

49. OPERATIONAL & STRAT. RESERVES. (V 12.09.16)

The Soviet Union, the Axis, and the Allies may place units in operational and strategic reserve. These represent forces held aside by the high commands to deal with emergency situations within a theatre or indeed for the war as a whole.

All ground units in a neutral country or in any country's colonies (even if the home country is not neutral) begin the game in operational reserve.

49.A. OPERATIONAL RESERVES (ORs).

Any unit entering operational reserve has a marker placed on top of it to indicate its status. If it leaves operational reserve, remove the marker. Use the OPERATIONAL RESERVE TRACK for each theatre to keep a running total of the number of REs in operational reserve. *Note: This is not required but will save players from counting REs.*

All "Forming" units are also in operational reserve and maintain that status when "Formed" and placed on-map.

49.A.1. CHANGES IN STATUS.

Players are limited in the amount of units that may go into or out of operational reserve as described below. *Note: All changes to the status of units in strategic reserve are done before changes to the status of units in operational reserve.*

49.A.1.a. MONTHLY DEPLOYMENT LIMITS.

Each contingent of each side rolls a six-sided die at the start of each month. This is its deployment number (DN). In general, the DN is used to see how many REs of units may enter (on turn 1 of the month only) or leave (on any turn) operational reserve.

Add the following numbers together to get the final deployment limit.

- i) Multiply the deployment number (DN) by the number of depots in semi-active MDs (Rule ???);
- ii) Multiply the DN by 2 x the number of depots in active MDs;
- iii) Multiply the DN by ½ the number of depots in inactive MDs.
- iv) *Note: Each minor country depot counts as ½ of a depot.*

The deployment limit is the total number of REs of units that may change status anywhere on the map. It is recorded on the current month's OPERATIONAL RESERVE TRACK and may not be exceeded.

Use the OPERATIONAL RESERVE TRACK to mark the total available OR points for each country and the modified base die roll. Each depot will have a marker to show its current OR multiplier. This is modified in several ways.

- i) Each time the base die roll is exceeded for a depot during a turn, the RE multiplier has ½ added to it for all future REs added or removed to Op Reserve until the base number was exceeded again. *For example, if the base die roll was two and a 3 RE unit was being added to Op Reserve, it would cost 3½. One each for the first 2 REs and 1½ for the third RE. If 3 more REs were to be added within the same depots supply net, the first RE would also cost 1½ and the next two would cost 2 each for a total of 5½ more.*
- ii) Each turn that REs are added to or removed from Op Reserve in a depots range, the base multiplier is one larger than the final multiplier of the previous turn for the depot. *Note: This is reset to zero at the end of each month's turn 4. For example, if the above example occurred in May 1 41, the base multiplier would be 3+1 for the next turn in May that the player was using Op Reserve point.*
- iii) There is no effect on the multiplier for a depot if no Op Reserve points are expended by that depot during the turn.

Each depot will have a box on its track to record the current OR multiplier.

49.A.1.b. BONUSES TO THE DEPLOYMENT LIMIT.

Certain events may add REs to the deployment limit as described below:

- i) Before the die is rolled for a new month, reduce the remaining OR points by half. Add this number to the new OR total.
- ii) Bonus REs are added to the deployment total if the countries' units are affected by either side's surprise turn. Multiply the SRPs required for the surprise turn by a d6 to get the bonus REs and adjust the OPERATIONAL RESERVE TRACK accordingly. Double this total if it is an invasion surprise.
- iii) When any independent country or island with an intrinsic rail capacity is fully captured, the capturing player gets an RE bonus equal to the captured rail capacity divided by a d6 roll.
- iv) If a home country's (or its possessions) national border is crossed by enemy forces, the number of REs crossing the border is added to the bonus RE number as long as either the MD has a friendly HQ in it or six months have passed since the invasion turn. *For example, if no Soviet border MD has a Soviet HQ in it (which would make them semi-active at best), no bonus REs would be counted if Axis forces cross that border.*

The first turn a nation's border is crossed by enemy units, he may freely remove an unlimited number of REs from OR without affecting the deployment number.

49.A.1.c. DEPLOYMENT RE SIZE MODIFIERS.

All units entering or leaving operational reserve may have their RE size modified by the following deployment RE size modifiers:

- i) If the unit is in an active MD or the battle zone (Rule ???), halve the normal RE count to **leave** operational reserve.
- ii) If the unit is in the battle zone (Rule ???), double the RE count to **enter** operational reserve.
- iii) If the unit is not in a town or city hex, double the RE count to **enter** operational reserve.
- iv) If a unit is in an enemy ZOC, it is automatically removed with no RE or MP cost (as described below).
- v) Units with the armour symbol count double the normal count.
- vi) If a unit is activated during a reaction phase (or at any other time during an enemy turn), double the normal RE count.
- vii) If a unit cannot trace an overland supply line to a depot as described below, double the normal RE count.

49.A.1.d. ENTERING OPERATIONAL RESERVE.

Any unit may have a "Operational Reserve" marker placed on it under the following conditions:

- i) It is the reinforcement phase of the first turn of a month.
- ii) The unit must have a printed attack strength of zero or more. *Note: Trucks, transports, and depots have a "0" strength.*
- iii) The unit is not in a garrison.
- iv) The unit is not a coastal defence unit.
- v) The unit loses reserve status if it is marked as such.
- vi) The unit must be able to trace a general supply line to a depot.
- vii) *Note: Any unit released from garrison is immediately placed in operational reserve (at no deployment cost).*

49.A.1.e. LEAVING OPERATIONAL RESERVE.

A unit may have a “Operational Reserve” marker removed from it under the following conditions.

- i) It is the owning player's reinforcement phase.
- ii) The unit has a “+1 MP” marker placed on it.
- iii) The unit is being used in a surprise attack.
- iv) *Note: Any non-moving units voluntarily leaving operational reserve may spend 1/6 SP per RE to have a “Reserve” marker placed on them (Rule ???).*

A unit automatically leaves operational reserve at no cost if it is in an enemy ZOC at any time.

Note: All units which leave operational reserve before the reinforcement phase of week 4, generate no RPs.

49.A.2. EFFECTS ON UNITS IN OPERATIONAL RESERVE.

The following effects apply to units in operational reserve:

- a) Units in OR may not fire AA
- b) They may not expend MPs for any purpose other than strategic rail. Count them double RE size when doing so.
- c) They have no APZOCs but do have normal ZOCs.
- d) If they end any phase adjacent to an enemy unit, they lose their operational reserve status.
- e) If they end any phase in the battle zone they may choose to freely remove the “Operational Reserve” marker.
- f) Units in OR may have special operations planned for them
- g) Units participating in a surprise turn are removed at no cost.
- h) If a unit in OR is subject to an OB conversion (Rule ???) Or upgrade, it maintains its status. If two or more units are involved and at least one unit is not in OR, any newly created units may choose to be removed from OR at no cost.
- i) Units in OR may be rebuilt only on the month's first turn.
- j) Any units being removed from OR that count against the monthly limit, may immediately spend SPs to have a “Reserve” markers placed on themselves. Each RE costs 1/12 SP. The units do not have to be stacked together.

49.A.3. REPLACEMENT POINT GENERATION.

Units in OR generate RPs for their nation during the replacement phase of week 4 when in a town/city hex. Place the generated RPs on “Turn 1” of the REPLACEMENT TRACK.

Units add their RE size to their combat strength ((attack + defence)/2) to get a replacement value. This is then multiplied by the country's special replacement rate and divided by the MD modifier (see below) to get the total RPs generated.

Training units count double RE size (not strength) when calculating the replacement value.

Forming units are automatically placed in operational reserve and maintain this status when placed on the map.

Any unit in a town or city hex will generate RPs; units with an armour symbol (by itself or in conjunction with another symbol) generate arm RPs, Soviet artillery units generate art RPs, and all other units generate inf RPs.

The MD modifier is dependent on the MDs activity level (Rule ???):

- a) **Inactive:** MD modifier is 50.
- b) **Semi-active:** MD modifier is 25.
- c) **Active:** MD modifier is 10.

49.B. STRATEGIC RESERVES.**49.B.1. ENTERING & LEAVING STRATEGIC RESERVE.**

Each major power may place units into or remove them out of strategic reserve with the following restrictions:

- 1) Units entering strategic reserve must be in their home country or the FORMING BOX. **Exception: See below.**
- 2) Units entering strategic reserve are removed from the map, and placed in the STRATEGIC RESERVE BOX.
- 3) Units entering or leaving strategic reserve are under the same entry/withdrawal restrictions as ORs. *Note: This means that Forming units may be in SR but must be marked as such as they are in their own box already.*
- 4) Units entering or leaving SR use railcap as if moving.
- 5) Units count normally against the deployment limit on operational reserves when placed into strategic reserve.
- 6) Units count double RE size against the OR deployment limit when being removed from strategic reserve.
- 7) A removed from SR is placed on the home country's replacement track so as to arrive in the current turn's replacement phase. It may choose to arrive on map with either a “Reserve” or “Op. Reserve” marker on itself.

49.B.2. BRITISH MEDITERRANEAN STRATEGIC RESERVE.

Britain must create a separate Mediterranean Strategic Reserve Garrison in the Delta (in Egypt) on the turn that Italy declares war on the Allies.

The MSR garrison may be of any size. On the turn the Italian player crosses the Egyptian border with ground units, the British player may use any number of OR points in the Mediterranean MDs to place any number of units in the Delta (in Egypt) into the Mediterranean Strategic Reserve Garrison at a cost of 1 OR point per RE. *Note: This occurs in the Axis turn.* If the OR# becomes negative, no RPs are generated by the reserve until it is positive again. All above restrictions and any normal benefits still apply except that non-forming units are kept on-map in the Delta or Palestine.

If Italian ground units enter Egypt or other British territory in the Middle East, the MSR garrison must consist of a minimum of 6 REs of garrison capable units plus 2 divisional HQs after Aug 1 40 or a minimum of 3 REs of garrison capable units plus 1 divisional HQ before then. All required REs must be British or Commonwealth units. Lose 1 VP per month for each missing RE.

The RE and HQ requirement is reduced by 1 RE/HQ for each RE or HQ transported to Greece (or any other minor country invaded by the Axis if playing Grand Europa). *Note: The player may still leave units in this garrison if he so wishes.*

49.B.3. STRATEGIC RESERVE RP GENERATION.

Units in strategic reserve generate RPs in the same manner as operational reserves but double the amount generated.

49.B.4. STRATEGIC RESERVE VICTORY POINT GENERATION.

Units in strategic reserve may generate VPs while in reserve or cost VPs to remove depending on the scenario. See the scenario specific rules for exact amounts.

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