

**63. GLOSSARY.** (V 03.04.25)

**AIRFIELDS.** Permanent, strategic, and temporary airfields represent the different kinds of airfields in the game and their capacity.

**COLLATERAL DAMAGE.** There are several kinds of “Collateral Damage” markers. Ports, airbases, bridges, and marshalling yards each have their own. Collateral damage may occur when an installation is newly captured.

**DEMOLITION.** A “Demolition” marker shows the number of turns before an installation is demolished or dismantled.

**DEPOTS.** Major and minor (Rule ?) depots are holding boxes for supply and SRPs stored in the hex.

**DESTROYED.** “Destroyed” markers are used to represent bridges and ports made completely unusable.

**ENTRAINED.** An “Entrained” marker shows that the unit is remaining loaded on a train and will not have to pay entraining costs if it wishes to rail during the next turn.

**ENTRENCHMENTS.** There are two kinds of entrenchments which affect combat in differing ways.

**FORCES.** The term "forces" refers to ground, naval, and air units collectively.

**FORTS.** The many kinds of forts affect combat and overrun in differing ways.

**HARASSMENT HIT.** A “Harassment Hit” marker is used to show the level of Harassment in a hex.

**HEAVY EQUIPMENT.** The UNIT IDENTIFICATION CHART lists the unit types that have heavy equipment. In addition, all units that have supporting arms (Rule 9.A.1), and all armour/artillery replacement points have heavy equipment. *Note: All unsupported divisions have no heavy equipment.*

**HITS.** There are several kinds of “Hit” markers. There are port hits, airbase hits, replacement point hits, supply centre hits, rail cuts, rail marshalling yard hits, and coastal defence hits. They represent enough damage to an installation that part of it is unusable (or is only usable at a greatly reduced rate). Some hits also affect a country’s replacement abilities and political will. These are factory hits, oilfield hits, replacement hits, supply centre hits, and terror bombing hits.

**INSTALLATIONS.** Ports, airbases, rail hexes, marshalling yards, and bridges.

**MOVEMENT CLASSES.** Units are divided into four general movement classes based on their types:

**NON-MOTORIZED UNITS.** All unit types listed as non-motorized on the UNIT IDENTIFICATION CHART.

**ARTILLERY UNITS.** All unit types listed as artillery on the Unit Identification Chart. *Note: For game purposes, antiaircraft and antitank units are not artillery though they move like artillery.*

**SEMI-MOTORIZED UNITS.** All unit types listed as semi-motorized (s/m) on the UNIT IDENTIFICATION CHART. In addition, any unit type that has the semi-motorized symbol (one wheel) used with its unit type symbol is s/m. Semi-motorized units use the

"Mot/Art" column on the TERRAIN EFFECTS CHART (TEC) when calculating movement point (MP) costs.

**COMBAT/MOTORIZED UNITS.** All unit types listed as combat/motorized (c/m) on the UNIT IDENTIFICATION CHART. In addition, any unit type that has the motorized symbol (two wheels) used with its unit type symbol is c/m. *Note: "Non-c/m" refers to units that are not combat/motorized or semi-motorized (all non-motorized class units and artillery class units except those that are combat/motorized.)*

**RAIL BREAKS/BRIDGE DAMAGE.** “Rail Break” markers represent minor damage to a rail line. “Bridge Damage” markers represent minor damage to a bridge.

**REGIMENTAL EQUIVALENTS.** A regimental equivalent (RE) measures the size of a unit. REs are also used for any marker or other item which needs its size specified. RE sizes of units and markers are listed on the REGIMENTAL EQUIVALENT SIZE CHART.

**RESERVES.** Any may be placed in reserve at a cost of one supply point (SP) per stack (Rule 6.B). This must be done during the player’s initial movement phase. A marker is placed on the units to show their status as reserves.

**SPECIALIZED UNIT TYPES.** Some unit types have special abilities if they show certain symbols (Rule ?). These symbols may be alone or with other symbols.

**AIRBORNE.** The following units are classed as airborne and are able to be air-dropped: air landing, glider, parachute, and parachute infantry.

**AMPHIBIOUS.** All unit types shown on the UNIT IDENTIFICATION CHART that have the amphibious symbol (a horizontal wavy line) either alone or with other symbols.

**ANTI-AIRCRAFT.** All unit types shown on the UNIT IDENTIFICATION CHART that have the anti-aircraft symbol (an A) either alone or with other symbols. *Note: Anti-aircraft units move like artillery.*

**ANTI-TANK.** All unit types shown on the UNIT IDENTIFICATION CHART that have the anti-tank symbol (a V with a dot in the centre) either alone or with other symbols. *Note: Anti-tank units move like artillery.*

**ARMOUR, TANK, PANZER.** Armour is a unit type shown on the UNIT IDENTIFICATION CHART that has the armour symbol (an oval) either alone or with other symbols.

**ARTILLERY (FIELD).** All unit types shown on the UNIT IDENTIFICATION CHART that have the artillery symbol (a solid dot).

**COMMANDO/RANGER.** All unit types shown on the UNIT IDENTIFICATION CHART that have the commando symbol (crossed lines with ending arrows) either alone or with other symbols.

**ENGINEERS.** All the following listed units are classed as engineers: assault engineers (Rule ?), combat engineers (Rule ?), construction engineers, pipeline construction engineers, port construction engineers, and railroad engineers.

**HEADQUARTERS.** All unit types shown on the UNIT IDENTIFICATION CHART that have the headquarters symbol (a flag) either alone or with other symbols. All

Axis and Allied higher level headquarters (HQs) are army HQs. All Soviet higher level HQs are front HQs. The generic term used for both is army headquarters.

**SUPPORT.** All units possess an intrinsic combat ability as given by their printed combat strengths. However, certain units are unable to use their strengths fully due to a lack of supporting arms. Such units are termed unsupported. (Rule [9.A.2](#))

**TEMPORARY DAMAGE.** A “Temporary Damage/Undamaged” marker is used to show if an installation occupied by a battalion suffers damage (Rule ?).

**UNITS.** The term “units,” when used by itself, refers to ground units only and does not include naval units or air units.

**DIVISIONAL UNITS.** A divisional unit is any unit with the division, division grouping, or corp size symbol, except headquarters (HQs).

**NON-DIVISIONAL UNITS.** A non-divisional unit is any unit smaller than a divisional unit such as brigades, brigade groupings, regiments, battalions, batteries, cadres, remnants and headquarters.

#### OVERSEAS PORT.

Any port that would need to trace a naval supply route to another port which in turn would trace a non-naval supply route to a national supply source.

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