



Campaign Rules (Version 8.0)

Economics

Each province provides a number of units of productive capacity that can be used to build combat formations. Depending on the size of the game, the number of units is multiplied by a set figure to arrive at the amount that can be spent each turn. This is the total number of combat formations that can be purchased in this turn. A province provides economic points as long as it is connected to a friendly port or capital. A contested sector can't be used, neither a path over a major river without a bridge.

Terrain	Income
Woods	5
Swamp	1
Steppe	2
Rough	2
Farm	10
Port	20
Village	15
Town	20
City	30
Capital	50
Military Base	30

Starting Economies:

Emerald Empire (Axis Major) has 903 production capacity (see province land cover on the strategic maps).

Union of Smoked Salmon Republics (Allied Major) has 901 production capability units.

Swedissland (Romanian equipment) starts with 238 production capacity. There is also 176 production capacity up for grabs in the Neutral zones.

Given a (starting) multiplier of 3, this gives Emerald Empire 2709 pts a turn, Union of Smoked Salmon Republics 2703 pts, Swedissland 714. The starting multiple can be changed later in the game, to simulate the increase in the war effort. As of turn 20, the multiplier is 4.5 to the players' teams.

Economy and CMBB

Units do not require any cost to support. Wounded units are expressed as economic points which may be used in purchases, after they recover (announced in the AARs, usually 2 turns). In optimal conditions the percentage of wounded units is of 2/3 with 1/3 of KIA troops. This percentage can go down to zero depending on the circumstances. Normal wounded produce 1 point per man in the squad, while exceptional good troops produce more.

Abandoned vehicles and guns can be recovered, provided that a team can access them after the battle. KO'd and burning vehicles/guns can't usually be recovered. Each side can recover each other's vehicles/guns to the extent that CMBB allows. Vehicle units recovered from the enemy usually take a full turn to be fielded again (captured in T1, available in T3), save for trucks, tractors and jeeps, which are immediately available. If a unit can't be represented by any other unit of the other team units, the team will receive the capture unit price at conscript level as reward.

In the interests of game play, vehicle crewmembers are assumed to be proficient with all vehicles, likewise gun crews (machine guns crews and sharpshooters are not considered gun crews) and can be used in other vehicles and guns, as the players seem fit (no exchanges to surrounded units, though).

Purchasing Units

Discounts for battalion purchases, if any, will be factored in. It's not possible to purchase a unit 'package' without purchasing all the units (no cherry picking!). An old unit may be retired, and 1/3 of its points used to purchase new units the next turn. Rarity will not be a factor. Units "show up" at either the seaports or at the capital (or villages for the minors), at the owning sides discretion. Infantry units and other non-mechanized units may also enter the map at the military bases. If such sites are under siege, the units will be redirected to a nearby available location. All units are considered to be purchased on the world market.

Often HQ units are left without squads to lead. The surplus HQs can be used during the purchases to substitute new bought HQs units, lowering their price (if a team is purchasing a green company and wants to cash in an extra veteran Coy HQ, they will receive a green company with a vet Coy HQ and they won't have to pay for the green Coy HQ that was replaced).

Since cavalry units get a mobility boost from their organic horse teams, the cavalry units are charged a one-time surcharge of 20% of the CMBB purchase price. Marines and airborne troops can only be purchased at regular experience and cost 100% more.

Any unit can be marked as cavalry and marine, but only troops coming from the Airborne part of a teams available troops can be considered airborne. Those can only be purchased as airborne troops.

Super heavy tanks, defined as tanks that can screw game balance, are limited to a single purchase per turn. The EE can buy only one of the following tanks

per turn: Sturmmöser Tiger; JagdTiger; King Tiger. SU can buy only one JS-3 per turn.

Units are bought at their editor price of the current tech date. EE can only buy units from the German kit and SU from the soviet kit.

Units may not receive upgrades of any kind.

Starting Points

Majors:

Infantry 15000

Armour 5500

Support 5500

Artillery 5500

Forts 1800

No TRP's

Miscellaneous 6800

Minor:

4300 infantry

1500 Armor

1500 Support

1500 Artillery

500 Fortifications

2500 Miscellaneous

Any armour can be bought as long as they follow the following restrictions. No more than 20% of the initial and first turn purchase can be heavy. At least 20% of the armoured force must be light. Light is 15 tons or less. Heavy is anything more than 35 tons.

Heavy on-board guns (greater than 76.2) are restricted to 30% of the support budget.

Artillery is priced using the following formula: (CMBB cost)*(range + 1).

From the miscellaneous budget you can buy your fighters, spies, trucks etc.

All units must fit the following experience restrictions as well (Does not include spies). Up to 20% of each force can be regular, and up to 10% can be veteran. So you could have everyone as greens, or have 30% as regulars.

After the initial purchases (turn 0), all subsequent purchases must be conscript or green experience level. The exception to this is paratroopers and marines, which must be regular experience level.

Personal Forces

At the start of the campaign, each side is allowed to have personal forces for

their commanders. The sub commanders are allowed 500 points to spend on anything they like. Experience is capped at regular though. Be aware that these forces can not be split into smaller sub forces. A total of 10 of these forces can be built. After that point, it is up to the team to either allocate an existing unit (e.g. one owned by a player that has dropped out) or funds to create a new personal unit. The team is not obligated to create new personal guard units above and beyond the original ten units.

The leader of the nation can build a force of 750 point's worth. Same experience restrictions apply.

Captured Equipment

Captured equipment cannot be purchased, and will be included only when you, well, capture it. Captured is defined by the mention of captured in the OoB. So, Salmon can buy SU-76i's, which are modified Stug tanks, while EE can buy tanks using the 76.2mm gun.

Unit Size

For a variety of reasons, the minimum size of a unit needed to hold an enemy sector and at least attempt to prevent enemy intrusion is a company (3 platoons, or 2 platoons and some tanks/guns/machine guns). Greater population centers require twice that (cities and ports).

An enemy sector will be contested if this minimum requirement is not achieved. Empty sectors will return to their original owners (or to neutrality) one turn after the troops left it if it has provided income for that team for at least a month. This can be avoided by having a continuous frontline. If a frontline is breached, then that team has one turn to reform it or risking losing a lot of real estate.

Tech

Tech advances in two-month intervals. If a unit is cheaper or more expensive in one month, that is the price used when purchasing it.

Time

While tech might advance in two-month steps, game time is one month per turn. This is to allow time for any offensives to be successful (or repulsed) before winter arrives to bog things down.

Troop Differences

In addition, there is a difference between mountain, airborne, naval, ski and normal grunts. In essence, these specialized units can operate in their specific roles without mishap most of the time. Normal troops are more prone to casualties, lateness, and fitness/health problems when trying to operate as a specific role other than that for which they were meant (e.g. mountain troops acting as airborne). So, mountain troops operate in rough fine, but normal units

will start tired, perhaps a few casualties. Normal units can be transported via gliders (SEE BELOW), but cannot parachute in. Even with gliders they might suffer some casualties on landing. In amphibious operations, normal units might be suffering from seasickness, or might not be as prompt as naval infantry could be.

We also have:

Commando troops

Commando troops are grunts taken out of the front lines to perform special duties, such as recon, partisan raising and training, infiltration, demolition and any other task that requires small number of good soldiers instead of dozens of conscripts. Inside the teams' territory, they move just like spies, but move normally inside enemy territory. In numbers of a platoon and support gear (worth up to 200 points), they can act without problems even out of supply. Only 200 points of troops can be made into commandos each turn and only troops of veteran quality or above qualify for the job. You can neither create commandos in cut-off sectors, nor move commandos to cut-off sectors using instant movement.

Militia

Militia are non-regular troops, that can't move - they stay in the provinces where they've been created (exception to the units appear on MB's or capital). Militia is bought at conscript level and from the Italian army selection (EE) and Partisan OoB (SU), and only the following units - MGs, both light and heavy, ATRs and sharpshooters and vanilla infantry, and the price is half of the price for conscript, weakened troops. The teams can have a company sized militia on any province, up to two on towns and a full battalion at cities. You can't create militia in cut-off sectors.

Volunteers

Volunteers are spontaneous militia, fighting in centers of population when attacked. If anything, expect even less of them than what you could expect from militia.

Partisans

Partisans are rebellious civilians fighting against an occupation army. Just like volunteers, they act independent of the will of the teams, but can be directed by the players through spies and commandos. Still, they are independent and likely to refuse orders they consider bad to themselves. Partisans can be found in greater numbers in centers of population and are more likely to attack easy prey. A team can boost the partisans by sending them money and equipment, as well as having spies and commandos acting with them.

Unit Transport

Airborne Capabilities

During AB drops, planes must be purchased (1 plane cost 200 points, can drop one company of AB – not glider troops!). Each plane can tow to 2 gliders, each with a single platoon of infantry (which can be standard troops). Gliders cost 10 points apiece and can only be used once. Airborne units cost 2x the editor cost. One company is defined by what twelve trucks could carry in the game and a platoon by the capacity of four trucks. No heavy guns allowed! Artillery requires the guns to be dropped plus the spotter team.

Naval Capabilities

Each side start the game with two boats, one capable of landing 5 vehicles or armor (35 tons maximum), and capable of landing two companies worth of infantry (24 trucks worth of material). Arty requires the guns or vehicles to be landed. Additional boats may be purchased for 200 points each. Marines cost 2x the editor price. Any unit can conduct amphibious operations, but any unit other than marines will suffer moderate to severe penalties during a landing. These penalties may include disruption (scattered about), exhaustion, and higher losses.

Artillery

Artillery units may have a range of 0, 1, 2, 3, 4 or 5. Rockets and mortars are considered artillery. Artillery costs multiples of the range of the artillery plus the cost of transports. The formula is $(\text{CMBB cost}) * (\text{range} + 1)$. This is to ensure the price for a range 0 unit is not zero. Motorized artillery can be bought by paying an additional 20% to the starting price. Self-Propelled artillery can be bought by paying an additional 25% to the price. Example: A 50-point artillery battery with a range of 1 costs 100 points with horses (horses bought by default). Motorized would cost 120 and Self Propelled, 125.

Here are the ranges:

- Range 0: up to 5 km
- Range 1: up to 10 km
- Range 2: up to 15 km
- Range 3: up to 20 km
- Range 4: up to 25 km
- Range 5: more than 25 km

A table with what units fit where is available at the game's forum.

Mortars (up to 120mm) and SP arty may move and fire. Motorized or horse drawn arty can either fire or move in a given turn.

An arty unit with a range of one or greater can have three sector as targets, in order of preference. If a spotter is killed, that number is reduced by one. Another spotter may be purchased for 15 points (20 for radio spotters). The

number of spotters is limited to three.

Artillery units caught in the fray of battle will be represented in game by the closest unit available. To prevent the misuse of arty as direct fire weapons those will be downgraded if the price of the in-game representation of the pieces is superior to the price of the battery. Example - the SP representation of the 81mm mortar battery is a mortar HT, and the price of six of those is much superior than the cost of the battery.

However, a team may decide to pay the extra cost and use the battery in direct fire mode or use it as arty. So, if the EE purchases six SPW 251/2 HTs (green level), they can use them in direct fire role or as a 81mm mortar battery (SP & radio). The battery must be ordered to act in direct fire mode (DF) and this action takes up one of the three slots it possesses.

Counter Battery Fire:

- 1) Any unit can perform Counter Battery against any opposing artillery in range.
- 2) If a unit fires a Counter Battery mission it can not fire normally for that turn.
- 3) A result can vary between nothing and total destruction, and is greatly affected by intelligence capabilities (both operational and tactical...get those scout cars out there!).

TRPs

Defensive

Target reference points (TRPs) will be based on the topographical maps with 8 available per battery per hex/province. Important Note: It is assumed that these TRPs are distributed across the sector, so it is unlikely you will receive this many in a single battle. If you hold a province/hex for a complete turn, you can put TRPs in it. Two additional TRPs will be given to the defending player to place himself in the CMBB map, if you meet the criteria for holding the province (complete turn).

Offensive

No TRPs are available for offensive operations. Artillery fires either fire plan or direct support. The exception to this is if you are attacking into a province/hex that you used to own (i.e. had previously placed TRPs) you can still use those existing TRPs.

Attrition of spotters can lead to decreased quality and flexibility of your artillery support. For example, the number of areas that a battery can be 'on call' each turn to provide support to might be reduced.

Air Forces

Airplanes have the capability to perform four missions: recon, transport, strike, and air-to-air or air superiority. Due to the variety of strike types, airplanes come

inherent with recon and air-to-air capabilities. If you want strike (Close Air Support) you must purchase the type of CAS (Stuka, He-123, IL-2, Pe-2, etc.) that the plane is capable of, on an individual plane basis. You do not need to purchase strike, but if you do not, that plane will not even strafe. The cost will come out of the "miscellaneous" cost. It does not take any time to configure a plane from one mission to the other, however each plane can only do one mission per turn (i.e. if recon is done, that plane is not available for anything else during that same turn).

Additional aircraft cost 150 points each, plus any strike capability. Basic planes come with a green pilot and strike packages cost the regular experience level. A plane with a pilot costs 120 points and a strike package may be added later. An airfield is located in each capital and military bases of the major nations. Each airfield can cope with 20 aircraft. One company of engineers can work 2 turns to build an airfield that can support 4 aircraft. One additional company could cut that time in half. They can work one more turn to build the capacity to 6 aircraft but that is the maximum capacity engineers can build. These can be built in any steppe or farmland sectors.

As indicated in the team forums, pilots will be tracked, to include experience rating and status (safe at base, MIA, WIA, KIA, etc). This gives you the incentive to protect and recover your best pilots, and to place them at the crucial points in the aerial battle. Each new airframe comes with a green pilot. Pilots advance in experience as they fight battles (and survive). Pilots that lose an airframe can bump new pilots (when you buy a new plane) and take over that plane if ordered to. Simply indicate in your air orders which pilots are flying the missions (e.g. 4 regulars and 2 vets flying CAP).

Since CMBB doesn't properly represent the chance of a plane being destroyed by AAA pieces, there's a 50% chance that a plane destroyed during a CAS mission is just heavily damaged instead of destroyed.

Spies/Agents

Agents represent the intelligence operatives of your military. They can either represent individuals operating on their own, or ringleaders for entire spy rings. Spy rings often give you the added benefit of being able to accomplish more than a single person, but their risk of detection grows in proportion to the size of the ring (among other factors) as it's easier to catch 1 of 10 people than a lone spy. Below is the table detailing the costs associated with purchasing a spy.

Rank	Point Cost
Green	150
Regular	200
Veteran	250
Crack	300
Elite	350

Any spy can attempt to do any type of action but are not guaranteed to succeed. Increased skill reduces the chance they will be caught, increases the

range of things they may do, and increases the amount of data they will get when they act. Spies are the oldest means of gaining intelligence, and in the game is some of the most role-playing intensive elements. They are the only method that most players have of getting intelligence or affecting things in a country.

Each spy represents a cell of 1-5 operatives plus a number of people in the pay of the spies. Spies can work in your own country as well as that of the enemy. In each case they must be assigned to a specific sector. Spy cells may be linked into larger organizations for difficult tasks. This means that catching one spy may bring down the whole group, but very large or complex jobs require a large and complex organization to pull off. Each spy cell needs to have a code name, which is how it is known in reports the GMs give to you.

Tactical battlefield intelligence can come from fighting (you see with your own eyes who is whopping your ass) or prisoners (which may or may not know much. Capture a Battalion HQ though and you have hit the bonanza). Only creativity really limits what spies can do. New spies must be infiltrated into enemy terrain unless a spy already in position spends a turn "recruiting" the new spy unit.

Signal intelligence can also be conducted by listening to the enemy radio broadcasts. The more active a unit is, the more likely it is to be detected in this manner. It is a tradeoff between radio security to avoid detection and unit capabilities in the field - a unit needs to use the radio at some point to perform its mission! These reports will usually be provided automatically, although player actions can steer or augment this capability.

Movement

Vehicle and armor movement rates are relative to their real-life performance. The table below is used to calculate the movement points of motorized and armored units.

Unit Type	Movement Rate (per turn)
Infantry (on foot)	2 points
Guns & Arty (horse drawn)	2 points
Guns & Arty (motorized and SP)	3 points
Calvary and motorcycle	3 points

Vehicle and armor movement rates are relative to their real-life performance. The table below is used to calculate the movement points of motorized and armored units.

Vehicle Speed (per CMBB)	Movement Rate (per turn)
0-20 mph	2 points
21-30 mph	3 points
31-40 mph	4 points
41+ mph	5 points

Movement always assumes road conditions. All units can always move one hex except for snow and rough terrain. In cases where rivers run through towns/villages/capitals, use the town rate (EXCEPTION: If the relevant hex is contested, all crossings are assumed to be hindered in some fashion. In this case, use the river rate). In cases where movement penalties are different for tanks and halftracks, they are mentioned.

Movement happens in a chain of events. So a unit may cross a given sector and not encounter an enemy unit that entered the sector with its last movement point. Units may wait for other units to perform another action (but that cost them MPs as well), such as an attack. Also, you can order an immediate attack to prevent the enemy from receiving reinforcements before the battle start.

Terrain/Action	Movement Cost (per turn)
Entrench	1 movement point
Cross minor river	1 movement point
Battle	All movement points. A unit may withdraw into friendly territory if it has enough MPs left.
Steppe or Military Base	1 movement point
Farmland or Village	1.5 movement points
Town, Seaport, or Capital	2 movement points
Wilds	2 movement points
Rough & Swamp	Only grunts and medium guns may enter rough and swamp terrain unless there's a road present. To enter such terrain a unit must start adjacent to it and expend all its movement to enter the terrain. If there's a road, movement cost is 2 MP.

Airborne may land in any steppe or farmland sector. They must surrender if they cannot make contact with friendly units in 2 turns.

Troops using the main highways for movement are unaffected by weather, unless otherwise noted.

Naval units can land in ports and in the following sectors: 16, 4, 271, 277, 294, 316, 221, 204, 175, 99, 61, 53 and 38.

To enter a given sector a unit must have at least 50% of the movement required to do so. So a unit with .5 MP left may enter steppe but can't enter farmland or woods.

Roads and Railroads

Teams can build a railroad segment in each province that represents the track and rolling stock necessary to move up to 2 battalions of troops to, from, or through that province. The total capacity of the nationwide railroad net, for simplicity's sake, will never exceed 2 battalions or 30 vehicles. If you're mixing vehicles and infantry, a vehicle will displace one platoon of infantry. Troops and light support weapons can embark/disembark anywhere, while guns and vehicles need to get on/off at villages or bigger. Trains can cover 10 sectors in one turn. Train travel ends the movement of the units being carried, i.e. they

can't move once they disembark until the following turn. However, they may move and embark and use the rest of its MPs in railroad movement (a unit has spent 50% of its MPs to embark may move 5 sectors and so on).

Railroad networks may be extended with the use of pioneers. A company (9 squads) will take three turns to extend the rail in open terrain such as steppe and farmland, five in forested areas and eight in swamp. This time can't be reduced by increasing the number of pios working. For building a dirt road, those numbers are lowered in half.

The strategic maps will be updated each turn to indicate which provinces have operational railroads. Railroads that you may see on the operational maps only have significance in the game if they are also located in that province on the strategic map, otherwise they're just another land feature in the tactical battle.

Weather

Heavy Rain: Units cannot ford minor rivers.

Mud: Add a 50% movement penalty to all units. Trucks are rendered immobile.

Heavy Mud: Add a 100% movement penalty to all units. Trucks and halftracks are rendered immobile.

Light snow: Incurs .5 movement penalty for tracked and halftracked vehicles, 1 for trucks.

Snow: Incurs 1 movement penalty for tracked, 2 for halftrack, trucks are rendered immobile.

Deep Snow: Incurs 1.5 movement penalty for tracked units, all others, except ski troops, are rendered immobile.

Normally the current sector a unit stands in doesn't affect its movement. However, snow and mud can cause immobilizations. If a unit is immobilized, it can't move out of a sector. This affect mainly sectors with heavy snow and mud, but also trucks in medium snow or mud areas (this cover horse drawn and motorized artillery, self propelled artillery is considered as a halftrack for movement purposes). Similar to movement in rough and swamp, a unit may enter a sector that will immobilize it if it has at least a full movement point.

Units with special movement:

Spies may move into any sector.

Commandos move into any friendly sector.

Aircraft can operate within a radius of 8 sectors from their base (that means you can count out 8 sectors including the base sector):

1. Combat Air Patrol (CAP) - fighters operate within their combat range (radius of 8 sectors) and search out enemy aircraft attempting to penetrate their area of operations. This mission is focused on the defense of friendly air space.
2. Fighter Sweep - fighters operate within their combat range (radius of 8 sectors) and attempt to penetrate enemy air space in an attempt to take out enemy CAPs. This is an offensive Search and Destroy mission. Enemy CAS aircraft are secondary targets; fighters are the priority target of the sweep.
3. Escort - Escort friendly CAS or recon aircraft on their mission (give either target sector/path or assign to a strike mission).
4. Strike - CAS aircraft only. Give target sector and optionally give the flight path as well. One additional command allows air units to double their combat radius:
5. Rebase - fly up to 15 sectors to a new airbase. Conduct no other missions that turn.

Recon

Tactical intelligence gathering can be conducted during the movement and attack phase by recon units. The two basic missions will be offensive recon and defensive recon. In offensive recon, the assigned forces will go in with the attacking force and will provide information on the up coming battle.

Defensive recon gives information about the enemy forces and tries to stop enemy recon from spotting your positions.

Recon is also used to determine the size of initial deploy zones. A good recon allows a larger area to setup units. Having no recon can cause a team to have a smaller deployment area.

Experienced units have performance advantages, as well as fast, light vehicles. Don't send conscript or green units into recon!

For defensive recon ATRs, MGs and light guns have advantage. For offensive, smoke capable artillery and light vehicles are the better option for the task. Sharpshooters reign supreme in both tasks.

One platoon is enough to cover an open sector, like steppe. Farmland requires two for proper recon duties and an entire company is better when it comes to forest, swamp or rough terrain, and half that for defensive recon.

A side can order his heavy material to try to hide, or use it freely against enemy recon, either via direct orders or through a Standard Orders of Procedures (SOP).

Also a side can have orders to stop an attack if the resistance is too strong, or ask for a recon briefing to decide if they want to press the attack. In this case the decision must be reached in 24 hours after the briefing is posted.

Naval

There is no navy. However, Marines and Naval infantry do exist, and may launch from any seaport and be landed on certain beaches. They must surrender in 2 turns if they do not get control of a coastal town or seaport and are still isolated. In the interests of simplicity, the (ships/boats/barges/sharks with lasers) that are carrying your units are able to do one complete round trip from the home port, to any single point on the coast of the island and back to the home port, per turn.

Pioneers can build small docks. One company (nine squads) working for two turns or two companies (18 squads) for one turn can build it. The docks can receive medium tanks (up to 5) and infantry (up to two companies or 24 trucks worth of gear). They don't count as ports for the purposes of economic points gathering but they count as a supply point (but it does allow only half of the usual supply).

Fortifications

Engineers are needed to build beyond the starting fortifications. Each engineer squad can create one fortification point per turn, excluding TRPs. Up to nine squads can work in a given sector at a time.

Those numbers consider a battle in a terrain about 1km x 1km. A smaller map will reduce the number of fortifications (expect a 500m x 500m map to have around 75% of those) and a bigger one to have more (a 2km x 2km map have 50% more fortifications). Those number consider the enemy attacking from a likely vector. If the enemy is attacking a rear area, the number of fortifications available will be reduced.

Level	Fortification Points	Trenches	Wire	AP Mines	Daisy Chain Mines	AT Mines
1	(1-3)	3	-	-	-	-
2	(4-6)	6	-	-	-	-
3	(7-9)	9	3	-	-	-
4	(10-12)	10	5	1	-	1
5	(13-15)	12	8	2	1	2
6	(16-18)	14	10	4	2	3
7	(19-21)	16	12	6	3	4
8	(22-24)	18	15	9	4	6
9	(25-27)	20	18	12	5	8
10	(28-30)	20	20	15	6	10

Wooden bunkers can be bought from level 6 (they cost \$ 10 and must be armed with an existing machine gun), concrete pillboxes from level 8 (cost \$ 50, gun must be placed inside). A bunker can be KO in a battle and destroyed, while a concrete pillbox can be reused.

No pioneer units means fortifications are unavailable. Ordinary infantry in the absence of any pioneers fights from foxholes and can get fallback foxholes if the GMs deem it suitable.

Engineers can also participate in the construction and repair of several structures.

Given the multiple actions available for pioneers squads, they cost 25% more (just the squads, not the HQ elements).

Bridges & Rivers

There are two kinds of rivers in the campaign - minor and major rivers. Major rivers are the ones that can be seen in the small map (we have only three of those), while minor rivers are show in the detailed map of the nine quadrants of the island map.

Minor rivers have passable fords, unless the amount of rain make it level raise. Therefore, if a unit has to move through a small river, this requires a single additional movement point. Certain vehicles are amphibious and can move small rivers without penalties.

Major rivers requires a bridge or the use of assault boats to move across. Assault boats are one use vehicle that can be built by pioneers. A pair of pioneer squads can build an assault boat in a turn.

Dirt roads crossing rivers have light bridges on them. Rail crossing bridges have medium bridges on them and highways have a pair of heavy bridges on them.

If a light bridge (horse/vehicle bearing) needs to be constructed, it will take a company of engineers (9 squads) 2 turns to build. Adding another company can halve this figure. If the bridge is under attack, the damage will be simulated using CMBB. It takes twice that amount to build a medium bridge and thrice to build a heavy bridge.

Pontoon bridges (infantry and man pack weapons) are deemed able to be built by any unit of company strength (or one platoon of engineers) or higher in one turn. Pontoon bridges are frail structures and can not be used to link sectors to a port of capital to the purpose of income gathering.

Supply

A sector is considered controlled if there are no active enemy forces in it, or if it has fallen to siege. Provinces are cut off from (re)supply if a route cannot be traced back to a port, military base, or capital. Supplies can move over rivers even without bridges. This means that the surrounding provinces must be either totally controlled by the enemy, or enemy forces must control the supply routes within disputed provinces. Units out of supply for 2 whole turns automatically surrender. Units must be able to trace a route to their home capital or to a major city or military base to be supplied. They may not trace the route through a neutral 3rd country unless that country is at war.

If parts of a country are cut off from the major cities, ports, or bases, the income from that part of the country may be lost until lines of communication have been restored.

Battles

The difference between two forces, arty excluded, must be lower than 6 to 1 or else the battle will be abstracted by the GMs.

Breakthrough

A team can set aside a part of its forces during an attack to try to exploit a possible victory, moving into another sector in the hopes the enemy presence there is minimal. Breakthroughs are basically a gamble, as the player can't use those forces in the actual battle and may face a stiff resistance if the sector is cleaned. Still, a well execute breakthrough can do wonders.

Order of Play

It is painfully aware to all that most games will be done PBEM style. Although we encourage TCP/IP sometimes it just does not happen. To ensure a continued interest in the game, please make every effort to do at least one turn a day. All turns should include a CC to the CO of your side and the others side, so if one combatant gets hit by a truck or something more painful (don't laugh, it happened to a GM already), like wife/girlfriend, the CO can reassign (or play himself) without delay.

Games will be at least 30 turns in length, and the game is played up to the last turn. Stop when it's time to place the orders for the last turn.

These are the following phases that make up a turn (which equals one game month):

1. Purchase, Intel - Orders are given for Intel Missions (agents) and unit purchases (units arrive at the end of the turn)
2. Intel Reports are posted on the team forums
3. Movement/attack Orders - provide orders for which units are attacking, to include ground, air, artillery, and marine units. Also, non-combat movement orders are given at this time. Units given orders for recon are unavailable for combat.
4. Combat Resolution, GM Tactical (CMBB) Battle Setup - The GMs use the orders and positions noted on any operational maps included with the orders and determine where battles take place, and between which units. Be sure to read your battle briefing in your team forum.
5. CMBB Combat phase - players fight their battles, and submit final turns to the GM. Ideally, combat files should be uploaded in the site, to allow the GMs to analyze them and to allow the teammates to check the battle, too. Post-battle orders (PBOs) should be posted in your team board, if possible, to give the GMs a good idea of the commander's intent when the CMBB battle finished, since it is assumed that some action may take place

immediately after the CMBB battle. Don't expect another whole battle in the PBO!

6. AAR Phase - After Action Reports are posted on the team forums to indicate in detail the end results of the battles, and any subsequent actions abstracted by the GMs.

7. Units purchased at the beginning of the turn are placed on the strategic map. And then on to the next turn...

Revision History

2/26/2003 – Version 5.0

- Added rule section for railroad.
- Transferred rules document into PDF format for easier distribution.
- Generally tweaked the structure and grammar of the entire document.

3/01/2003 – Version 5.1

- Added clarification of cavalry movement rate.
- Continued formatting revisions.

6/03/2003 - Version 6.0

- Added counter battery rules
- Modified airborne and marine costs
- Modified aircraft costs.
- Modified artillery rules
- Clarified recon and movement rules
- Charged aircraft ranges to reduce misunderstanding
- Updated artillery costs

7/21/2003 - Version 6.2

- Modified air combat orders
- Clarified the rule on naval landings to include ports

3/17/2005 - Version 7.0

- Many modifications and clarifications made, more to be made soon (v 7.1)
- clarified policy on personal guard units
- minor clarifications on marines and airborne
- modified text on TRPs
- noted that fortification rules are about to be overhauled
- noted that income can be lost in cut-off/isolated territory
- minor changes to the descriptions of the other turn phases

25/02/2007 - Version 8.0

- major revision