

## 11.4. RAIL DAMAGE IN THE BALTIC REGION

For the first four turns any rail hex in this region (Lithuania, Latvia and Estonia) may be captured with the rail line intact (note that rail yards will be damaged as normal as

they change hands). There is a 70% chance that such a rail hex will not be damaged if it is captured in the movement phase or when isolated hexes change ownership.

Note that any hex that is captured in a combat will be damaged.

# 12. NATIONAL AND UNIT MORALE

**Focus:** This section explains how the concept of National Morale affects gameplay in WiTE2.

**Key Points:**

- How National Morale changes over time
- How National Morale affects unit morale
- How units can gain or lose morale
- How units gain experience



In WiTE2 the concept of National Morale is used to capture the typical level of training and expertise of the combat units that are fielded by each nation.

Each nationality in the game has a basic level of national morale. The actual unit morale can be above or below the national morale, but unit morale will tend to gravitate towards the level of national morale.

National Morale changes can be found in appendix 38.2 or in the Game Editor.

## 12.1. INTERACTION OF UNIT MORALE AND NATIONAL MORALE

### 12.1.1. NEWLY BUILT AND REBUILT UNITS

Units that are destroyed and rebuilt or freshly built will have their morale set to  $30 + (\text{national morale}/4) + \text{random} (\text{national morale}/4)$ . This will never be lower than 30 or higher than 60.

### 12.1.2. ELITE UNITS

Both the Soviets and the Germans fielded units that were regarded as elite. These units gain a modifier to their respective national morale as:

Special Bonus

- German regular (or LW) Elite units +15

Note this includes formations such as the Gross Deutschland and the Hermann Goering Panzer Division

- Soviet Guards +10
  - SS Elite +5 in 1941, +10 in 1942, +15 1943 and later
- Also some units gain a potential morale bonus due to their type (the type bonus and the special bonus can be added together):

- Cavalry, Mountain, Airborne and Air Landing +5
- Axis Allied motorized units +5
- German Motorized Units +10

- Soviet Motorized Units (from Sept 1942-August 1943) +5, Soviet Motorized Units (Sept 1943-end of war) +10.

Example: a Soviet Motorized Guard unit in 1945 has a net +20 modifier (+10 motorized in 45 +10 Guard), while a Soviet Guards Cavalry unit would have a +15 modifier (+5 cavalry +10 elite).

To stress these values do not change the unit morale as such, they set the potential NM for those formations that they can reach using the rules in 12.1.4.

## 12.1.3. GERMAN LUFTWAFFE FORMATIONS

The various field divisions that the Germans raise from Luftwaffe cadres all have a 10 point penalty against the notional German NM. However, this adjustment will not reduce their NM below 55 so will have less effect (in comparison to most German infantry formations) as the war goes on.

## 12.1.4. ADJUSTING UNIT MORALE TO NATIONAL MORALE

Individual units may have different morale levels to the current National Morale level. This can be due to the morale allocated to the unit when it first enters the game. For example, some of the units that will be transferred from the Soviet Far East in late 1941 will have a higher morale to reflect their elite status and experience gained in the various clashes with the Japanese up to 1939.

Equally units will gain or lose morale as they win or lose battles (23.10.4).

Ground unit morale may decrease due to losing battles, suffering from air interdiction, or being in an isolated state. The higher a unit's morale is over its national morale, the greater the chance the morale will be reduced when it loses a battle.

Retreated units may lose one morale point, which will be increased to a loss of two morale points if the leader Morale check fails.

Routed units lose one additional morale point.

If the unit's morale is below its national morale then it can recover as much as 10% of the national morale but not more than the country's national morale.

If the unit's morale is below its national morale, or 50 (whichever is lowest), and it is more than 10 hexes away

Example: German national morale is 70 in 1942 so a unit could recover 7 per turn, but cannot exceed 70 by this method unless it is an elite unit

from the nearest enemy unit then it may gain between 0-2 morale points.

Each turn there is a chance that a unit's morale will be lowered by 1 or 2 points if its morale exceeds its national morale by 30 points or more.

## 12.1.5. OTHER CHANGES TO UNIT MORALE

Note that units also may gain or lose morale for other reasons.

If the maximum TOE is set below 50, the unit will not receive a morale increase in the logistics phase;

The morale of a unit may increase during the friendly logistics phase due to these circumstances:

- The unit is in the reserve theatre box or in a theatre box with no ground combat.
- The unit is in a very good supply and support situation and its morale is less than 75. If Die (75) is greater than the unit's morale then a gain for this situation is possible.
- Units that are below 40 morale automatically gain one morale point in the logistics phase.
- Isolated units may lose one or more morale point(s) depending on existing supply shortages.
- Units which miss morale and fatigue rolls can lose morale during logistic phase.
- If at the end of the logistics phase a unit has less than 20 percent of needed supplies, it has a chance of losing 1 morale point. If the value is less than 10 percent there is a chance of losing 2 morale points.
- Each logistics phase there is chance that a unit can lose a morale point due to fatigue. The higher the fatigue and the lower the morale of the unit, the greater the chance that the unit must make a leader morale check to avoid a morale loss.

## 12.2. SETTING NATIONAL MORALE OVER, OR UNDER, 100

When initially setting up a game (or at any stage if playing against the AI) it is possible to set the morale level for one side or the other to a value other than 100.

Raising this above 100 will impact on combat performance, unit morale and the resulting cost of movement into enemy territory. In effect, the basic morale of each unit is multiplied by the value you set. Note that for the Axis side such a morale gain only affects German units not those of the various Allied nations (Chapter 14).

Note that units will start a scenario with the morale set by the scenario designed regardless of the chosen level. Unit morale will then adjust to the revised National Morale score according to the standard rules (12.1.4).

If the morale level is adjusted this will apply equally to the morale of combat and support units and of pilots. In turn that will increase the typical skill level of most pilots over time (16.7).

In addition to this, there are two important threshold levels that have a wider impact on game play.

- Whenever the morale level is set to 110 or greater, then leader admin checks for movement allowances are always successful (22.1) and units get an extra +1 morale gain from a victory, and lose one less morale point than normal from a loss. In effect this increases the mobility of your army and means it is more robust during combat.
- When the AI is set to morale of 110, it is given additional MPs, and allowed to make certain kinds of strategic movement that would otherwise violate the rules. This movement makes it much easier for the AI to form a defensive line. This should not assist the AI in offensive movements, although the extra MPs will help.
- The AI is also given a chance of getting a special bonus in combat that will cause some disruption and a smaller amount of damage to the enemy at the start of each combat. This bonus applies to the Axis AI in the period to November 1941 and from April-November 1942. It will apply to the Soviet side from March 1943 onwards.
- If the morale for one side is set to 120 (or higher), there are a number of secondary advantages. All tests to determine Movement Point allowances (22.1) using both the

administrative and leadership ratings will be passed. Units will gain extra morale during the logistics phase and gain more morale if they win battles (and lose less in the case of a defeat). In addition, if the Axis side is set at 120, then no Soviet units will enter combat due to the reserve activation rules on turn 1 (11.3.2).

If morale is set below 100, then the relevant national morale is further modified by this factor. In other words if morale is set at 90, a unit that would otherwise have had a morale of 50 will have one of 45.

There are some notes on the various ways the AI alters the rules and the implications of these changes in the Player Notes, especially section 30.7.

## 12.3. EXPERIENCE

### 12.3.1. GROUND ELEMENT EXPERIENCE

Experience represents both how well a ground element is trained and its ability to maintain unit cohesion in combat situations. In a unit each type of ground element (i.e. infantry squad, 50mm Mortar, Panzer IIc) has an experience level that is an average of the individual experience of all

**81st Mechanized Division<sup>W</sup>**

7,606 74 25 Wins: 0 Losses: 2

X

XX

6-0

READY

● 0 ✕ 0

Combat Value **6.09/6.09**

TOE **48/48**

MAX TOE **100**

Morale **50 (45)**

Nation **Soviet Union**

Supply/Need **45 / 68**

Fuel/Need **154 / 148**

Ammo/Need **122 / 106**

Support/Need **201 / 176**

Construction Value **14**

Transport Cost **4509**

Vehicles/Need **1012 / 1032**

MOTORIZED

Supply status

				Elements		Assigned (0)		
				EXP	RDY	DAM	GROUND ELEMENT	FAT
				48	27	0	BA-10 Armored Car	0
				56	189	0	Rifle Squad 41	0
				49	8	0	Engineer-Sapper Squad	0
				53	7	0	Motorcycle Squad	0
				54	50	0	7.62mm Machine Gun	0
				54	42	0	50mm Mortar	0
				55	2	0	Flamethrower Squad	0
				50	18	0	82mm Mortar	0
				48	16	0	45mm Anti-tank Gun	0
				31	0	0	76mm Anti-aircraft Gun	0
				47	11	0	122mm Howitzer	0
				47	8	0	152mm Howitzer	0
				51	10	0	GAZ-AAAMG	0
				49	5	0	37mm Anti-aircraft Gun	0
				51	2	0	76mm Field Gun	0
				49	4	0	76mm Infantry Gun	0
				49	0	0	T-70 M1942	0
				48	1	0	BT-7A	0
				43	24	0	BT-7M M1939	0
				51	219	0	Support	0

the same type of ground elements. As with morale, the higher the ground element experience level, the better. Experience mainly impacts combat, affecting combat value, the amount of retreat attrition, and the probability of firing and hitting enemy ground elements.

This shows how experience can vary across the elements in a unit. Here most are clustered around 50 but some are lower than this and the rifle squads substantially above the average.

Ground elements increase their experience level automatically during the supply and replacement part of the logistics phase through training. Though this is the only time ground elements gain experience, the amount of combat the ground element participated in during the previous turn positively affects the ability of the ground element to increase the number of experience points gained.

Ground elements can train up to the average experience level of their parent unit.

Experience increases in the logistics phase can happen as follows (these are all cumulative so the maximum gain is 9 per turn):

- Elements with experience below 50% of unit's morale will get 3 experience, elements with experience above 50% and below 75% of unit's morale will get 2 experience, elements with experience above 75% and below unit's morale will get 1 experience.
- Units in refit and not adjacent to an enemy controlled hex, or in the reserve TB or in a Theatre Box with Ground Combat Level set to none None can add this chance. Elements with experience less than 91 and less than their morale, have a chance of receiving additional experience, with the lower the experience, the greater the chance of receiving the bonus. If the bonus is gained, it will be in the range 1-3.
- Elements that have participated in combat since their last logistics phase, and with experience less than 91, can also gain 1-3 experience. The more combat, and the lower their experience, the greater the chance they will gain experience.

- Units in non-reserve TBs with Ground Combat Level higher than None and with experience less than 91 will gain experience from combat intensity (up to +5 per turn). The lower their experience, the greater chance they will gain. The higher the combat intensity, the higher they can gain, and the more likely they are to gain.

Ground elements will not lose experience just because their unit's morale dropped below their current experience level.

Replacement ground elements coming into units will tend to bring down average experience, but not by a significant amount. Newly created units will appear on the map (or in the National Reserve) with a low experience level to represent the need for many turns of initial training and the buildup of unit cohesion.

The experience for ground elements newly introduced to a unit due to a TOE change will be based on the average of similar ground class elements in the unit. If no such elements exist, the national morale will be used to build the new elements.

### 12.3.2. AIR GROUP UNIT EXPERIENCE

Air group unit experience has a significant impact on combat effectiveness during air missions. Air group units gain experience based on the number of missions they fly. Air group units in the National Reserve are considered to fly training missions each day during their player air execution phase in order to gain additional experience (18.3.5). These training missions will increase the chance of operational losses, resulting in additional damaged or destroyed aircraft from the air group units conducting the training.

Air group units will decrease in experience due to the addition of replacement pilots. In addition, pilots in air group units that upgrade (swap) (change out) their aircraft model to either an aircraft of a different type (for example from a Fighter-Bomber to a Fighter) or a different number of engines will lose -2 on their experience for each reason (i.e. to a maximum of -4).

# 13. THEATRE BOXES AND THE EVENT SYSTEM

**Focus:** This section explains how Theatre Boxes and the Event System affect game play in WiTE2.

**Key Points:**

- Theatre Boxes
- Theatre Boxes and the Partisan War
- The Event System



Theatre boxes are used to capture the full commitments of the Axis powers and the Soviet Union in WW2 and reflect one of three types of zones. In some, Soviet and the Germans and their allies are in direct combat (such as Finland at the start of the 1941 scenario). In others, either the Soviets or the Germans have to divert a substantial amount of their armed forces to either fight the Western Allies or protect vulnerable frontiers (such as the Soviet Far East). In addition the Partisan Wars within the Soviet Union and Yugoslavia are treated within their respective Theatre Boxes.

Finally both sides have a generic 'Reserves' box which can be used to refit units off map.

Players will have the option to lock the Theatre Boxes via the Enhanced Player TB Control game option, so only scripted transfers to and from the non-reserve TBs will occur. Setting this game option must be done before the start of the game and cannot then be changed. Setting this game option off will place additional limitations on the player with respect to units in the TBs

Note regardless of this choice, the Reserve Theatre Box will always be fully in play.

The Event system (13.5) is used to reflect progress in other theatres and uses triggers (such as date or geographical locations) to change allocations of manpower, administrative points and tracks combat and losses, Western Allied progress and national morale. Allied bombing will also affect German industrial production.

If there are insufficient forces in a given theatre box the player may lose both Victory Points and Administrative Points. In addition, the chain of events affecting that theatre may occur earlier hastening the surrender of

some Axis powers. On the other hand, exceeding the required garrison may see the player gain both Victory and Administrative Points and delay the related events.

## 13.1. THEATRE BOXES

### 13.1.1. LIST OF THE THEATRE BOXES AND HOW THEY INTERACT

The Axis Player has the following Theatre Boxes:

- The National Reserve
- North Africa
- The Balkans
- Western Europe
- Norway
- Finland
- The Soviet Union Garrison (inactive at the start of games commencing on 22 June 1941)

The Soviet Player has the following Theatre Boxes:

- The National Reserve
- Northern Front
- The Far East
- Trans-Caucasus

For both sides the National Reserve is used to hold units training, refitting or re-organising after heavy losses. If units are set to 'REFIT' (26.3) in the National Reserve they will have a priority call on any available resources.

Apart from for some units (such as destroyed units returning to the game), use of the National Reserve is optional for both players.

For the Axis player, the North Africa, Balkans, Western Europe and (initially) the Norway boxes sees them

notionally in combat with the Western Allies. Loses are set through varying the combat intensity (13.3.1) and the required garrison will change as the game progresses. Towards the end of the war, part of Yugoslavia may become playable and areas in Germany will be removed from the map and made unplayable as the Allies advance.

For the Soviet player, the Far East and Transcaucasus Theatres require a variable garrison. Failure to meet this may cost the Soviet player victory and administrative points.

At the start of the game, Axis units in the Finland Theatre are notionally in combat with Soviet units in the Northern Front. Each side faces their own garrison requirements and combat intensity. A shortage of troops may cost administrative and victory points and may delay or advance the events connected with the war in Finland (40.1). Once Finland has surrendered, the Soviet Northern Front forces are in conflict with Axis forces in the Norway Theatre.

### 13.1.2. ACCESSING THE THEATRE BOXES

This can be done on the map via the tabs at the top of the screen, by pressing CNTRL+T or by right clicking on any hex and selecting 'map information' and then 'Theatre Boxes'. The geographical Theatre boxes can be found overlaying the portion of the map they reflect (so the Soviet Far East box is on the eastern map edge). The Soviet reserve can be found in Siberia and the German reserve in Germany.

By default, when a player selects CNTRL+T the map will centre on the location of the Reserve Theatre box.

The buttons in jump map will also take the player to the Theatre box.

Alternatively, all the units (both ground and air) in the Theatre Box can be accessed via the Commanders Report (but in this case they will be shown as part of the normal Commanders Report).

### 13.1.3. TRANSFERS TO AND FROM THE THEATRE BOXES

Many combat units are set to transfer between the boxes and these can be found in the 'reinforcements and withdrawals' tab (36.7). These will withdraw on the set turn in the state (especially % TOE) that they are at that stage. If they are very weak, the player runs the risk of losing VP and AP as that Theatre may lack sufficient resources (13.5).

Units are only eligible for voluntary transfer to a Theatre Box if they have been in their current location (map or theatre) for at least one turn and, if on the map, are not in a zone of control, and also must be on a rail hex that is connected to the wider rail net. In addition they must be more than 4 hexes from the nearest enemy unit and have sufficient SMP remaining to both entrain and move a single hex by rail.

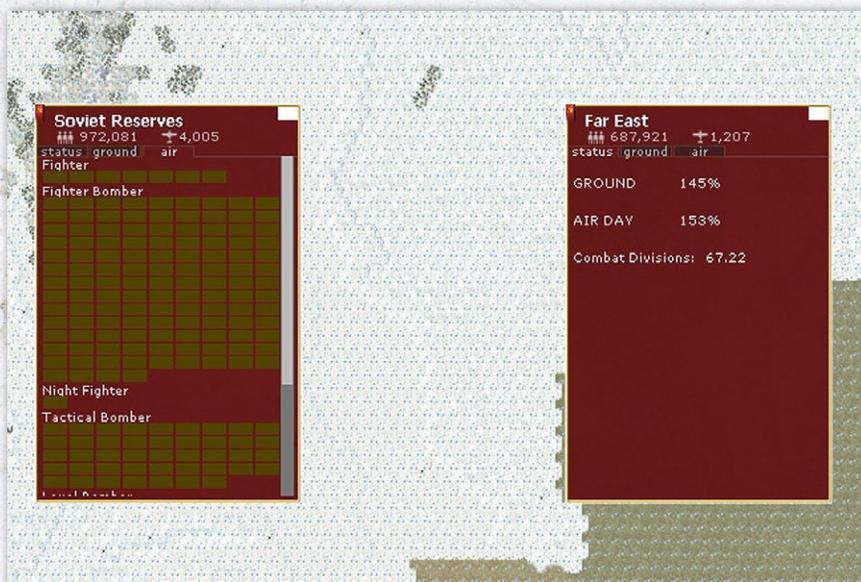
It can take one or more turns for a unit to move from the map to a Theatre Box (or vice-versa). Units that arrive on map from the Reserve Box will be deployed as in section 13.2.

In addition, the reinforcement and withdrawal screen shows scripted moves to and from other Theatre Boxes.

Soviet units moved out of the non-reserve Theatre Boxes will arrive around Cherepovets (Northern Front), Moscow (Far East) or near Baku (from the Transcaucasus).

If the player wishes to move a unit from the Map to any Theatre it must have enough SMP to entrain and move at least one hex.

Some units have no SMP (22.4.2) including all Axis units on T1, units that are currently routed and units that have recovered from being routed in the previous logistics phase. Also units in city forts have no SMP (20.6)



## 13.1.4. DESTROYED UNITS AND THE NATIONAL RESERVE

For both sides many destroyed units will be placed in the National Reserve to be refitted as the player chooses. The specific rules for the Soviet player can be found in section 27.2.1.

For the Axis player, units that are eligible to be rebuilt (see 25.2.4 for some restrictions) will be placed in the National Reserve after a delay related to the unit size, as:

- Division (including any 1/ breakdowns of the division) = 9 turn delay
- Brigade = 5 turn delay
- Regiment = 3 turn delay
- Battalion or less = 1 turn delay.

## 13.1.5. INTERACTION BETWEEN THEATRE BOXES AND THE GAME MAP

Depending on the events that have occurred in the game, certain map regions may become playable (i.e. removed from a Theatre Box) or will be removed from the playing area (i.e. added to a Theatre Box). An example of the first type will be the addition of most of eastern Yugoslavia to the playable map some time after the Soviets occupy Romania. The second type occurs as the Western Allies make progress into Germany in 1945.

If the Soviets have taken key cities in Bavaria, Schleswig-Holstein or Brandenburg map regions then these will not be passed to Western Allied control.

Some of the Western Allied bombing events (40.5) will target cities that are on the map. In this case any flak in the city will be added to the flak already in the relevant theatre box and reduce the damage done to the city.

Isolated units will not be withdrawn from the game map.

## 13.1.6. AUTOMATICALLY MANAGING THE THEATRE BOXES

War in the East 2 can be played by leaving the Theatre Boxes (apart from the National Reserve) as locked. In that case, forces will be moved according to the reinforcement schedule and will change their ToE and/or allocated planes as the game progresses automatically. The units in the theatres will take their share of replacement manpower and equipment.

## 13.1.7. MORALE ADJUSTMENTS IN THE THEATRE BOXES

All units in TBs gain Die(3) morale up to their NM. In addition, units below their NM, in the reserve box or a TB that has a ground combat intensity of none, will gain die(6) morale up to their NM.

In combination a unit can gain up to 9 morale a turn from these two rolls.

Such units are still subject to other morale adjustments that may offset some or all of the gain (12.1).

## 13.2. TRANSFERS FROM THE NATIONAL RESERVE THEATRE

### 13.2.1. GROUND UNITS TRANSFER TO AND FROM THE NATIONAL RESERVE

The National Reserve (for both sides) is treated as a special Theatre Box where units can train and take on fresh equipment. Units are moved from the Map to the National Reserve using the rules above.

When moving ground units from the Theatre Box to the map they will arrive by default close to Berlin or Moscow.

Alternatively, Axis and Soviet units can be allocated to any on-map hex, currently controlled by the player that was originally of German or Soviet nationality (respectively). In effect, this means that neither side can bring in reinforcements on the other side of the 1941 borders.

In addition, the target hex must be 10 hexes away from any supplied enemy hex and on rail hex or a port that can trace supply normally.

The allocation can be changed as often as desired during the player turn and the unit will be moved in the next friendly logistics phase. Units will arrive at the location hex in use at the time they are ordered to the map so, in theory, every unit could arrive at a different hex. Once ordered to the map, they will be shown in the reinforcement screen with their target hex.

Note that these orders cannot be subsequently cancelled or revised.

The target hex is selected by right clicking on the map and choosing the option 'Set Reserve TB Arrival Hex'.



Note that the target hex is used to indicate where the reserves should arrive. If there is insufficient stacking capacity in the target hex they will appear as close to that location as possible (along a relevant train line).

### 13.2.2. AIR UNITS TRANSFER TO AND FROM THE NATIONAL RESERVE

Air units move to and from their National Reserve in a slightly different way.

Air units can be assigned to the reserve either by clicking on the individual unit counter or by using the Commander's Report (35.4).



Air units are removed from the reserve in various ways. This can be done by opening an airbase and allocating the desired air units. This process can also be conducted using the Air Operation Group or Air Command tabs (17.3.1).

In addition, if you are using the Automate AI air assist system (17.1) it will manage transfers to and from the National Reserve as part of the process of allocating your air force (17.1.4).

Movement into and out of the reserve will affect how pilots are allocated (16.7.3).

### 13.2.3. CHANGING UNIT STATUS IN THE RESERVE THEATRE BOX

Units in the Reserve Theatre Box can be set to refit, have their maximum ToE adjusted and swap their type of planes as if they were on the map.

Play Note: This capability is very important as units in REFIT mode in the reserve theatre box will have a priority in the allocation of reinforcements and replacements (26.3.2). Setting only some formations to refit will ensure that replacement equipment and manpower is also available to units on the map.

Units in the national reserve will seek to reduce their actual TOE to the set value immediately in the following logistics phase. Any excess equipment will be returned to the relevant pool. If the unit has at least 80% of its support needs it will retain this regardless of the actual maximum TOE set by the player.

## 13.3. ACTIVE THEATRE BOXES

### 13.3.1. COMBAT INTENSITY IN THE THEATRE BOXES

Each Theatre Box has a combat intensity for ground or air operations ranging from none, very low, low, medium, high and very high. These values can be changed by events.

The higher the combat intensity, the greater the losses that units in that Theatre will suffer. Note that even if the combat intensity is set to 0, some attrition related losses will still occur.

In figure 13-4 opposite, for the Soviet Northern Theatre, ground combat intensity is low and air medium.

Thus combat intensity determines the losses that will affect the garrison in each Theatre Box. If you want to check what this means in practice, you can review ground and air losses in the various theatres using the Event Log (36.9)

Northern Front LOSSES		
TURN	TOTAL	GROUND ELEMENT
0	21	T-26 M1933 (SU)
0	23	BT-7M M1939 (SU)
4	205	Flamethrower Squad (SU)
6	1070	Engineer-Sapper Squad (SU)
0	53	BT-5 M1934 (SU)
0	34	BT-7 M1937 (SU)
0	103	T-26 M1937 (SU)
0	6	T-38 M1937 (SU)
0	33	T-40 M1941 (SU)
0	57	OT-130/133 (SU)
0	91	T-34 M1941 (SU)
0	22	KV-1 M1941 (SU)
0	15	KV-2 M1940 (SU)
0	1	Valentine III (SU)
0	1	GAZ-AA MG (SU)
0	226	BA-10 Armored Car (SU)
74	326	Naval Rifle Squad (SU)
6	92	Naval Rifle Squad (-) (SU)
0	37	BA-20 Armored Car (SU)
2	203	45mm Anti-tank Gun (SU)
10	654	76mm Infantry Gun (SU)
0	775	76mm Field Gun (SU)
0	110	122mm Howitzer (SU)
0	49	37mm Anti-aircraft Gun (SU)
0	388	82mm Mortar (SU)
8	87	120mm Mortar (SU)
42	4031	7.62mm Machine Gun (SU)
7	442	12.7mm Anti-aircraft MG (SU)
76	5158	Rifle Squad 41 (SU)
15	1739	Rifle Squad (-) (SU)
19	152	Submachine Gun Squad (SU)
0	132	Cavalry Squad 41 (SU)
4	148	Cavalry Squad 41v2 (SU)
24	324	14.5mm Anti-tank Rifle (SU)
16	2100	50mm Mortar (SU)
0	20	152mm Gun-Howitzer (SU)
0	23	152mm Howitzer (SU)
0	1	BM-13-16 Rocket Launcher (SU)
0	35	76mm Anti-aircraft Gun (SU)
0	74	Motorcycle Squad (SU)
0	265	7.62mm Quad Anti-aircraft MG (SU)
0	2	76mm Anti-tank Gun (SU)

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## 13.3.2. REQUIRED STRENGTH IN EACH THEATRE BOX

While combat intensity sets the level of losses in each box, the required strength in each box is set by, and adjusted, by event.

If the requirement is exceeded, it is possible that the player will trigger events granting them additional Administrative and Victory Points as well as delaying progress in that particular campaign (see section 40.3 for an example of what this means in practice). Failure to meet the requirement will see a loss of Administrative and Victory Points and the risk that a particular campaign will move more quickly (so, for example, the Axis player might lose North Africa before the historical date).

Note that it is possible to both gain and lose VP for a given Theatre in a particular turn as the routine checks for air, naval and ground allocations separately.

If the Enhanced Player TB Control game option is off, then the player cannot directly influence this apart from ensuring that there are enough resources (manpower, guns etc.) to replace losses in the Theatres. If the game option is on, this can be influenced by moving units into or out of the relevant Theatre (in addition scripted reinforcements and redeployments will still happen).

**Northern Front**

👤 409,864
✈️ 5,290
🚗 108
✈️ 503

END BOMB ROW  
AIR COM: MEDIUM

status	ground	air
[+] GROUND	109.66 (60) : 182%	
[+] AIR DAY	11.50 (10) : 115%	
[+] NAVAL	5.44 (1) : 544%	
Combat Divisions:	34.22	
Freight:	157663 (200000)	
Trucks (Used):	115 (9728)	
Gnd Elem. Received:	431	
Aircraft Received:	9	

## 13.3.3. UNIT MANAGEMENT IN NON-RESERVE THEATRE BOXES

In these boxes, there are restrictions on the actions available:

Players cannot change the Max TOE of these units.

Units are automatically moved in and out of refit status based on their % of TOE. When under 65% of TOE, they are put in refit automatically during the logistics phase, and then removed (potentially during the same logistics phase) when the unit has gone over 65% of TOE. Players cannot change the refit status of these units.

If the unit exceeds 100% of its TOE then it will send any excess elements back to the active pool.

Players may not change the supply priority of these units. Supply priority of these units is automatically set to 4 with these exceptions for some Axis units:

- Units in the North Africa and Soviet Union Garrison theatre boxes are set to 3 at all times.
- Units in the Italian, Balkans, and Western Europe theatre boxes are set to 3 once Italy has surrendered. Units in Western Europe theatre box are set to 4 from 1 September 1944 to 31 December 1944, and then back to 3 in 1945.

If a unit has no set withdrawal dates it can be transferred from the map (or the national reserve) to a non-reserve TB to boost strength at that location but can't be subsequently removed unless the options in 13.3.4 have been enabled. Enhanced Player Theatre Box Control allows free movement (up to certain limits) between theatres and between theatres and the map.

Units cannot be ordered to move from the map to another Theatre Box (apart from the reserve) if they have a future scheduled transfer.

Air units in the non-reserve theatre boxes will be set to automatic upgrades.

### 13.3.4. ENHANCED PLAYER THEATRE BOX CONTROL

If the player(s) opt to allow manual management of the non-reserve theatre boxes many of the rules above are modified.

However, the supply priority and maximum ToE of units in Theatre Boxes cannot be modified and the player still has no control over the units placed on refit.

Units may be ordered to move from the map or the reserve to a TB, and units may be ordered to move out of a non-reserve TB as long as removing the unit will not leave a garrison requirement below 90% of the requirement (one of the sub-categories that the unit is contributing to). If the Theatre is below 90% all the remaining units will have an orange band indicating that no more transfers are allowed.

When a unit is ordered to move to or from a non-reserve garrison box, that unit will lose all future TB withdrawal data (i.e. if had been scheduled to move to another TB or the map later in the game it will no longer do so). In addition, if this option is selected then any unit can have its future scripted transfers removed.

Units that are locked cannot be moved in any situation.

Note that by default, using the enhanced control option does not actually eliminate future scripted transfers. These

Note this may cause problems later in a game as it is likely the later transfers were in place to meet changing garrison requirements in the target Theatre. Players will need to remember to identify a substitute formation or suddenly face a short fall in that Theatre with possible losses of victory and administrative points as well as adverse events.

will happen as set out on the reinforcement chart unless they are specifically cancelled.

Future unit transfers (i.e. not those currently in process) can be cancelled in one of two ways. The easiest is to open the reinforcement screen, find the unit and delete the transfer. The alternative is to delete the transfer using the unit counter but this is not available if the unit has scripted transfers later in the game.

Note that regardless of whether this option is selected or not, a player can always choose to voluntarily send extra units to a given Theatre.

### 13.3.5. LIMITS ON UNITS WITH WITHDRAWAL DATES

If the enhanced theatre box management option is not selected there are a number of limits on the actions available to units with a withdrawal date. Note that some units will withdraw and then return to the map at a later stage, these restrictions will then not apply at that later stage.

Units with a withdrawal date cannot:

- Be merged to bring another combat unit up to strength (21.10.2).
- Be used to construct a Soviet division (using rifle brigades – 27.5.4) or a Soviet Corps formation (27.5.5)
- Be set to static mode (21.8).
- Be voluntarily disbanded (21.10.1).
- Be sent to another Theatre Box.

### 13.3.6. LIMITS ON ALLOCATIONS TO SOME THEATRE BOXES

Even if the players are using the enhanced control option there are some constraints as to which units can be sent to certain Theatres.

- Hungarian, Rumanian and Slovakian forces limited to: 1) Axis Reserves and 2) Soviet Union Garrison.

- Finnish forces limited to: 1) Axis Reserves 2) Finland (note that this restriction does not apply to any Finnish units released to the map if the Axis player captures Leningrad, see 40.1 for details).
- Italian forces limited to: 1) Axis Reserves 2) Soviet Union Garrison 3) NA 4) Balkans and 5) Italy 6) Western Europe.

### 13.3.7. DISBANDING UNITS IN THE THEATRE BOXES

The rules for this vary according to whether the Enhanced control option has been selected or not. If it is in use, then a unit can be disbanded from any Theatre if the:

- Unit is not locked
- Unit is not a high command or air command HQ
- Disbanding unit will not reduce a garrison requirement it contributes to below 90%

If the enhanced control option is not in use, then disbands can only happen if the:

- Unit is in the Reserve TB
- Unit has no withdrawal/transfer data
- Unit is not a high command or air command HQ

## 13.4. THE PARTISAN WAR THEATRE BOXES

The Partisan war in the Soviet Union and Balkans is conducted within two Theatre Boxes.

### 13.4.1. THE BALKANS

The Balkans box is treated as a normal off-map Theatre Box but if the Soviets capture Romania then the eastern portion will be allocated to the map enabling movement in the Belgrade region (to simulate the late war fighting).

This theatre is handled by setting a varying garrison requirement and combat intensity. Failure to meet the garrison may cost the Axis player victory and administrative points and may lead to more rapid collapse of the Axis position in SE Europe.

### 13.4.2. THE SOVIET UNION

The Soviet Union Garrison box simulates the partisan war. Axis anti-partisan and security forces are allocated to the box according to the usual transfer of units to and from the game map. If the Theatre Boxes are made fully playable then the Axis player can remove these units.

The partisan war is modelled in three ways. First the Axis garrison requirement will vary over time and second

the intensity of combat (thus generating losses for the Axis forces) will vary.

Finally, the partisan war will create low levels of interdiction in regions occupied by the Germans. Some of this will last most of the war but sometimes it will reflect short lived Soviet partisan offensives in particular regions undertaken in conjunction with Red Army offensives. The amount of interdiction caused will be impacted by how well the Axis forces are meeting or exceeding the garrison requirement.

Since any interdiction stops Administrative Movement (22.2.1), the effect will be to raise the cost of moving German units and supplies.

## 13.5. EVENTS

The event system in WITE2 is used to reflect actions that affect the various Theatre Boxes and to enable the use of situational criteria to trigger on map actions. In addition, the event system is used to transfer units between or in/out of the various theatre boxes and the game map.

Some events are just for information but most reflect the ebb and flow of the war in North Africa, Italy and then in France. In addition, the impact of strategic bombing by the Western Allies is simulated this way.

Each of these campaigns has a series of events that reflect major offensives or the opening of new active fronts. The event system is designed so that if the Allies make more progress in say North Africa (either by random chance or the Axis player removing units) then the later events in Italy will also be advanced. Equally delaying the Allies in North Africa will delay Italian surrender.

The events related to shortages or excess of forces in a theatre affect the later events. Each air or naval gain or loss will move the timeline by 1 day (in the appropriate direction), each land gain or loss will move the timeline by between 4 and 7 days.

The event system is also used to add or remove extra Victory Points and Administrative Points if the garrison in a given Theatre Box is over or under that required.

A full list of events and the various linked campaigns is in Appendix K. While most have some impact on the war (not least by the loss or gain or victory points), those listed in sections 40.12 and 40.15 have a very direct bearing as they award extra manpower or administrative points to reflect large scale shifts in mobilisation for the two sides.

# 14. MINOR ALLIES

**Focus:** This section covers the rules specific to the various states that supported either German or the Soviet Union during the war.

**Key Points:**

- Movement Restrictions
- Surrender Rules



Several nations fought with Germany or the Soviet Union during WWII. In June 1941, Italy, Rumania, Hungary, Slovakia, Bulgaria and Finland are considered Axis allied nations.

Many units from these nations may be used by the Axis player but others will only enter later as reinforcements or are fixed in place for a number of turns.

## 14.1. GAME SETTINGS AND NATIONAL MORALE OF AXIS-ALLIED NATIONS

If the national morale for the Axis side is set above 100, this will only impact on the German forces and the National Morale of all the Axis-Allied nations will be unchanged. If the national morale for the Axis side is set below 100, then this will affect all the Axis nations (including Germany).

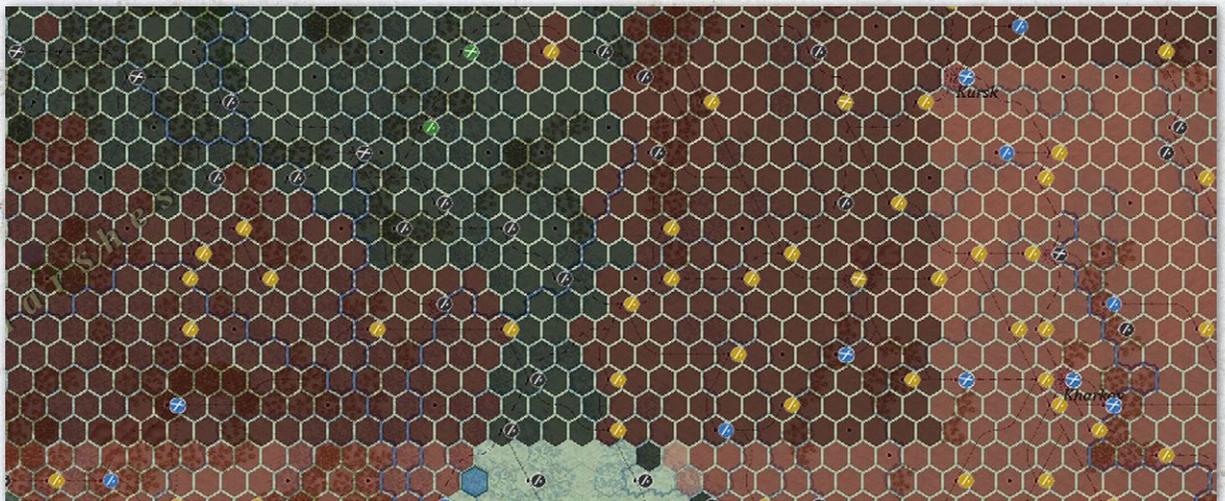
## 14.2. MOVEMENT RESTRICTIONS ON AXIS-ALLIED NATIONS

Unless the Germans capture Leningrad, Finnish units are limited to the Finland Theatre Box. If Leningrad falls, an event may occur to allow the German player to move some Finnish units to the main map. These units can then be moved freely on the map with no further constraints.

Movement of Southern Axis Allies (Romanian/Hungarian/Italian/Slovakian) north of a stair step roughly from Warsaw to Kursk to Saratov to Chkalov is prevented.

This gives a broad idea how these restrictions affect Axis Allied forces in the Ukraine. They cannot enter the heavily shaded regions at the top of the screen.

Note these restrictions do not apply in hexes that were German controlled on 22 June 1941.



Romanian units cannot move into Hungary as long as they are Axis-Allied but can do so once the country has surrendered to the Soviets.

In addition, Romanian units cannot stack with Hungarian units in any hex. Nor can Slovakian and Hungarian units stack together.

Axis Allied air units may only be assigned to AOGs of the same nationality but their AOGs may be set to also report to German formations.

## 14.3. SURRENDER OF AXIS-ALLIED NATIONS

All the Axis-Allied nations may surrender as either the Western Allies or the Soviets make gains. Different rules and conditions apply in each case. Most of this progress will be determined by the various events set within the game.

When an Axis-Allied country surrenders, any airbase will have its nationality changed to German if the hex remains under Axis control.

### 14.3.1. ITALY

Italy will usually surrender at some stage in the Autumn of 1943 depending on the progress of the Western Allies. Since most remaining Italian units will be withdrawn from Russia in late Spring 1943 it is unlikely this will have a direct impact on game play.

The Axis player can delay Italian surrender by committing extra units to the Italy or North African Theatre Boxes.

### 14.3.2. FINLAND

In WiTE2 most of the struggle between Finland, the German troops committed to the Arctic and the Soviets will take place in the off map Arctic Theatre Box and Soviet Northern Theatre Box.

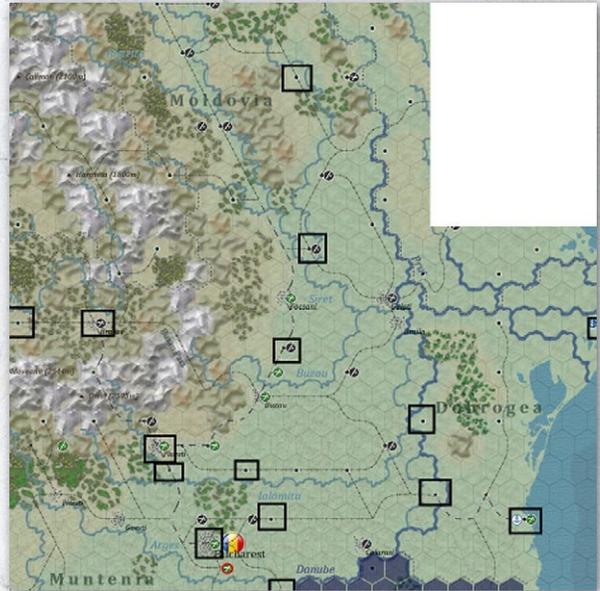
If the German player captures Leningrad, they may have the option to transfer some Finnish units from the Finland Theatre Box to the map.

Finland will surrender, and change sides, when the Soviet 1944 Offensive event occurs and if the Soviets own Leningrad. Both sides can reinforce the relevant Theatre Boxes in an attempt to hasten or delay Finnish surrender.

Note this Finnish surrender will see the Victory Points for Helsinki (and any appropriate time bonus) added to the Soviet total (29.1.2).

### 14.3.3. RUMANIA

There is a 50% chance that Rumania will surrender at any date after 1 January 1942 if one of a number of Rumanian cities or towns are Soviet controlled. With the exception of much of the North-eastern “bulge” to the east of Hungary, this area includes most of Rumania.



The image above is a rough indication of the location of the more likely surrender triggers. Others exist to the south and east of the displayed area.

Rumania also automatically surrenders if Bucharest is Soviet controlled.

Upon Rumanian surrender, all Rumanian units will automatically be disbanded.

Soviet Rumanian 1 and 4 Army units will arrive as reinforcements one turn after surrender.

All Rumanian nationality hexes not occupied by a non-Rumanian Axis will also change to Soviet control.

Hexes may then revert to Axis control using the standard rules for determining hex control (7.4.3).

Rail hexes that were previously Axis controlled will be converted to Soviet control with no damage.

### 14.3.4. HUNGARY

While historically Hungary did surrender, the Hungarian army continued to fight alongside the rest of the Axis. Thus in WiTE2, Hungary is treated as remaining an Axis power until the end of the game.

## 14.3.5. SLOVAKIA

There is a 50% chance that Slovakia will surrender at any date after 1 January 1942 in a turn if the Soviets occupy one of the towns or cities in Slovakia or the towns of Nowy Sacz, Liska and Jaslo (see figure 14-3 below).

All Slovakian territory, unless occupied by an Axis unit, will become Soviet controlled. As with Romania, hexes may then revert to Axis control using the standard rules for determining hex control (7.4.3).

Rail lines in hexes that become Soviet controlled will be damaged.

## 14.3.6. BULGARIA

In WTE2 Bulgarian forces are treated as part of the Balkans Theatre Box. The country will surrender to the Soviet Union 14 days after the event 'Rumania Surrenders' has occurred.

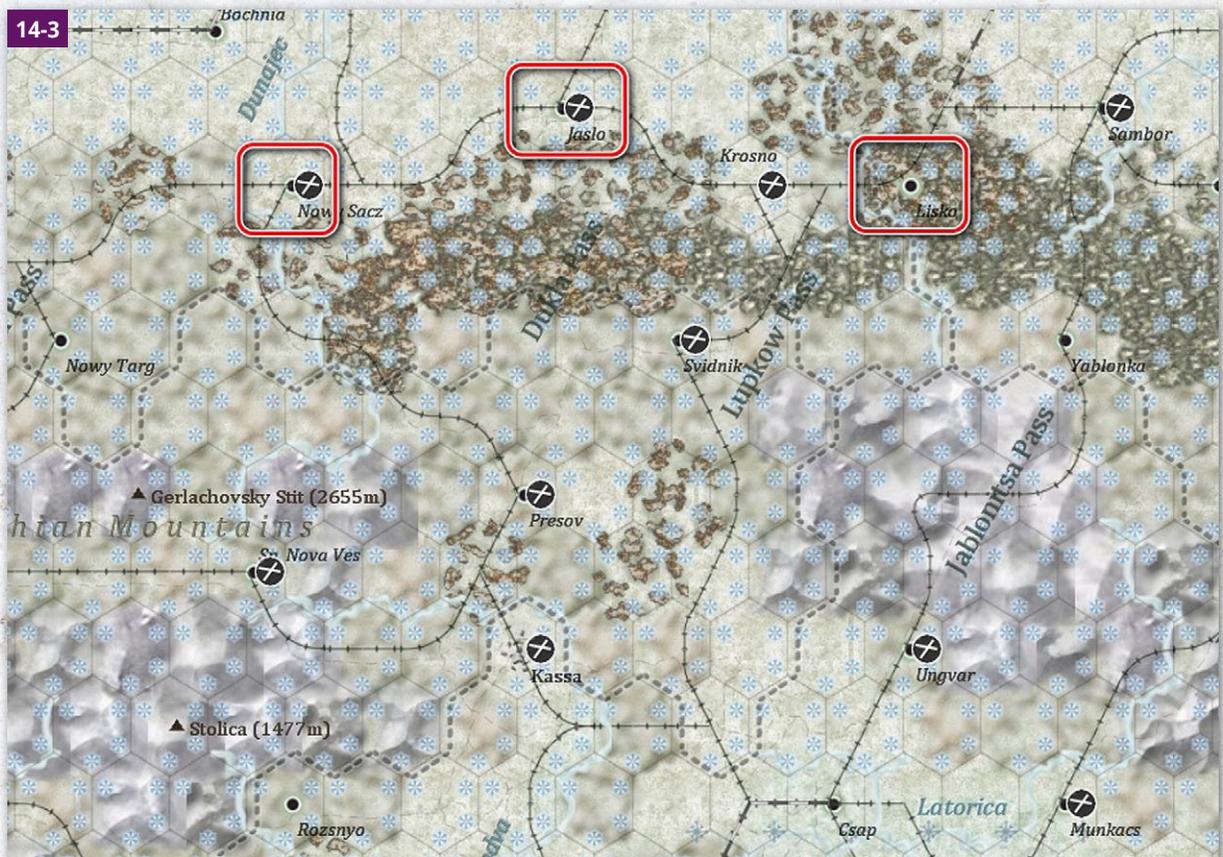
## 14.4. SOVIET ALLIED FORCES

The surrender of Romania and the capture of sufficient Polish territory will result in the creation of Soviet Romanian and Polish armies. One turn after Rumania surrenders, the Soviet 1st and 4th Romanian Army will appear as reinforcements in Romania.

The Soviet capture of Bialystok or Brest Litovsk will result in the arrival of the Soviet 2nd Polish Army headquarters unit and attached units 26 turns later.

In addition, the Soviets will receive a Czech Rifle Corps and the Soviet Polish 1st Army through the normal reinforcement process.

Since there is no separate Rumanian, Czech or Polish production and manpower for the Soviet side, all Soviet Rumanian, Czech and Polish units will utilize Soviet production and manpower for replacements. When Rumania surrenders all Rumanian equipment and TOE will automatically convert to Soviet (SU) nationality.

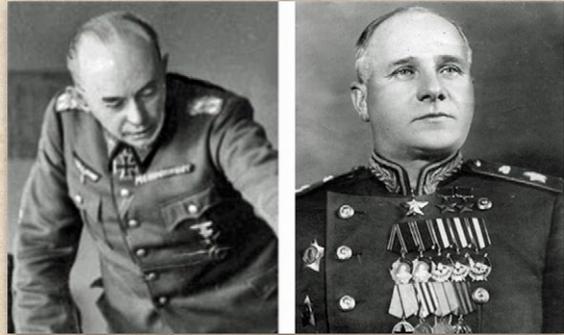


# 15. LEADERS

**Focus:** This section explains the role of leaders and how they affect ground and air operations

**Key Points:**

- Constraints on which leaders can command which HQs
- The impact of the various leader ratings on the game
- How leaders at different points in the chain of command affect unit performance
- Leader promotion and dismissal



Leaders play an important role in *Gary Grigsby's War in the East 2*. Every headquarters unit (with the exception of naval and rail repair units) has an assigned leader that commands and influences all units attached to that HQ, to include attached HQ's and their attached units.

Each leader has a rank and designations that together determine what level and type of HQ unit they can command.

They also have leadership ratings that affect a wide range of game functions, from their ability to be promoted or avoid dismissal and a possible firing squad, to their ability to influence the morale, fatigue, movement points, attachment costs, combat value and combat performance of attached units under their command.

## 15.1. LEADER DESIGNATION

Leaders are given a designation that determines the maximum level of headquarters they can command (21.11.1). Some will only be able to command Corps and Army/Air Army headquarters (Type 3 and 4 HQ units). Others can command Corps, Army/Air Army, and Army Group headquarters (Type 2, 3 and 4 HQ units). At the highest level, leaders can command Corps, Army/Air Army, Army Group and High Command headquarters (Type 1, 2, 3 and 4 HQ units).

A leader may not be placed in command of a headquarters unit that is at a higher level than his Max Command level. This maximum command level cannot be changed by promotion to a higher rank.

The Optimum rank for each command is summarized in the below table. An exception is that for air HQ units, the rank required to command the HQ is one lower than that of other HQs.

HQ UNIT TYPE	SOVIET OPTIMUM RANK	GERMAN OPTIMUM RANK
Corps (Type 4)	GENM	GENL
Army (Type 3)	GENL/GENM	GEN
Army Group (Type 2)	GENA/GENP/MAR	GENO
High Command (Type 1)	GENA/MAR	FM

## 15.2. LEADER COMMAND RESTRICTIONS

Leaders may be restricted as to what kind of headquarters unit they can command. The restrictions include ground only, SS only, air and ground, and air only. German SS headquarter units may only be commanded by a SS leader. In addition, a SS leader cannot command a non-SS headquarters unit.

## 15.3. LEADER RATINGS

There are seven leadership ratings, Political, Morale, Initiative, Administration (Admin), Mechanized (Mech), Infantry, and Air, with the last three collectively referred to as combat ratings.

Leadership ratings range from one to nine.

### 15.3.1. POLITICAL RATING

The political rating affects the cost to replace the leader, as well as the probability that the leader will be promoted for victories or dismissed for defeats. Though the actual admin cost is based on the differential in political ratings between a leader and the leader in the next higher headquarters, generally, the higher the political rating, the greater the cost in admin points to replace a leader.

A high political rating also decreases the chance that the leader will be dismissed and possibly executed due to a poor win/loss ratio.

In addition, a leader with a high political rating will have a greater probability of being promoted, all other things being equal. A low political rating will have the opposite effect on cost of replacement and chance of dismissal or promotion.

### 15.3.2. MORALE RATING

The Morale leader rating is used for determining unit combat value in battle, determining win/loss credit, adding or recovering fatigue in the unit's ground elements, and rallying routed units.

### 15.3.3. INITIATIVE RATING

The Initiative leader rating is used for determining the actual number of movement points a unit will have during the turn, the ability of ground elements to fire and to hit during combat, the ability of support units and combat units in reserve status to commit to a battle, and the ability to reduce casualties by turning a low odds hasty attack into a reconnaissance in force.

Equally leaders with an initiative rating of more than 5 are more likely to halt a poor odds attack at a greater range, thus reducing overall attacker losses.

### 15.3.4. ADMINISTRATIVE (ADMIN) RATING

The Admin leader rating is used for determining the actual number of movement points a unit will have during its turn, checking for repair of damaged aircraft and ground elements and determining fuel and supplies wastage as a result of air missions.

Admin checks are specifically affected by the actual number of support squad ground elements in the leader's HQ (21.11.7). The effect of this is proportionate to the number of missing squads.

### 15.3.5. COMBAT RATINGS

**Mechanized (Mech) and Infantry Ratings:** These ratings are used to determine the overall combat value of units under a HQ, as well as the ability of the ground elements in the units under their command to be able to fire and to hit opposing ground elements. Successful rating checks will increase combat value and improve the chance of ground elements to both fire and to hit.

Mech ratings apply to motorized units and the infantry ratings to non-motorized.

**Air Rating:** For air leaders, a successful air combat skill check will result in more ready aircraft from an Air Group participating in a particular air mission.

## 15.4. CHANGES IN LEADER RATINGS

Based on the number of wins compared to losses (19.6 and 23.11), leaders may see some of their skill ratings increase. Administrative, initiative, mech, infantry, and air ratings can only be increased if they are currently less than six.

Only air leaders in command of air headquarter units can increase their air rating. Mech and infantry ratings can only be increased for leaders in command of non-air headquarter units. Political and morale ratings can only be increased if they are currently less than eight. The naval skill rating cannot be increased.

The chance of increasing a skill rating becomes more difficult as the type number of headquarters unit the leader commands decreases. For example, a leader in a High Command (Type 1) command will have a much more difficult time increasing their skill rating than a leader in command of a Corps (Type 4).

Leaders check to see if any of their ratings increase once each turn during their side's logistics phase.

## 15.5. LEADER RATING CHECKS

Leader ratings can have an impact on virtually all actions taken by units; to include both the logistics and air planning, execution and ground phases of the turn.

Leaders conduct thousands of checks using one or more of their ratings for everything from combat value (CV) determination, many steps in the supply and logistics system and admin and morale checks for most units. In turn the infantry or mech checks figure prominently in ground combat, air rating checks are made for every air mission.

### 15.5.1. LEADER RATING CHECK PROCEDURE

Each leader rating check is essentially the computer generating a Random(x) value where if the result is less than the leader rating then the check is passed, but if the result is greater than the rating otherwise the check fails. Leaders of headquarters units where the number of attached units exceeds the command capacity (21.11.3) will have their chances of making the leader rating check reduced with the more excess units, the less the chance of a successful check.

In addition, the chances of passing admin checks is increased as the number of support squad ground elements in the HQ unit of the leader conducting the check increases.

For a corps commander, within their command capacity, the basic chance to pass a given check is their relevant leader score divided by 10. So a leader with a 6 for admin has a 60% chance of passing a given test.

### 15.5.2. LEADER RATINGS AND CHANCE TO PASS A CHECK

The chance to pass a check is dependent on how a unit reports to the chain of command. The expectation is that Axis units will report to a Corps HQ and that, after August 1941, Soviet units will report to an Army HQ.

In this case, the chance for the immediate commander to pass a given test is their relevant rating divided by 10.

Note that all HQs, regardless of level, can only provide leadership to units that directly report to it over 5 hexes. So an Axis unit reporting to the OKH must be within 5 hexes or is treated as being out of command range and in this case the notional command range (21.11.4) of a higher level HQ is ignored.

However, Soviet units reporting to an army up to the end of November 1941 will have a lower chance to pass any leadership test to reflect the problems with command and control the Soviets faced in the early stages of the war. At this stage, the base chance for all such leadership tests is 10+2. From any turn starting after the 1 December 1941 Soviet units reporting to an army HQ are treated as

if they reported to a corps (i.e. the base chance to pass a leader test is 10).

If a unit does not report to a Corps (Axis) or Army (Soviet) there are penalties to reflect the unusual assignment of combat units.

If the command exceeds its command capacity (21.11.3), in other words if it is directly controlling too many combat units, then the base chance to pass a given check will increase by 1 for every command point in excess of command capacity. Thus a HQ with a command capacity of 8 and controlling units costing 11 command points would use  $10+3=13$  as its base rate for any check. This figure may be further amended according to the rules above and distance to the unit under consideration (15.5.4).

The base chance to pass a test will also be modified according to the range from the combat unit to the headquarters unit for most checks.

If the immediate commander fails a check, then the next commander in the chain will be checked and may allow the unit to pass.

### 15.5.3. CHAIN OF COMMAND RATING CHECKS

If a leader fails their rating check, the leader of the next higher headquarters unit in the chain of command will then conduct the check, but with the base value of the check doubled.

Each failed check will in turn result in the leader of the next higher headquarters in the chain of command conducting a check with the base value doubled each time until the leader of the High Command headquarters unit in the chain of command succeeds or fails the check.

Note that the number of possible checks and the number of times the base value is doubled is dependent on where the unit is attached.

For example a German unit attached directly to OKH (High Command headquarters unit) will have one leader check at the value of 10+2. The same unit attached to a Corps could have up to four leaders conduct the check at the Corps, Army, Army Group and OKH levels.

In this case, the base value for such higher leaders will be amended according to the level of command the unit reports to, as:

AXIS COMMAND STRUCTURE	BASE VALUE	AMENDED BASE VALUE IF THE UNIT REPORTS DIRECTLY TO THIS LEVEL		
Corps	10	NA	NA	NA
Army	20	12	NA	NA
Army Group	40	24	12	NA
OKH	80	46	24	12

The Soviet structure up to the withdrawal of the Corps HQs in August 1941 is one where some units might report directly to a corps and others to an army. In that case, the rules are:

SOVIET COMMAND STRUCTURE	BASE VALUE	AMENDED BASE VALUE IF THE UNIT REPORTS DIRECTLY TO THIS LEVEL		
Corps	10	NA	NA	NA
Army	20	12	NA	NA
Front/MD	40	24	12	NA
Stavka	80	46	24	12

Up to the end of November 1941, the Soviet structure is one of Army-Front-Stavka but the values change as:

SOVIET COMMAND STRUCTURE	BASE VALUE	AMENDED BASE VALUE IF THE UNIT REPORTS DIRECTLY TO THIS LEVEL		
Army	12	NA	NA	NA
Front/MD	20	12	NA	NA
Stavka	40	24	12	NA

From December 1941 to the end of the war, the values and structure are:

SOVIET COMMAND STRUCTURE	BASE VALUE	AMENDED BASE VALUE IF THE UNIT REPORTS DIRECTLY TO THIS LEVEL		
Army	10	NA	NA	NA
Front/MD	20	12	NA	NA
Stavka	40	24	12	NA

Note that any units that report to one of the Airborne Corps will use the Axis table to determine their leadership rolls.

Examples:

1) If a German unit reports to a Corps in the normal command structure and each leader has an admin rating of 6, the chance to pass any single test is:

LEVEL	PROBABILITY	NOTES
Corps	60% (i.e. 6/10)	So immediate chance to pass is 60% at the Corps level and there is a 40% of the test being passed to the Army level
Army	12% (i.e. $.4*6/20$ )	Only 40% of checks will come to the army level, each has 6/20 chance to pass, on average 12% will pass this stage and 28% will be checked at the Army Group Level
Army Group	4.2% (i.e. $.28*6/40$ )	From the above, 28% of checks will be passed from the Army level and each has a 6/40 chance to pass. On average 4.2% will pass at this stage and 23.8% will now be checked at the OKH level.
OKH	1.8% (i.e. $.238*6/80$ )	So of those checks that go to OKH level, in this example a further 1.8% will be passed.
	78%	In this example, the German unit will pass 78% of its leadership checks, a substantial improvement over the chances if it relied on just the Corps commander.

Note - for simplicity this example uses the same leadership value at each stage but for example a leader with an admin score of 8 in the Army Group would increase the chance to pass that step to 5.6% and the overall chance to pass the test to 79.3%.

2) A Soviet unit reports to a normal Combined Arms Army in **1942**, again assume that all the leaders in the chain have a base value of 6:

LEVEL	PROBABILITY	NOTES
Army	60% (i.e. 6/10)	So immediate chance to pass is 60% at the Army level and there is a 40% of the test being passed to the Front level
Front	12% (i.e. $.4*6/20$ )	Only 40% of checks will come to the Front level, each has 6/20 chance to pass, on average 12% will pass this stage and 28% will be checked at the Stavka Level
Stavka	4.2% (i.e. $.28*6/40$ )	From the above, 28% of checks will be passed from the Front level and each has a 6/40 chance to pass. On average 4.2% will pass at this stage
	76.2%	In comparison a Soviet unit, even with similarly competent leaders is less likely to pass the tests. In practice, many Soviet leaders are less competent than their German counterparts.

3) A Soviet unit reports to a normal Combined Arms Army in **October 1941**, again assume that all the leaders in the chain have a base value of 6:

LEVEL	PROBABILITY	NOTES
Army	50% (i.e. 6/12)	So immediate chance to pass is 50% at the Army level and there is a 50% of the test being passed to the Front level
Front	12% (i.e. $.4*6/20$ )	50% of checks will come to the Front level, each has 6/24 chance to pass, on average 12.5% will pass this stage and 37.5% will be checked at the Stavka Level
Stavka	4.2% (i.e. $.28*6/40$ )	From the above, 37.5% of checks will be passed from the Front level and each has a 6/46 chance to pass. On average 4.8% will pass at this stage
	67.4%	As intended this reflects the relative command confusion in the Red Army at this stage. Note that more checks are actually passed at Front and Stavka level simply as so many more are failed at the Army level.

From these calculations it is worth noting that the Soviets gain from better commanders at the Front/ Stavka level as more tests will be passed to that level. This will be compounded as even late in the game, many Soviet army commanders will have low ratings for some of their leadership values.

#### 15.5.4. COMMAND RANGE MODIFIER

A command range modifier is applied to leader rating checks conducted by leaders in all headquarters units to which the unit involved in the chain of command, to include the HQ unit to which the unit is directly attached.

**Morale** leader rating checks are exempt from the command range modifier.

Each level of headquarters unit has a designated number that the range from it to the unit is divided by to get the modifier after first subtracting five from the range to the HQ units, with the value never set below zero.

This means that tracing five or less hexes to any HQ or less than 91 hexes if to an air command HQ results in no range penalty.

The range effect depends on the level of the HQ unit, so that higher level HQ units can be located further away and still influence the combat units under their command. The range modifier interacts with the chain of command checks above.

Note that the range used for this test is the distance in hexes minus five. So an Army HQ that is within 5 hexes of the unit will face no range penalty. The modifiers are as follows:

UNIT	COMMAND MODIFIER
High Command (Type 1)	Divide Range by 4
Army Group (Type 2)	Divide Range by 3
Army (Type 3)	Divide Range by 2
Corps (Type 4)	Divide Range by 1
Air (Any Type)	Range is treated as 0 if the actual distance is less than 91 hexes.

For example, if the leader of a German Army HQ unit that was 15 hexes away from a unit was conducting an initiative check, 5 (i.e.  $(15-5)/2$ ) would be added to the random number value. The impact of this can be shown using the first example in section 15.5.3.

LEVEL	ASSUMED RANGE MODIFIER	BASE PROBABILITY	NOTES
Corps	Within 5 hexes = 0	60% (i.e. 6/10)	So immediate chance to pass remains at 60% and 40% is now passed to the army level
Army	15 hexes away, i.e. 10/2	9.6% (i.e. $.4*6/25$ )	The chance to pass is now $6/(20+5)$ so the calculation is $40% * 6/25$ or a 9.6% chance to pass
Army Group	20 hexes away, i.e. 15/3	4.1% (i.e. $.30*6/45$ )	Now 30.4% of checks will be passed from the Army level and each has a $6/(40+5)$ chance to pass. On average 4.1% will pass at this stage and 26.4% will now be checked at the OKH level.
OKH	85 hexes away, i.e. 80/4	1.6% (i.e. $.26*6/100$ )	So of those checks that go to OKH level, in this example a further 1.6% will be passed.
		75.2%	In this example, the German unit will pass around 75% of its leadership checks due to the impact of the range modifiers for the higher commands.

A HQ that is outside its command range will not allocate either its leadership bonus or support squads (21.2.2) to combat units under its command.

PlayNote: While the effect of range on leadership effects is relatively minor, it can be enough to make a critical difference. It is suggested that higher commands are deployed on the map so they are closer to the crucial sector of their command. So the Army HQ is closer to the most important Corps HQ, Army Group HQ closer to the most important Army and so on.

## 15.5.5. COMMAND RANGE EXCEPTIONS FOR LEADER CHECKS

Parachute or Air-Landing Combat Units that are attached to an HQ that contains the name Airborne, Paratroop or Fallschirm are considered to be only one hex from their attached HQ unit and all higher level HQs in the chain for the purposes of leader checks. This prevents units conducting an airborne landing from suffering a leader penalty as long as they are attached to an appropriate airborne type HQ unit.

## 15.5.6. LEADER RATING AND COMMAND RE-ORGANISATION

If a unit shifts to a new HQ then that HQ's leader will have at least a -1 malus on their leadership value for any administrative rolls during that turn. If the new command also reports to a different higher command then an additional -1 malus will be applied to the corps/army commander's administrative value.

For example, a German infantry unit moves from one corps to another in the same army. The new Corps leader has -1 on their administrative score. If that new corps reported to both a different army and a different army group, the net malus will be -3 on the administrative value of the Corps leader. If it also changed from say OKH to the Rumanian Supreme HQ, then the malus becomes -4.

## 15.6. LEADER PROMOTION AND DISMISSAL

Leaders can be automatically promoted or dismissed depending on their performance as measured in wins

as compared to losses as well as their political rating. In some cases, the dismissed leader may be executed and permanently removed from the game. Players can also manually dismiss leaders and select another leader as a replacement.

A leader may be limited or restricted in the kind of headquarters they can command, to include level (Corp/Army, Army Group, High Command) and type (SS, air or ground).

### 15.6.1. PROMOTION

Leaders undergo a promotion check once each turn during their sides logistics phase. A leader is promoted to the next rank if they pass the check, which is based on their political rating and their number of combat wins and losses. Promotion will result in the zeroing out of that leader's number of wins and losses. A leader with a max command of high command may be promoted to the highest rank if selected to command a high command HQ.

For Corps and Army headquarters units, a leader will be automatically promoted to an appropriate rank if selected. If promoted this way, the leader must make a check for each skill rating to see if it drops one point. There is less of a chance for a particular skill rating to drop if that skill rating has been previously reduced.

If a leader is killed and the computer replaces the dead leader with a leader that requires a promotion, a similar check for a drop in skills occurs.

Leaders who are promoted through the normal promotion check process do not check for a decrease in skill ratings.

### 15.6.2. DISMISSAL AND REPLACEMENT

Leaders can be **dismissed automatically** by the computer (representing the national political and military leadership) due to a poor win/loss ratio. In some cases of poor win/loss record dismissal the leader will be executed and permanently removed from the game rather than being returned to the leader pool. Leaders killed by execution will be noted in that side's Logistics Phase Event Log (36.9.8) at the beginning of the ground phase. In all cases of automatic leader dismissal, the computer will automatically select a replacement and the event will be reflected in the logistics phase event log. There is no admin point cost associated with automatic dismissals.

The player can **manually dismiss** a leader and replace them by first selecting the leader in the headquarters unit

detail window (37.2) and then selecting the dismissal cost link in the leader detail window. This will bring up the pick new leader window (37.9), which allows the player to select from a list of all eligible candidates as replacement leaders. The list is ranked by the computer based on skill ratings and the current rank of the candidate replacement leaders.

To be eligible, leaders must have the proper level and command restriction designations. Leaders can serve one level up and two levels down from the optimum rank for the HQ level.

There are variable admin costs associated with dismissing leaders. The pick new leader window, which allows the player to select from a list of all eligible candidates as replacement leaders will list the AP cost in a x + x format with the first number being the cost to bring the new leader in to the position and second being the dismissal cost for the dismissed leader.

A leader with a rank one higher than the optimum rank may fill an HQ position at no extra admin cost, but leaders with a rank one lower than the optimum rank that fills an HQ position will normally require the expenditure of extra admin points. When a leader is dismissed, some

leaders that are available as replacements will have less than the optimum rank to take the new position. These leaders have a P in the Pick New Leader window next to the number of admin points it will take to appoint the leader, which will usually be significantly higher than the admin points required for a leader with the optimum rank for the position.

For Army Group and High Command headquarters units, leaders with a P can be selected, however, they will remain at their current rank until they are promoted through the normal promotion process.

## 15.7. BATTLE WIN AND LOSS CREDIT

A leader may be credited with one win or one loss every time a combat unit in their chain of command participates in a battle. For Air leaders, a win/loss situation occurs if an air group in their chain of command participates in an air mission that results in a set differential in losses (19.6).

In each case, this includes all higher headquarters up to the combat unit's High Command headquarters.

For example, if the German 290 Infantry Division

wins a battle then the commanders of L Corps, 18 Army, Army Group North and OKH are all credited with a win.

Wins and losses are recorded in the individual leader detail windows as well as in the unit list in the commander's report.

When a leader earns a win or a loss, there is a chance that it will not count for promotion or skill rating increase purposes. Although the total wins and losses are displayed for the leader as described above, the actual total used by the promotion system is tracked separately and will in most cases be less than the total wins and losses shown on displays.

Pick New Leader for		3-4-5-5	5-3-1	0-3	
LEADER	ADMIN COST	staff	combat	V - D	UNIT
		P-M-I-A	M-I-A		
GENL Model, Walter	1 + 11	9-9-8-7	7-9-1	19 - 4	XII Corps
GEN von Manstein, Erich	4 + 11	6-8-9-8	8-8-1	51 - 9	LVI Motorized Corps
GENM Rendulic, Lothar	1 + 11	9-8-7-8	6-8-1	20 - 6	IX Corps
GENM Hube, Hans	1 + 11	9-8-8-6	7-7-1	24 - 4	LVII Motorized Corps
GENM Nehring, Walther	1 + 11	9-8-7-6	7-7-1	10 - 1	IV Corps
GENM Weiss, Walter	1 + 11	9-8-7-7	5-8-1	7 - 2	VI Corps
GENM Brandenberger, Erich	1 + 11	9-7-6-6	7-7-1	3 - 2	XXXXVII Motorized Corps
GENM Harpe, Josef	3 + 11	7-7-7-7	7-7-1	0 - 0	
GEN Heinrichi, Gotthard	3 + 11	7-7-7-7	6-8-1	23 - 5	XXXVIII Corps
GENL Hollidt, Karl Adolf	2 + 11	8-7-7-7	6-7-1	0 - 0	
GENM Raus, Erhard	3 + 11	7-7-7-7	7-7-1	0 - 0	
GENM Fretter-Pico, Maximilian	3 + 11	7-7-6-7	7-7-1	0 - 0	
GENM Gollnick, Hans	1 + 11	9-7-6-5	7-7-1	2 - 0	XXXIX Motorized Corps
GENM Kreysing, Hans	1 + 11	9-8-7-6	5-7-1	1 - 2	I Corps
GEN Reinhardt, Georg-Hans	4 + 11	6-7-7-7	7-7-1	22 - 5	XXXXI Motorized Corps

**290th Infantry Division<sup>W</sup>**

👤 16,497 ✈️ 178 🚗 0

Wins : 3 Losses: 1

✕

XX

✉️

12-11

READY

🔴 18    ✖️ 24

Combat Value    **12.61/67.61**

TOE                **90/94**

MAX TOE           **100**

HHQ                **L Corps**

OHQ                **Army Group North**

Morale              **74 (75)**

Nation              **Germany**

Supply/Need        **263 / 227**

Fuel/Need           **27 / 37**

Ammo/Need         **461 / 464**

Support/Need       **534 / 470**

Construction Value    **34**

Transport Cost       **3656 / 1521**

Vehicles/Need       **234 / 250**

**NON-MOTORIZED (1)**

Supply status        **In Supply**

**SUPPLY DETAILS**

MERGE UNIT

MOTORIZE UNIT (1372 / 3)

Elements			Assigned (0)	
EXP	RDY	DAM	GROUND ELEMENT	FAT
74	299	14	Rifle Squad 40	22
74	31	3	Pioneer Squad 39	24
77	17	3	Bicycle Recon Squad 40	14
75	9	0	Cavalry Squad	24
76	87	3	7.92mm Anti-tank Rifle	12
76	101	6	7.92mm Machine Gun	14
76	81	2	50mm Mortar	24
78	50	3	81mm Mortar	21
80	44	3	37mm Anti-tank Gun	17
79	33	3	105mm Howitzer	20
76	10	2	150mm Howitzer	15
74	6	0	28mm Anti-tank Gun	15
80	6	0	150mm Infantry Gun	21
78	17	1	75mm Infantry Gun	23
77	534	4	Support	17

dismissed due to poor performance (losing battles) may be executed. A low political rating increases the chances of a dismissed leader being executed. There is a 15 percent chance that when a headquarters unit is relocated or forced to execute a displacement move, the assigned leader may be killed or captured. In either case, if the HQ is isolated the chance of the leader being killed increases to 50 percent.

There is also a very small chance of a leader being killed if their headquarters unit suffers casualties from enemy air attack, such as ground attack, air interdiction and ground support missions.

Finally, there is a small chance that leaders may be killed due to other enemy action. The probability of this occurring is related to the distance the leader's headquarters unit is located from enemy units, with headquarters units closer to

## 15.8. DEATH OF A LEADER

Leaders can be killed and permanently removed from the game due to dismissal, headquarters relocation, air attack and other enemy action. Leaders who are automatically

enemy units having an increased chance of having their leader killed. Any leader in an HQ that is more than 10 hexes from the enemy will have his chance of being killed reduced by two thirds.