

Unity of Command II

Game Manual

REVISION: 7

This manual is mostly finished, but still a **work in progress** in some areas. If you have a question or comment, please contact us in the “Testing Branch” subforum: either on Steam or on unityofcommand.net forum.

Introduction and **Quick Start**: these sections will be added later. This is why the manual starts with section 3. For now, the focus is on providing a clear reference for game (section 3) and campaign (section 4) rules.

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3. Game Rules

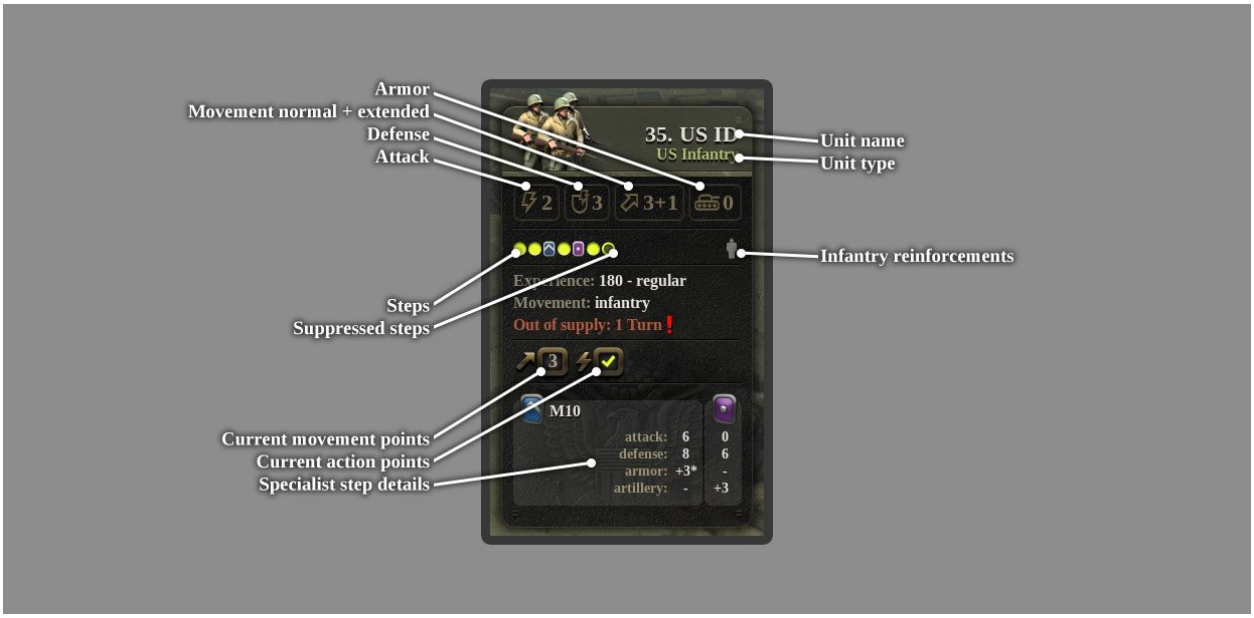
This section contains a detailed description of the game system used in Unity of Command II. To master the skills of operational level command in this game, it is important that you read this section thoroughly.

3.1. Units

Units on the map generally represent divisional-sized formations, regardless of their actual command level designation. For the Soviet faction (included for future expansions), units generally represent corps. In some scenarios, units can represent smaller formations, such as brigades and combat commands.

Units of one type (for example, “US Infantry”) all share the same basic characteristics: attack, defense, movement and armor (which can be offensive or defensive). Each unit type is represented by a model that best illustrates either the uniform worn by the troops or the prevailing equipment.

Most, but not all, important unit properties are shown directly on the map. Click on a unit to select it, and a comprehensive unit sheet will be shown, detailing all the unit’s properties.



Unit Strength

A unit’s manpower and equipment are divided into equal steps. Each unit has a maximum number of steps, representing its full complement. The maximum number of steps is 7 for axis

units and 6 for allied units.Certain units such as US Combat Commands have a lower maximum (4).

Each step can be active or suppressed (grey). Active steps represent combat-ready troops. They contribute to both attack and defense, and are first in line to take losses in combat. Suppressed steps take losses only if there are no more active steps left in the unit.

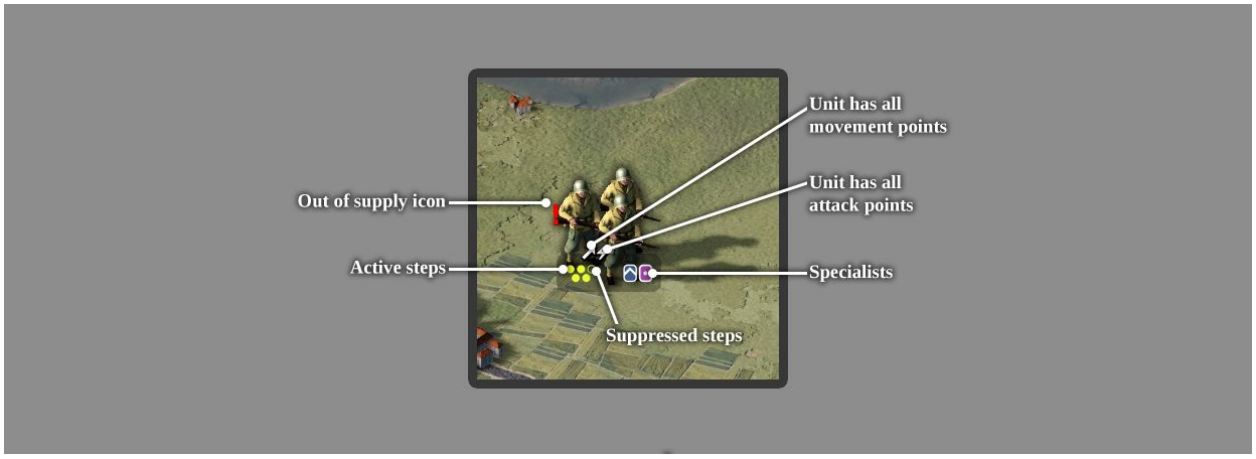
Steps can become suppressed as a result of combat or poor supply, and will recover to active status over time, provided the unit is supplied.

Specialist Steps

In addition to regular steps, a unit may have specialist steps attached. These steps represent smaller specialized units attached to a division-level formation. Allied units can have up to three specialist steps, while Axis units can have only one.

Tow Suppression

Specialist steps that have towed equipment - such as towed artillery or AT guns - will become suppressed when they move (“tow-suppressed”). Tow-suppressed steps automatically become active again at the start of the following enemy turn. This means that towed steps cannot move and attack in the same player turn, but can still move and set up in time to defend against attacks in the following enemy turn.



Loss Queue

On the unit sheet, steps and specialists are shown in loss queue order: this is the order in which the unit will take losses in combat. Any losses are taken left-to-right: steps/specialists that are KIA are removed from the unit altogether, while suppressed ones are moved at the end of the queue (on the right).

The loss queue is reset at the start of the attacking and defending phases of the turn. Active steps are laid out on the left, and active specialists are inserted at their queue positions (see specialist reference). Suppressed steps are added behind the active ones, followed by suppressed specialists which go last.

Towed Arty Exception: if a unit has multiple towed artillery specialists, each one after the first will be inserted two places to the left of its normal queue position.

Retreat Exception: when a unit with towed specialists retreats, these towed specialists (which become suppressed) are moved to the *first* position after the unit's active specialists, not last.

Experience

Seasoned units fare much better on the battlefield than green ones, and unit experience (xp) in UoC II is a measure of that aspect of unit quality.

Units gain xp in combat, and lose xp when reinforced with fresh troops. The value of xp goes from 0 to 400. Unit xp accrues rapidly for green units, and more slowly the more experienced a unit becomes, as shown in the following table:

0-99 (green)

- +20 xp for each KIA/SUP inflicted, incl. stragglers (both attack and defense)
- additional +20 xp for every combat in which it does not retreat (both attack and defense)
- can be reinforced without loss of xp, but cannot be reorganized

100-199 (regular)

- +10 xp for each KIA/SUP inflicted, incl. stragglers (attack only)

200-299 (veteran)

- +5 xp for each KIA/SUP inflicted, incl. stragglers (attack only)

300-400 (elite)

- +1 xp for each KIA/SUP inflicted, incl. stragglers (attack only)

Summary of Experience Effects

Green Units

- combat shift: xp shift
- combat loss shift: armor fright (+armor shift for attacker)
- air combat shift: air fright (+1 shift for attacker)
- out-of-supply effect: 3 sup
- out-of-supply recovery: 1/turn
- out-of-supply recovery in MTN: 0/turn

Regular Units

- combat shift: xp shift
- out-of-supply effect: 2 sup
- out-of-supply recovery: 2/turn
- out-of-supply recovery in MTN: 1/turn

Veteran Units

- combat shift: xp shift
- combat loss shift: +1
- out-of-supply effect: 1 sup
- out-of-supply recovery: 3/turn
- out-of-supply recovery in MTN: 2/turn

Elite Units

- combat shift: xp shift
- combat loss shift: +2
- out-of-supply effect: 1 sup
- out-of-supply recovery: 3/turn
- out-of-supply recovery in MTN: 2/turn

Reinforcements

Regular reinforcements: for each step added, the unit loses 20 xp. Green units do not lose xp when reinforced.

Elite Reinforcements (available via AFHQ/SHAEF card): for each step added, the unit loses 5 xp.

3.2. Unit Movement

At the beginning of each turn, every unit receives movement points (MPs) equal to the Normal Movement property for its unit type (see unit sheet).

When moving, a unit expends MPs for each hex it enters. The movement table lists the MP cost required to enter hexes of each terrain type, and weather condition. Each unit uses the appropriate column for its movement type (infantry or mobile). Mountain units move like infantry, except entering MTN terrain costs 2 instead of 3.

Units cannot move through hexes occupied by enemy units. They can move through hexes occupied by friendly units, without any additional MP cost.

Terrain Types	
CLR	Clear
DES	Desert (rocky)
DUN	Desert (dunes)
TUN	Tundra
CTY	City
BOC	Bocage
FOR	Forest
SWP	Swamp
HIL	Hill
MTN	Mountain
ALP	Alpine
SAL	Salt Marshes

Infantry		Mobile		Supply	
1	CLR, DES, CTY, TUN	1	CLR, DES, TUN	1	CLR, CTY, TUN
2	FOR, SWP, HIL, BOC	2	HIL, BOC, CTY	2	FOR, HIL, BOC, DES
3	MTN	3	FOR, SWP	3	SWP
A	DUN	A	DUN	A	MTN, DUN
X	ALP, SAL	X	MTN, ALP, SAL	X	ALP, SAL

Mud Penalties	
+0	CTY, DES
+1	*all others*
+2	TUN

Snow Penalties	
-1	SWP (mobile only)
+0	*all others*
+1	MTN, FOR, TUN

Certain types of terrain, or combinations of weather and terrain, make unit movement exceptionally difficult. The cost to enter such hexes is shown as "**A**" in the movement table. A unit must have full MPs and AP to enter this type of hex. All MPs are spent to enter, and the AP is locked upon entering.

Hexes which are completely impassable are shown as "**X**" in the movement table (see rail and roads for exceptions).

When mud and snow penalties are applied, the only legal values for the cost are **1**, **2**, **3**, "**A**", and "**X**". Therefore, a +1 penalty adjusts the cost from **3** to "**A**", or from "**A**" to "**X**".

Example: the MP cost for infantry movement in MTN (mountains) is **3**. This is in clear weather. When the weather condition is "mud", the +1 penalty applies, and so the cost is "**A**".

Action Points

Units start the turn with exactly one action point (AP). The AP can be used to attack an enemy unit, to gain additional MPs equal to the "Extended Movement" property (see unit sheet).

An AP can be available, locked, or expended. An available AP can be used for any purpose. A locked AP (shown in gray) can be used for combat, but can not be used to extend movement.

Extended Movement

When a unit is first selected, its movement outline is shown in orange. All hexes reachable with currently available MPs are within this outline. An orange outline means that the unit can attack after the move.

You can toggle the movement outline between “normal” and “extended” either by pressing SPACE or by using the mouse wheel. The extended outline shows all hexes reachable with additional MPs. A light blue outline means that the unit may be unable to attack after its move.

While the unit is selected, the movement arrow is displayed if you move the mouse pointer within the outline. The arrow shows you the route the unit would take to reach its destination.

The tip of the movement arrow shows you the state the unit would have if it moves to that hex. It shows the number of MPs remaining, whether its AP will be available or locked, and an undo icon if the move is undoable (see fog of war).

Note that switching the outline from normal to extended doesn’t expend the AP in itself. The AP is expended only if you actually move the unit to a hex that requires extended movement.

Rail and Road Movement

All movement along rail or road costs 1 MP per hex. Even units that are not allowed to stop on a given hex (e.g. mobile unit on a MTN hex) can cross that hex using road or rail.

- unpaved roads are not usable in MUD
- roads on mountain and alpine hexes are not usable in SNOW
- rail on alpine hexes is not usable in SNOW
- anything that passes through a tunnel is not affected by weather

Rivers and Bridges

Unity of Command II distinguishes between minor (e.g. Volturno) and major (e.g. Rhine) rivers.

Minor River: crossing a minor river without a bridge costs all MPs and is possible only for units that start the turn next to the river. A unit’s AP is locked after the crossing (grey AP icon), meaning it can be used to attack, but not for extended movement.

Major River: cannot be crossed or attacked across without assistance from a parent HQ. Crossing unopposed requires using the river crossing action (see HQs).

Wadi: this is a dry river bed commonly found in the North African theater. A wadi can be crossed without movement penalties, but it gives a defensive shift in combat (see combat).

Pontoon Bridges: these are bridges that the player has constructed in places where there was not already a bridge present. They introduce a measure of supply disruption (see supply network) but are otherwise the same as regular bridges.

Bridges: these are bridges that are part of the existing civilian infrastructure. When crossing a bridge, no MPs are spent other than the cost to enter the hex on the other side.

Zones of Control

Units that are not weak exert a zone of control (ZOC) into neighboring hexes owned by that unit's own side. Hexes within the move outline that are within an enemy ZOC appear with a dot.

Entering a ZOC uses all remaining MPs but the unit must have at least the number of MPs required to enter the hex if there were no ZOC. A unit's AP also becomes locked upon entering a ZOC. ZOCs cannot be entered using extended movement.

Units that have less than 3 active steps, or units that have retreated in this turn, are considered weak (denoted by a weak marker on the unit model). Such units do not exert a ZOC.



Front Line

Moving a unit into enemy territory will give you ownership of the hexes your unit moved through. Additionally, hexes adjacent to the route may also be converted to your control under certain conditions:

1. Hexes must not be on the other side of a river nor contain an enemy unit, ZOC, city, stragglers, supply hub, or HQ.
2. Hexes must also neighbor more of your own hexes than the enemy's.

Hexes adjacent to any converted in this way will themselves also be checked for possible conversion, using the same rules. In this way, hexes 2 or more hexes away from your movement path can sometimes be converted. For instance, salients or surrounded pockets of enemy territory that don't have enemy forces in them will often be "cleaned up" through this process.

There are two exceptions to this process:

- Units that have been out of supply for 3 or more turns do not take territory when moving. Such units expend all MPs when moved (i.e. they can only move once). They take ownership of the hex in which they end their movement, but not of the hexes along or adjacent to the movement route.
- Units with an active recon specialist step will always convert adjacent hexes, unless they are on the other side of a river or contain an enemy unit, ZOC, city, stragglers, supply hub or HQ.

Stragglers and Enemy HQs

Hexes containing 3-step stragglers or enemy HQs have a **min-3** movement penalty, shown as 3 vertical stripes in Movement View. This means that the cost to enter the hex is increased to 3 MPs if it was otherwise less than that..

When a unit enters an enemy min-3 hex, stragglers are taken prisoner (see stragglers) and HQs are overrun (see HQs). Either way, the hex is taken and cleared of min-3 for all further moves by friendly units.

Friendly 3-step stragglers (but not friendly HQs) also cause the min-3 penalty. They are not removed when a friendly unit enters the hex however, and the penalty continues to apply for all further moves by friendly units.

3.3. Combat

Combat is possible only between adjacent units. To initiate combat, select your unit, hover over an adjacent enemy unit, and click on it to attack. To be able to start an attack, the attacker must not have previously expended its action point (AP). The AP is expended when attacking, unless the combat results in an overrun.

In addition to regular combat described above, Unity of Command II defines three special attacks which can be activated with the help of a unit's parent HQ (see HQs): feint attack,

suppressive fire, and set piece attack. Special attacks are activated from the HQ bar, or by using the mouse wheel while hovering over the target unit.

On top of all that, combat can also occur during a paradrop, a naval landing, or an HQ-assisted river assault crossing. This section of the manual will deal with regular combat only, all other combat situations will be discussed separately.

Combat Odds

An attacker's combat value is the unit attack value times the number of steps. If the unit has one or more specialist steps, their attack values are added too. The defender's combat value is that unit's defense value times the number of steps, plus the defense value of any specialist steps present. Only active steps are used in both calculations.

attacker/defender ratio	odds number
1:3	-3
1:1	0
3:1	3
9:1	6
27:1	9

The ratio of attacker and defender combat values determines the starting "odds number", as shown in the table to the left. These odds are then further modified by "shifts" that account for influences of terrain, weather, experience etc. Positive shifts favor the attacker (left side of the combat sheet, in green) while negative (right side, red) favor the defender.



Armor Shift

Armored units can produce a significant shock effect when attacking in suitable terrain. In game terms, this is represented with the armor shift. This is a value that is attack-only by definition: if the defender happens to have stronger armor, the armor shift is zero.

In unsuitable terrain, there is no armor shift: when attacking across rivers or into cities, ruins, fixed fortifications (excluding destroyed), mountains, forests or swamps (excluding frozen swamps). Exceptionally, amphibious armor specialists such as DD Sherman **do** provide armor shift when attacking across minor rivers.

Armor shift amounts to the difference between attacker and defender armor totals (armor value times number of steps), divided by 10. When the defender is entrenched or fortified, its defensive armor total is boosted by 50% or 100% respectively.

Specialist steps contribute armor to both attacker and defender armor totals. Armor added by a specialist is expressed as a whole shift, e.g. a +2 armor shift (in other words, its value does not get divided by 10).

Limitations:

- towed AT steps contribute to armor shift only in defense. Self-propelled (non-towed) AT steps represent tank destroyers; they can contribute in attack, but only to offset defender armor if present.
- infantry units with defensive armor (AT icon on unit sheet instead of a tank icon) contribute to the armor total only in defense.
- armor shift is capped (has a maximum value) at 5 in any combat

Armor Penalty: when armored units attack into cities, fixed fortifications (excluding destroyed), mountains or forest, they receive no armor shift. On top of this, they incur an additional -1/-2 penalty shift for mechanized and armored units, respectively.

Note that the list of terrain types for the armor penalty is not the same as the one for negating the armor shift. This is easily overlooked, but it's intentional, and important.

Artillery Shift

Artillery shift simulates extensive artillery preparation prior to an attack. Units themselves cannot contribute to this value, it is reserved for certain specialist steps that provide an artillery shift.

Artillery shift is always zero when attacking into mountains or ruins, and when attacking a defender entrenched in a city, forest or swamp (excluding frozen swamps).

The artillery shift is capped (has a maximum value) at 5 in any combat.

Other Combat Shifts

Terrain and weather provide benefits to the defender (negative shifts) as shown in the table.

Terrain	Terrain shift
Clear	-
Forest	-1
Bocage	-1
Mountain	-2
Swamp*	-1
Hills	-1
Desert	-
City**	-1
Frozen Swamp	-
Ruins	-3

Weather	Weather shift
Dry	-
Mud	-2
Snow	-

*__Swamp__ hexes are considered frozen during snowy weather, in which case **Frozen Swamp** shift applies
** for **City** hexes that have been ruined by bombardement, **Ruins Shift** applies.

River: if the attack is over a minor river, this provides a -2 shift to the defender. However, if the attacker has active engineers or amphibious special forces, this shift is 0.

Entrenchment: provides a -1/-2 shift to defender, if the defender is entrenched or fortified, respectively. If the attacker has active engineers or special forces, each specialist counters this shift by +1 (but never above 0).

Fixed Fortifications: provide a -1/-3 shift to defender, if destroyed or intact, respectively. This shift is cumulative (adds up) to the entrenchment shift above.

Experience: this shift favors more experienced units. It is calculated as the difference between the attacker's and defender's respective experience level (green is 0, regular 1 etc.) and it can go either way.

Combat Losses

Attacker and defender losses are looked up in the combat results table using the final odds number. Note that the odds number is randomized when combat actually happens (as opposed to when predicting combat results), to simulate the inherent uncertainty of real-life operations.

Technical note: in this context, "randomized" describes taking a random value generated from a normal (Gaussian) distribution centered at the odds number, with a standard deviation (sigma) of 1, and then rounding it. This means that "randomized" odds will almost always be within +/-2 of the starting value -- but every once in a while outlier results will occur, leading to very unexpected combat results. Sometimes this will help you, and sometimes it will really hurt!

Attacker Losses: attacker KIA losses are looked up from the **attacker losses** table, using a randomized odds number. If the attacker suffers no KIA losses, it rolls again to receive "high-odds" suppression, in the following manner:

- if the attack resulted in an overrun: 66% 1 SUP, 33% 2 SUP
- if no overrun: 33% 0 SUP, 66% 1 SUP

Attacking units with active special forces specialists suffer lower losses: +1 attacker loss shift for each.

Defender Losses: inexperienced, green defenders succumb to "panzer fright" when attacked by armor, reflected in a positive shift equal to the armor shift applied to their losses (the shift is positive as it favors the attacker, and results in greater defender losses). Defending units under "no retreat" orders step suffer greater losses as a result of holding on to their positions (+1 shift).

To calculate the defender KIA losses, the odds number is modified by the above, defense-specific shifts and randomized. Defender KIA losses are then looked up from the **defender losses** table.

If the defender suffered no KIA losses, and hasn't retreated, it may suffer suppressed steps. These SUP losses are looked up from the **defender suppression** table, using just the odds number (not randomized, no defense-specific shifts).

	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
attacker loss table													
easy	5	4	3	2	1	0	0	0	0	0	0	0	0
normal	5	4	3	2	1	1	1	0	0	0	0	0	0
classic	5	4	3	2	1	1	1	0	0	0	0	0	0
hard	5	4	3	2	1	1	1	1	1	0	0	0	0
defender loss table	0	0	0	1	1	1	2	2	2	3	3	4	5
defender suppression table	0	1	2	3	3	3	3	3	3	3	3	3	3

Stragglers

In combat, taking a step loss means that a step is either KIA, or gets converted into stragglers. The odds for conversion into stragglers are 66% (Allies), 50% (Axis) or 33% (Soviet).

Stragglers are game elements that are 1-3 steps strong. They represent disorganized remnants of defeated units that remain present on the battlefield.

- only one stragglers entity per hex (1-3 steps)
- can only exist in a friendly hex
- can be in a hex with a friendly unit
- can not be in a hex with an HQ or a Supply Hub
- can not be moved by the player



1- and 2-step stragglers have no effect on gameplay, except being taken as prisoners when an enemy unit enters their hex. 3-step stragglers raise the movement cost for the hex to "min-3" MPs.

Stragglers move automatically, at the start of each turn, towards the nearest HQ or Supply Hub. Once they reach the HQ, they get reorganized automatically, spending that HQ's CPs in the process. Stragglers reaching a Supply Hub get reorg'd in the same way, except they incur an extra +1 turn delay.

- stragglers tend to stick to roads, therefore clustering together (up to 3 steps)
- stragglers can not move into mountains or be created there
- stragglers prevent front line sweeping
- stragglers are tagged by the nationality and HQ of the unit from which they originated. When reorg'd they will be available as a step of that nationality at their original HQ, even if they reached a different HQ to get reorg'd.
- At the end of a scenario, all stragglers are assumed to make it back to friendly lines and are automatically reorg'd and available for use by their HQ in the next battle.

Retreat and Overrun

A defending unit may retreat as a result of combat. The probability of this happening is defined in the retreat tables. A retreating unit will remove itself to the nearest empty hex within its own territory, and will be marked as weak for the remainder of the turn.

Retreat Probability: Defending units under “no retreat” orders receive a -2 retreat shift at this point (less likely to retreat). Units that took losses (either KIA or SUP) earlier in the turn become more likely to retreat: each loss taken in the same turn becomes a cumulative +1 retreat shift.

To calculate the retreat probability, the odds number is modified by the above, retreat-specific shifts and again randomized. The retreat probability is then looked up from the **retreat table** and a retreat roll is taken.

	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
retreat table	0%	0%	0%	0%	10%	30%	50%	70%	80%	90%	100%	100%	100%
overrun table	0%	0%	0%	0%	0%	0%	0%	10%	30%	50%	70%	80%	90%

Retreat restrictions: units expend MPs when retreating and may spend no more than their normal move points in one retreat. Units that are 3+ turns out-of-supply get to spend 1 MP less than their normal move points, analogous to unit movement.

Units may not retreat across a river, but may retreat over a bridge. Retreating units may not enter hexes where movement cost is 3, A, or X.

Cornered units: if a unit is forced to retreat, but there is no location it can move to according to retreat restrictions, it will remain in its hex, but all of its steps are suppressed immediately.

Overrun: if the defender retreats (or is cornered), the attacker has a chance to keep its AP. This is called an overrun. The probability of an overrun is looked up from the **overrun table** using the odds number (not randomized, no retreat-specific shifts).

Special Defensive Orders

Defending units can be given special defensive orders by their parent HQs: no retreat, rearguard, and counterattack. When you place one of your units under such orders, it shows a blue/green special defense marker.

The attacker is generally not aware of such special orders before the unit is attacked. It is possible however, to acquire this knowledge with sufficiently upgraded HQ intel (see HQs).



No Retreat

- -2 retreat shift (lower chance of retreat)
- ignores the cumulative retreat shift when taking losses, for as long as it has the marker (lower chance of retreat)
- +1 loss shift (higher losses)
- after the attack, if the unit retreated, it loses its no retreat marker

Rearguard

- enemy attack on the unit resolves as if it was a feint attack (see special attacks)
- after the attack, the unit retreats with full MPs towards its own HQ (straggler move routing), and becomes weak just as with any other retreat
- after the attack, the unit loses its rearguard marker
- **exception**: enemy "suppressive fire", resolves as suppressive fire, after which the unit retreats as above
- **exception**: if the unit has no retreat route, all attacks resolve normally

Counterattack

Decision to counterattack (enemy turn)

- if the unit is the subject of a normal attack or assault crossing,it can decide to counterattack. Counterattack will never be triggered by suppressive fire, feint or prepared assaults.
- if counterattack is triggered, the original attack is not resolved. Instead, the battle is resolved with swapped attacker/defender roles. The terrain applicable is the terrain in the counterattacking unit's hex.
- decision is taken so as to minimize projected own losses for the unit (KIA + SUP)

Effect of the counterattack:

- counter attacker gets a +2 surprise shift
- Counter attacker will not incur "attacker suppression"
- if the original attack was across a river, the counter attacker gets a river shift in its favor (-2/-4 for minor/major river) (this represents the fact that the counterattacker is likely attacking a small and vulnerable bridgehead created by the original attacking unit.)

- retreat results (for the other unit) are ignored

After the combat, if the defender is still alive but either weak or retreated, it loses its counterattack marker

Combat Side Effects

City turned into ruins: if attacking a city with artillery, each artillery shift adds 2% to the probability that a city will be turned into ruins. Note that if the defender is entrenched, the artillery shift will be zero, but this effect still applies – you can turn a city into ruins with ineffective bombardment too.

Defender entrenchment reduced: if the defender loses 2 or more steps in a single attack (KIA, not SUP) its entrenchment is reduced by 1. If the attacker has engineers, then any loss (including suppressed steps) is enough to reduce entrenchment. If the attacker has 2 engineer steps, entrenchment is reduced by 2.

Attacker gains experience: xp is gained for each defender step lost (either SUP or KIA, incl. stragglers). 20/10/5/1 xp is gained for green, regular, veteran and elite attackers respectively.

Green units: earn xp in both attack and defense. Additionally, they earn +20 xp for every combat in which they do not retreat.

3.4. Supply

Units resupply at the start of each turn. A unit can resupply only if it's within range of the supply network, i.e. if it's located in a supplied hex at the start of the turn.

Supply Sources

Supply is traced from supply sources, through supply hubs, to units.

Supply originates at supply sources, of which there are four types:

- rail: land-based supply source (connects to the rail system)
- port: sea supply source (connects to the rail system)
- truck (road): land-based supply source (does not connect to rail)
- ship (beach): sea supply source (does not connect to rail)

Supply from a supply source that is connected to the rail system will spread along friendly-owned railways without restriction.



Supply sources and railways are able to supply only a narrow strip around the railway and the supply sources themselves (one hex deep). Supply hubs are used to push supply farther. Some supply hubs may be present at the start of a scenario, and the player can create additional ones. Supply hubs use truck assets to distribute supply to units away from the railways.

Supply Hubs

Some **supply hubs** are already positioned at the start of a scenario by the designer. **Truck assets** are used to create new supply hubs and extend supply range.

A new supply hub is created by deploying a truck asset into a supplied rail hex, or into a road hex not more than 5 MPs away from a supplied rail hex. Up to 5 trucks can then be deployed to the hub. The supply range of the supply hub is 5, 8, 10, 11, 12 MPs respectively, for 1-5 trucks.

The **supply range** of the hub is traced using the supply movement column (see movement table), without regard to weather. This is because weather affects supply in another way: through **supply disruption** (see supply disruption).

Note that supply hubs are not affected by supply disruption, only units are. The supply hubs are always supplied if they can trace an unbroken rail line to a supply source.

If a hub is not in supply (at the start of turn), it stops spreading supply immediately, and its billboard turns red. In this state, the supply hub does not accept incoming stragglers.

Trucks can be removed from supply hubs at any time via truck reorg. The trucks become available for truck deployment on the next turn or later, depending on the following:

- supplied hubs: 1 turn delay
- out-of-supply hubs: 2 turn delay
- supply hubs overrun by the enemy: 3 turn delay

During battle preparation, the player can remove trucks without any delay.

If an enemy unit enters a supply hub's hex, the hub is overrun and removed from the map. The hub's trucks are returned to the player (as if they were reorg'd) with a 3-turn delay. All enemy units within 1-truck range of the hub become supplied, in the same way as being air supplied or emergency supplied by the HQ. An overrun hub is not restored if the hex is recaptured; the player must re-establish the hub using a HQ action.



Supply Value and Disruption

Each friendly hex on the map has a "supply value". This is generally 100% at a supply source, but may be lowered by supply disruption, as supply is traced further along the supply chain. (In some cases, a lower theater supply value may decrease the starting value at supply sources.)

Supply disruption is caused by weather, certain kinds of terrain, stragglers, and having a supply hub not located on a rail line.

As supply moves along, penalties for mud/snow, pontoons, ruins etc. add up, and the supply value goes down. This is how each hex gets its supply value (if there are multiple paths into a hex, the path with the lowest disruption is chosen).

If a unit is within supply range, but its hex is not 100% supplied, the unit will roll for supply at the start of the turn instead of being supplied unconditionally. To clarify: units sitting on a supply source, supplied rail hex or a supplied hub (in short: anything with a barrel icon in supply view) are considered to be in 100% supplied hexes and do not roll for supply at this time.

Disruption:

- each hex of mud/snow: up to -6%/-4%
- hub supplied by truck (i.e.supplied via road not rail): -10%
- pontoon bridge: -10% minor river, -20% major river
- supply across minor river (without a bridge): -10%
- mountain pass: -10% mountain, -20% alpine
- destroyed city: -10%
- 3-step stragglers: -10%
- elite units: +10% bonus
- out-of-supply units: +5%, +10%, +15% bonus 1, 2, 3 turns out of supply respectively

Note that bonuses for elite and out-of-supply units apply only to themselves, and not for supplies passing through their hex.

Supply Effects on Units

Effects of being unsupplied depend on how long the unit has been out of supply already. The effects are somewhat weaker for experienced units, which are more adept at fighting while cut-off or overextended.

1 turn: no recovery of previously suppressed steps
2 turns: no AP, some steps suppressed (green 3, standard 2, veteran/elite 1)
3 turns: no AP, one MP less than normal, all steps suppressed, can't take terrain while moving
4+ turns: As for 3 turns, plus 3 steps converted to stragglers each turn

Note that, when a unit has been out of supply for 3 or more turns, the reduced number of MPs means that the unit cannot cross rivers or enter terrain with "A" movement cost any more.

At 3+ turns out of supply, units do not take enemy terrain while moving (see movement). Starting with turn 4 of a unit being unsupplied, 3 of its steps become stragglers (if there is no room in the hex, they become KIA). If the unit loses all steps in this way, it becomes KIA immediately.

Recovery: once back in supply, units are able to recover suppressed steps according to the following schedule:

- Green: 1/turn (in MTN: 0/turn)
- Regular: 2/turn (in MTN: 1/turn)
- Veteran & Elite: 3/turn (in MTN: 2/turn)

Special First Turn Rules

This section should be of primary interest to scenario designers.

As an exception to the rules outlined above, **first turn supply for P1** works differently than it does on any other turn:

- all friendly units that are marked as out-of-supply by the scenario designer (for any number of turns) remain marked as such: supply is not even checked for these units. The same goes for friendly units with supply dump markers.
- for all other friendly units, supply is checked, though without taking supply disruption into account (as if supply was at 100%). Additionally, even if a unit is in-supply, suppressed steps or specialists cannot be recovered on this first turn.

The idea behind this rule is to let the scenario designer better control out-of-supply and suppression status of units on the map during the first turn.

3.5. Headquarters

HQs represent Allied and Axis field armies, or Soviet fronts. Each HQ has a number of subordinate units, which cannot be transferred between HQs.

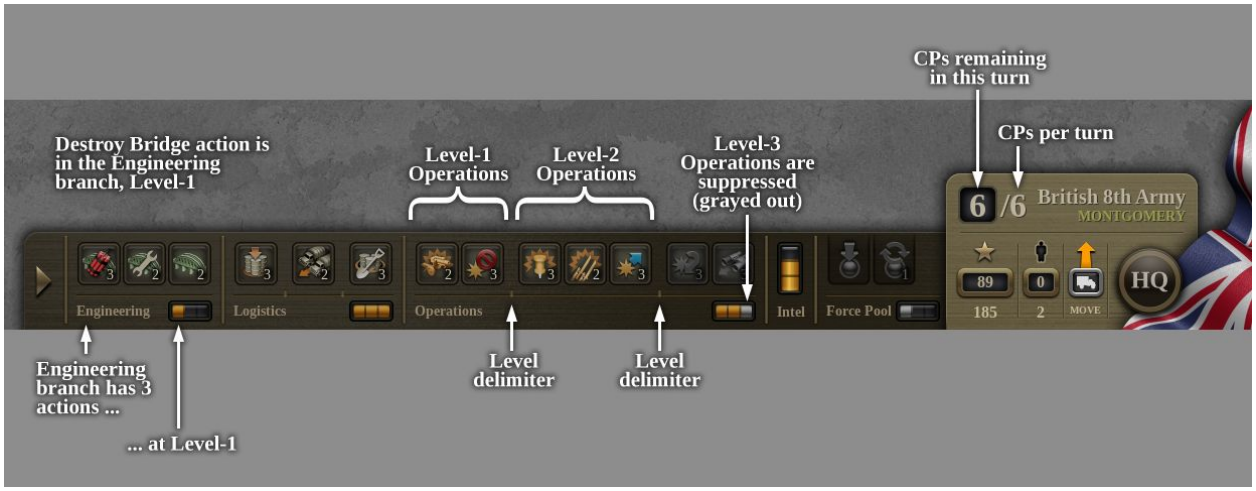
Each HQ gets a number of Command Points (CPs) each turn. These are an abstract representation of work done by commanders and their staff, and are spent performing HQ actions. During the campaign, an HQ starts with 4-6 CPs per turn, depending on the faction and the period of the war. HQs can be upgraded to a maximum of 9 CPs per turn.

Every HQ has five branches: Force Pool, Intel, Operations, Logistics, and Engineering. Each branch has its own actions, e.g. the “destroy bridge” action is tied to Engineering. Branches are further divided into levels. In the Engineering branch example, “destroy bridge” is in level 1, while “build pontoon bridge” is in level 2.

During the campaign, HQs typically start with the Engineering branch at level 1. That means that only level-1 actions are available to the player. The player can choose to upgrade their HQs’ branches by paying prestige at conferences.

Branches can be suppressed when an HQ moves, is attacked or is out of supply. This means that the HQ cannot perform any of the actions tied to that branch. In the UI, a branch will display its active levels in yellow, and suppressed ones in grey.

Suppressed branches recover automatically at the start of any turn in which the HQ is in supply. On the first in-supply turn, one level from a random branch is recovered. On the second, all remaining levels of all branches recover.



HQ actions model different HQ assets and capabilities. Each action costs one to three CPs to perform: the cost may vary among factions and nationalities to highlight historical differences. The cost of an action can be reduced via an in-game upgrade: this is called specialization.

This is how in-game upgrades work:

- every time a unit earns xp in combat within its HQ's range (see below), it also counts towards its parent HQ's "earned xp"
- when the HQ reaches a predefined xp target value, an in-game upgrade happens
- in-game upgrades present three options to the player
    - increase total CPs (costs prestige)
    - specialize one of the HQ actions (costs prestige)
    - specialize one of the HQ actions (first only, free)

One of the in-game upgrades is guaranteed to be free. If available, this must be a "first" specialization, meaning that the action is being specialized for the first time in the campaign. It is possible for some actions to be specialized twice (if they start at 3: first to 2, and then to 1). However, only the first specialization can appear as a free option.

Finally, if for any reason the game cannot offer three options as explained above, a free prestige option is added: the player simply receives prestige instead of an upgrade.

KIA Units: if a unit is killed, its parent HQ's "earned xp" is reduced by one half of that unit's xp. The unit itself will be reconstituted (in the campaign) if needed in a future scenario.



HQ Range

HQ range defines the area in which an HQ can perform actions. It also defines the area within which the HQ will receive xp when its subordinate units engage in combat. Units fighting outside their parent HQ's range still gain xp themselves, but do not contribute xp towards HQ upgrades. Also such units may not use HQ benefits such as special attack or defensive operations.

HQ range is traced using supply movement. Each HQ has a number of MPs available for this, represented symbolically as a number of "trucks". These symbolic trucks correspond to MPs in the same way as they do for supply hubs:

Trucks	
1	5 MPs
2	8 MPs
3	10 MPs
4	11 MPs
5	12 MPs

HQ Movement

An HQ can move, using up to its range value in MPs. The move is traced using supply movement. If it's an uninterrupted rail move from its starting location, the HQ gets an additional +3MPs.

The move consumes all remaining CPs for that turn. In other words, any HQ actions must be performed before the move.

When the HQ moves, it suffers two levels of suppression of its branches:

- suppress 1 level of Intel
- suppress 1 level of another branch, selected at random

When selecting a random branch to be suppressed, branches with higher levels are more likely to be picked.

On the following turns, providing the HQ is in supply, the HQ recovers in the usual way:

- on the first turn after the move: 1 random branch recovers
- on the second turn: all branches recover

HQ Supply

HQs are supplied in the same way as units, except their supply is never disrupted. They are always considered to be in supply if they are within supply range, regardless of disruption.

If an HQ is out of supply at the start or a turn, it suffers two levels of suppression of its branches:

- suppress 1 level of Logistics
- suppress 1 level of another branch, selected at random

When selecting a random branch to be suppressed, branches with higher levels are more likely to be picked.

Depending on how long the HQ has been out of supply, the following penalties also apply:

- turn 1: suppress 2 CPs
- turn 2: suppress all CPs
- turn 3: suppress all CPs + shed all steps from force pool as stragglers
- turn 4: HQ destroyed (see HQ destruction)

In this context, “suppressing 2 CPs” means that the HQ will have 2 less CPs during the turn (this is not permanent, and recovers as soon as the HQ is back in supply).

If the HQ has been out of supply for more than 3 turns, it gets destroyed at the beginning of its 4th turn out of supply (see HQ destruction procedure for details). Destroyed HQs are always re-constituted and made available on the following turn as enroute HQs, but typically their capabilities are much lower.

HQ Overrun and Retreat

Any non-weak units can overrun HQs. There is no combat between units and HQs: a non-weak unit overruns an HQ simply by entering its hex. Note however, that the presence of an enemy HQ raises the MP cost to enter the hex according to the “min-3” rule (see movement).

An HQ that just got overrun will retreat or, if there is no retreat route, will be destroyed. The HQ will suffer two levels of suppression of its branches:

- suppress 1 level of Operations
- suppress 1 level of another branch, selected at random

When selecting a random branch to be suppressed, branches with higher levels are more likely to be picked.

Note that branch suppression applies only when the HQ is overrun, not when it retreats voluntarily (see below), and at most once per turn: multiple overruns in one turn do not cause additional branch suppression.

The HQ may retreat voluntarily if it’s in the same hex with a friendly unit that retreats after combat. In this case, the HQ retreats “voluntarily” and does not suffer branch suppression as described above.

Regardless of whether the HQ retreated voluntarily or was overrun, it suffers the following additional penalty:

- if the HQ is in supply: 2 steps from the HQ’s force pool shed as stragglers
- if the HQ is out of supply for 1 turn: 5 steps shed as stragglers
- if the HQ is out of supply for 2 turns: all steps shed as stragglers
- if the HQ is out of supply for 3 turns: HQ destroyed (see HQ destruction procedure)

If enemy units repeatedly overrun an HQ, the above can happen multiple times in a turn.

HQ Destruction

An HQ will be destroyed if:

- it has been out of supply for 4 turns
- it gets overrun or voluntarily retreats when 3 turns out of supply
- it gets overrun with no retreat path

A destroyed HQ becomes available (re-organized) on the following turn (in case of failing the 3+ turn supply check: current turn). It will appear in the “en route” reinforcement button. A re-organized HQ suffers numerous penalties:

- all steps shed as stragglers (KIA if no room for stragglers)

    - any KIA steps count as prisoners to the other side.
- all current branch suppression becomes permanent
    - resulting levels can be no worse than starting values for this HQ type
- 2 CPs are permanently lost
    - resulting CPs can be no worse than starting value for this HQ type
- 2 trucks are permanently lost from HQ range
    - resulting range can be no worse than starting range for this HQ type
- all earned XP is lost

3.6. Headquarters Actions

HQs are organized into 5 branches: Force Pool, Intel, Operations, Logistics and Engineering. Each HQ action belongs to one of these branches. The same branches exist for all HQs regardless of faction and nationality.

A branch is further divided into three levels: every action in a branch resides in one of these levels. This is where individual HQs start to differ:

- The division of branches into levels is different among factions and nationalities
- HQs may start with different upgrade levels based on the period of the war, and/or the difficulty level
- HQs differ depending on the player's choice of upgrades at conferences

Force Pool

The force pool contains infantry components and armor equipment (these two combine to create steps) and also specialist steps. Any item in the force pool can potentially come with a delay, meaning it will become available only on a future turn.

Stragglers reaching the HQ get reorganized automatically at the start of the turn. This has the effect of spending CPs outside of the player’s control. This is intentional - an HQ that has to deal with a disorganised rabble of retreating troops will have less attention available for other tasks. Stragglers reaching a Supply Hub get reorganized in the same way, except they come with a 1-turn delay in the force pool.

Axis special: if a German HQ force pool is upgraded to level-3, it does not spend command points when reorganizing stragglers at the start of the turn. Importantly, this removes the limit on how many stragglers can be reorg’d by the HQ in one turn: all stragglers that are able to make it to the HQ (or a supply hub) get reorganized.

deploy

Deploy 1 step or specialist to a supplied subordinate unit (but not air-supplied, emergency-supplied, or unit supplied from a captured enemy supply hub). The unit must be in HQ range, but it does not matter whether it moved in this turn.

Deploying steps is immediate and does not cost CPs. The steps are deployed as suppressed, except during battle preparation (start of the scenario), when they are deployed as active.

store

Same as deploy except you're paying prestige because you're requisitioning steps from higher command. Because this normally happens during battle preparation, steps are deployed as active. When used with the AFHQ/SHAEF card however, the steps may be deployed suppressed.

reorg

Reorganize 1 active step or specialist from a supplied subordinate unit (but not air-supplied, emergency-supplied, or supplied from a captured enemy supply hub). The unit must be in HQ range. If the unit moved or attacked earlier in the turn, the reorg'd step/specialist is placed in the force pool with a 1-turn delay.

transfer step

Move 1 active step or specialist between adjacent supplied units (but not air-supplied, emergency-supplied, or supplied from a captured enemy supply hub). Both units must be in HQ range, but it does not matter whether they've moved in this turn.

- can not transfer across rivers (unless there is an intact bridge/pontoon bridge)
- usual xp penalties apply (for the unit which receives the step/spec)
- step/spec becomes suppressed upon transfer

Axis special: Transfer Step (Long Range). This action replaces the regular transfer step action for some German HQs. HQs with this action can transfer steps and specialists between their subordinate, **non-adjacent** units, as long as they are within HQ range.

security unit

Deploy up to three infantry steps from the force pool as a security unit. The security unit is created on any hex within HQ range, with its steps active but without AP/MP.

- security unit is created with regular xp
- security units are not allowed to reorg steps or initiate step transfers
- at the end of the scenario, the unit is automatically reorganized into the force pool
- CP cost: 1 + number of infantry steps

Axis special: Kampfgruppe. This action replaces the regular security unit action for some German HQs. HQs with this action deploy security units (kampfgrupen) that also reorg any stragglers found in the deployment hex. Reorg'd straggler steps become active immediately.

Intel

The intel branch does not have actions. Instead, it is responsible for providing visibility into the fog of war. (See Fog of War section)

The default visibility range is 1 hex from the front line. Additional visibility at the start of turn is then provided by the intel branch, as follows:

- level 1: start turn visibility is 2 hexes from the front line (within HQ range)
- level 2: start turn intel markers are shown 1 hex within Fog of War (within HQ range)
- level 3: at the start of turn, enemy markers for HQ defensive actions will be shown on otherwise visible enemy units (within HQ range)

Regardless of the intel level, at the start of the turn the visibility in mountains, alps and sea is always 1 hex maximum.

When the frontline moves during a turn (e.g. a unit moves) the new visibility range is always just 1 hex from frontline, and there are no new intel markers, regardless of intel level.

Each HQ also keeps a tally of prisoners taken. When a certain number of prisoners are taken (depending on the intel level), intel markers are revealed inside FoW, within a maximum reveal range. This can occur multiple times during a turn: each time it does, a new scan for intel markers is performed from the current front line. After each scan, the reveal range can go up (see table below).

Intel Level	prisoners/reveal	reveal range
0	N/A	N/A
1	3	1 – 3 – 6
2	2	(1) – 3 – 6
3	1	(1) – 3 – 6

Operations

feint attack

This attack option simulates a limited attack designed to draw the attention of a part of the enemy force, represented here as suppression.

- attacker must have AP, regular xp or better (no green units), at least one active step
- action spends AP, inflicts 1 sup on the attacker, does not remove attacker entr
- defender

    - 1 sup (70% chance)
    - 2 sup (30% chance)
- except in MTN, SWP (excl. frozen), BOC, FOR, CTY or entr/fort
    - 1 sup (100% chance)
- no effect on defender entr/fort
- no chance to turn city to ruins

A feint attack across a river is not possible, even if there is a bridge. It is, however, possible across a wadi.

Exception: if the unit has an active amphibious special forces specialist, it can be used to feint across a minor river. The specialist will become suppressed in this case, and not the first step/specialist in the loss queue as usual.

suppressive fire

This simulates a unit using its artillery without actually moving into the attack. (Remember that artillery shift is automatically 0 when attacking into mountains and ruins, or when the defender is entrenched in a city, forest or swamp - so suppressive fire will have very limited effectiveness in these situations!)

- attacker must have AP, active arty spec, regular xp or better (no green units)
- works across any rivers
- action spends AP, suppresses all arty specialists, does not remove attacker entr
- roll (1 + arty shift) times to inflict 1 defender sup
    - 50% chance per roll is the default
    - 40% if defender entr/fort in CTY, FOR, SWP (excl. frozen), BOC
    - 35% if defender in MTN, ruins
- 25% chance to remove 1 level of entr/fort
- 10% instead of 2% chance, per arty shift, for turning city to ruin (using the same rules as in regular combat)

set piece attack

This attack option represents a methodical attack on a prepared enemy position, with the aim of reducing the enemy entrenchments.

- infantry-only attacker, must have all MPs+AP, active arty spec, regular xp or better (no green units), not weak
- does not work across major rivers, even if there is an intact bridge
- normal combat rules are used, but all KIA results for both sides are converted to sup
- +2 shift to attacker (reported as “engineer shift” in the combat sheet)
- attacker spends all MPs+AP, removes attacker entr
    - in case overrun happens, the attacker is left with **locked AP**
- roll for entrenchment removal: use odds to select probability from the table below
    - additional roll (removal) for each attacker engineer specialist

- 4% instead of 2% chance, per arty shift, for turning city to ruin (using the same rules as in regular combat)

odds	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
chance to remove entr	25%	50%	75%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

no retreat

The unit is ordered to hold its ground at all costs. This is represented by a marker on the unit, which is not visible to the enemy until the unit is attacked (enemy level 3 intel does reveal this marker, however). The marker remains through the end of the subsequent enemy turn.

- unit must be in supply, regular xp or better (no green units), not weak
- any remaining AP/MP is spent
- effect in defense on enemy turn:
    - -2 retreat shift (lower chance of retreat)
    - ignores the cumulative + retreat shift for as long as it has the marker
    - +1 loss shift (higher losses)
    - “no retreat” marker will be removed if the unit retreats

rearguard

The unit is ordered to retreat when attacked, but make the attacker spend its AP. This places a rearguard marker on the unit, which remains through the end of the subsequent enemy turn.

- unit must be in supply, regular xp or better (no green units), not weak
- any remaining AP/MP is spent
- effect in defense (on enemy turn):
    - enemy attack on this unit (regular attack, feint attack, set piece attack) resolves as if it were a feint attack
    - after the attack, the unit retreats with full MPs towards its own HQ (straggler move routing), and becomes weak just like with any other retreat
    - after the attack, the unit loses its rearguard marker
- exceptions:
    - enemy “suppressive fire” attack on this unit resolves as suppressive fire, after which the unit retreats as above
    - if the unit has no retreat route, all attacks resolve as a normal attack

***Note**: if you hover over a unit with a visible rearguard marker, the combat sheet will not take into account whether that unit has a retreat route or not - it will always show the prediction for a rearguard action (and not a normal attack). This is done to prevent leaking information about enemy units potentially hiding inside FoW, but even if there is no FoW nearby, the combat sheet will stick to this behavior.*

counterattack

The unit is ordered to go on the counterattack when attacked. This places a counterattack marker on the unit, which remains through the end of the subsequent enemy turn.

- armor units only, unit must be in supply, regular xp or better (no green units), not weak
- unit must currently be in a hex of type: CLR, DES, HIL
- any remaining AP/MP is spent
- decision to counterattack (enemy turn)
    - if the unit is attacked (normal attack, assault crossing) it can decide to counterattack
    - counterattack combat happens in the same hex, but with swapped attacker/defender roles
    - the unit decides so as to minimize projected own losses (kia + sup)
- effect in counterattack:
    - counterattacker gets a +2 surprise shift
    - if the original attack was across a river, counterattacker gets a river shift in its favor (-2/-4 for minor/major river)
    - retreat results (for the other unit) are ignored
    - after the attack, if the counterattacker is still alive but either weak or retreated, it loses its counterattack marker
- exception: suppressive fire, feint attacks and set piece attacks resolve normally, and will not trigger counterattack.

recon in force

Capture an adjacent hex in enemy territory, without getting caught in any ZOCs. The hex must be clear of enemy units, but may contain a supply hub, HQ or stragglers. The map will show a short animation of the unit moving into the target hex, and back to its starting hex.

- unit must be armored or have an active recon specialist
- regular xp or better (no green units), not weak
- the enemy hex cost to enter must be <= 2 MPs (mobile movement, not counting min-3 penalty from HQs/stragglers)
- this action does not remove unit entr
- effect if the unit has an active recon specialist:
    - the hex is captured, including any neighboring hexes captured due to the recon specialist
    - enemy HQs or stragglers (if present) in the hex are overrun/captured, in the same way as if the entire unit moved into the hex
    - unit's recon specialist is suppressed for the remainder of player turn (towed suppression)
    - the unit does not spend its AP
- effect otherwise:
    - the hex is captured

    - enemy HQs or stragglers (if present) in the hex are captured, in the same way as if the entire unit moved into the hex
    - one of unit's active steps is suppressed
    - the unit spends its AP

Logistics

emergency supply

- supply one unsupplied unit within HQ range
- effect is generally the same as if the unit had been supplied at the start of the turn
    - the usual number of steps recover from suppression
    - if the unit was 3+ turns out of supply, it gets +1MP
    - if the unit was 2+ turns out of supply, it gets AP
- certain effects of being out of supply remain (such as not being able to reorg the unit or receive replacements)

create supply dump

- places a supply dump marker on a unit (unit must already be in supply)
- if the unit has any remaining AP/MPs, they are expended immediately
- the marker remains valid until the unit moves, retreats, or spends the supply dump
- effect at the start of each turn, if the unit has this marker:
    - if the unit is not otherwise supplied, it becomes fully supplied, the supply dump is spent and the marker is removed
    - if the unit is otherwise supplied, the supply dump marker remains
- effect if the unit moves or retreats:
    - the supply dump is abandoned and the marker is removed

German special: Oversupply. This creates mobile supplies which are different as follows:

- when the marker is placed, the unit **does not** immediately expend remaining AP/MPs
- the supplies are **not abandoned when the unit moves** (but they still are when it retreats)

motor pool

- unit must be infantry, AP not locked or used
- unit must not be in terrain type inaccessible (X) to mobile units
- unit must not have used the motor pool asset already in this turn
- Effect (valid for 1 turn):
    - unit gets +2 MPs in extended move
    - unit movement type is temporarily changed to mobile

Allied special: you can use a Truck Card to motorize all units belonging to an HQ. This is done by clicking on the "+" button on the motor pool icon in the HQ bar. If you motorize the HQ in this way, all units that belong to the HQ will be motorized **on every turn**, for the remainder of the scenario. There are no further CP costs for motor pool, and the action becomes disabled.

Engineering

bridge repair

- repairs a damaged permanent bridge across a minor/major river
- the bridge becomes usable again starting from the beginning of the following enemy turn
- must own at least one hex next to the bridge, and cannot use if an enemy unit occupies a hex next to the bridge.

bridge build

- creates a pontoon bridge across a minor/major river
- the bridge becomes usable from the beginning of the following enemy turn
- pontoon bridges introduce some supply disruption (see supply)

bridge destroy

- destroys pontoon bridge
- damages permanent bridge

river crossing

- move a unit across a major river
- the hex into which the unit is crossing cannot be: ALP, MTN, SAL
- infantry-only unit, must have all MPs, regular xp or better (no green units), not weak

The effect of this action on the unit:

- unit crosses the river, spending all its MPs
- unit's AP is locked, like in a regular river crossing
- unit's specialists are suppressed except:
    - amphibious specialists are not suppressed
    - towed AT and towed artillery are tow-suppressed

assault crossing

- the unit attacks across a **major river** and, if successful, crosses to that hex
- the hex into which the unit is attacking cannot be: ALP, MTN, SAL
- infantry-only attacker, must have all MPs+AP, regular xp or better (no green units), not weak
- first, the unit attacks across the river

    - like a regular attack, but with -4 river shift (-2 if attacker has engineers or amphibious special forces)
    - unit spends all MPs + AP
- if the defender retreats:
    - unit crosses the river
    - unit's specialists are suppressed except:
        - amphibious specialists are not suppressed
        - towed AT and towed artillery are tow-suppressed

entrenchment/fortification

- unit must be in-supply, at least one active step, full AP + MPs
- adds +1 entrenchment to the unit
- you can not both entrench and fortify a unit in the same turn
- can be used in any weather, and does not affect suppression

3.7. Reinforcements

Units are composed of steps and specialists. Each step represents an equal share of a unit's manpower and equipment. Specialists represent smaller military formations attached to a unit, such as artillery or engineers.

Steps

There are three basic types of steps:

- infantry step, consisting of 1x infantry component
- mechanized step, consisting of 1x infantry, and 1x armor equipment
- armor step, consisting of 1x infantry, and 2x armor equipment

Infantry and armor equipment are interchangeable between units: the player can take a step from an armored unit ("reorg", see below), and use its infantry to reinforce an infantry unit.

Steps of different nationalities can not mix, however. A US armor step consists of 1x **US infantry** and 2x **US armor**. Neither can be used to reinforce British units.

Smaller allied nations (everyone except the UK and US) use armor equipment from one of the majors:

- Free French use US armor equipment
- Canada, New Zealand, Poland and South Africa use UK armor equipment

Specialists

Similar nationality restrictions apply to specialists:

- US and UK units can use only their own respective specialists

- Free French, Brazilian and Allied Italian units can use their own or US specialists
- Canadian, New Zealander, Polish, and South African, and Indian units can use their own or UK specialists

Reorganization

Reorganization (“reorg”) is an HQ action that takes a step or a specialist from a unit, and places it in the HQ force pool. From there, it can be deployed to another unit on the next turn, by using the “deploy” HQ action.

When placed in its HQ force pool, a step gets broken down into its infantry component and armor equipment (if it had any). Specialists are placed in the force pool unchanged.

There are two ways to reorganize steps. If you want to reorg steps or specialists from a specific unit, do the following:

1. Select the unit on the map (HQ bar in the lower right shows in its *black* variant)
2. Go to the Force Pool section, and click on the **reorg** menu button
3. In the reorg menu, select the step or specialist you want to reorg



If you want to reorg a specific specialist, or infantry/armor of a specific nationality, you can use the second method:

1. Select the HQ on the map (HQ bar in the lower right shows in its *brass* variant)
2. Go to the Force Pool section, and click on the **reorg** menu button
3. The reorg menu now shows all specialist types, and infantry and armor of all nationalities that are present in this HQ’s units. Select the one you would like to reorg.

4. The game will now highlight all units that can provide that specialist or infantry/armor
5. Click on the unit to reorg 1 specialist or step

Using the second method can have unexpected consequences. For example, if you click on “US infantry”, the game will highlight all units whose steps have a US infantry component - and that includes US armored units. This is correct, and may even be what you want, but be aware that if you reorg a US armor step, you will be removing 2x US armor in addition to the 1x US infantry you wanted in the first place.

XP Effect: you cannot reorg steps from green units, but you are free to reorg specialists. There is no other xp effect.

Deployment

Deployment (“deploy”) is an HQ action that takes a specialist, or some combination of infantry+armor, from the HQ force pool, and adds it to a unit.

When deployed, infantry+armor once again become steps. For example, New Zealand infantry and 2x UK armor equipment combined become a New Zealand armor step.

There are two ways to deploy steps. If you want to deploy to a specific unit, do the following:

1. Select the unit on the map (HQ bar in the lower right shows in its *black* variant)
2. Go to the Force Pool section, and click on the **deploy** menu button
3. The deploy menu will show steps for this unit type if they can be created from the infantry/equipment available in the force pool. It will also show all specialists that can be deployed to this unit.
4. Select the ones you want to deploy

If you want to deploy something from the force pool, but you are not sure to which units you can deploy, use this other method:

1. Select the HQ on the map (HQ bar in the lower right shows in its *brass* variant)
2. Go to the Force Pool section, and click on the **deploy** menu button
3. The deploy menu now shows all specialist types, and infantry and armor of all nationalities that are present in the HQ’s force pool. Select the one you would like to deploy.
4. The game will now highlight all units that can receive that specialist or infantry/armor
5. Click on the unit to reorg 1 specialist or step

Again with the second method, there can be some unexpected consequences. For example, you could have plenty of US armor in the force pool, but when you click to highlight the units that can receive it, none are highlighted. This can happen if you don’t have infantry in the force pool, and therefore infantry + 2x armor combinations can’t be formed to create armor steps.

XP Effect: deploying steps (but not specialists) lowers the unit's xp by 20 per step. As an exception, green units do not lose xp when reinforced.

Paid Reinforcements

Paid reinforcements ("store") are available only during battle preparation. Deployment of such reinforcements is the same as regular deployment, except for the following:

- prestige is paid for each step/specialist deployed
- because this happens during battle preparation, steps/specialists are deployed as active

XP Effect: deploying steps (but not specialists) lowers the unit's xp by 20 per step.

Paid elite reinforcements ("elite store") are available if player uses the AFHQ/SHAEF card, which can happen on any turn. Deployment of such reinforcements is the same as regular deployment, except for the following:

- prestige is paid for each step/specialist deployed
- because this happens on a regular turn, steps/specialists are deployed as suppressed

XP Effect: deploying elite steps (but not specialists) lowers the unit's xp by 5 per step.

3.8. Enroute Units and HQs

In addition to the units and HQs present on the map when the scenario starts, certain units and HQs can be scheduled to arrive at a later turn.

Enroute Units

An enroute unit can be deployed on or after its specified turn of arrival into pre-defined hexes. These hexes must be in friendly-owned territory, otherwise deployment is not possible.

Enroute units are deployed with full MPs+AP, and are therefore capable of movement and action in the turn of deployment.

Enroute HQs

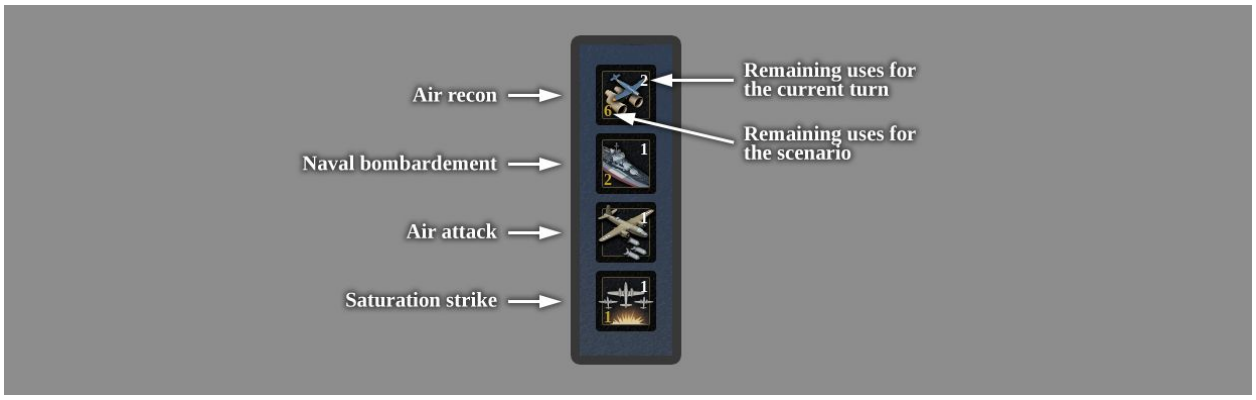
An enroute HQ can be deployed on or after its specified turn of arrival into any friendly rail or port supply source hex. Enroute HQs are deployed with full CPs, and are therefore capable of performing HQ actions in the turn of deployment.

An HQ that is destroyed, e.g. due to being overrun by an enemy unit, is immediately reorganized and placed into the list of enroute HQs, available on the turn following its destruction.

3.9. Theater Assets

Unlike ground forces, air forces and navies are not generally represented by active units on the map. Instead, theater assets are an abstract representation of the air and naval capabilities of the combatants. Each theater asset can be used a number of times per turn (“turn limit”). Additionally, some assets have a limit on how many times they can be used in a scenario (“scenario limit”).

The number of remaining uses **for the current turn** is shown in the upper right on the theater asset button, while the number of remaining uses in the scenario is shown in the lower left. Each time you use an asset, both the turn limit and scenario limit will decline by one.



Example: in a given scenario, the air recon theater asset has a turn limit of 2 air recon per turn, and a scenario limit of 4 for the entire scenario. That means that the player could use 2 air recon on 2 turns, or 1 air recon on 4 different turns, etc.

Air Attack

An air attack can target an enemy unit in any hex on the map, however the unit must be fully visible to the player and not hidden in the fog of war. Intel markers (see fog of war) can not be targeted.

Air attacks may generate suppression or KIA results on the targeted unit, as determined by a roll on the **air attack losses** table. Shifts move the window to the left (negative) or to the right (positive). The following shifts apply to air attacks:

- weather: -1 if the weather is mud or snow
- terrain: -1 if terrain is MTN, FOR or CTY
- entrenchment: -1 if defending unit is entrenched/fortified
- green: +1 if defending unit is green

				window without shifts						
normal sup table	0	0	0	0	1	2	3	0	0	0
normal kia table	0	0	0	0	0	0	0	1	2	2

If the targeted unit is in a city, there is a 6% chance that the city is turned to ruins for each air attack.

Saturation Strike

A saturation strike simulates a heavy air attack with strategic air forces normally reserved for bombing deep behind enemy lines. It can target enemy units in any hex on the map, however those units must be fully visible to the player and not hidden in the fog of war. Intel markers (see fog of war) can not be targeted.

A saturation strike can cause damage in neighboring hexes, in addition to the targeted hex. This means there is some potential for friendly fire losses, if the targeted unit is adjacent to friendly units.

Targeted unit losses from saturation strike are randomly picked from a window in the **saturation strike losses** table. Shifts move the window to the left (negative) or to the right (positive). The following shifts apply to saturation strike:

- weather: -1 if the weather is mud or snow
- terrain: -1 if terrain is MTN, FOR or CTY
- green: +1 if defending unit is green

window without shifts				window without shifts						
saturation sup table	0	2	2	2	3	3	4	0	0	0
saturation kia table	0	0	0	0	0	0	0	2	3	4

Note that saturation strikes ignore entrenchment and fortification, unlike normal air strikes!

Neighboring hexes: for each unit (friendly or enemy) in a neighboring hex, there is a 25% chance of 1 SUP, and a 25% chance of 1 KIA.

If the targeted unit is in a city, there is a 6% chance that the city is turned to ruins on each saturation strike. Neighboring hexes cannot be turned to ruins.

Air Supply

Air supply can be used to resupply any friendly, out-of-supply unit on the map. In addition to the unit becoming fully supplied, following effects apply:

- a number of suppressed steps or specialists recover (1-3, depending on unit xp)
- if the unit was 2+ turns out of supply, it gets AP
- if the unit was 3+ turns out of supply, it gets +1 MP

The combined effect is the same as if the unit had been supplied normally at the start of the turn, except that HQ actions in the Force Pool branch are not available to an air-supplied unit.

Air Recon

Air recon can be used to reveal information about enemy units hidden in the fog of war. It does not remove fog of war as such, rather it reveals locations of enemy units via intel markers (see fog of war).

Air recon directed at a target hex will show intel markers for all enemy units found in the target hex, and all hexes adjacent to it.

Lack of an intel marker in any of these hexes can be reliably interpreted by the player to mean that there is no unit present. In the movement view (hotkey Z), such hexes are represented with a green, hex-like marker.

Naval Bombardment

Naval bombardment simulates the use of warships to support land operations. It can target enemy units in any coastal hex, however those units must be fully visible to the player and not hidden in the fog of war. Intel markers (see fog of war) can not be targeted.

Naval bombardment may generate suppression or KIA results on the targeted unit, as determined by a roll on the **naval bombardment losses** table (same as the saturation strike table). Shifts move the window to the left (negative) or to the right (positive). The following shifts apply to naval bombardment:

- weather: -1 if the weather is mud or snow
- terrain: -1 if terrain is MTN, FOR or CTY
- green: +1 if defending unit is green

If the targeted unit is in a city, there is a 6% chance that the city is turned to ruins on each naval bombardment.

Flying Artillery

Flying artillery simulates a heavy air attack by massed close air support aircraft. It can target any enemy unit in any hex on the map, however the unit must be fully visible to the player and not hidden in the fog of war. Intel markers (see fog of war) can not be targeted.

Flying artillery generates high suppression results on the targeted unit, as determined by a roll on the **flying artillery suppression** table. Shifts move the window to the left (negative) or to the right (positive). The following shifts apply to air attacks:

- weather: -1 if the weather is mud or snow
- terrain: -1 if terrain is MTN, FOR or CTY
- entrenchment: -1 if defending unit is entrenched/fortified
- green: +1 if defending unit is green

				window without shifts						
flying arty sup table	2	3	4	4	4	4	4	4	5	6

If the targeted unit is in a city or in a fixed fortification, there is a **50%** chance that it is turned to ruins for each attack.

Precision Bombing

Precision bombing asset simulates a targeted mission against a high value bridge or supply hub target. It is completely analogous in its effects to the Sabotage card (see section 4.2).

The player can use this asset either to destroy a bridge, or to remove up to 2 trucks from an enemy supply hub. Any bridge or supply hub within 6-hex distance from the frontline can be targeted (bridges within own territory can also be targeted).

3.10. Objectives

Unity of Command II scenarios have **primary** and **bonus objectives**. To win a scenario, the player must capture all primary objectives before the end of the scenario. Bonus objectives do not play any part in whether the player wins or loses in the scenario, but do provide score and various campaign bonuses.

Primary Objectives

Primary objectives are hexes which must be **captured and held** by the player. For each primary objective there is a turn by which it is to be captured. If the player takes the objective by that turn, the reward is **50 prestige**, one turn after that it's **40 prestige** and then **25 prestige** on all following turns.

If the enemy manages to take the objective back, the amount of prestige originally won is deducted from the player's prestige. The player must retake the objective to win. If this happens, the prestige reward is given again, but it may be lower because of the later capture.

Bonus Objectives

Taking a bonus objective earns the player **20 prestige** and a **bonus reward.** There are different kinds of rewards available, and also different kinds of **capture conditions** for bonus objectives. A good example of a capture condition is the **take/hold** condition, which is always used with primary objectives.

Many bonus objectives are geographic locations, but some involve other goals, such as destroying an enemy unit, taking a certain number of prisoners, or minimizing your own losses.

The capture conditions for each bonus objective are listed on the “objectives” panel. Unlike primary objectives, there is no reward at all for capturing a bonus objective late. If a bonus objective is not captured by the turn deadline, you will be notified that the objective was not achieved, and it will appear with a red cross through it on the objective list.

card

Player receives **20 prestige** and a **support card**. The scenario designer determines, for each bonus objective, whether this is a specific card (e.g. an air attack card), or a random one.

Card objectives are normally subject to **take** capture condition: the player only needs to capture the objective before a given turn to win the reward, and does not need to hold the objective against enemy attack.

Less often used, but still allowed, is an objective where a card reward is used with **kia unit** or **prisoners** capture conditions.

- **kia unit**: reward is given when the player destroys a specific enemy unit
- **prisoners**: reward is given when the player takes N prisoners

specialist

Player receives **20 prestige** and a **specialist step**. The specialist step is dropped into the force pool of the HQ whose unit has taken the bonus objective. The scenario designer determines, for each bonus objective, whether this is a specific specialist or a random one.

Specialist objectives are normally subject to **take** capture condition, but a **kia unit** condition can be used too.

port

The player receives **20 prestige** and a **+10% theater supply** increase.

Port objectives are normally subject to **take/hold** capture condition, but **take** is also allowed. If the enemy manages to take back the (take/hold) bonus objective, both the prestige and the supply are rolled back.

HQ upgrade

Player receives **20 prestige** and an **in-game HQ upgrade** to the parent HQ of the unit that captured the objective. In-game upgrade options are exactly the same as if the upgrade was awarded in the usual way, by subordinate units earning XP.

HQ upgrade objectives are normally subject to **take** capture condition, but **kia unit** and **prisoners** can be used too.

delay enemy unit

Player receives **20 prestige** and **delays arrival of an enemy enroute unit**. The name of the objective should normally contain the name of the unit and the delay.

Delay enemy unit objectives are normally subject to **take** capture condition, but **kia unit** and **prisoners** can be used too.

token

Player receives **20 prestige** and a **campaign token** (see campaign). The objective is normally subject to **take/hold** capture condition. If the enemy manages to take back the objective, both the prestige and the token are rolled back.

In addition to **take, take/hold, kia unit**, and **prisoners** capture conditions, token objectives can be used with a few others:

- **keep unit alive** - keep a unit alive until the end of the scenario
- **step losses** - take less than a specified number of step losses in the scenario
- **specialist losses** - take less than a specified number of losses of some specialist in the scenario
- **destroy max** - destroy less than a specified number of cities and bridges

Early Scenario End

If the player takes all primary objectives in a scenario, it is possible to end the scenario early under the following conditions:

- all primary objectives have been held for at least one turn
- all bonus objectives with **take**, **kia unit** and **prisoners** capture conditions have either been completed or failed (e.g. a **take** objective whose turn has lapsed)

If the player opts to end the scenario early, all remaining objectives with **keep unit alive, step losses, specialist losses** and **destroy max** conditions are considered satisfied if the condition holds.

Prestige vs Score

The score earned for taking a primary objective is 50 when taken on time, then 40 and 25 over the next two turns. After that, the score is **zero**. This is an important difference between prestige and score: the player receives at least 25 prestige per primary objective, even if the objective is captured 3 or more turns late.

Bonus objectives earn a score of 20 when taken.

3.11. Various

Fog of War

Enemy territory is covered in **Fog of War**, except for the visible area which is generally next to the frontline. The depth of this visible area depends on the Intelligence rating for the player's HQs. The player has *nearly* full information about enemy units within the visible area.

Regardless of FoW, the following information is always available:

- location of enemy supply sources
- Location, supply state, and size of enemy supply hubs
- enemy HQ names, locations, and supply state
- all damage to bridges and cities
- information about enemy units enroute

False information is never presented by the game to the player.

The "Ultra" card will remove FoW from the entire map for one turn.

Fog of War and Zones of Control

When the player selects a unit and orders it to move, it is possible that the movement route leads into an **unknown ZoC** - one exerted by an enemy unit hidden in the FoW.

If the unit has enough MPs to enter the unknown ZoC hex, its **movement will stop** upon entering the hex with the previously unknown ZoC. The unit will enter the hex, spending all its remaining MPs, and its AP will be locked. If the enemy unit exerting the previously unknown ZoC is still inside the FoW, the game will **place an intel marker** in its location.

It is possible that the unit doesn't even have enough MPs to enter the unknown ZoC hex (this is because a ZoC hex can not be entered with extended movement). In this case, the unit will stop before entering the ZoC, but it will still **spend the MPs** as if it had entered it.

Recon specialist: if a unit has an active recon specialist, it will **never enter an unknown ZoC**. The unit will stop moving before entering the hex with the unknown ZoC, and the game will place an intel marker in the location of the unit exerting the ZoC. The unit will not spend any additional MPs for this move.

After the move, the ZoC becomes known to the player (because of the newly placed intel marker). If this is desired, the player is free to move the unit into the ZoC intentionally, because this is now a known ZoC.

Intel Markers

Within the area covered by FoW, enemy units are not shown. However, the player can gain limited information about units within FoW, in the form of intel markers. These represent generalised information about enemy dispositions, gained from intelligence intercepts, enemy prisoners, aerial recon and similar methods. Intel markers show:

- unit nationality
- unit type: armour, motorized, or infantry
- unit strength: strong or weak



Intel markers will appear in the following ways:

- Enemy units that retreat into FoW show up as intel markers in their final location.
- Capturing prisoners will yield Intel markers. The number of prisoners required before an intel marker is shown depends on the Intel level of the HQ of the unit capturing those prisoners.
- Aerial recon will show all intel markers in a targeted hex, and the six surrounding hexes.
- When a friendly unit is given orders to move into FoW and it would "bump into" an enemy units or ZOCs, any impermissible movement will be cancelled and an intel

marker shown. The moving unit will lose its AP if it was seeking to use extended movement into a ZOC or onto an enemy unit.
- Intel markers are shown to a depth of one hex from the front line at the start of a turn, if within the command radius of a HQ with at least Intel level 2.

Undo

Unity of Command II allows the player to undo some in-game actions. Any action can be undone that does not:

- reveal information previously hidden to the player in FoW
- include a random event (such as those during combat)

Regarding most common player actions: combat is never undoable, since it always includes at least one random event. Movement, on the other hand, is undoable as long as the unit movement does not change FoW hexes to visible, or otherwise enables the player to learn new information about enemy units in FoW.

While the above rule is simple enough, its implications may be subtle and non-obvious. Here is an example: suppose that the player orders a unit to enter a hex that is adjacent to FoW, using extended movement. If an enemy unit hidden in FoW exerts a ZOC into that hex, the unit is prevented from entering. However, the location of the enemy unit has become known to the player (in the shape of an intel marker). This means that the player has revealed new information and the move action is undoable even though the unit never actually *moved into FoW* or even *moved at all*.

To help the player, the game displays an undo icon on the tip of the movement arrow if the move is undoable. For clarity: in the above case, the game would **not** show the undo icon because moving into a hex adjacent to FoW would make its neighboring FoW hexes visible anyway. In the event, the unit never moved into that hex and never made any FoW hexes visible. However, the move is still not undoable because the hidden enemy unit was revealed.

Multiple actions can be undone, provided nothing in the “string” of actions to be undone violates the above rules

Battle Preparation

Most scenarios start with Battle Preparation, which is something like “turn zero”: units are positioned on the map, but the player is not able to move them or attack. The player can, however, do the following:

- reorg and deploy supply trucks without reorg delay
- buy steps/specs from store, ignoring HQ range (prestige costs apply)
- reorg/deploy from force pool within HQ range, but without reorg delay (CP costs apply)
- use certain HQ actions within HQ range: entrench units etc. (CP costs apply)

- move HQs without movement penalty (all CPs are still spent after move)

Naval Landings

A Higgins Boat model indicates an embarked unit ready for naval landing. Clicking on the model shows a Naval Landing banner, unit sheet of the embarked unit, and one of the following icons in each of the target hexes:

- a "naval landing" icon in empty hexes
- a "naval landing not possible" (grey) icon in hexes with a friendly unit
- a "naval assault" icon (analogous to assault crossing) in hexes with an enemy unit
- a "naval assault not possible icon" in hexes with an enemy unit, when selected unit is armored (armored units are allowed naval landing but not allowed naval assault).

Alternatively, the player may use a **Naval Landing Card**. In this case, there is no Higgins Boat model: when the player uses the card (drops it into the use card box), the game will highlight the target hexes in the same way as explained above. Note that only those beach hexes that satisfy the terrain and Fog of War requirements (see below) will be treated as target hexes.

Naval Landing rules are analogous to **river crossing** HQ action:

- beach hex cannot be: ALP, MTN, SAL
- beach hex must be visible (not in Fog of War)
- unit is landed on the beach, spending all its MPs
- unit's AP is locked, like in a river crossing
- unit's specialists are suppressed except:
    - amphibious specialists are not suppressed
    - towed AT and towed artillery are tow-suppressed

Naval Assault rules are as follows:

- unit attacks from a sea hex and, if successful, crosses into the beach hex
- beach hex cannot be: ALP, MTN, SAL
- beach hex must be visible (not in Fog of War)
- infantry-only attacker, must be pre-placed on a higgins boat
- regular xp or better (no green units), not weak

First, the unit attacks the enemy unit in the beach hex:

- works out like a regular attack, except the beach shift is -4 (-2 if attacker has engineers or amphibious special forces)
- no armor, arty shift
- no armor penalty shift
- no overrun
- unit spends all MPs + AP

If the defender is destroyed or retreats:

- unit moves into the beach hex (ZoCs are ignored)
- unit's specialists are suppressed except:
    - special forces are not suppressed at all
    - towed AT and towed artillery are tow-suppressed

If the defender is successful in defending the hex:

- all specialists are lost
- all steps are set to KIA
- stragglers (usual percentage, but max 3) are rescued via higgins boat
- the unit is reconstituted and goes into the enroute, on next turn

Para Drops

A transport plane used for para drops, e.g. a Douglas C-47, indicates an embarked unit ready for a para drop. Clicking on a “para plane” shows a "Drop Unit" banner, and the unit sheet of the embarked unit. As the player hovers over hexes, the game shows either a "drop possible" or a "drop not possible" icon.

- para unit can be dropped no farther than 6 hexes from the current front line
- drop hex cannot be: ALP, MTN, SAL
- regular xp or better (no green units), not weak, no specialists
- cannot be dropped on enemy HQs
- initially, FoW is removed from the drop hex, but its ownership is not changed

Alternatively, the player may use a **Para Drop Card**. In this case, there is no plane model: when the player uses the card (drops it into the use card box), the game will simply show “drop possible” or “drop not possible” icons on hover, in the same way as explained above.

Tip: in the Husky scenario, the player starts with all units embarked on boats and planes. This means that, in the beginning, there is no frontline. Land some naval units first to establish a frontline, and then para drops will become possible within 6 hexes from that frontline.

If **no enemy unit** is present in the drop hex: the para unit lands, spends all its MPs, and has its AP locked,

If an **enemy unit is present** in the drop hex, combat occurs:

- unit spends all MPs + AP
- works out like regular attack, with following exceptions:
    - no armor, arty, or armor penalty shift
    - no terrain, weather or entrenchment shifts
    - all defense flags except "no retreat" are ignored

- no overrun

After Combat. If the hex is cleared of defenders: the para unit lands, the hex changes ownership, and any stragglers from combat are placed in the hex. Note that it's possible that the para unit clears the hex but is itself KIA. In that case, stragglers may be placed in the hex.

If the hex is not cleared of defenders, the unit is KIA. Stragglers from combat (if any) may be placed in one of the neighboring hexes: either a friendly hex, or anl enemy hex whose ownership is then changed. Enemy hexes allowed in this case cannot contain: units, supply hubs, HQs, stragglers, supply sources.

4. Campaign

The campaign game in Unity of Command II allows you to play scenarios in historical, or at least chronological, order and to track your progress on the campaign map.

You're playing at the operational level, meaning you don't control production, politics, and diplomacy. You get to play the role of many different generals, playing essentially all battles in a given campaign, and therefore your performance reflects the success of your faction's entire military effort.

In each scenario (battle), completing the objectives in a timely manner earns you prestige. This is the in-game currency that is used for reinforcements, upgrades to HQ capabilities, support assets (cards) and perhaps even to affect war direction if you play really well.

The strength and experience of the units under your command carry over between scenarios. If units take casualties in a battle, you must spend prestige on reinforcements to keep them up to strength for the next battle.

4.1. Conferences

The campaign starts with a conference, which is a meeting at the highest level that happens about once every six months. During a conference, the player may spend prestige on:

- HQ branch and range upgrades
- support cards
- alternative plans for future operations (not available at first conference)

After the conference ends, the plans for future operations are set in the form of linked scenarios displayed on the campaign map. The player is required to complete all the scenarios in chronological order.

If a scenario ends in a loss, the player is not allowed to proceed, but can restart the scenario. When a scenario is restarted, the campaign game is restored to the state as it was before the scenario started, i.e. any prestige and score earned in the scenario are taken back. Additionally, there is a score penalty equal to 2% of the current campaign score, capped at 50. There is no prestige penalty for restarting.

4.2. Cards

Cards are special assets that represent unique additional capabilities for your armies. They can be purchased for a price in prestige at conferences, or earned by taking certain bonus objectives during battles. Some number of cards may be received for free at conferences, depending on the difficulty level. Cards may be used only in battle, not at a conference or in between battles.

Cards are either **persistent** or **single-use**. Single-use cards grant an immediate benefit in a single battle, and are discarded immediately upon use. Persistent cards are also used in battle, but then remain in the player's deck, face-side down. They become usable again at the next conference.

Some cards grant the player an additional unit, usually a special forces unit such as a paratrooper division, or a commando brigade. These cards are persistent, but the player loses them if the unit is eliminated.

The player has a limited number of card slots, ranging from three to five, depending on the difficulty level of the campaign. A player can at any time discard a card from their deck, which generally will net a small recoup value in prestige (exception: face-down cards can be discarded, but do not recoup prestige). A card's prestige cost, and recoup value if discarded, are both shown on the face of the card, along with an explanation of the card's effects.

If a player's deck is full when a new card is acquired, the player will have an opportunity to use or discard an existing card to make room for the new one.

Cards are played in-game either directly from the card deck, or by cilcking on the orange "+" buttons found in the user interface (more on these below).

theater asset cards

A "+1 asset" card grants the player the use of a single unlimited-use asset for the duration of a scenario. For example, the "B-26" card grants the player one additional airstrike during every turn of the scenario in which it is played.

A “+1 use” or “+3 uses” card grants the player that number of individual uses of the asset. For example, the “QE-Class Battleship” card grants the player 3 single-use naval bombardments, to be used anytime during the scenario in which the card is played.

The player can use these cards directly from the card deck, or by clicking on the orange “+” buttons found on those theater assets for which a card is available.

intelligence card

Using an intelligence (ULTRA) card removes Fog of War from the entire map during a single player turn. The player receives full information on all enemy units, including markers for HQ defensive actions if present.

Fog of War gets fully restored on the following enemy turn. This card is **persistent**.

sabotage card

The player can use this card either to destroy a bridge, or to remove up to 2 trucks from an enemy supply hub. Any bridge or supply hub within 6-hex distance from the frontline can be targeted (bridges within own territory can also be targeted).

truck card

The player can use this card to add +1 truck asset to supply transport: either directly from the card deck, or by clicking on the orange “+” button in the supply area of the UI. The newly added truck asset is available for deployment to supply hubs in the current turn.

Alternatively, the player can use this card to motorize all units belonging to a single HQ. This can be done from the card deck, by dropping the card onto a box with the HQ name on it (the box will be marked with the HQ name e.g. “USE WITH British 8th”). It can also be done by clicking on the "+" button on the motor pool icon in the UI for the given HQ.

This is an **Allied special**, it represents the superior transport capabilities of Allied forces. The effect is to motorize all units belonging to the HQ that are currently on the map (enroute units are not included). For the remainder of the scenario, these units will receive the equivalent of an HQ motor pool action **at the start of every turn**. There are no further CP costs for motor pool, and the action becomes disabled for this HQ.

elite reinforcements card

Using this card allows the player to deploy elite reinforcements. When it’s used, all friendly HQs show an additional “elite store” menu for the remainder of the scenario. The player can deploy paid, elite reinforcements from this menu on any turn.

- unit must be in-supply (not air-supplied, emergency-supplied or supplied from captured enemy supply hub)

- unit must be in HQ range, but it does not matter whether it moved in this turn
- prestige is paid for each step/specialist deployed
- steps/specialists are deployed as suppressed
- for each step added, the unit loses 5 xp

Because the steps are “elite”, the unit loses 5 xp (as opposed to 20xp) per step deployed. The cost of reinforcements is generally higher however (this is set by the scenario designer).

This card is **persistent**.

divisional para drop card

By adding a divisional para drop card to the deck the player takes control of one of the historical airborne units, for the remainder of the campaign. When the card is used, the player gets to immediately para drop the unit according to the rules in section 3.11.
This card is **persistent**: it remains in the deck face down after the drop. If the unit survives the scenario, it can be dropped by the player again after the next conference.

In all further appearances in campaign scenarios, the unit is replaced with a historical unit assumed to have been brought in from another theater:

- 101st US Airborne -> 11th US Airborne
- 82nd US Airborne -> 13th US Airborne
- 1st British Airborne -> 44th Indian Airborne

tactical naval and para drop cards

By adding one of these cards to the deck, the player takes control of a non-divisional unit for the remainder of the campaign. When the card is used, the player gets to immediately perform a naval landing or para drop, according to the rules in section 3.11.

This card is **persistent**: it remains in the deck face down after the drop. If the unit survives the scenario, it can be dropped by the player again after the next conference.