

6. Elite Infantry



The Major Powers of WWII created Elite combat units within their armies. These units were considered to be the premier units of the Army and as such they were some of the best-equipped units of the Armed Forces, often receiving equipment before all other units.

Attack: 1 (2 dice)

Defense: 2 (2 dice)

Move: 1

Cost: 3

Maximum on game board: unlimited

Enter game from: Game start (Early 1940)

Russia, Germany, United Kingdom, Japan and USA can each produce a maximum of 1 Elite Infantry (EI) unit per turn at a cost of 3 IPC.

An EI unit uses 2 dice in attack and defence. EI attack and defend with the same dice factor as infantry.

EI can be supported by artillery and still use 2 dice in the attack at "2".

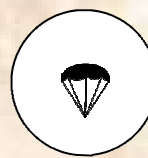
There can be a maximum of 1 EI from the same Nation or alliance in each territory.

EI will always fight as regular infantry – but using 2 dice.

EI operates under rules for infantry but cannot defend in defensive fortifications or be part of a Soviet Army Corps.

EI must be produced in a Major Capital.

7. Paratrooper



Russian Airborne Troops were first formed in the Soviet Union during the mid-1930s and arguably were the first regular paratrooper units in the World. The Germans then were the first to use paratroopers (Fallschirmjäger) extensively in World War II, and then later they were used by the Western Allies.

Attack: 1

Defense: 2

Move: 2

Cost: 4

Maximum on game board: see below

Enter game from: Game start (Early 1940)

The powers mentioned below can purchase Paratrooper units at a cost of 4 IPC per unit.

When loaded on to a Transport the Paratrooper counts as a tank unit towards the Transports capacity.

A Paratrooper unit is a special infantry unit that can move up to 2 spaces by air (it does not need any airplane to airlift it – the Paratrooper unit includes transportation to airlift itself) – it must begin and end its move on land, which means that a Paratrooper also may cross a sea zone even if this sea zone contains enemy ships.

When a Paratrooper moves on land it moves only 1 space – if the Paratrooper wants to move 2 spaces it must do so by air.

Paratroopers are exposed to fire from anti-aircraft guns – same rules apply as for air units. If Paratroopers attack together with air units any defending AAA must fire at the Paratroopers and the air units separately.

When a Paratrooper unit attacks by air alone or together with other Paratrooper units only, the attack factor is "3" for all these Paratroopers in the first round of combat. From the second round of combat the attack factor is "1". If Paratroopers attack by air and are supported by units other than Paratroopers, the Paratroopers attack at "1".

When a Paratrooper unit is defending alone or together with other Paratrooper units only, the defence factor is "3" for all these Paratroopers in

the first round of combat. From the second round of combat the defence factor is “2”.
If Paratroopers are defending together with units other than Paratroopers, the Paratroopers defend at “2”.

Exception:

Paratroopers can defend together with AAA and still defend at “3” in the first round of combat. From the second round of combat the defence factor is “2”.

Paratroopers cannot make an attack from the air against these Capitals: Moscow, Berlin, London, Tokyo, Washington & Rome.

If a Paratrooper unit wants to attack any of these Capitals, it must be in a space that is adjacent to the Capital and attack by land – or it could be onboard a transport and be offloaded into a territory that has a Capital in it.

When a Paratrooper attacks by land, it attacks as a regular infantry unit at “1” – in this case it can also be supported by an artillery unit and thereby attack at “2”. Paratroopers must be produced in a Capital and can move into a friendly Capital by air during non-combat movement.

The maximum Paratroopers each power can have on the game board are:

- Russia (Moscow): 4
- Germany (Berlin): 8
- United Kingdom (London): 6
- Japan (Tokyo): 4
- USA (Washington): 8
- Italy (Rome): 4

Paratroopers cannot be scrambled by enemy air units.

A Paratrooper gets 1 additional movement when it takes off from a territory with an Air Base.

Paratroopers lost in combat can be reproduced.

