

## 1. Soviet Guard Infantry



*In September 1941 a number of Russian rifle divisions were awarded Guards status after distinguishing themselves in service, and were considered to have elite status.*

**Attack: 2**

**Defense: 3**

**Move: 2**

**Cost: 10 (3 units)**

**Maximum on game board: 9**

**Enter game from: Late 1941 (round 4)**

Russia can produce Guard infantry units from round *Late 1941*.

Guards are special infantry units that have strong defense capabilities and are highly mobile – but cannot make a *blitz* move.

The cost is 10 IPC for 3 Guards – this means that Russia must produce 3 Guards at a time for the price of 10 IPC. Guards must be produced in Moscow.

Russia can have a maximum of 9 Guard infantry units on the game board.

**Example:** If Russia has lost some Guard units in combat and have for example 7 Guards left on the game board, Russia cannot purchase 2 more Guards to reach the maximum of 9 Guards – Russia must wait until at least 1 more Guard is lost in combat – and then produce 3 Guards at a time for 10 IPC.

Guards operate under infantry rules and can be supported by artillery and have the attack factor upgraded to “3”.

Units lost in combat can be reproduced.



## 2. German Waffen-SS Infantry



*The origins of the Waffen-SS can be traced back to a selection of a group of 120 SS men in March 1933. The Waffen-SS grew from three regiments to over 38 divisions during World War II, and served alongside the Heer (Army).*

**Attack: 2**

**Defense: 4**

**Move: 2**

**Cost: + 1**

**Maximum on game board: 6**

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

Germany can produce Waffen-SS infantry units from round *Early 1940*. These units are highly mobile and have strong defense capabilities.

They can only move on land and cannot be transported by sea zones.

Germany can have a maximum of 6 Waffen-SS infantry units on the game board.

Waffen-SS infantry units must be produced in Berlin.

Follow this procedure:

In the *Purchase & Repair Units* phase, for each Waffen-SS infantry unit that is produced the German player must pay 1 IPC (in addition to an infantry unit that is already in Berlin from a previous turn) – and immediately switch the infantry unit in Berlin with the newly purchased Waffen-SS infantry unit.

Germany cannot produce more Waffen-SS infantry units than the number of infantry units that are already in Berlin from a previous turn (Elite infantry cannot be transformed to Waffen-SS).

The newly purchased Waffen-SS infantry unit is active immediately and ready for combat etc. on this turn.

**Example:**

On Germany's turn, Germany has 6 infantry units in Berlin and wants to produce 2 Waffen-SS infantry units.

In the *Purchase & Repair Units* phase Germany pays 1 IPC per Waffen-SS infantry unit – in this case a total of 2 IPC – and immediately removes 2 infantry units from Berlin and replaces these infantry units with the newly purchased Waffen-SS infantry units.

Waffen-SS infantry attack at “2”, defend at “4” and can move up to 2 spaces – but cannot make a *blitz* move.

The purchase of Waffen-SS infantry units (as well as all other types of Waffen-SS units) does not count towards the production capacity of the Industrial Complex in Berlin.

Units lost in combat can be reproduced.



### 3. German Waffen-SS Panzer



*Most Waffen-SS Panzer Grenadier divisions that took part in the fighting on the Eastern Front were sent back to Western Europe from mid-1942 onwards to refit and reform as Panzer Divisions.*

**Attack: 4**

**Defense: 5**

**Move: 2**

**Cost: + 2**

**Maximum on game board: 4**

**Enter game from: *Late 1942* (round 6)**

Germany can produce Waffen-SS panzer units from round *Late 1942*.

These units have strong attack and defense capabilities.

They can only move on land and cannot be transported by sea zones.

Germany can have a maximum of 4 Waffen-SS panzer units on the game board.

Waffen-SS panzer units must be produced in Berlin.

Follow this procedure:

Germany cannot produce more Waffen-SS panzer units than the number of tank units that are already in Berlin from a previous turn.

In the *Purchase & Repair Units* phase, for each Waffen-SS panzer unit that is produced the German player must pay 2 IPC (in addition to the tank unit that is already in Berlin from a previous turn) – and immediately switch the tank unit in Berlin with the newly purchased Waffen-SS panzer unit.

The Waffen-SS panzer unit is active immediately and ready for combat etc. on this turn.

Waffen-SS panzer operates under tank/armor rules.

Units lost in combat can be reproduced.

