch, as follows:

- level 1: start turn visibility is 2 hexes from the front line (within HQ range)
- level 2: start turn intel markers are shown 1 hex within Fog of War (within HQ range)
- level 3: at the start of turn, enemy markers for HQ defensive actions will be shown on otherwise visible enemy units (within HQ range)

Regardless of the intel level, at the start of the turn the visibility in mountains, alps and sea is always 1 hex maximum.

When the frontline moves during a turn (e.g. a unit moves) the new visibility range is always just 1 hex from frontline, and there are no new intel markers, regardless of intel level.

Each HQ also keeps a tally of prisoners taken. When a certain number of prisoners are taken (depending on the intel level), intel markers are revealed inside FoW, within a maximum reveal range. This can occur multiple times during a turn: each time it does, a new scan for intel markers is performed from the current front line. After each scan, the reveal range can go up (see table below).

Intel Level	prisoners/reveal	reveal range
0	N/A	N/A
1	3	1 – 3 – 6
2	2	(1) – 3 – 6
3	1	(1) – 3 – 6

Operations

feint attack

This attack option simulates a limited attack designed to draw the attention of a part of the enemy force, represented here as suppression.

- attacker must have AP, regular xp or better (no green units), at least one active step
- action spends AP, inflicts 1 sup on the attacker, does not remove attacker entr
- defender

- 1 sup (70% chance)
 - 2 sup (30% chance)
- except in mountains, bogs, swamps (excl. frozen), bocage, forests, cities or against entrenched/fortified defenders
 - 1 sup (100% chance)
- no effect on defender entr/fort
- no chance to turn city to ruins

A feint attack across a river is not possible, even if there is a bridge. It is, however, possible across a wadi.

Exception: if the unit has an active amphibious special forces specialist, it can be used to feint across a minor river. The specialist will become suppressed in this case, and not the first step/specialist in the loss queue as usual.

suppressive fire

This simulates a unit using its artillery without actually moving into the attack. (Remember that artillery shift is automatically 0 when attacking into mountains and ruins, or when the defender is entrenched in a city, forest or swamp - so suppressive fire will have very limited effectiveness in these situations!)

- attacker must have AP, active arty spec, regular xp or better (no green units)
- works across any rivers
- action spends AP, suppresses all arty specialists, does not remove attacker entr
- roll $(1 + \text{arty shift})$ times to inflict 1 defender sup
 - 50% chance per roll is the default
 - 40% if the defender is entrenched/fortified in city, forest, bog, swamp (excl. frozen), bocage
 - 35% if the defender is in mountains or ruins
- 25% chance to remove 1 level of entr/fort
- 10% instead of 2% chance, per arty shift, for turning city to ruin (using the same rules as in regular combat)

set piece attack

This attack option represents a methodical attack on a prepared enemy position, with the aim of reducing the enemy entrenchments.

- infantry-only attacker, must have all MPs+AP, active arty spec, regular xp or better (no green units), not weak
- does not work across major rivers, even if there is an intact bridge
- normal combat rules are used, but all KIA results for both sides are converted to sup
- +2 shift to attacker (reported as "engineer shift" in the combat sheet)
- attacker spends all MPs+AP, removes attacker entr
 - in case overrun happens, the attacker is left with **locked AP**

- roll for entrenchment removal: use odds to select probability from the table below
 - additional roll (removal) for each attacker engineer specialist
- 4% instead of 2% chance, per arty shift, for turning city to ruin (using the same rules as in regular combat)

odds	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
chance to remove entr	25%	50%	75%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

no retreat

The unit is ordered to hold its ground at all costs. This is represented by a marker on the unit, which is not visible to the enemy until the unit is attacked (enemy level 3 intel does reveal this marker, however). The marker remains through the end of the subsequent enemy turn.

- unit must be in supply, regular xp or better (no green units), not weak
- any remaining AP/MP is spent
- effect in defense on enemy turn:
 - -2 retreat shift (lower chance of retreat)
 - ignores the cumulative + retreat shift for as long as it has the marker
 - +1 loss shift (higher losses)
 - “no retreat” marker will be removed if the unit retreats

rearguard

The unit is ordered to retreat when attacked, but make the attacker spend its AP. This places a rearguard marker on the unit, which remains through the end of the subsequent enemy turn.

- unit must be in supply, regular xp or better (no green units), not weak
- any remaining AP/MP is spent
- effect in defense (on enemy turn):
 - enemy attack on this unit (regular attack, feint attack, set piece attack) resolves as if it were a feint attack
 - after the attack, the unit retreats with full MPs towards its own HQ (straggler move routing), and becomes weak just like with any other retreat
 - after the attack, the unit loses its rearguard marker
- exceptions:
 - enemy “suppressive fire” attack on this unit resolves as suppressive fire, after which the unit retreats as above
 - if the unit has no retreat route, all attacks resolve as a normal attack

Note: if you hover over a unit with a visible rearguard marker, the combat sheet will not take into account whether that unit has a retreat route or not - it will always show the prediction for a rearguard action (and not a normal attack). This is done to prevent leaking information about enemy units potentially hiding inside FoW, but even if there is no FoW nearby, the combat sheet will stick to this behavior.

counterattack

The unit is ordered to go on the counterattack when attacked. This places a counterattack marker on the unit, which remains through the end of the subsequent enemy turn.

- armor units only, unit must be in supply, regular xp or better (no green units), not weak
- unit must currently be in a hex of type: CLR, DES, HIL
- any remaining AP/MP is spent
- decision to counterattack (enemy turn)
 - if the unit is attacked (normal attack, assault crossing) it can decide to counterattack
 - counterattack combat happens in the same hex, but with swapped attacker/defender roles
 - the unit decides so as to minimize projected own losses (kia + sup)
- effect in counterattack:
 - counterattacker gets a +2 surprise shift
 - if the original attack was across a river, counterattacker gets a river shift in its favor (-2/-4 for minor/major river)
 - retreat results (for the other unit) are ignored
 - after the attack, if the counterattacker is still alive but either weak or retreated, it loses its counterattack marker
- exception: suppressive fire, feint attacks and set piece attacks resolve normally, and will not trigger counterattack.

recon in force

Capture an adjacent hex in enemy territory, without getting caught in any ZOCs. The hex must be clear of enemy units, but may contain a supply hub, HQ or stragglers. The map will show a short animation of the unit moving into the target hex, and back to its starting hex.

- unit must be armored or have an active recon or ski (snow only) specialist
- regular xp or better (no green units), not weak
- movement cost to enter the enemy hex must be \leq 2 MPs (mobile movement, not counting min-3 penalty from HQs/stragglers). If using the ski specialist in snow, the cost to enter must be \leq 3 MPs (infantry movement, not counting the min-3 penalty).
- this action does not remove unit entr
- effect if the unit has an active recon or ski specialist :
 - the hex is captured, including any neighboring hexes captured due to the recon specialist
 - enemy HQs or stragglers (if present) in the hex are overrun/captured, in the same way as if the entire unit moved into the hex
 - the unit's recon specialist is suppressed for the remainder of player turn (towed suppression). If using the unit's ski specialist, it is not suppressed (ski specialists can only recon in force into snow hexes).
 - the unit does not spend its AP

- effect otherwise:
 - the hex is captured
 - enemy HQs or stragglers (if present) in the hex are captured, in the same way as if the entire unit moved into the hex
 - one of unit's active steps is suppressed
 - the unit spends its AP

Logistics

emergency supply

- supply one unsupplied unit within HQ range
- effect is generally the same as if the unit had been supplied at the start of the turn
 - the usual number of steps recover from suppression
 - if the unit was 3+ turns out of supply, it gets +1MP
 - if the unit was 2+ turns out of supply, it gets AP
- certain effects of being out of supply remain (such as not being able to reorg the unit or receive replacements)

create supply dump

- places a supply dump marker on a unit (unit must already be in supply)
- if the unit has any remaining AP/MPs, they are expended immediately
- the marker remains valid until the unit moves, retreats, or spends the supply dump
- effect at the start of each turn, if the unit has this marker:
 - if the unit is not otherwise supplied, it becomes fully supplied, the supply dump is spent and the marker is removed
 - if the unit is otherwise supplied, the supply dump marker remains
- effect if the unit moves or retreats:
 - the supply dump is abandoned and the marker is removed

German special: Oversupply. This creates mobile supplies which are different as follows:

- when the marker is placed, the unit **does not** immediately expend remaining AP/MPs
- the supplies are **not abandoned when the unit moves** (but they still are when it retreats)

motor pool

- unit must be infantry, AP not locked or used
- unit must not be in terrain type inaccessible (X) to mobile units
- unit must not have used the motor pool asset already in this turn
- Effect (valid for 1 turn):
 - unit gets +2 MPs in extended move
 - unit movement type is temporarily changed to mobile

Allied special: you can use a Truck Card to motorize all units belonging to an HQ. This is done by clicking on the "+" button on the motor pool icon in the HQ bar. If you motorize the HQ in this way, all units that belong to the HQ will be motorized **on every turn**, for the remainder of the scenario. There are no further CP costs for the motor pool, and the action becomes disabled.

Engineering

bridge repair

- repairs a damaged permanent bridge across a minor/major river
- the bridge becomes usable again starting from the beginning of the following enemy turn
- must own at least one hex next to the bridge, and cannot use if an enemy unit occupies a hex next to the bridge.

bridge build

- creates a pontoon bridge across a minor/major river
- the bridge becomes usable from the beginning of the following enemy turn
- pontoon bridges introduce some supply disruption (see supply)

bridge destroy

- destroys pontoon bridge
- damages permanent bridge

In order to use this action, the player must own at least one of the two hexes adjacent to the bridge, and that hex must be in HQ range. It is not possible to destroy a bridge if there is an enemy unit in either of the adjacent hexes.

river crossing

- move a unit across a major river
- the hex into which the unit is crossing cannot be: ALP, MTN, SAL
- infantry-only unit, must have all MPs, regular xp or better (no green units), not weak

The effect of this action on the unit:

- unit crosses the river, spending all its MPs
- unit's AP is locked, like in a regular river crossing
- unit's specialists are suppressed except:
 - amphibious specialists are not suppressed
 - towed AT and towed artillery are tow-suppressed

assault crossing

- the unit attacks across a **major river** and, if successful, crosses to that hex

- the hex into which the unit is attacking cannot be: ALP, MTN, SAL
- infantry-only attacker, must have all MPs+AP, regular xp or better (no green units), not weak
- first, the unit attacks across the river
 - like a regular attack, but with -4 river shift (-2 if attacker has engineers or amphibious special forces)
 - unit spends all MPs + AP
- if the defender retreats:
 - unit crosses the river
 - unit's specialists are suppressed except:
 - amphibious specialists are not suppressed
 - towed AT and towed artillery are tow-suppressed

entrenchment/fortification

- unit must be in-supply, at least one active step, full AP + MPs
- adds +1 entrenchment to the unit
- you can not both entrench and fortify a unit in the same turn
- can be used in any weather, and does not affect suppression

3.7. Reinforcements

Units are composed of steps and specialists. Each step represents an equal share of a unit's manpower and equipment. Specialists represent smaller military formations attached to a unit, such as artillery or engineers.

Steps

There are three basic types of steps:

- infantry step, consisting of 1x infantry component
- mechanized step, consisting of 1x infantry, and 1x armor equipment
- armor step, consisting of 1x infantry, and 2x armor equipment

Infantry and armor equipment are interchangeable between units: the player can take a step from an armored unit ("reorg", see below), and use its infantry to reinforce an infantry unit.

Steps of different nationalities can not mix, however. A US armor step consists of 1x **US infantry** and 2x **US armor**. Neither can be used to reinforce British units.

Smaller allied nations (everyone except the UK and US) use armor equipment from one of the majors:

- Free French use US armor equipment
- Canada, New Zealand, Poland and South Africa use UK armor equipment

Specialists

Similar nationality restrictions apply to specialists:

- US and UK units can use only their own respective specialists
- Free French, Brazilian and Allied Italian units can use their own or US specialists
- Canadian, New Zealander, Polish, and South African, and Indian units can use their own or UK specialists

Reorganization

Reorganization (“reorg”) is an HQ action that takes a step or a specialist from a unit, and places it in the HQ force pool. From there, it can be deployed to another unit on the next turn, by using the “deploy” HQ action.

When placed in its HQ force pool, a step gets broken down into its infantry component and armor equipment (if it had any). Specialists are placed in the force pool unchanged.

There are two ways to reorganize steps. If you want to reorg steps or specialists from a specific unit, do the following:

1. Select the unit on the map (HQ bar in the lower right shows in its *black* variant)
2. Go to the Force Pool section, and click on the **reorg** menu button
3. In the reorg menu, select the step or specialist you want to reorg



If you want to reorg a specific specialist, or infantry/armor of a specific nationality, you can use the second method:

1. Select the HQ on the map (HQ bar in the lower right shows in its *brass* variant)
2. Go to the Force Pool section, and click on the **reorg** menu button
3. The reorg menu now shows all specialist types, and infantry and armor of all nationalities that are present in this HQ's units. Select the one you would like to reorg.
4. The game will now highlight all units that can provide that specialist or infantry/armor
5. Click on the unit to reorg 1 specialist or step

Using the second method can have unexpected consequences. For example, if you click on "US infantry", the game will highlight all units whose steps have a US infantry component - and that includes US armored units. This is correct, and may even be what you want, but be aware that if you reorg a US armor step, you will be removing 2x US armor in addition to the 1x US infantry you wanted in the first place.

XP Effect: you cannot reorg steps from green units, but you are free to reorg specialists. There is no other xp effect.

Deployment

Deployment ("deploy") is an HQ action that takes a specialist, or some combination of infantry+armor, from the HQ force pool, and adds it to a unit.

When deployed, infantry+armor once again become steps. For example, New Zealand infantry and 2x UK armor equipment combined become a New Zealand armor step.

There are two ways to deploy steps. If you want to deploy to a specific unit, do the following:

1. Select the unit on the map (HQ bar in the lower right shows in its *black* variant)
2. Go to the Force Pool section, and click on the **deploy** menu button
3. The deploy menu will show steps for this unit type if they can be created from the infantry/equipment available in the force pool. It will also show all specialists that can be deployed to this unit.
4. Select the ones you want to deploy

If you want to deploy something from the force pool, but you are not sure to which units you can deploy, use this other method:

1. Select the HQ on the map (HQ bar in the lower right shows in its *brass* variant)
2. Go to the Force Pool section, and click on the **deploy** menu button
3. The deploy menu now shows all specialist types, and infantry and armor of all nationalities that are present in the HQ's force pool. Select the one you would like to deploy.
4. The game will now highlight all units that can receive that specialist or infantry/armor
5. Click on the unit to reorg 1 specialist or step

Again with the second method, there can be some unexpected consequences. For example, you could have plenty of US armor in the force pool, but when you click to highlight the units that can receive it, none are highlighted. This can happen if you don't have infantry in the force pool, and therefore infantry + 2x armor combinations can't be formed to create armor steps.

XP Effect: deploying steps (but not specialists) lowers the unit's xp by 20 per step. As an exception, green units do not lose xp when reinforced.

Paid Reinforcements

Paid reinforcements ("store") are available only during battle preparation. Deployment of such reinforcements is the same as regular deployment, except for the following:

- prestige is paid for each step/specialist deployed
- because this happens during battle preparation, steps/specialists are deployed as active

XP Effect: deploying steps (but not specialists) lowers the unit's xp by 20 per step.

Paid elite reinforcements ("elite store") are available if player uses the AFHQ/SHAEF card, which can happen on any turn. Deployment of such reinforcements is the same as regular deployment, except for the following:

- prestige is paid for each step/specialist deployed
- because this happens on a regular turn, steps/specialists are deployed as suppressed

XP Effect: deploying elite steps (but not specialists) lowers the unit's xp by 5 per step.

3.8. Enroute Units and HQs

In addition to the units and HQs present on the map when the scenario starts, certain units and HQs can be scheduled to arrive at a later turn.

Enroute Units

An enroute unit can be deployed on or after its specified turn of arrival into pre-defined hexes. These hexes must be in friendly-owned territory, otherwise deployment is not possible.

Enroute units are deployed with full MPs+AP, and are therefore capable of movement and action in the turn of deployment.

Enroute HQs

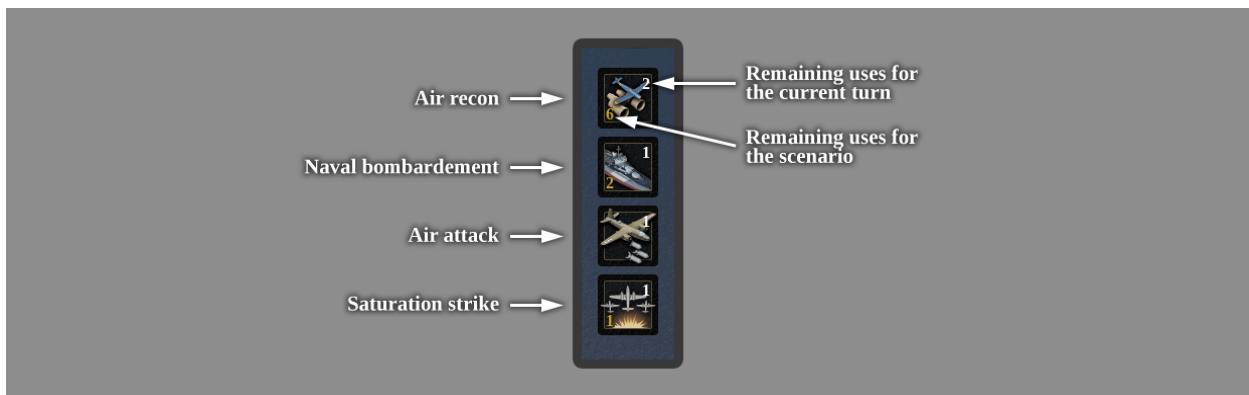
An enroute HQ can be deployed on or after its specified turn of arrival into any friendly rail or port supply source hex. Enroute HQs are deployed with full CPs, and are therefore capable of performing HQ actions in the turn of deployment.

An HQ that is destroyed, e.g. due to being overrun by an enemy unit, is immediately reorganized and placed into the list of enroute HQs, available on the turn following its destruction.

3.9. Theater Assets

Unlike ground forces, air forces and navies are not generally represented by active units on the map. Instead, theater assets are an abstract representation of the air and naval capabilities of the combatants. Each theater asset can be used a number of times per turn (“turn limit”). Additionally, some assets have a limit on how many times they can be used in a scenario (“scenario limit”).

The number of remaining uses **for the current turn** is shown in the upper right on the theater asset button, while the number of remaining uses in the scenario is shown in the lower left. Each time you use an asset, both the turn limit and scenario limit will decline by one.



Example: in a given scenario, the air recon theater asset has a turn limit of 2 air recon per turn, and a scenario limit of 4 for the entire scenario. That means that the player could use 2 air recon on 2 turns, or 1 air recon on 4 different turns, etc.

Air Attack

An air attack can target an enemy unit in any hex on the map, however the unit must be fully visible to the player and not hidden in the fog of war. Intel markers (see fog of war) can not be targeted.

Air attacks may generate suppression or KIA results on the targeted unit, as determined by a roll on the **air attack losses** table. Shifts move the window to the left (negative) or to the right (positive). The following shifts apply to air attacks:

- weather: -1 if the weather is mud or snow
- terrain: -1 if terrain is MTN, FOR, CTY or BOG
- entrenchment: -1 if defending unit is entrenched/fortified

- green: +1 if defending unit is green

									window without shifts	
normal sup table	0	0	0	0	1	2	3	0	0	0
normal kia table	0	0	0	0	0	0	0	1	2	2

If the targeted unit is in a city, there is a 6% chance that the city is turned to ruins for each air attack.

Saturation Strike

A saturation strike simulates a heavy air attack with strategic air forces normally reserved for bombing deep behind enemy lines. It can target enemy units in any hex on the map, however those units must be fully visible to the player and not hidden in the fog of war. Intel markers (see fog of war) can not be targeted.

A saturation strike can cause damage in neighboring hexes, in addition to the targeted hex. This means there is some potential for friendly fire losses, if the targeted unit is adjacent to friendly units.

Targeted unit losses from saturation strike are randomly picked from a window in the **saturation strike losses** table. Shifts move the window to the left (negative) or to the right (positive). The following shifts apply to saturation strike:

- weather: -1 if the weather is mud or snow
- terrain: -1 if terrain is MTN, FOR, CTY or BOG
- green: +1 if defending unit is green

window without shifts									window without shifts	
saturation sup table	0	2	2	2	3	3	4	0	0	0
saturation kia table	0	0	0	0	0	0	0	2	3	4

Note that saturation strikes ignore entrenchment and fortification, unlike normal air strikes!

Neighboring hexes: for each unit (friendly or enemy) in a neighboring hex, there is a 25% chance of 1 SUP, and a 25% chance of 1 KIA.

If the targeted unit is in a city, there is a 6% chance that the city is turned to ruins on each saturation strike. Neighboring hexes cannot be turned to ruins.

Air Supply

Air supply can be used to resupply any friendly, out-of-supply unit on the map. In addition to the unit becoming fully supplied, following effects apply:

- a number of suppressed steps or specialists recover (1-3, depending on unit xp)
- if the unit was 2+ turns out of supply, it gets AP
- if the unit was 3+ turns out of supply, it gets +1 MP

The combined effect is the same as if the unit had been supplied normally at the start of the turn, except that HQ actions in the Force Pool branch are not available to an air-supplied unit.

Air Recon

Air recon can be used to reveal information about enemy units hidden in the fog of war. It does not remove fog of war as such, rather it reveals locations of enemy units via intel markers (see fog of war).

Air recon directed at a target hex will show intel markers for all enemy units found in the target hex, and all hexes adjacent to it.

Lack of an intel marker in any of these hexes can be reliably interpreted by the player to mean that there is no unit present. In the movement view (hotkey Z), such hexes are represented with a green, hex-like marker.

Naval Bombardment

Naval bombardment simulates the use of warships to support land operations. It can target enemy units in any coastal hex, however those units must be fully visible to the player and not hidden in the fog of war. Intel markers (see fog of war) can not be targeted.

Naval bombardment may generate suppression or KIA results on the targeted unit, as determined by a roll on the **naval bombardment losses** table (same as the saturation strike table). Shifts move the window to the left (negative) or to the right (positive). The following shifts apply to naval bombardment:

- weather: -1 if the weather is mud or snow
- terrain: -1 if terrain is MTN, FOR, CTY or BOG
- green: +1 if defending unit is green

If the targeted unit is in a city, there is a 6% chance that the city is turned to ruins on each naval bombardment.

Flying Artillery

Flying artillery simulates a heavy air attack by massed close air support aircraft. It can target any enemy unit in any hex on the map, however the unit must be fully visible to the player and not hidden in the fog of war. Intel markers (see fog of war) can not be targeted.

Flying artillery generates high suppression results on the targeted unit, as determined by a roll on the **flying artillery suppression** table. Shifts move the window to the left (negative) or to the right (positive). The following shifts apply to air attacks:

- weather: -1 if the weather is mud or snow
- terrain: -1 if terrain is MTN, FOR, CTY or BOG
- entrenchment: -1 if defending unit is entrenched/fortified
- green: +1 if defending unit is green

								window without shifts		
flying arty sup table	2	3	4	4	4	4	4	4	5	6

If the targeted unit is in a city or in a fixed fortification, there is a **50%** chance that it is turned to ruins for each attack.

Precision Bombing

Precision bombing asset simulates a targeted mission against a high value bridge or supply hub target. It is completely analogous in its effects to the Sabotage card (see section 4.2).

The player can use this asset either to destroy a bridge, or to remove up to 2 trucks from an enemy supply hub. Any bridge or supply hub within 6-hex distance from the frontline can be targeted (bridges within own territory can also be targeted).

3.10. Objectives

Unity of Command II scenarios have **primary** and **bonus objectives**. To win a scenario, the player must capture all primary objectives before the end of the scenario. Bonus objectives do not play any part in whether the player wins or loses in the scenario, but do provide score and various campaign bonuses.

Primary Objectives

Primary objectives are hexes which must be **captured and held** by the player. For each primary objective there is a turn by which it is to be captured. If the player takes the objective by that

turn, the reward is **50 prestige**, one turn after that it's **40 prestige** and then **25 prestige** on all following turns.

If the enemy manages to take the objective back, the amount of prestige originally won is deducted from the player's prestige. The player must retake the objective to win. If this happens, the prestige reward is given again, but it may be lower because of the later capture.

Bonus Objectives

Taking a bonus objective earns the player **20 prestige** and a **bonus reward**. There are different kinds of rewards available, and also different kinds of **capture conditions** for bonus objectives. A good example of a capture condition is the **take/hold** condition, which is always used with primary objectives.

Many bonus objectives are geographic locations, but some involve other goals, such as destroying an enemy unit, taking a certain number of prisoners, or minimizing your own losses.

The capture conditions for each bonus objective are listed on the "objectives" panel. Unlike primary objectives, there is no reward at all for capturing a bonus objective late. If a bonus objective is not captured by the turn deadline, you will be notified that the objective was not achieved, and it will appear with a red cross through it on the objective list.

card

Player receives **20 prestige** and a **support card**. The scenario designer determines, for each bonus objective, whether this is a specific card (e.g. an air attack card), or a random one.

Card objectives are normally subject to **take** capture condition: the player only needs to capture the objective before a given turn to win the reward, and does not need to hold the objective against enemy attack.

Less often used, but still allowed, is an objective where a card reward is used with **kia unit** or **prisoners** capture conditions.

- **kia unit**: reward is given when the player destroys a specific enemy unit
- **prisoners**: reward is given when the player takes N prisoners

specialist

Player receives **20 prestige** and a **specialist step**. The specialist step is dropped into the force pool of the HQ whose unit has taken the bonus objective. The scenario designer determines, for each bonus objective, whether this is a specific specialist or a random one.

Specialist objectives are normally subject to **take** capture condition, but a **kia unit** condition can be used too.

port

The player receives **20 prestige** and a **+10% theater supply** increase.

Port objectives are normally subject to **take/hold** capture condition, but **take** is also allowed. If the enemy manages to take back the (take/hold) bonus objective, both the prestige and the supply are rolled back.

HQ upgrade

Player receives **20 prestige** and an **in-game HQ upgrade** to the parent HQ of the unit that captured the objective. In-game upgrade options are exactly the same as if the upgrade was awarded in the usual way, by subordinate units earning XP.

HQ upgrade objectives are normally subject to **take** capture condition, but **kia unit** and **prisoners** can be used too.

delay enemy unit

Player receives **20 prestige** and **delays arrival of an enemy enroute unit**. The name of the objective should normally contain the name of the unit and the delay.

Delay enemy unit objectives are normally subject to **take** capture condition, but **kia unit** and **prisoners** can be used too.

token

Player receives **20 prestige** and a **campaign token** (see campaign). The objective is normally subject to **take/hold** capture condition. If the enemy manages to take back the objective, both the prestige and the token are rolled back.

In addition to **take**, **take/hold**, **kia unit**, and **prisoners** capture conditions, token objectives can be used with a few others:

- **keep unit alive** - keep a unit alive until the end of the scenario
- **step losses** - take less than a specified number of step losses in the scenario
- **specialist losses** - take less than a specified number of losses of some specialist in the scenario
- **destroy max** - destroy less than a specified number of cities and bridges

Early Scenario End

If the player takes all primary objectives in a scenario, it is possible to end the scenario early under the following conditions:

- all primary objectives have been held for at least one turn

- all bonus objectives with **take**, **kia unit** and **prisoners** capture conditions have either been completed or failed (e.g. a **take** objective whose turn has lapsed)

If the player opts to end the scenario early, all remaining objectives with **keep unit alive**, **step losses**, **specialist losses** and **destroy max** conditions are considered satisfied if the condition holds.

Prestige vs Score

The score earned for taking a primary objective is 50 when taken on time, then 40 and 25 over the next two turns. After that, the score is **zero**. This is an important difference between prestige and score: the player receives at least 25 prestige per primary objective, even if the objective is captured 3 or more turns late.

Bonus objectives earn a score of 20 when taken.

3.11. Various

Fog of War

Enemy territory is covered in **Fog of War**, except for the visible area which is generally next to the frontline. The depth of this visible area depends on the Intelligence rating for the player's HQs. The player has *nearly* full information about enemy units within the visible area.

Regardless of FoW, the following information is always available:

- location of enemy supply sources
- Location, supply state, and size of enemy supply hubs
- enemy HQ names, locations, and supply state
- all damage to bridges and cities
- information about enemy units enroute

False information is never presented by the game to the player.

The “Ultra” card will remove FoW from the entire map for one turn.

Fog of War and Zones of Control

When the player selects a unit and orders it to move, it is possible that the movement route leads into an **unknown ZoC** - one exerted by an enemy unit hidden in the FoW.

If the unit has enough MPs to enter the unknown ZoC hex, its **movement will stop** upon entering the hex with the previously unknown ZoC. The unit will enter the hex, spending all its

remaining MPs, and its AP will be locked. If the enemy unit exerting the previously unknown ZoC is still inside the FoW, the game will **place an intel marker** in its location.

It is possible that the unit doesn't even have enough MPs to enter the unknown ZoC hex (this is because a ZoC hex can not be entered with extended movement). In this case, the unit will stop before entering the ZoC, but it will still **spend the MPs** as if it had entered it.

Recon specialist: if a unit has an active recon specialist, it will **never enter an unknown ZoC**. The unit will stop moving before entering the hex with the unknown ZoC, and the game will place an intel marker in the location of the unit exerting the ZoC. The unit will not spend any additional MPs for this move.

After the move, the ZoC becomes known to the player (because of the newly placed intel marker). If this is desired, the player is free to move the unit into the ZoC intentionally, because this is now a known ZoC.

Ski specialist: exhibits the same behavior as the Recon specialist above, if the hex being entered is in snow. Otherwise, there is no effect on movement.

Intel Markers

Within the area covered by FoW, enemy units are not shown. However, the player can gain limited information about units within FoW, in the form of intel markers. These represent generalised information about enemy dispositions, gained from intelligence intercepts, enemy prisoners, aerial recon and similar methods. Intel markers show:

- unit nationality
- unit type: armour, motorized, or infantry
- unit strength: strong or weak



Intel markers will appear in the following ways:

- Enemy units that retreat into FoW show up as intel markers in their final location.

- Capturing prisoners will yield Intel markers. The number of prisoners required before an intel marker is shown depends on the Intel level of the HQ of the unit capturing those prisoners.
- Aerial recon will show all intel markers in a targeted hex, and the six surrounding hexes.
- When a friendly unit is given orders to move into FoW and it would “bump into” an enemy units or ZOCs, any impermissible movement will be cancelled and an intel marker shown. The moving unit will lose its AP if it was seeking to use extended movement into a ZOC or onto an enemy unit.
- Intel markers are shown to a depth of one hex from the front line at the start of a turn, if within the command radius of a HQ with at least Intel level 2.

Undo

Unity of Command II allows the player to undo some in-game actions. Any action can be undone that does not:

- reveal information previously hidden to the player in FoW
- include a random event (such as those during combat)

Regarding most common player actions: combat is never undoable, since it always includes at least one random event. Movement, on the other hand, is undoable as long as the unit movement does not change FoW hexes to visible, or otherwise enables the player to learn new information about enemy units in FoW.

While the above rule is simple enough, its implications may be subtle and non-obvious. Here is an example: suppose that the player orders a unit to enter a hex that is adjacent to FoW, using extended movement. If an enemy unit hidden in FoW exerts a ZOC into that hex, the unit is prevented from entering. However, the location of the enemy unit has become known to the player (in the shape of an intel marker). This means that the player has revealed new information and the move action is undoable even though the unit never actually *moved into FoW* or even *moved at all*.

To help the player, the game displays an undo icon on the tip of the movement arrow if the move is undoable. For clarity: in the above case, the game would **not** show the undo icon because moving into a hex adjacent to FoW would make its neighboring FoW hexes visible anyway. In the event, the unit never moved into that hex and never made any FoW hexes visible. However, the move is still not undoable because the hidden enemy unit was revealed.

Multiple actions can be undone, provided nothing in the “string” of actions to be undone violates the above rules

Battle Preparation

Most scenarios start with Battle Preparation, which is something like “turn zero”: units are positioned on the map, but the player is not able to move them or attack. The player can, however, do the following:

- reorg and deploy supply trucks without reorg delay
- buy steps/specs from store, ignoring HQ range (prestige costs apply)
- reorg/deploy from force pool within HQ range, but without reorg delay (CP costs apply)
- use certain HQ actions within HQ range: entrench units etc. (CP costs apply)
- move HQs without movement penalty (all CPs are still spent after move)

Cards

Cards are special playable assets which give the player a bonus, like an additional air strike or supply truck, or even an additional airborne division. Cards can be gained by taking certain bonus objectives. In a campaign, cards can also be purchased at conferences, or given for free at lower difficulty levels. While the player will occasionally obtain and use cards in stand-alone battles, this mechanic is only fully developed in campaigns. As such they are dealt with in chapter 4.4.

Naval Landings

A Higgins Boat model indicates an embarked unit ready for naval landing. Clicking on the model shows a Naval Landing banner, unit sheet of the embarked unit, and one of the following icons in each of the target hexes:

- a "naval landing" icon in empty hexes
- a "naval landing not possible" (grey) icon in hexes with a friendly unit
- a "naval assault" icon (analogous to assault crossing) in hexes with an enemy unit
- a "naval assault not possible icon" in hexes with an enemy unit, when the selected unit is armored (armored units are allowed naval landing but not allowed naval assault).

Alternatively, the player may use a **Naval Landing Card**. In this case, there is no Higgins Boat model: when the player uses the card (drops it into the use card box), the game will highlight the target hexes in the same way as explained above. Note that only those beach hexes that satisfy the terrain and Fog of War requirements (see below) will be treated as target hexes.

Naval Landing rules are analogous to **river crossing** HQ action:

- beach hex cannot be: ALP, MTN, SAL
- beach hex must be visible (not in Fog of War)
- unit is landed on the beach, spending all its MPs
- unit's AP is locked, like in a river crossing

- unit's specialists are suppressed except:
 - amphibious specialists are not suppressed
 - towed AT and towed artillery are tow-suppressed

Naval Assault rules are as follows:

- unit attacks from a sea hex and, if successful, crosses into the beach hex
- beach hex cannot be: ALP, MTN, SAL
- beach hex must be visible (not in Fog of War)
- infantry-only attacker, must be pre-placed on a Higgins boat
- regular xp or better (no green units), not weak

First, the unit attacks the enemy unit in the beach hex:

- works out like a regular attack, except the beach shift is -4 (-2 if attacker has engineers or amphibious special forces)
- no armor, arty shift
- no armor penalty shift
- no overrun
- unit spends all MPs + AP

If the defender is destroyed or retreats:

- unit moves into the beach hex (ZoCs are ignored)
- unit's specialists are suppressed except:
 - special forces are not suppressed at all
 - towed AT and towed artillery are tow-suppressed

If the defender is successful in defending the hex:

- all specialists are lost
- all steps are set to KIA

Para Drops

A transport plane used for para drops, e.g. a Douglas C-47, indicates an embarked unit ready for a para drop. Clicking on a "para plane" shows a "Drop Unit" banner, and the unit sheet of the embarked unit. As the player hovers over hexes, the game shows either a "drop possible" or a "drop not possible" icon.

- para unit can be dropped no farther than 6 hexes from the current front line
- drop hex cannot be: ALP, MTN, SAL
- regular xp or better (no green units), not weak, no specialists
- cannot be dropped on enemy HQs
- initially, FoW is removed from the drop hex, but its ownership is not changed

Alternatively, the player may use a **Para Drop Card**. In this case, there is no plane model: when the player uses the card (drops it into the use card box), the game will simply show “drop possible” or “drop not possible” icons on hover, in the same way as explained above.

Tip: in the Husky scenario, the player starts with all units embarked on boats and planes. This means that, in the beginning, there is no frontline. Land some naval units first to establish a frontline, and then para drops will become possible within 6 hexes from that frontline.

If **no enemy unit** is present in the drop hex: the para unit lands, spends all its MPs, and has its AP locked,

If an **enemy unit is present** in the drop hex, combat occurs:

- unit spends all MPs + AP
- works out like regular attack, with following exceptions:
 - no armor, arty, or armor penalty shift
 - no terrain, weather or entrenchment shifts
 - all defense flags except "no retreat" are ignored
 - no overrun

After Combat. If the hex is cleared of defenders: the para unit lands, the hex changes ownership, and any stragglers from combat are placed in the hex. Note that it's possible that the para unit clears the hex but is itself KIA. In that case, stragglers may be placed in the hex.

If the hex is not cleared of defenders, the unit is KIA. Stragglers from combat (if any) may be placed in one of the neighboring hexes: either a friendly hex, or an enemy hex whose ownership is then changed. Enemy hexes allowed in this case cannot contain: units, supply hubs, HQs, stragglers, supply sources.

4. Campaigns

4.1 Intro and overview

A campaign game in Unity of Command II allows you to play a faction through a series of battles, representing an entire phase of the war in a particular theatre. As of May 2021, there are five campaigns:

- **Tutorial Campaign** - an introduction to Unity of Command II operations, with training operations and the Allied “Torch” landings in North Africa in 1942
- **Victory in the West**, covering the Allied offensive against Germany 1943-45 in the Mediterranean and Western Europe

- **The Second Front**, a shorter version of “Victory in the West”, starting with D-Day in 1944
- **Blitzkrieg (DLC)**, covering Germany’s initial conquests in Poland, Scandinavia, France and the Balkans, 1939-41
- **Barbarossa (DLC)**, covering Germany’s initial attack on the Soviet Union, 1941

As you play through a campaign, your progress will unfold on a strategic map, and the forces under your command will carry over from battle to battle.

You’re playing at the operational level, meaning you don’t control production, politics, and diplomacy. You get to play the role of many different generals, playing essentially all battles in a given campaign, and therefore your performance reflects the success of your faction’s entire military effort.

In each scenario (battle), completing objectives on time earns you prestige. This is the in-game currency that is used for reinforcements, upgrades to HQ capabilities, support assets (cards) and perhaps even to affect the strategic direction of the war.

The strength and experience of the units and HQs under your command carry over between scenarios. If units take casualties in a battle, you may have to spend prestige on reinforcements to restore their strength for the next battle.

4.2 Campaign Structure

A campaign always starts with a conference, and then proceeds through a series of battles, with periodic additional conferences along the way. Conferences are opportunities to spend your accumulated prestige to upgrade your faction’s capabilities and in some cases to unlock strategic options.

A conference and the battles that follow it are called a “campaign segment”.

Tokens and options

In some battles, you will have the opportunity to earn one or more “tokens” by achieving certain bonus objectives. Tokens unlock benefits later in the campaign.

When you select a battle on the strategic map, any tokens that can be earned in that battle are specifically listed. Once you’ve started the battle, these objectives are distinguishable by being shown on the main operational map and the objective panel with a capital letter.

A token can do one of three things:

- **Improve your starting position in a later battle.** This kind of token will trigger a variant in one or more following battles. For example, you might start with the front line more

advanced than the “default” position, or you might have additional troops, or the enemy you are facing might be weaker. This token may even allow you to skip a subsequent battle entirely. If you earn a token of this kind, the benefit is automatic, and does not cost any prestige.

- **Unlock a strategic plan.** This kind of token will unlock an optional **Plan** at a subsequent conference. You won’t be forced to take the option, but if you do it will cost a certain amount of prestige, and will change the battle structure of the campaign from that point forward. For example, if you capture one of two “Warsaw” objectives as Germany in the Blitzkrieg campaign, you will have the option at the 2nd German conference to choose “Early Attack on France” at the 2nd German conference at a cost of 50 prestige. If chosen, the campaign will follow an ahistorical attack based on an early strike on France, leading up to the invasion of England in Operation Sea Lion. But take care – often **Plans** put you onto more difficult paths, so be sure your troops and your own skills are up to the challenge!
- **Grant a campaign end bonus.** Some tokens don’t provide you with any tangible benefit during the campaign, but will unlock a milestone, grant additional score, and/or adjust the front line as shown on the strategic map at the end of the campaign.

Victory, Milestones and Score

In a campaign, you have to win each battle to continue playing. This means you have to capture all of the primary objectives by the end of the final turn of the battle.

If you reach the end of battle in a campaign and haven’t taken all primary objectives, you will have the option of purchasing an additional turn at a cost of 25 prestige. This cost will double every time you use it, however, so it will quickly become a very expensive option! Note this is disabled by default on Classic and Hard difficulty levels, but can be enabled in “Options”.

You can also choose at any time to restart a scenario. When a scenario is restarted:

- The campaign game is restored to the state it was in before the scenario started, i.e. any prestige and score earned in the scenario are taken back, and any losses taken are restored.
- There is no prestige penalty for restarting, but there is a score penalty equal to 2% of the current campaign score, capped at 50.
- On easy and normal difficulty levels, you will be granted a few bonus cards and/or specialists to make life easier. This feature is not available on classic and hard difficulties, and cannot be enabled.

As you progress through the campaign, your score will increase with each battle you win. You gain score by taking objectives, killing enemy units and capturing prisoners, and lose score for taking casualties and (in some campaigns) ruining cities and destroying bridges.

Taking a primary objective	On time: 50 points 1 turn late: 40 points 2 turns late: 25 points 3+ turns late: 0 points
Taking a bonus objective	20 points
Killing enemy units	green unit: 1 point regular/ veteran unit: 3 points elite unit: 5 points
Capturing prisoners	1 point per prisoner
Taking casualties	-4 points per strength point lost
Ruining a city	-10 (Allies faction only)
Destroying a bridge	-2 (Allies faction only)

Note the following:

- You gain points by capturing enemy stragglers as prisoners, but do not lose points for having stragglers of your own captured by the enemy.
- As the Allies, you lose points for ruining cities and destroying bridges only through your own actions - for example, bombarding a city or using a HQ action or card to destroy a bridge.
- Points for killing an enemy unit are the same regardless of the unit's initial size.
- You score no points for causing enemy casualties as such - only for destroying enemy units entirely, and capturing prisoners.

An overall score modifier is applied to your base score for each battle depending on the difficulty level, as follows:

Easy	no adjustment
Normal	no adjustment
Classic	+40% to score
Hard	+80% to score

A breakdown of your score will be shown at the end of the battle, and the score will permanently appear on the strategic map next to the battle. You can also toggle between the **Objective Sheet** and the **Score Sheet** at any time to view your current score.

Each campaign has a range of possible milestones, often granted for completing certain objectives or winning certain battles. These have no direct effect in the game but do give you a shiny medal, and are nice to review at game's end.

4.3 Conferences

A conference represents a gathering of the senior leaders in your faction to determine strategy, allocate resources, and direct the next phase of the campaign.

During a conference, you will have the opportunity to spend prestige in the following three ways:

- **HQ upgrades.** Upgrading your HQs is something you will want to consider at all conferences. Upgrades can improve the movement or command range of your HQs, and can unlock different HQ actions.

Remember that different factions (and sometimes different HQ types within a faction) will have different capabilities. For example, German army group HQs can improve their command range but not their movement, while German panzer HQs are the opposite. And these HQ types have very different abilities. For panzer HQs, building pontoon bridges is a Level 1 Engineering action, while German army group HQs don't get this action until Engineering Level 3.

Each HQ upgrade has a cost in prestige. Consider carefully which upgrades will best allow you to succeed in the battles to come. Reading the text that shows up alongside each HQ's description can give important clues about which upgrades you might want to prioritize.

- **Card purchases.** At each conference, you will be presented with a random selection of cards, drawn from the "card pool" specific for that campaign. Not all cards have the same chance of appearing – some are quite rare, while others you might see rather often.

Each card has a prestige cost, which is printed on the card. That cost will be deducted immediately, and the card will then be placed in one of your card slots. It will be available for use in subsequent battles. If you have run out of card slots, you can also choose here to dispose of a card, gaining its refund cost in prestige in return.

- **Campaign Plans.** During some conferences, you may be given the opportunity to purchase an optional **Plan** at the start of the conference, if you have unlocked this option

by taking the relevant token. To enact a Plan, simply click on the option you would like to take, and then click on the “Approve Plan” button.

Note that you can reset to the very start of a conference with no penalty by clicking the “Reset to conference start” button at the top left of the screen. Once you are satisfied with your choices and click to proceed to the next battle, however, there is no going back! Your conference options are locked in from that point on.

4.4 Cards

Cards are special assets representing unique additional capabilities for your armies. They can be earned by taking certain bonus objectives during battles, or purchased for a price in prestige at conferences. Some number of cards may be received for free at conferences, depending on the difficulty level. Cards may be used only in battle, not at a conference or in between battles.

Cards are either **persistent** or **single-use**. Single-use cards grant an immediate benefit in a single battle, and are discarded immediately upon use. Persistent cards are also used in battle, but then remain in the player’s deck, face-side down. They become usable again after the next conference.

Some cards grant the player an additional unit, usually a special forces unit such as a paratrooper division, or a commando brigade. These cards are persistent, but the player loses them if the unit is eliminated.

The player has a limited number of card slots, ranging from three to five, depending on the difficulty level of the game. A player can at any time discard a card from their deck, which generally will net a small recoup value in prestige (exception: face-down cards can be discarded, but do not recoup prestige). A card’s prestige cost, and recoup value if discarded, are both shown on the face of the card, along with an explanation of the card’s effects.

If a player’s deck is full when a new card is acquired, the player will have an opportunity to use or discard an existing card to make room for the new one. If you don’t wish to take the new card instead, simply press “next turn” without claiming the new card.

Cards are played in-game either directly from the card deck, or by clicking on the orange “+” buttons found in the user interface (more on these below).

Theater Asset Cards

A “+1 asset” card grants the player the use of a single unlimited-use asset for the duration of a scenario. For example, the “B-26” card grants the player one additional airstrike during every turn of the scenario in which it is played.

A “+1 use” or “+3 uses” card grants the player that number of individual uses of the asset. For example, the “QE-Class Battleship” card grants the player 3 single-use naval bombardments, to be used anytime during the scenario in which the card is played.

The player can use these cards directly from the card deck, or by clicking on the orange “+” buttons found on those theater assets for which a card is available.

Some rare cards grant multiple theater assets of different kinds. For example, the Axis “Luftflotte” card grants +1 air attack each turn, and +1 use of flying artillery. These cards can only be played from the deck; no orange “+” button will appear for such cards.

Intelligence Cards

Using an intelligence (ULTRA) card removes Fog of War from the entire map during a single player turn. The player receives full information on all enemy units, including markers for HQ defensive actions if present.

Fog of War gets fully restored on the following enemy turn. This card is **persistent**.

Sabotage Cards

The player can use this card either to destroy a bridge, or to remove up to 2 trucks from an enemy supply hub. Any bridge or supply hub within 6-hex distance from the frontline can be targeted (bridges within own territory can also be targeted).

Truck Cards

The player can use this card to add +1 truck asset to supply transport: either directly from the card deck, or by clicking on the orange “+” button in the supply area of the UI. The newly added truck asset is available for deployment to supply hubs in the current turn.

Alternatively, the player can use this card to motorize all units belonging to a single HQ. This can be done from the card deck, by dropping the card onto a box with the HQ name on it (the box will be marked with the HQ name e.g. “USE WITH British 8th”). It can also be done by clicking on the “+” button on the motor pool icon in the UI for the given HQ.

This is an **Allied special**, it represents the superior transport capabilities of Allied forces. The effect is to motorize all units belonging to the HQ that are currently on the map (enroute units are not included). For the remainder of the scenario, these units will receive the equivalent of an HQ motor pool action **at the start of every turn**. There are no further CP costs for motor pool, and the action becomes disabled for this HQ.

Elite Reinforcements Card

Using this card allows the player to deploy elite reinforcements. When it's used, all friendly HQs show an additional "elite store" menu for the remainder of the scenario. The player can deploy paid, elite reinforcements from this menu on any turn.

- unit must be in-supply (not air-supplied, emergency-supplied or supplied from captured enemy supply hub)
- unit must be in HQ range, but it does not matter whether it moved in this turn
- prestige is paid for each step/specialist deployed
- steps/specialists are deployed as suppressed
- for each step added, the unit loses 5 xp

Because the steps are "elite", the unit loses 5 xp (as opposed to 20xp) per step deployed. The cost of reinforcements is generally higher however (this is set by the scenario designer).

This card is **persistent**.

Divisional Paradrop Card

By adding a divisional paradrop card to the deck the player takes control of an historical airborne unit for the remainder of the campaign. When the card is used, the player gets to immediately paradrop the unit according to the rules in section 3.11.

This card is **persistent**: it remains in the deck face down after the drop. If the unit survives the scenario, it can be dropped by the player again after the next conference.

In all further appearances in campaign scenarios, the unit is replaced with a historical unit assumed to have been brought in from another theater:

- 101st US Airborne -> 11th US Airborne
- 82nd US Airborne -> 13th US Airborne
- 1st British Airborne -> 44th Indian Airborne

Tactical Naval and Paradrop Cards

By adding one of these cards to the deck, the player takes control of a non-divisional unit for the remainder of the campaign. When the card is used, the player gets to immediately perform a naval landing or para drop, according to the rules in section 3.11.

This card is **persistent**: it remains in the deck face-down after the drop. If the unit survives the scenario, it can be dropped by the player again after the next conference.

Command Point Cards

A command point card allows the player to refill an HQ's stock of command points, either before or after moving the HQ. For example, a player could spend all of a HQ's CPs, then move the HQ, then play a command point card. The HQ's available CPs would be set to its maximum, and the player could again spend those CPs on HQ actions.

This card is **persistent**; it remains in the deck face-down after use. It will be available again after the next conference, if not discarded.

Currently the only command point card is "Blitzkrieg: Mobile Command", introduced in the Barbarossa DLC.

Artillery Preparation Card

An artillery preparation card models the extensive stockpiling of ammunition and planning/plotting of prepared artillery barrages which some armies used to open large offensives.

When this card is played, the players' units will not lose their AP, and will not have their artillery specialist steps suppressed, when using Suppressive Fire HQ action. This allows single units to use suppressive fire repeatedly, which can reduce even very strong enemy defensive positions.

Units must still be within command range to use suppressive fire, and the HQ will still pay normal CP costs.

This card is **persistent**; it remains in the deck face-down after use. It will be available again after the next conference, if not discarded.

Currently the only artillery preparation card is "Artillery Preparation", introduced in the Moscow DLC for the Soviet Union.

4.5 Campaign Unit and HQ Persistence

Campaign Reinforcement Pools

Each campaign has specific, limited pools of reinforcement steps that are available for you to purchase using prestige during each campaign segment.

Once the available pool of reinforcements of a given type are all purchased, no more will be available during that entire campaign segment, even if you have enough prestige. Once you begin the next campaign segment, the reinforcement pools will get replenished.

To see what is in the reinforcement pool, click on an HQ during the deployment phase of a battle. Now select the “Deploy Paid Steps” actions under the “Force Pool” branch. All available reinforcement step types will be shown, together with their cost in prestige, and how many of those steps are available.

Note that campaign reinforcement pools are different from the HQ replacement pools, which also contain steps available to assign to individual units. The campaign reinforcement pool is shared by all HQs of your faction in a given front during a given segment. For example, in “Victory in the West”, the Allies are operating in two theaters: the Mediterranean and Western Europe. Each theater has a separate reinforcement pool, which is shared by all HQs active in that theater. Be sure that you are thinking ahead about future battles before you decide where to assign your last precious engineer or heavy artillery specialist!

Any steps in a campaign reinforcement pool left at the end of a segment do not carry over to the next segment. Each segment’s campaign reinforcement pool is defined by the designer as a stand-alone pool.

HQ Persistence

During a campaign, you will have a variety of HQs under your command. Many of your HQs are persistent and can be upgraded at conferences. This means that your HQ will carry over from battle to battle, taking with it:

- Its experience level
- Its command/movement range, and ability level in each HQ branch
- Any cost reductions for individual HQ actions
- Any reinforcement steps in the HQ’s force pool
- Any reinforcements represented by stragglers from that HQ’s units that were on the map at the end of the last battle, but not yet “collected” by the HQ.

You will also have HQs which cannot be upgraded at conferences, but which are persistent in all other ways.

Finally, you will have HQs which are non-persistent. Their characteristics will be entirely as defined in the design of the individual battle in which they appear.

In rare cases, a HQ may be persistent for a few battles, but then defined as “non-persistent” in a subsequent battle. A campaign designer may decide to do this, for instance, to substantially redefine a HQ’s abilities for purposes of a given battle.

For example, in the “Barbarossa” campaign, the German 11 AOK HQ is persistent for the first three of its battles, but then is non-persistent for the Crimea and Sevastopol battles. This is a

design decision to ensure that the HQ has its abilities and costs adjusted to suit the unique scale and nature of those battles.

Unit Persistence

In a campaign, your units are **persistent**. This means their strength, experience, and specialist attachments will carry over from battle to battle.

For example, suppose you have an infantry division that starts off its first battle with seven strength points, 200 experience, and no specialists. During that battle, it loses one strength point, gains 50 experience, and is assigned an artillery specialist. It will start its next battle with six strength points, 250 experience, and the artillery specialist. If you want to restore it to seven strength points, you will have to give it an infantry replacement step, which will also lower its experience to 230.

In some cases it is useful to know how many battles a unit still has to fight during the campaign. For example, you may want to prioritise those units for specialists and battles to improve their experience.

You can see which units have more battles to fight by selecting the unit, and checking the unit information panel in the upper right. Some units will have a large “1”, “2”, or “3+” in black on a bronze background appearing on top of the unit’s graphic icon in the upper left corner of the panel. This number represents the number of battles that unit will appear in after the current battle. If a unit has no number at all, the current battle will be its last one.

Note that the number of battles still to come for any given unit is based on the default (historical) campaign. If you pursue alternate campaign plans, the actual number of battles for a given unit may vary.

In most cases, the carry-over of unit characteristics from battle to battle is straightforward. However, there are a few special rules:

- Units that are wiped out in a battle (or which are completely disbanded by the player using the **Reorg Step** HQ action) will be reconstituted as 3-strength units with 100 experience in their next battle.

(Note that persistent units reduced to 1 or 2 steps will **not** automatically be increased to 3 steps at the start of the next battle. It may therefore make sense to use **Reorg Step** to disband units that have been severely depleted, depending on their experience and other factors.)

- In some cases, campaign-specific rules will provide for special reinforcements in between battles. For example, in the “Husky” battle in the Victory in the West campaign, any of the Allied units which start in landing craft on turn 1, ready to storm the beaches,

gets restored to maximum strength points with no loss of experience or prestige cost.

- In some cases, campaigns may depict one or more battles at a “zoomed-in” scale, with units representing regiment-sized units rather than division-sized units. In such cases, the experience and strength of a division will not carry over to that division’s constituent regiments in a “zoomed in” battle. Conversely, losses to those regiments will not be reflected if that division reappears as a single divisional unit later in the campaign.

If you assign specialists to a non-persistent unit, those specialists will NOT be returned to your HQ at the end of the battle! Think twice before assigning an expensive heavy artillery unit to a unit that will not be continuing to fight, as you will lose it at the end of that battle. If there are important specialists assigned to a non-persistent unit, you may wish to use the **Reorg Step** action on them before the battle ends to return them to your HQ force pool.