

13. UNIT ATTACHMENTS, BREAK-DOWNS & ASSEMBLY. (V 12.07.29)

Some units may attach other units to themselves. Other units may break down into component units, and various non-divisional units may assemble to form other units. These breakdowns are shown on the BREAKDOWN/ASSEMBLY CHART for each nation.

13.A. UNIT ATTACHMENTS.

Some division/corp units may attach battalions, regiments, or brigades to themselves. The attached units do not count against stacking but do retain all their normal abilities. *For example, an attached armour unit would count its AECA in the attack and could still convert other units.* Place the attached unit on top of the attaching unit in the CORP/ARMY SHEET.

13.A.1. UNIT ATTACHMENT/REMOVAL PROCEDURE.

Units are attached/removed in the following manner during a friendly movement phase:

- a) A "+2 MP" marker is placed on the newly combined units.
- b) There is no MP cost for newly separated units.

13.A.2. RESTRICTIONS ON ATTACHING UNITS.

Units being attached have the following restrictions.

- a) The attaching unit must be a support division/corp unit (not marker) or its cadre.
- b) The attached unit may not exceed half the combat strength of the attaching unit.
- c) Both units must be of the same nationality. **Exception: Commonwealth units may attach to each other.**
- d) The attached unit must be able to meet the stacking restrictions of the attaching unit. *For example, an artillery division could attach a tank battalion if it was stacked in the divisional slot but could only attach an artillery battalion if stacked in the 2 REs of artillery slot.*
- e) Both units use the MA of the slowest unit and the worst terrain penalties when calculating movement costs.
- f) Support divisions or corps may attach a battalion.
- g) Soviet corp sized units may attach a regiment or brigade.
- h) The attaching unit must be in a corp/army. (Stack both units together on the corp sheet.) If not, the attached unit is immediately detached.
- i) If the attaching unit is reduced or eliminated, the attached unit is immediately placed into) if no other stacking option is available.
- j) Attached Panther or Panzer IV battalions are replaced by "+4" or "+2" strength markers (Rule ?).

13.B. BREAKDOWNS AND ASSEMBLIES.

Units may break down or assemble into their component units during any friendly movement phase. *Note: It does not have to be able to move in that phase.*

13.B.1. BREAKDOWN/ASSEMBLY PROCEDURE.

When units breakdown or assemble, they follow the following procedure. *Note: There is no MP cost to break down or assemble a unit.*

- a) Remove the unit from the map, place it on the appropriate box on its BREAKDOWN/ASSEMBLY CHART, and place its breakdown units in its hex.

- b) Place a "+1 MP" marker on all broken down units.
- c) The stacking limit may be violated when a unit breaks down, as long as the normal stacking rules will not be violated at the end of the phase (Rule 8.A.5).
- d) Non-divisional units may assemble into another unit during any friendly movement phase, if the component units are stacked in the same hex at that time.
- e) Remove the component units from the map and place the assembled unit in the hex.
- f) Place a "+1 MP" marker on the assembled unit.
- g) If a unit is assembled from components at different supply states, the assembled unit assumes the supply state of the most-out-of-supply component.
- h) Similarly, if a unit is assembled with one or more of its components having "+#MP" markers on them, the assembled unit has the largest "+ MP" marker placed on it.

Note: To speed play when assembling units, allow players to substitute breakdowns on the map for any other breakdowns as long as they have identical abilities and values.

13.B.2. UNIT BREAKDOWN/ASSEMBLY CHARTS.

Each player's breakdown/assembly possibilities are shown on the BREAKDOWN/ASSEMBLY CHARTS. The charts detail, by nationality, unit type, and unit ratings, all allowable breakdowns/assemblies. A player may break down or assemble more units than there are breakdown counters provided in the counter mix but counters will have to be manufactured.

A divisional/corp unit may break down into supported components or into a HQ and unsupported components. *For example, a German 7-6 infantry division may break down into three self-supporting 2-6 infantry regiments or into an infantry division HQ and three unsupported 2-6 infantry regiments.* **Exception: Battalion-sized breakdown components are never self-supporting.**

Each chart has several labelled boxes. When a unit is broken down, place its unit counter in the appropriate box on the BREAKDOWN CHART. When a unit is assembled, the components should be placed in its box.

Divisions not listed on the charts may not break down.

Note: Divisions may use any breakdown counters of the same nationality as the division. For example, a French colonial division could use French Metropolitan breakdown counters but a Canadian division could only use Canadian breakdown counters. The replacement points needed to replace broken down units would be governed by the parent unit, not the breakdown counters.

13.B.3. REASSEMBLY AS CADRES/REMNANTS.

Broken down units may be reassembled as cadres or remnants. If a divisional unit has one dead component unit, it may be reassembled as the cadre for that division. If it has two dead component units, it may be reassembled as a remnant. *Note: This will usually result in a net RP loss.*

To be reassembled, all component units must either be in the same hex or in one of the eliminated boxes. The eliminated units are removed from the boxes and placed back on the BREAKDOWN CHART. If any of the units are in the ELIMINATED ISOLATED BOX, all necessary RP costs must be paid as if they were to move to the ELIMINATED BOX (Rule 52.A.4).

13.B.4. BREAKDOWN COMBINATIONS.

Units are allowed to break down as described below.