

## 51. REINFORCEMENTS. (V 11.09.18)

During the game, players receive reinforcements and replacements, may mobilize, convert, reorganize, upgrade, or disband units, and will have to transfer or withdraw units.

The OB shows all reinforcements and replacements in the game. Unit identifications are given for historical interest and may be ignored except for breakdown purposes. (*Note: In particular, unit identifications should be ignored for withdrawals and conversions, or else the play of the game will be slowed for no practical effect.*) **Exception: the national indicator on the unit identifications of Soviet foreign contingents is used for replacement purposes and should not be ignored.**

### 51.A. GENERAL PLACEMENT RULES.

Players receive reinforcements during the game, as shown in their ORDER OF BATTLE. Place on the map during the reinforcement phase with the following restrictions:

- 1) If a unit enters play (as a reinforcement or replacement) at a city that is out of supply, the unit's supply status is the same as that of the city. *For example, if Leningrad has been out of supply for three turns and a replacement unit appears there, the unit is considered to be in its third turn out of supply.*
- 2) Units may be placed on the map in violation of the stacking limit during the reinforcement phase, but only if the overstacking rules are obeyed (Rule ???). Units that cannot be placed without overstacking, may voluntarily be delayed until the next turn. *For example, if two 3-6 Rifle Divisions are due to arrive in Kharkov on July 1 and the hex already has three divisions in it, they could either be placed in the overstacking section of the army marker or delayed until the next turn.* If all possible placement hexes are captured by enemy units, any delayed reinforcements are eliminated.
- 3) Reinforcements may be placed only in friendly-owned hexes; these hexes may be in enemy ZOCs.
- 4) Conditional reinforcements appear in the reinforcement phase of the player-turn and may move and fly normally.
- 5) Reinforcements may be specified by theatre, command, MD, country (or multi-MD area), and/or city. "Any City" reinforcements may have one unit placed per city hex.
- 6) Arriving rebuilt units or units that have been disrupted in a previous combat and that are returning as reinforcements may be placed one per friendly-owned city or Army HQ (in the same front) not in an enemy ZOC.
- 7) All air reinforcements enter play on a friendly airbase and may be flown normally.
- 8) Reinforcements coming on from a map edge may arrive in reserve. They must spend 1 SP per stack as normal.
- 9) Reinforcements arriving in a front with its depot in operational reserve, arrive in OR themselves (for free).
- 10) Reinforcements that are unable to enter play as specified below are delayed until they can enter play. Exceptions to this are covered below.
- 11) Each nationality that does not have its own REPLACE-MENT CHART receives 5 supply points for each SRP that is shown as arriving on the OB.

### 51.B. CONCEPTS.

The OBs use the following terms and general definitions:

#### 51.B.1. ADD TO GARRISON.

Add the unit to the garrison of the indicated MD.

##### 51.B.1.a. ADD TO REPLACEMENT POOL.

Add the indicated unit to the fronts ELIMINATED BOX. RPs may be spent immediately to replace these units. If this is done, they are placed so as to arrive in one turn (not four).

##### 51.B.1.b. ARRIVE.

Arrive lists forces that enter play from another theatre/command. When the arrival is listed as "forces from (a theatre/command)," check the indicated theatre's transfer listing for which forces are arriving.

Allied player forces that enter play from an off-map area or that are transferring to the listed theatre/command from another theatre/command may arrive using naval transport. Each of these items of cargo have their own NTPs sufficient to transport them. Place arriving forces at sea, already embarked, as follows:

- 12) **Gibraltar Command:** Place in any Atlantic Ocean hex along the northern or western edges of map 24A within 7 hexes of hex 24A:0101.
- 13) **Malta Command:** Place the same as either Middle East or Gibraltar arrivals (Allied players choice).
- 14) **Middle East Command:** Place in any Red Sea hexes along the eastern edge of map 19A.
- 15) **Near East Command:** Place in any Persian Gulf sea hexes along the southern edge of map 22A.
- 16) **North Africa Command:** Place in any Atlantic Ocean hex along the northern or western edges of map 24A within 7 hexes of hex 24A:0101.

*Note: All arriving units transported with off-map NTPs must be disembarked at a friendly port on the turn of arrival if possible.*

##### 51.B.1.c. AVAILABLE FOR ASSEMBLY.

Place the indicated units in the appropriate breakdown box on the players GAME CHART.

#### 51.B.2. CONDITIONAL REINFORCEMENTS.

Each player may receive conditional reinforcements. A player receives a conditional reinforcement in the reinforcement phase in which he meets the conditions for its appearance for the first time. These reinforcements and their conditions for arrival are listed on the player's ORDER OF BATTLE.

#### 51.B.3. CONVERT.

Convert specifies when a unit (or units) converts into a another unit (or units). If possible, the player must convert a unit in his reinforcement phase on the turn specified.

To be converted, the unit must meet the same requirements as for a cadre to be rebuilt (see Section B??? below). Remove the original unit (or units) from play and put the new unit in its place. *Note: When two or more units are involved in a conversion, the converting units must be stacked together.*

A unit may be converted if already on the replacement track but it adds one turn to its arrival time.

If it is not possible to convert the unit on the turn specified, it must be converted in the first friendly reinforcement phase in which it can be converted. *Note: The intent of this rule is that conversions are mandatory within reason. Players need not rebuild units that are in the replacement pool but they should*

*make reasonable efforts to get a unit (or units) to a hex where it (they) can be converted.*

Units removed from play through conversion are out of play; they are not eliminated and may not be replaced.

**51.B.4. DISARMING.**

Disarm specifies when certain units must be disarmed. The player simply removes the units from the map or replacement pool. Calculate special replacements (Rule ???) for these units that are removed from the map (but not from the replacement pool) and divide the number by four (rounding down). The result is the number of infantry RPs the player adds to the AVAILABLE RPS TRACK.

A player may be required to disarm certain entire forces as specified in the rules or in the ORDER OF BATTLE. When a force is disarmed, all of its ground and air units are withdrawn from play and from the AIR CHART.

Units removed from play through disarming are out of play; they are not eliminated and may not be replaced.

**51.B.5. DISBANDING.**

Disband specifies when a unit may be disbanded to yield replacement points and how many RPs it yields. The player may disband the indicated unit in any of his reinforcement phases on or after the turn the disbandment is specified on the OB. A unit may be disbanded if it can trace an overland supply line to a source of replacements of the same affiliation, is in a city (or with an army HQ that did not move), and is not in an enemy ZOC. Remove the unit from play, and receive the RPs specified on the OBs in the disbandment listings; add these to the appropriate front/command AVAILABLE RPS TRACK. *Note: Add 1RP per RE of non-militia disbanded units in addition to any stated RPs on the OBs.* The following restrictions are in place when units are disbanded.

- a) The RPs are not usable on the turn they are generated.
- b) Units removed through disbanding are out of play; they are not eliminated and may not be replaced.
- c) Players may disband a maximum of 3 REs/theatre/turn.
- d) Non-Soviet nationalities disband only infantry type units.

**51.B.6. FORM.**

Form specifies when certain divisions are available to be formed, from on-map non-divisional units. *Note: All "form" units in the OBs are divisions. The HQ staffs of these units have already been raised; the units are merely awaiting attachment of their infantry and artillery components.*

A player places his divisions available to be formed in the appropriate MDs FORM BOX on his GAME CHART. **Exception: If the OB specifies the division is a part of a garrison, the player places it in the "form" section of the appropriate GARRISON BOX.**

The player may form the indicated division in any of his replacement phases on or after the turn the formation is specified. If the division has both supported and unsupported sides (Rule 9.A), the player may form it at either strength. If the division has a cadre, the player may form it at either cadre or full strength. To be formed, the unit must meet all conditions for a cadre to be rebuilt (Rule ???).

To form a division, the player must remove units with a total replacement cost (Rule ???) at least equalling the RP cost

of the strength at which the division is to be formed. Only certain units may be removed to form the division:

- a) **Infantry RPs:** Any non-divisional border, infantry, light infantry, mountain, and security units.
- b) **Artillery RPs:** Any artillery or mortar regiment with an attack or defence strength of one.

The units to be removed must be stacked together, be of the same affiliation as the division to be formed (note the exceptions for Spanish Nationalist and International infantry divisions listed under 40B3 FWTBT), and may not be in an enemy ZOC. The owning player removes the units to his general replacement pool and puts the division on the map in their place.

A player may form a division in a garrison box, from units in the "available" section of the same garrison box. The owning player removes the smaller units to the garrison box's replacement pool and puts the division in the garrison box's available section.

*Note: Units removed to form divisions are not out of play; they may be replaced.*

**51.B.7. FORMING/FULL.**

Certain units require extra time to form, equip, and train. These units go through a two-step process when appearing as reinforcements. Initially, the unit is listed as "forming" in a MD, multi-MD area, or theatre/command. At this time, place it in the FORMING BOX for that MD or theatre. For a multi-MD unit, allocate it to any one of the area's MDs.

If a unit is converted (or any other optional choice) to a forming unit, and the conversion is not done immediately, the "full" status of the unit is delayed by the same number of turns that the conversion was delayed. Mark it with a "+#MP" marker. The # will indicate the extra turns required.

When the OB then lists the unit as "full," remove it from the FORMING BOX and receive it as a reinforcement in the MD (or other named area).

If a player loses ownership of all cities in a theatre/MD, then all units in the appropriate forming box are eliminated.

*Note: In some scenarios, certain forming units must first arrive (per above) before being placed in the appropriate forming box (these are shown as "Arrive: Forming:" in the OBs).*

The Axis player may attempt early activation of a forming unit, before the turn it becomes full strength. To do so, in any Axis reinforcement phase after the turn a unit is placed in a forming box, the Axis player rolls one die and consults the SUCCESS TABLE.

**Table 1 Early Activation of Forming Units Results and Modifiers**

EARLY ACTIVATION OF FORMING UNITS	
<b>Results:</b>	
F*:	Complete Failure: The unit is completely eliminated and placed in the Eliminated Isolated Box. Count normally for special replacements.
F:	Failure: The unit is received at cadre strength. If it has no cadre, it is eliminated and placed in the Eliminated Isolated Box. Count normally for special replacements.
S:	Success: Receive the unit that turn as a full strength reinforcement.
<b>Modifiers (Cumulative):</b>	
-1	Early activation of unreliable unit.
-1	For each 4 turns before the unit would be "Full" as per the OB.

**51.B.8. MOBILIZE.**

Units to be mobilized will be placed in a specific setup hex or as “Full” above. Cadres being mobilized to full strength may be in an enemy ZOC or out of supply. *Note: This ability is due to the fact that mobilization plans and depots were prepositioned and unless the mobilization depot was enemy occupied, would go ahead no matter what.*

**51.B.9. OTHER.**

Follow whatever OB instructions appear for special reinforcement events.

**51.B.10. REINFORCEMENTS.**

Reinforcements are specified by MD, multi-MD area, and theatre. A MD or multi-MD reinforcement appears in any friendly-owned city in the MD (or multi-MD) or with an army HQ in the MD (or multi-MD). A theatre-wide reinforcement appears in any friendly-owned city or with any army HQ in the theatre. If a reinforcement has specific entry conditions listed on the OB, follow those instructions.

**51.B.11. RELEASE FROM GARRISON.**

Release the indicated unit from the garrison box of the indicated MD and receive it as a reinforcement in that MD.

**51.B.12. REMOVE FROM BREAKDOWN BOX.**

Remove the indicated unit from the specified breakdown box. The removal is done when the assembly (as specified in the OB) is first made.

**51.B.13. REMOVE FROM REPLACEMENT POOL.**

Remove the indicated unit from the REPLACEMENT POOL. The unit may be in either the ELIMINATED ISOLATED BOX or ELIMINATED BOX. If there is no such unit in the box, delay the action until there is such a unit in one of the boxes.

**51.B.14. REORGANIZE.**

A reorganization works similar to a conversion, except that the player may reorganize a unit in any of his reinforcement phases on or after the turn the reorganization is specified. Typically, a conversion lists one specific conversion, while a reorganization lists a general conversion; a set of units that may be reorganized into other units. *For example, American 3-10 motorized heavy AA brigades may be reorganized into transport counters. Any or all of these brigades may convert to transport counters.* Follow the instructions listed for each reorganization.

There may be an RP cost or gain depending on the unit involved. The RP costs or gains are given on the nations REORGANIZATION CHART. RPs gained through reorganization arrive two turns later.

Once a player is allowed to reorganize units in play, he may also reorganize these units in his REPLACEMENT POOL. Treat this the same as a replacement pool substitution. *Note: The phrase "replacement pool substitution" refers to the substitution procedure given in Rule ???.*

**51.B.15. REPLACE.**

Replace lists forces that are specially replaced, at no cost to the player. Take the indicated unit from the replacement pool and receive it as a reinforcement. This unit is replaced for free, costing no replacement points and is placed in the same manner as the nations regular reinforcements.

**51.B.16. RETURN.**

This is the same as an “Arrival”. *Note: "Return" shows that a unit withdrawn from play in an earlier turn is returning to play. It is used only when the same unit counter as withdrawn from play returns to play.* A number of units withdrawn at cadre strength return at full strength.

**51.B.17. TRANSFER.**

Transfer lists forces that transfer between theatres. When the OBs denote that forces transfer between theatres under the player's control, the player simply ignores these transfers. A player must, however, transfer between forces to or from theatres he does not control, as specified by the OBs. *For example, if the Axis OB requires forces to transfer to the Southeast theatre, the Axis player must transfer those forces there in all scenarios where the Southeast theatre is not in play.*

Any unit of the indicated size, type, and strength may be transferred (unless unit IDs are being used for the rest of the OBs). If possible, the transferring unit should not be isolated. If no on-map unit can be transferred, then an eliminated unit is removed from the replacement pool. The player forfeits RPs equal to the unit's replacement cost. If the player does not have enough RPs (of the correct types) to meet this cost, then the player maintains a deficit until he has RPs available.

Remove the transferring unit from the map or replacement pool. It is out of play. (It is not eliminated and cannot be rebuilt.)

**51.B.18. UPGRADE.**

An upgrade is the same as a conversion, except that the owning player must spend RPs (as listed in the OBs) when the unit is upgraded. These RPs must be in the RP pool of the MD/command in which the unit is located. The player may upgrade a unit in any of his reinforcement phases on or after the turn the upgrade is specified.

**51.B.19. WITHDRAW.**

The ORDER OF BATTLE requires certain units to be withdrawn from play at various times. Any **unisolated** unit of the indicated nationality, size, type, and strength may be withdrawn. A withdrawn unit is out of play (simply remove it from the map) and may not return to play unless called for in the ORDER OF BATTLE.

If no unit in play can be withdrawn, then an eliminated unit is removed from the replacement pool, and the player forfeits RPs equal to the unit's replacement cost. If the player does not have sufficient RPs of the correct types to meet this cost, then the player maintains a deficit until he has RPs available.

When the ORDER OF BATTLE requires a cadre to withdraw, the player may instead withdraw a full strength division that has the indicated cadre. If he does this, he receives RPs equal to the cost of rebuilding the cadre to its full strength. These RPs may not be used on the turn they are generated but may be used thereafter.

*Example: On May 1 42, the German player withdraws a 12-10 panzer division in place of a 5-8 panzer cadre that is required to withdraw. He receives 3.5 armour and 3.5 infantry RPs for this, and he may use these RPs on or after May 2 42.*

If players are taking reinforcements by exact unit designation as well as unit type, they may substitute the withdrawn

unit for the unit of the correct designation no matter where it is on the board or charts.

### 51.B.20. NOTES.

Unless otherwise specified, reinforcements that are unable to enter play as specified have their appearance delayed until they are able to enter play.

If an OB activity involves a unit in the replacement pool (such as the replace or remove from replacement pool activities) and there is no such unit in the pool, then remove an identical unisolated unit from the map and place it in the replacement pool. Add the unit's replacement point cost back to the theatre's pool to balance this. If no unisolated identical unit is available, the reinforcement activity is delayed until one is. *Note: Disrupted units are not counted as being in the replacement pool and so do not have to be removed.*

### 51.C. AXIS. (Germany)

The AXIS OB is divided by theatre/command and force. In general, reinforcements appear as described in section A1 above with the following additions:

*Note: Axis reinforcements that arrive on the edge of the map in scenarios may only appear in Axis-owned hexes.*

#### 51.C.1. NATIONAL RESERVES. (Germany)

Certain Hungarian and Rumanian reinforcements listed as being added to the reserves enter play as national reserves (see Rule 45C1; 45C2). The ORDER OF BATTLE releases various Hungarian and Rumanian units from national reserve in two ways:

- a) Specific units released from national reserve;
- b) A number of REs released from national reserve.

When releasing REs, the Axis player releases units from national reserve with an RE total equal to or less than the number specified. Any units in national reserve, except c/m units, may be chosen. *Note: National reserves do not generate any RPs as they are not in operational or strategic reserve.*

### 51.D. SOVIET. (Russia)

Soviet reinforcements are placed as per the country specific rules.

### 51.E. ALLIED REINFORCEMENTS. (Allies)

The Allied OB is divided by theatre and force. In general, reinforcements appear as described in A1 above, with the following additions:

#### 51.E.1. ARRIVING ANYWHERE. (Allies)

Unless specified as arriving from a specific theatre, place as follows:

- a) **Arriving in ETO:** Place in any city in Britain or in the BRITAIN HOLDING BOX (if the British map is not being used), or in any friendly-owned port if no enemy units in regular supply are present in the port's MD, and the port is neither in the combat zone or an enemy TF or CD, nor in a danger zone. Arriving reinforcements count against the port capacity of the port or holding box where they appear.
- b) **Arriving in MTO:** Place in the NORTH AFRICA HOLDING BOX (if in use) or in any friendly-owned port if no enemy units in regular supply are present in the ports MD, and the port is neither in the combat zone of an enemy TF

or CD, nor in a danger zone. Arriving reinforcements count against the port capacity of the NORTH AFRICA HOLDING BOX or the port where they appear.

#### 51.E.2. ARRIVE AT A SPECIFIC THEATRE. (Allies)

If specified as arriving from a specific theatre, place as follows:

- a) **From ETO:** Place in any friendly-owned hex adjacent to a hex in the ETO theatre, or place in the GIBRALTAR HOLDING BOX. This is used only for scenarios in which the Allied player does not control the ETO theatre.
- b) **From MTO:** Place in any friendly-owned hex adjacent to a hex in the MTO theatre, or place in the GIBRALTAR HOLDING BOX. This is used only for scenarios in which the Allied player does not control the MTO theatre.

#### 51.E.3. GENERAL REINFORCEMENTS. (Allies)

- a) **ETO General:** An Allied reinforcement for the ETO theatre in general appears in any city in Britain or in the BRITAIN HOLDING BOX (if in use).
- b) **MTO General:** An Allied reinforcement for the MTO theatre in general appears in any port in North Africa or in the NORTH AFRICA HOLDING BOX (if in use).
- c) **Britain:** A reinforcement specified for Britain may appear in any city in Britain or in the BRITAIN HOLDING BOX (if in use).
- d) **France:**
- e) **Poland:**
- f) **Special Withdrawals:** Certain units in the MTO are withdrawn for operations in the Balkans (if the southeast theatre is not in play). Withdraw (per section A1) the indicated units and place them in the BALKANS HOLDING BOX. When the OB indicates that one of these units is released from operations there, take the unit from the box and have it arrive in the MTO.
- g) **Sequester:** Ignore this unless playing a scenario in which the Allied player does not control the ETO theatre. In this case, withdraw the indicated forces from play and place them on the SOUTHERN FRANCE INVASION BOX of the MTO GAME CHART. These forces will later be completely withdrawn from play.
- h) **If no Iraqi Coup:** Ignore these reinforcements unless no Iraqi Coup (Rule ???) has occurred.

### 51.F. NEUTRAL REINFORCEMENTS.

All neutral countries reinforcements are listed in their country specific rules.

### 51.G. UNIQUE EVENTS.

In addition to the above, some unique reinforcement and replacement events occur at various times. These are specified on the ORDER OF BATTLE; follow the instructions given there when these events occur.

When the ORDER OF BATTLE requires a unit to be removed from or substituted in the replacement pool and no appropriate unit is in the pool, the unit is removed from the map and its RP cost added to the theatres RP pool.

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