

**The Second World War  
Rules Version 1.6HP FAQ  
May 2022 - Revision to Take into Account HP Changes**

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**Note:** The FAQ collects responses to questions by the designers (John and Martyn). In many cases, John has indicated some official changes to the system as well, such as for Overruns. This is just one person's effort to compile such responses.

**3. Geography and Climate**

**3.B. Arctic**

- Roads/tracks avoid the “doubling” of MSR cost even when they are ineffective. Thus, cost is not doubled when tracing MSR along track into rough hex in poor weather, even though tack cost cannot be used (cost would be 3, “Other”).

**4. Facilities**

**4.A.3. CDs**

- The only weather impact on CD strength are those specified in CD rules; do not apply weather effects applicable to naval units.

#### 4.A.6. Combining fortifications

- The example in the rules is correct. The DRMs are cumulative up to -3 (e.g., L4 fort), but do not compound CEV impacts (e.g., L2 fort + L3CD do not give you equivalent of L4 fort).

#### 4.C. Ports

- You may base (e.g., dock) at a port immediately upon capture.
- Damage to a port (1.5 capacity) means number of hit markers; so a small port (6 capacity) may have 9 hit markers, each of which will reduce capacity per rules for type of hit.
- A reduction in capacity affects all capacity, including Basing (4.C.8). The SP size of naval units can be found in Rule 17.B.11.b.

#### 4.D Rail Marshaling Yards

- May not be damaged by naval gunfire, only bombing (as specified).

#### 4.F Factories

- Aircraft factories produce  $\frac{1}{2}$  ARP/turn as long as connected by rail (or river/canal) to 2 active engine factories (any type) in GS. [If not,  $\frac{1}{2}$  only 1st Turn of Month]. Omsk engine factory requires high-capacity connection.
- OOB indicates where a factory produces certain models.

### 5. Units

#### 5.A.3.h Organic AA

- Organic AA does not exist in conquered territories. BYOAA!

#### 5.B.4.r Code V units

- Code V units may carry bombs instead of torpedoes (and be treated as Code S) for any mission, not just naval patrol. (Note: Carrier- based Type B units cannot fly longer range by switching to bombs; the restriction of 8.L.3.b still applies.)

#### 5.C. Naval units

- APDs and DMS are fully ASW capable.
- DAVs are not ASW capable. Note also that air units supported by DAVs (or any ship) do not need to be independently supplied. They are in supply as long as the vessel is not depleted.
- CAVs/CVFs can launch as carriers (e.g., while moving, but if doing so, search missions are restricted as carrier air), or when stationary in ports as with a CVS.
- CVS can only operate air units while stationary.
- Note: Float Planes supported by vessels (e.g., DAVs) cannot be attacked by air base attack missions or naval bombardment, but can be attacked via air base attack mission/bombardment if based in coastal hex without facilities.

#### 5.D. Air Units

- Theatre Air superiority in Barbarossa: Per John, all active areas.
- Gliders with 1 SP capacity are wings.

### 6. Order of Play

- Air units return upon completion of missions (though should note the number of fighter squadrons that participated in hex if ground combat could occur).
  - Thus, for example, phasing player air units that engage in airbase bombing are eligible to be attacked by non-phasing player's airbase attack missions.
- When air missions may launch "at any time" that includes simultaneous strikes.

### 7. Ground Movement

- Pursuit Phase MA: Has "Offensive Supply" movement allowance if validly put in OS (need not stay in 'supply chain' during Pursuit Phase).
- S-Mot Pursuit Allowance depends on mode (e.g., if in GS and  $\frac{1}{4}$  used to move onto a transport line, still have  $\frac{1}{4}$  ( $\frac{1}{2} - \frac{1}{4}$ ) for moving on road).
- Admin movement is allowed through Partisans (or adjacent to them); but to fight partisans must move operationally or tactically.

## 7.B. ZOIs

- Mountain ZOI effects: concerns terrain **into** which ZOI projected.
- Reduced divisions have reduced ZOIs.
- Units with full ZOIs negate units with reduced ZOIs for movement (e.g. the projecting unit's ZOI is considered ineffective) only if the unit with the full ZOI does not move or has completed its move.
- 7.B.1.a.v does not apply when units are adjacent to each other for movement costs **only**. Two full divisions each exert a full ZOI over one another for movement purposes when adjacent to one another. But each treats its own hex as a contested reduced ZOI for supply tracing purposes. (John's gloss here, folks.)
- 7.B.1.b.ii.3 negation does not lift 50% cost for trace through contested reduced ZOI in 7.B.1.b.ii.2 (that is, the impact is parallel to 7.B.1.b.ii.1, where negation doubles the cost).

## 7.E. Overruns

- To calculate overrun strength, use the column that corresponds to movement mode utilized (e.g., a Motorized unit must use Motorized column; S-Mot depends on how they are moving).
- Although CAS may not be flown to support an overrun, calculation of combat strength for overrun includes interdiction (from BAI, Partisans, RMY hits).
- To overrun in Pursuit Phase, units must be in a valid supply chain (unless an exception, such as amphib, airborne landing, or within 1 hex of GSPs used to place the unit in OS, applies). It is sufficient for this purpose for the Corps HQ providing the supply chain to be adjacent to the stack conducting the overrun before it enters the overrun hex; the Corps HQ need not be adjacent to the overrun hex itself.

## 7F.2. Rail

- Re-linking rails over a bridge: Non-rail eng'r can make one attempt per turn when rolling on the success table (no limit if deputized by RR Eng'rs).

## 7.F.3 Roads

- Finnish roads are metal.

## 7.F.5 Bridges

- Major bridges destroyed indeed cannot be used until completely repaired (rails do not need to be re-established for road movement); and if 1 or 2 hits, can indeed have more hits up to 3 placed on it.
- Bridges may be demolished as long as you control one end.
- To repair a bridge, the player must control both ends.
- To demolish, the adjacent unit need not be eligible to move (e.g., you may blow bridges in the Reaction Phase even if the units may not react).

#### 7.F.6 Ferries

- Careful readers will note that, in certain areas (ETO/MTO) ferries can carry HE, but that other rules (4.C.1; 9.J.1) prohibit shipping LPs to/from small ports (absent derrick units). Those latter prohibitions **do** apply even where non-rail ferries otherwise can carry HE. Specifically:
  - The prohibition on shipping HE or LPs to/from small ports (4.C.1; 9.J.1) applies to ferries even when ferries otherwise can handle HE, such as in the specifically designated ETO/MTO areas.
  - If a ferry links a small port and a larger port, ferrying HE is still prohibited, absent an exception.
  - Lake Ladoga is an exception; ferries there can transport LPs items, subject to constraints from hits (e.g., 1 hit prevents such use).
  - Ferries can transmit general supply to isolated areas otherwise on the Continental System in the same way they can transmit such supply to islands (this is for Leningrad). The 'home end' of the ferry must be on an LOC. See Rule 15.C.2.b. ("In areas where there is no ST units are in General Supply if they are within a 6 hex MSR of a ... port with a ferry route originating in a port on an LOC.").
  - Note that ports can be bombed when frozen, including those that a ferry must use to load HE.
- A frozen ferry may not be bombed, but its terminus port may be bombed.

### 8. Air Movement

#### 8.F Fighter Missions

- Interception Mission is based on printed range, never longer (but note Air Cover rule). Note all other missions may be flown at extended or long range unless prohibited by rules.
- Airbase attack bonus is not impacted by range but is for VVS doctrine penalty.

## 8.G. Operational Bombing Missions

- 8.G.2.d. Airbase bombing. Rule states that “units” at the best “lose 1 ARP per hit.” This means remove one squadron per hit (e.g., 1 ARP worth of units).
- 8.G.2.i. BAI.
  - **Tentative:** Limit to printed range, at least for Code T (given enhanced v 1.6 impact and per unit bonus).
  - May not be target hex in friendly territory (though interdiction zone may be in such territory).
- 8.G.2.ii. BAI.
  - CEV impacts are possible even if a hex, rather than supply asset, is targeted (though affects only units in or tracing through zone). Thus, targeting an MSR reduces CEV.
  - Friendly BAI does not affect friendly supply level (thus, L4 would not render friendly units E-1).
  - Determine BAI from hex activity occurs. Thus, Reacting from a hex outside an L3 BAI zone into the zone is permitted, even if once in the zone no further reaction movement is allowed because supply level changes. Can overrun into a BAI zone from outside of it, though CEV would be reduced by the zone.

## 8.K Naval Air Rules

### 8.K.2.a Assigning Units to Naval Co-op

- Units that otherwise must be assigned to Naval Cooperation missions may elect instead to fly a Transfer mission (but are not available to fly any other mission that Player Turn). This decision must be made in the Initial Phase.

### 8.K.4.c. Naval Area Spotting

- A unit spotting from base (i) uses airbase capacity for its mission; and (ii) if airbase capacity allocated to that unit is rendered inoperable, the mission is inoperative until the base is repaired.
- Each unit on naval area spotting may spot a NTG once per player turn (e.g., one per naval area spotting mission).

#### 8.K.4.d DBA naval cooperation missions

- Carrier-based Type D/Code T units indeed \*cannot\* fly DBA.

#### 8.N. Night Air Operations

- Note there are major exceptions to application of night accuracy chart for certain units (described in the [1.5 FAQ](#)). Per John, all FAA Code C units can perform all day missions at night.

### 9. Naval Movement

#### 9.F Navigation Hazard

- Only roll for hazard when must enter specific hex containing the hazard unless rules state otherwise (e.g., some rules prohibit certain activities in SZs with hazard).
  - For example, roll when entering restricted waters to provide NGS (e.g., Akyab harbor).

#### 9.H. Carrier Air Power

- Carrier-based air units may only fly certain naval co-op missions (e.g., not ASW, ASW escort, patrol zone, or naval air spotting), in addition to bombing targets on land and CAS.
- Carriers may indeed launch missions at any time (not just, for example, airfield attacks before all naval movement). See also Rule 6 (simultaneous strikes).
- Carrier-based air units may only fly the search mission specified in rule 9.I.3.

#### 9.I. Spotting.

- Summary Table:

Base Die Roll Needed to Spot an NTG or Ferry (Subs always only on an 8)			
	F* or S (5+)	S only (8+)	
Spotting Asset	Coastal Watchers	Subs	
	Patrol Zone Spotting (9.I.10)	Naval Air Spotting (Rule 8.K.4.c)	
	NTG counter-spotting (9.I.1.b.ii)	NTF spotting at sea (9.I.1.b.ii. 1 and 2)	
	CBG Searching Own SZ (9.I.b.i)	Air launched from Carrier (9.1.3.a)	
		Extended Search (9.1.4.a)	

- Spotting Frequency (by spotting asset)
  - **Once per player turn:**
    - Naval Air Spotting: Once per NTG within sea zone range + one port per Player Turn (so, one shot per Player Turn at any given NTG).
    - Coastal Watchers: Once per NTG applicable SZ per Player Turn.
    - Patrol Zone Spotting of a Port or Sub: Once per Player Turn.
  - **Once per NMS:**
    - NTGs/CBGs searching for one another (9.I.1 and 9.1.3 and 4). Once per NTG per NMS (e.g., cannot get multiple shots at spotting enemy NTG by moving back and forth; but with new NMS, the spotting process begins anew).
  - **Potentially multiple attempts per NMS or Player Turn:**
    - Patrol Zone Spotting of moving NTGs: Once per an NTG's given transit of patrol zone (or new Player Turn). *Note*: If enemy moves through patrol zone multiple times in a Player Turn, may be multiple attempts.
    - Sub spotting of moving NTGs: Once per an NTG's given transit of a patrol zone (or new Player Turn). *Note*: If enemy moves through Sub's patrol zone multiple times in a player turn, may be multiple attempts, but subject to "no abuse" rule above. E.g, enemy NTG must be engaging in a mission that requires multiple transits.
    - NTG searching for subs. When NTGs are searching **for** subs, once per transit of the sub's patrol zone (e.g., cannot get multiple spotting attempts



against sub merely because NMS or Player Turn changes; to prevent abuse, cannot generate multiple attempts by moving in/out of patrol zone solely for the purpose of seeking to detect a sub, though may seek to detect sub once per Player Turn).

#### 9.I.18 Sub Spotting

- The DRMs for NTGs and NTGs with one ship do not apply for searching for subs.

#### 9.I.10. Patrol Zone Spotting

- Units may spot only if ***no adverse result*** in ATAC (meaning of “survive”).

#### 9.J. Naval Transport

- Motorized HQ indeed cost 3x for naval transport. So a motorized army HQ costs 6; motorized corps HQ costs 3.

#### 9.K Amphibious Operations

##### 9.K.4.6 Floating reserve

- GSPs may land as part of a floating reserve, as may other eligible objects (e.g., vehicles).
- LCs may depart the same NMS after unloading floating reserve (and after paying transshipping costs of 2 SMPs).

### 10. Ground Combat

#### 10.C National Contingents

- Applies only to Ground combat factor calculations (not CAS, CGS, etc.).

#### 10.E. Losses

- Rounding town losses: You do not round a loss > 0 to 0. Thus, a 0.2 loss still requires losing a unit, even if you generally round down to nearest 0.5.
- ***Optional:*** Treat losses in excess of those required as replacements added to your pool. Example: A Soviet 7-8-6 Infantry XX (4 stacking points) suffers a DQ result. It must flip to satisfy the result, but that results in a 2 stacking point loss rather than the 1 stacking

point loss mandated by the DQ. The excess stacking point (3/4s infantry, 1/4 artillery) are added to the replacement pool.

#### 10.G.3 Overrun After Combat

- This applies only in the case where an H/Q is converted to an H/H result and, therefore, units remain in the attacked hex after combat. Note that an overrun in this case (only) can combine forces from all attacking hexes and the MP cost is 1/2 Pursuit Movement. Note also certain units cannot conduct this overrun (semi-m armor).

#### 10.L Special Abilities

- When units merely are in general supply, and special abilities are 50% of usual, that does not apply to attributes that reflect innate ability such as CEV increases. For example, a mountain unit in general supply still is +0.25 CEV, but attacks a mountain hex at x1.5 (rather than x2.0) with +1 (rather than +2).
- Attacking a Major Fort in a city by heavy artillery would be x4 then two 0.75 mods (fort/City).

#### 10.L.6 Political Police.

- NKVD Regiments (only) are treated as Political Police (per John).

#### 10.L.9. Eng'r Effects

- Separate eng'r units are needed for river and city DRMs.

#### 10.L.10 Artillery Effects

- The city/fort multipliers are not cumulative; take the higher that is applicable.
- Artillery acting as CD (10.L.10.c): Only apply the x4 multiplier (so 1-6 Artillery unit has strength of 4 as a CD, not doubled to 8). No NEM mod.

### 11. Air Combat

### 12. AA Combat

- For clarity: R result means **no** attack on **any** operational bombing (whether ground or naval target). This is what dispersion means.

- BAI: Divide all AA in # of land hexes by number of such hexes.

### 13. Naval Combat

- **Optional:** Although not in RAW (i) if a NTF is in same SZ with Convoy [e.g., providing escort], and all are spotted, an enemy NTF seeking to attack the convoy needs to fight the escorting NTF **before** engaging the convoy; and (ii) if disengages from that NTF (e.g., runs away) it cannot attack the covered convoy that NMS. Can also apply to forces moving to engage any force optionally.

#### 13.D Scattering

- LCs and ships acting as transports (e.g., APDs with cargo) can scatter (not just NSPs).
- **Optional:** Apply a scatter mechanism to CBGs: If escorts fight 3 full rounds, carriers get away; if not, carriers join naval combat the next round.

#### 13.F Preparations

- The DRMs for evasion by a force engaged in extended search apply only to evasion by **that** NTF, **not** the opposing NTGs.

#### 13.J Combat Resolution

- Ships from different divisions may combine fire.

#### 13.0 Submarines

- Use of gunnery/AA factors:
  - AA fires before attacks on sub, per usual; does not fire at spotting missions.
  - Naval gunnery is against Ferry, NSP sailing alone, SL.
- Spotting subs.
  - Code R does apply +1 for search for subs.
- ASW
  - Code R is not a modifier for ASW attacks (why table has mods for W Allies).
- Air Attacks (13.0.8):
  - ACEV/NEM mod is just the attacking unit (not 'relative' ACEV/NEM).

#### 13.Q. Naval Gunfire Support

- NGS missions by docked/ice-bound ships in port permitted.

#### 13.R.1. Who can declare night combat

- The “attacker” declares night combat. That is the player initiating transit combat or the intercepting player. If both sides want to initiate (and not interception situations) it is the moving player.

#### 13.R.1.b Pack Attacks

- “Normal” ASW (non-specialists) use usual ASW DRMs.

#### 13.S. Naval interception

- Only allowed if an enemy NMS \*moves\* from a SZ.
- Negative modifier for radar applies if a target (e.g., IJN with radar intercepting RN with radar in 1944 is +1 for IJN radar, -3 for RN radar; and then -3 for relative NEM difference, before other modifiers).

### 14. Other Activities/Special Units

#### 14.B.3.d. Airstrips

- Eng’rs may repair airstips while maintaining them.

#### 14.B.3.f Railroad Engineering.

- To reguage you must (i) repair the line; (ii) fix the link over any downed bridge; and (iii) then reguage.
- Repairs do not require a RR Eng’r. Regauging does (or an eng’r working with a RR Eng’r HQ).
- Only RR Eng’rs themselves can regauge in the pursuit phase (but not repair in that phase).

#### 14.B.3.h. Road Construction

- Road construction costs are doubled in severe weather (though not mud)

#### 14.C Special Forces

#### 14.G Partisans

- Partisans cannot be overrun. They get displaced by attempting to retreat.
- Partisans are displaced if enemy \*ends\* movement in their hex (and then can attack if displaced to adjacent hex).
- Partisans do not control the hexes they occupy.
- Partisans cannot benefit from CAS/Fighter DRMs on defense but if attacked CAS can contribute (Theatre Air modifier always still applies).
- Only those 0-strength units listed (combat and assault eng's) have a non-zero defense rating against partisans. Protect those HQs!
- If Partisans move to have an interdiction impact on combat (e.g., move adjacent to an ST with no APZOI), that is not removed for the player turn by moving an APZOI unit to neutralize the Partisan, though the interdiction zone is neutralized for movement. [e.g., just as moving outside a BAI zone doesn't remove CEV impact, neither does pushing partisan out of the way during the player turn]
- Partisans may interdict LOCs and MSRs; they are not restricted in targets like BAI.

#### 14.H River Flotillas.

- RSPs/RFs on Lakes/Sea subject to air attack via naval-co-op rules (must be spotted, 6-10 to find); along rivers, any air unit can attack. But any unit can attack, not just naval co-op, for lakes and rivers. AA can be averaged from adjacent hexes.
- Ground units block passage if the enemy is on either side (*optional*: if a major river, blocked unless EZOIs neutralized; CDs/emplaced artillery can attack).
- Artillery/CD impact RFs/RSPs if on Lake/at Sea (e.g., if acting as naval units).
- RFs/RSPs transporting units pay 18 MPs/SP to load or unload. If HE, must use ports.
- RFs/RSPs can indeed ferry HE units (e.g., divisions). If used as a ferry, the RF/RSPs can use up to ½ movement to reach the location where they will act as a ferry, but can move no further.
- Control of **both** sides of a River or Canal blocks Ferry/RSP/RF movement (e.g., uncontested EZOI over both). *Optional*:
  - If a Great river, both sides must be controlled.
  - If a minor river, block with an uncontested EZOI on **either** side.

#### 15. Logistics

- Transportation lines can be used for the logistics system immediately upon capture (e.g., for MSR tracing).

## 15.A. Definitions

- Locations are on the Overseas System only if an MSR (the normal, 6-hex path) from an LOC cannot be traced to them; you need not be on the LOC itself. (*Note*: Leningrad is covered in detail below in the P&E rules).
- Players are not limited to tracing a single LOC from an NSS to an ST.
- Isolation (15.A.30).
  - Units on an island with an ST are not isolated, regardless of the port size what which the ST is emplaced (e.g., units in Dutch Harbor with emplaced ST); units on islands with ferry connected to Dutch Harbor are isolated unless an exception (e.g., supply on Islands) applies.
  - An LOS cannot be traced through a Contested Reduced EZOI (b/c it is not negated). Note this means it is easier to block LOS than an overland supply round, which can be traced through a Contested Reduced EZOI (M Potts answer on BGG).

## 15.B.4-5: Air Units

- Air units operating from vessels (e.g., Carriers, DAVs, CVSSs) do not require supply, as long as Vessel is not depleted.

## 15.D. Overseas System

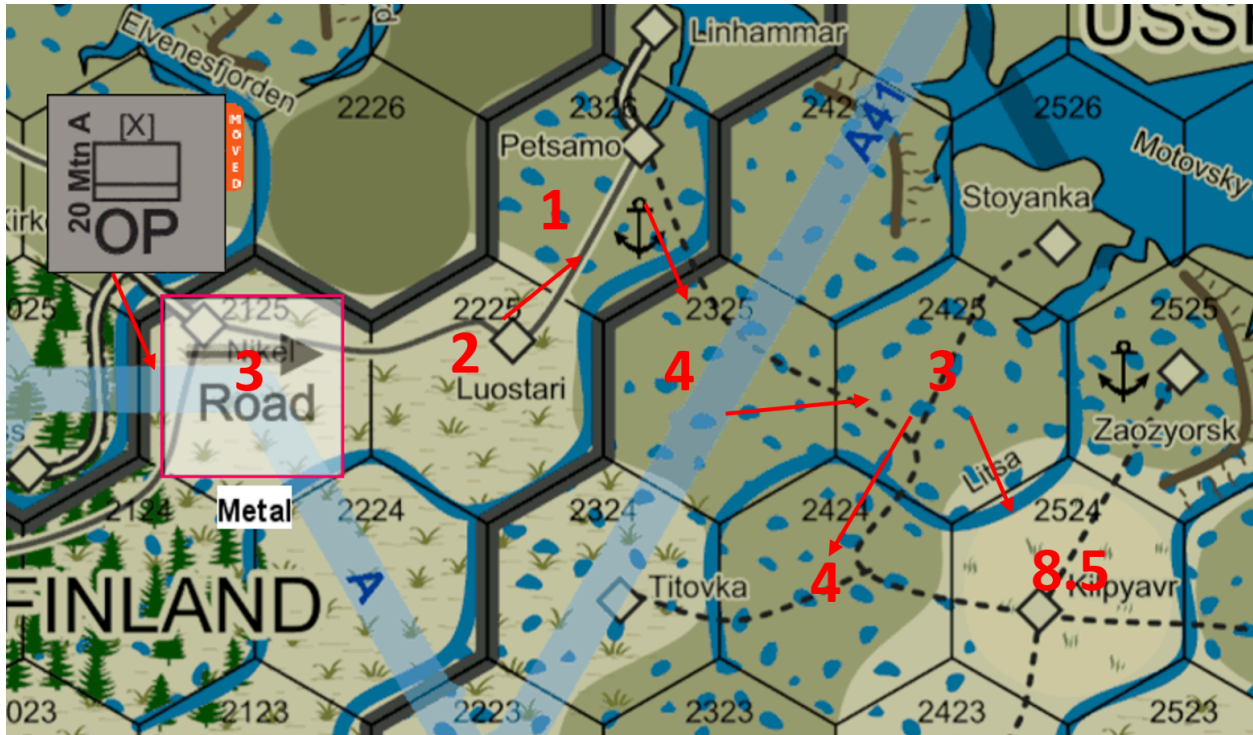
### 15.D.1.e Port Supply.

- Ports are not in supply unless  $\frac{1}{3}$  LP is expended. You *can* use GSPs to supply specific ports by analogy to the isolated naval base rule.

## 15.G. Out of Supply/Tracing

- 15.G.3.f: Rule 7.B.1.b applies to ZOI tracing MSR costs (e.g., tells you circumstances when tracing through EZOI allowed).
- Chart has a typo on it: Wadi/Track Example should say 1.5 hexes in Poor Weather; tracks are considered bridges for supply purposes even if inoperable.

Comprehensive example of tracing with modifiers for weather. It is Poor weather with Flooding in the Arctic. Germans are tracing from QM in Kirkenes:



Kirknes -> 2125: Metal road (1), flooding river (1), flooded swamp (1) = 3

2225: Metal road (1); flooded swamp (1) = 2 [Note: Road to Nikel from Kirkness must be upgraded, or considered gravel road].

2326: Metal road (1)

2325: Other (3), flooded river (1) [bridge functions, not also track prevents doubling of MSR cost for Arctic].

2425: Other (3) [track has no effect; but no doubling along it]

2425 → 2524: Steppe: 2.25 x 2 Arctic (4.5), unbridged river (3), flood (1) = 8.5.

2425 -> 2424: Other (3), flooded river (1) = 4.

#### 15.H Isolation Status

- Isolation is determined each Initial Phase; but units only need be placed in supply (consume supplies) in their own Initial Phase (supply lasts a game turn). Players may, however, put their units back in supply during the opposing player's Initial Phase if in E or U status then (e.g., a U-2 status unit may consume GSPs to avoid combat penalty, but it will check supply again the next initial phase, its own; or a unit might be back in supply on Continental System during the opposing Player's Initial Phase). **[Note: this is from 1.5 FAQ and it may be the case the intent with 1.6 is to check supply status in non-Phasing Player's Initial Phase too; this conceptually makes sense for Continental System but not Overseas System, where only the Phasing Player need consume GSPs and LPs. A way to play with checking supply of non-Phasing player units is to determine if they still have MSR to a valid supply chain].**

- Another example: An Allied unit determined to be E-2 during the Allied player turn that becomes isolated that turn is considered U-2 starting with the subsequent Axis initial phase, but would become U-3 if still in that state the following Allied initial phase.

#### 15.I Effects of Being Out of Supply

- Combat abilities (e.g., Mountain Effects, Eng'r Effects, ASE) are subject to 50% reduction for being in General Supply under Rule 15.J.2. Only further impact of being out of supply are those listed in 15.I.1.a/b (e.g., for ASE/ATE/ADE).
- First turn "auto OS" is not exempt from supply chain requirements for combat (but all units in OS for movement).

#### 15.K Supply Terminals

- Murmansk is not a valid ST location (but is a NSS as long as connected by rail to the rest of the USSR).

#### 15.L.2. Motorized QMs

- An emplaced QM can distribute GSPs from any location for General Supply. But for Offensive Supply, there's no such capability for a QM stacked with GSPs. On the Continental System, units must be adjacent to or stacked with the GSPs (save amphib and airborne, put in OS before their operations). On the Overseas System, the usual principles for putting units in OS, including 15.E, apply, and QMs may form part of a supply chain per the rules.
- QMs use tactical movement when carrying items.

#### 15.L.3. River QMs.

- RiverQMs may be bombed without being spotted.
- RiverQMs may not be transported by NSPs.
- RiverQMs move like RFs (120 hexsides per movement phase).
- *Optional:* Do not allow RiverQMs to be bombed/interdicted per rules; instead, apply the ferry BAI effects rules for now.

#### 15.L.4 AirQMs

- On Continental System, may be emplaced at any airbase in supply.



- Must stay within MSR of air bases existing during Initial Phase to be in OS during the Combat Phase..

#### 15.Q.2.b

- LPs in Barbarossa may not be given by Germany to Axis Minors (per John B), save the Finns.

#### 15.U Supply on Islands

- Air units on islands that require supply cannot function at all unless GSPs are spent on them (e.g., cannot even fly a transfer mission).

#### 15.X Naval Supply

- 15.X.b.5/15.X.b.6.b.iii: Limitation on small port applies regardless of its supply statuts or supply model (e.g., a small port in Germany connected by high volume RR lacks fuel, unless naval facilities are present).

### 16. Administration

#### 16.A.2.c. Management of Replacement SRPs

- Replacement SRPs need not be maintained in pools or at an ST; they may be transported where needed.
- Scrapping in replacement pool (provisional):  $\frac{1}{3}$  of value specified in rule.
- **House rule:** Replaced units appear at any in-supply HQ or ST, or at any city or town on a rail line linked to a national supply source (or Continental System), or at an in-supply port on the Overseas System (prioritize arrival at in-supply ST or HQ in a supply chain (including via RSR) to ST in Overseas System over an in-supply port without those assets).

#### 16.A.2.d.iii Replacements/Supply Trace

- The “trace a supply line” requirements permits units E-1 and E-2 to receive replacements.

#### 16.A.2.iii: Replacement Cost

- The additional divisional cost (e.g., artillery SRP) must be paid when replacing a division via rebuilding its breakdown components separately (which usually is inefficient anyway).

- Brandenberger Commando units may not be replaced.

#### 16.B Air Units

- Air units that arrive via naval transport during the first NMS or second NMS (e.g., are uncrated in a port, as distinct from arriving as reinforcements or replacements) may fly transfer missions or be moved via rail (if arrive in first NMS).
- Conversions/upgrades only cost ARPs if provided for in the OOB.

#### 16.C.2 Naval Repairs

- Units refitting/under repair lack AA/cannot fire.

### 17. P&E Rules