

9. Facilities:

9.1 Underground Factory



During the Second World War, many factories became targets for air raids and the authorities were forced to move the productions underground. Underground Factories consisted of efficiently connected production halls with assembly lines.

Attack: -

Defense: -

Move: -

Cost: + 4

Maximum on game board: unlimited

Enter game from: Game start (*Early 1940*)

Underground Factories can be purchased at a cost of 4 IPC in addition to an industrial complex. Industrial complexes that exist from game start or are purchased during the game can also be transformed to an Underground Factory at a cost of 4 IPC, during the *Purchase & Repair Units* phase – and is active on this turn.

Note 1:

If there is any damage to the IC it must be completely repaired before it is transformed to an Underground Factory. This can happen in the same turn.

Underground Factories cannot be bombed by enemy air units or rockets.

However, an Underground Factory can be destroyed by the owner, to prevent it from falling into enemy hands.

Any Nation may destroy any of its Underground factories at no cost anytime during its turn in the *Collect Income* phase. The Underground Factory is simply removed from play.

The owner can still mobilize units there in the *Mobilize New Units* phase just before it is destroyed.

Note 2:

An Underground Factory cannot be transformed and destroyed in the same game turn. In other words, the destruction of an Underground Factory can only occur at least one complete round of play after the IC has been transformed to an Underground Factory.

The same rule applies to a newly purchased Underground Factory.

Note 3:

The Industrial Complex must be controlled by the owner from the start of the turn before it can be transformed or destroyed.

Underground Factory operates under rules for Industrial Complexes.



9.2 Russian factories:

From the round when the Soviet Union is at war with Germany the Russian factories that are undamaged may move. USSR can repair and move a factory in the same turn.

Russian factories are allowed to move 2 areas and not build or move 1 area and do 1 build. The movement of a factory costs 1 rail capacity for each area moved.

Russian factories may move through areas that already has a factory in them but may not remain there.

Russia may destroy any of its factories at no cost anytime during its turn or any other players turn. Russia may even destroy factories on areas that are under attack anytime during battle.

Note 1:

If a factory that moved stays in a territory that has less IPC value than the original territory from which the factory came, the factory can still produce the same number of units as originally - even if the new territory has no IPC value.

Note 2:

Any *Heavy Industry* or *Underground Factory* upgrade is lost during movement.

Note 3:

The Moscow factory cannot move.



9.3 Demolition of Air & Naval bases:

Defensive plans often included the demolition of airfields and harbours in order to deny them to the enemy and thereby slow the enemy advance and supplies.

Attack: -

Defense: -

Move: -

Cost: 4

Maximum on game board: -

Enter game from: Game start (*Early 1940*)

These can be destroyed to avoid capture by enemy forces.

In the *Purchase & Repair Units* phase the demolition charges are purchased at a cost of 4 IPC for each base.

In the *Collect Income* phase on the same turn, the base is removed from play.

To purchase demolition charges and destroy a base (Air or Naval base) it must be controlled by the owner from the start of that turn.

