

Sample 5 of updated rules for *Total War*.

Rule 14 – Specialized Ground Units

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D. Armor.

1. Specialized Armor. Engineer tank, heavy engineer tank, flamethrower tank and assault engineer tank units are specialized armor units. When attacking a major city or any fortification with a combat die roll modifier of -1, -2, or -3 (per the Fortifications Effects Chart), treat a specialized armor unit the same as a combat engineer unit attacking such a hex. *Exception:* Treat assault engineer tank units as assault engineers, not combat engineers.

2. Heavy Armor and Heavy Antitank Effects. Various units shown on the Unit Identification Chart qualify for heavy armor and/or heavy antitank effects. Heavy armor, heavy assault gun, and heavy engineer units qualify for *heavy armor effects*. All of these unit types plus all heavy tank destroyer, heavy motorized antiaircraft, and heavy motorized antitank units qualify for *heavy antitank effects*.

Each unit that qualifies for these effects, regardless of size, is treated as having 1 RE for calculation of that effect. For example, German heavy tank battalions and Soviet heavy tank divisions and brigades, each of which normally had about the same number of heavy tanks, are all treated as having 1 RE of capability for heavy armor effects, but use their normal RE size for all other purposes. Note also that heavy armor/antitank effects are in *addition* to any normal armor/antitank effects (Rule 10).

a. Heavy Armor Effects in the Attack. When units that qualify for heavy armor effects make up at least 1/10 of the non-artillery REs attacking into terrain and during weather that allows AEC, modify the combat resolution die roll by +1.

b. Heavy Armor Effects in the Defense. When units that qualify for heavy armor effects make up at least 1/10 of the non-artillery REs defending a hex during weather that allows AEC, modify the combat resolution die roll by -1. Note that heavy armor effects in the defense can be used even in terrain that does not normally permit AEC.

c. Heavy Antitank Effects. When units that qualify for heavy antitank effects make up at least 1/10 of the non-artillery REs defending in a hex *and* the attacker qualifies for heavy armor effects (14D2a above), modify the combat resolution die roll by -1. Note that this -1 applies only if the attacker qualifies for the heavy armor +1.

d. Comprehensive Example. A Soviet force consisting of one Hv Tank XX, two Rifle XX-s, one Hv Tank X, two Tank Xs, and two Art IIIs attacks a woods hex during clear weather, a terrain type and in weather where AEC is allowed. The defender is an Axis force of one Inf XX, one Hv Mot AA II, and one Art III. There are two REs of attacking units that qualify for heavy tank effects (1 RE each from the Hv Tank XX and Hv Tank X) and 10 total non-artillery REs (3 REs from the Hv Tank XX, 2 each from the Rifle XX-s and one RE each from the Hv Tank/Tank Xs); thus 1/5 of the attacking units qualify for heavy armor effects in the attack and the combat resolution die roll is modified by +1 for heavy armor. The Soviet Tank units constitute six REs of AECA or more than 50% of the attacking REs and add +2 for a total of +3. However, the defending force contains one RE of heavy antitank (the Hv Mot AA II) and 3.5 REs total non-artillery REs (3 REs from the XX and 0.5 REs from the II), for a proportion of 1:3.5 and thus qualifies for heavy antitank effects of -1, cancelling the +1 for heavy tank effect. The .5 RE of ATEC is 1/7 of the total non-artillery defending total for a -1, for an overall net effect of +1 for the Soviet attack.

See an abbreviated sample of the updated UIC chart.