

**8. STACKING.** (V 12.09.17)

All units and markers are stacked in a hex as described below:

**8.A. STACKING LIMIT.**

A limited number of units may be stacked in a hex at the end of any phase. *Note: Transport counters (Rule 15.O.1) and position AA units (Rule 15.C.2) never count against the stacking limits.* See the STACKING SUMMARY for quick reference. Some countries may have changes to the stacking rules (Rule 8.A.3).

**8.A.1. REGULAR STACKING.**

The maximum regular stacking limit for a hex is:

- a) Three units of any size and unit type, plus
- b) Three REs of any non-divisional unit type, plus
- c) Two REs of artillery units.
- d) One army HQ.

**Exception: The Soviet player may stack no more than two corp size c/m units in a hex unless in a tank army.**

*For example, each of the following combinations could stack in a hex:*

- a) Three divisions, three tank brigades and two artillery regiments,
- b) Three divisions, six battalions and one artillery division,
- c) Nine battalions and two artillery regiments,
- d) Three divisions, two tank battalions and four artillery brigades,
- e) Two infantry divisions and their two attached battalions (one to each division), one artillery division and an attached battalion, three tank brigades, and one artillery division plus an attached artillery battalion.

**8.A.2. TERRAIN/WEATHER ZONE EFFECTS.**

Mountains and bad weather zones (Rule 43) affect stacking.

If two or more types of modified stacking could apply to a hex, use the worst case. *For example, use the Arctic stacking limit, not the mountain stacking limit, for mountain hexes in the Arctic; use the Mountain stacking limit, not the arid weather zone stacking limit, for mountain hexes in arid weather zones.*

**8.A.3. REDUCED STACKING.**

Certain nations may have reduced stacking in all or some of their corps/armies. *Note: This will include stacks that are not in corps/armies.* These are identified in their OBs and are shown by using the reverse side of a “Corp/Army” marker. Countries with reduced stacking may not use normal “Corps/Army” markers except as specified in their OBs.

**8.A.4. INCREASED STACKING.**

Certain types of corps/armies allows for increased stacking within the corp/army in any hex allowing regular stacking. All units in a corp/army allowing increased stacking, may attack normally and suffer no movement penalties.

**8.A.5. STACKING SUMMARY.**

The following table summarizes the different stacking limitations.

Table 1 Stacking Summary

STACKING SUMMARY				
TYPE	ANY UNITS#	NON-DIVISIONAL REs	ARTILLERY REs	HQ's
Regular	3	3	2	1
Mountain	2	2	1	1
Arctic	1	1	1	1
Arid Weather Zone	2	2	2	1
Reduced	2	2**	1**	1
Shock Army	+1	+1	+3*	-
Guards Army	-	-	+1	-
Guards Tank Army	+1	+1	+2*	-
SS Panzer Corp	+1	+1	+1	-

\*\* Maximum number of units, not REs.  
 \* 3 artillery units maximum.  
 # Maximum of two Soviet corp sized c/m units unless in a tank army.  
 Note: All artillery divisions are 2 REs in size.

**8.B. OVERSTACKING.**

If a player has a “Corps/Army” marker in the hex, he may overstack his units. All overstacked units must be placed in the overstacking section of the matching corp/army box on the CORP/ARMY SHEETS. To enter or leave overstack, a “+2 MP” marker must be placed on the units.

If at any time, an overstacked situation no longer exists, units must be removed from overstack so as to reach the appropriate stacking limit. *Note: There is still a +2 MP penalty.*

**8.B.1. MOVEMENT EFFECTS DUE TO OVERSTACKING.**

Units expending MPs to enter or leave a hex with overstacked units must spend an additional 1 MP per 3 REs (rounded up) of overstacked units to do so. This is judged at the instant the unit is moved.

**8.B.2. LIMITATIONS ON GOING INTO RESERVE.**

Overstacked units may not be placed in reserve. Reserves are moved into an overstacked position like any other units.

**8.C. STACKING/OVERSTACKING EFFECTS.**

No unit may end a movement or combat phase violating the stacking limit except as stated in the overstacking rules above and retreats below.

**8.C.1. RETREATS INTO OVERSTACK.**

If, because of combat, a defending unit is forced to retreat and violates stacking limits, it is placed in the appropriate overstacking section of the CORP/ARMY SHEET. *Note: The unit must still expend the required MPs to enter overstack.*

**8.C.2. LIMITS ON ATTACKING UNITS.**

The stacking limit of a hex is also the limit on the number of units that may attack that hex from an adjacent hex without participating in an attack from overstack (Rule 11.G).

*Example: A hex in the Arctic is attacked only by units in hexes south of the Arctic. Since the hex being attacked is in the Arctic, only units up to the Arctic stacking limit may attack the hex from each hex south of the Arctic, although more units may be stacked in these hexes.*

**8.C.3. EFFECTS OF OVERSTACK ON COMBAT.**

Overstacked units may not attack, are ignored when determining the defence strength of a hex (and its ZOC), and are ignored for all calculations which modify the main combat die. *Note: As they may not attack, overstacked units may not advance after combat.*

If and overstacked hex is attacked, overstacked units are affected by whatever combat result occurs but their strengths and REs are ignored for all loss or RED TABLE calculations.

AA fire by overstacked units is not allowed against any ground support air mission (Rule ?). AA in overstack may fire on any other air mission.

**8.C.4. REINFORCEMENTS AND REPLACEMENTS.**

If reinforcements (Rule 51) or replacements (Rule 52) enter play in an overstacked situation, they must be placed in the appropriate overstack section of the CORP/ARMY SHEET with a “+2 MP” marker on them.

**8.D. CORPS/ARMY MARKERS.**

“Corp/Army” markers and the CORP/ARMY SHEETS are provided to help with stacking in congested areas and to provide limited intelligence in the game. To use a “Corp/Army” marker, simply remove any eligible stack of units from the map, place a “Corp/Army” marker in its place, and place the stack in the corresponding box on the CORP/ARMY SHEET. Mark it with a duplicate “Corp/Army” marker.

The front side of a “Corp/Army” marker is used if there is a unit in the Corp that exerts a full ZOC. Use the back side if only a partial ZOC is exerted by the stack.

Certain “Corp/Army” markers have increased stacking abilities as shown on the appropriate STACKING SUMMARY (Rule 8.A.5). All units in a box on the CORP/ARMY SHEET are treated for all purposes as if they were in the hex occupied by the marker.

**8.D.1. CORP ELIGIBILITY CRITERIA.**

To be eligible to be placed in a “Corps/Army” marker, a stack of units must meet the following requirements:

- 1) It must occur during a friendly movement phase.
- 2) The corp places a “MP #” marker on itself equal to the largest marker on any unit forming the corp. Remove all markers on individual units.
- 3) A minimum of 3 units must be in the stack.
- 4) Two of the units in the stack must be divisions, cadres, or corps.
- 5) Half or more (minimum of 2) of the division, cadre, or corp sized units in the stack must be of the same unit type and nationality as the “Corps/Army” marker.
- 6) Units are not required to become part of a corp. Place these units under the corp marker if they occupy the same hex. *Note: This is likely if engineers are being used in the hex for construction purposes.*

If a stack is not eligible to be placed in a “Corp/Army” marker but the player wishes to use one to ease congestion, place the largest unit in the stack on top of the “Corp/Army” marker. The rest of the stack may be placed in the appropriate section of the CORP/ARMY SHEET.

**8.D.2. LIMITED INTELLIGENCE EFFECTS OF CORPS.**

The units in “Corp/Army” markers may only be examined by the opposing player under certain conditions as specified in the limited intelligence rules (Rule 48.A). If the counter mix is not sufficient, make additional infantry “Corp/Army” markers as needed. *Note: Specialized Corp/Army Markers are restricted by the counter mix. For example, the Soviet Union may never have more than six “Tank Army” markers in use.*

|