

15. Combat Engineer:



From the beginning of World War II, Combat Engineer units played a central role. As part of the fighting forces, they were not only assigned to pontoon-bridging, demolition, facility movement & maintenance, landing strip construction, sappers etc. – they were also required to perform combat duties when necessary – especially during defensive fighting. Highly mobile and well equipped, Combat Engineer units were always needed on the battlefield.

Attack: 1

Defense: 3

Move: 2

Cost: 5

Maximum on game board: see below

Enter game from: Early 1940 (game start)

The *Combat Engineer* unit is a specialized *Mechanized Infantry* unit. The purpose of this unit is to increase mobility for other land units – as well as perform other specific tasks.



When transported by sea zones or by *Air Transport*, the *Combat Engineer* unit counts as a *Tank* unit.

The *Combat Engineer* unit can only be produced by the 5 major powers: Germany, Soviet Union, Japan, United States and United Kingdom – and only in a Capital by the Capital's original owner.

Exception:

If Germany takes over Italy, the German player may produce *Combat Engineer* units in *Rome*.

Note:

A *Combat Engineer* unit can only interact with units from its own Nation.

Maximum number of *Combat Engineer* units on the game board:

- Germany (Berlin): 4
- Soviet Union (Moscow): 2
- Japan (Tokyo): 2
- United States (Washington): 5
- United Kingdom (London): 2



1. Increased Mobility:

A *Combat Engineer* unit can move 2 spaces by land during the *Combat Movement* phase or *Non-Combat Movement* phase.

When a *Combat Engineer* unit is moving 2 spaces by land during the *Combat Movement* phase it can “transport” 1 of the following units during this movement:

- *Infantry*
- *Elite Infantry*
- *Artillery*

During the *Combat* phase, the *Combat Engineer* unit can be supported by an *Artillery* unit, and thereby attack at “2”.

This *Artillery* unit can be “transported” by the *Combat Engineer* unit during the *Combat Movement* phase – or the *Artillery* unit could come from

another space – and support the *Combat Engineer* unit.

If the *Combat Engineer* unit did not move during the *Combat Movement* phase, it can move up to 2 spaces by land during the *Non-Combat Movement* phase – and can “transport” 1 of the following units during this movement:

- *Infantry*
- *Elite Infantry*
- *Artillery*
- *Antiaircraft Artillery*
- *Landing Craft*



2. Special Movement Task:

During the *Non-Combat Movement* phase the *Combat Engineer* unit can perform a *Special Movement Task*:

An undamaged *Minor Industrial Complex* can be transported up to 2 spaces by land. It requires 2 *Combat Engineer* units to carry out this movement. These 2 *Combat Engineer* units must be in the same territory as the *Minor Industrial Complex* from the beginning of that turn, which also means that the *Minor Industrial Complex* must be controlled by the owner from the start of that turn.

This *Minor Industrial Complex* could be captured on a previous turn – or it could be controlled by the original owner from the start of the game.

If the *Minor Industrial Complex* has any damage, repairs can be made in the *Purchase & Repair Units* phase in the same turn as the movement takes place.

The *Minor Industrial Complex* can be moved through a territory that already has an *Industrial Complex* in it – but it cannot stay there.

When *Combat Engineers* transport a *Minor Industrial Complex* up to 2 territories, the first territory that they enter must be owned by that player – or it could be friendly controlled or friendly occupied – from the start of the turn. The second territory – where this movement must end – must be controlled by the owner of the *Minor Industrial Complex* from the start of that turn.

When *Combat Engineers* transport a *Minor Industrial Complex* 1 space only – to a territory that is controlled from the start of this turn by the owner of the *Minor Industrial Complex* – this *Minor Industrial Complex* can produce 1 unit in this turn.

When the *Minor Industrial Complex* is transported 2 spaces it cannot produce any units in this turn.

From the beginning of the players’ next turn, the undamaged *Minor Industrial Complex* can produce up to 3 units – and it can be transformed into an *Underground Factory* in the same turn. This is also the case if the new territory has an IPC value of 1 or 0.



Remember:

Only original *Minor Industrial Complexes* that exist from game start can be upgraded to *Heavy Industry 1 Unit* – by the original owner.

Note:

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

3. Blitz Movement:

When a *Combat Engineer* unit is paired with a *Tank* unit during the *Combat Movement* phase, it can perform a *Blitz* move together with this *Tank* unit. During a *Blitz Movement* the *Combat Engineer* unit cannot transport any other unit.



Note:

A German *Combat Engineer* unit can carry out a *Blitz Movement* with any type of German *Panzer* unit.

4. Enemy Landmines:

During the *Combat Movement* phase, for each *Combat Engineer* unit that moves through an enemy minefield, 1 *Mine* is immediately removed from play without defending.

If the minefield contains more *Mines* than the number of *Combat Engineer* units passing through the minefield, the *Mines* that are not removed must defend as normal.

In this case the *Combat Engineer* units can also be chosen as casualties on the same terms as other land units passing through a minefield.



Note 1:

When a *Combat Engineer* unit moves through a minefield that belongs to an allied Nation, the rules are the same as when passing through an enemy minefield – with the exception that surviving *Mines* only defend at “1”.

Note 2:

When a *Combat Engineer* unit transports another land unit during the *Combat Movement* phase – and passes through an enemy minefield (or a minefield that belongs to an allied Nation) – the *Combat Engineer* unit cannot remove any *Landmine*, since the capacity of the *Combat Engineer* unit is used for transporting the other land unit.

5. Landmines:

During the *Non-Combat Movement* phase, a *Combat Engineer* unit can move up to 3 un-armed *Landmines* – at a distance of up to 2 spaces – and place those *Landmines* directly at any border/line – even if this territory has been captured during this turn.



Note:

The *Landmines* must be in the same territory as the *Combat Engineer* unit from the start of the turn.

6. Landing Strip Construction:

During the *Non-Combat Movement* phase a *Combat Engineer* unit that did not yet move or perform any other task in this turn, can move into a newly conquered territory – and construct a *Landing Strip*.



Only 1 *Combat Engineer* unit can carry out this task in each territory.

When the *Combat Engineer* unit performs this task, 1 *Air Unit* (any kind) can land in this newly conquered territory during the *Non-Combat Movement* phase in this turn.

Exception:

A *Carrier Based Fighter* unit cannot land in a territory – not even when a *Landing Strip* is prepared by a *Combat Engineer* unit.



The general rule is that a *Combat Engineer* unit can carry out only 1 of the following tasks in each turn:

- 1. Increased Mobility:** transport another land unit
- 2. Special Movement Task:** movement of *Minor Industrial Complex*
- 3. Blitz Movement:** attack together with a *Tank* unit
- 4. Enemy Landmines:** removing an enemy or friendly *Landmine*
- 5. Landmines:** transport up to 3 *Landmines* and place them at any border
- 6. Landing Strip Construction:** prepare a landing site for an *Air Unit*.

Combat Engineer units lost in combat can be reproduced.

