






Recon Specialists

Recon specialists represent mechanized reconnaissance troops. During the war it was common practice to let such forces lead the way in the attack. Well trained, well armed and with a high degree of mobility, reconnaissance units would oftentimes outfight or outmaneuver their opposition. However their relatively light vehicles and small size meant that they could not endure sustained heavy combat.

- Capture terrain around the route when the unit moves (1 hex)
- Enable recon-in-force HQ action for non-mobile units
- When a unit moves next to Fog of War, prevent the unit from entering unseen ZoC. The unit does not lose 1 MP when stopped short of a ZoC hex.

Protip: since their loss queue position in attack is 1, recon specialists can be used to protect armored units from losses, thus protecting their XP level in the campaign.



			ATTACK	DEFENSE	ARMOR	Pos. ATT	Pos. DFE
Spahis		RECON	7	4	+1	1	2
Sd.Kfz. 250		RECON	8	4	+1	1	2
Daimler		RECON	5	4	+1	1	2
M8 Greyhound		RECON	7	4	+1	1	2
Spahis		RECON	4	3	-	1	2

Anti Tank Specialists

AT specialists represent multiple batteries of anti tank guns. With the advent of armored warfare, theorists contemplated how massed formations of tanks could be stopped. Towed AT guns were effective but too slow to react in a mobile battle. As such, most nations ended up placing a high velocity gun on a tracked chassis as this was cheaper to produce than an actual tank. Doctrine varied from nation to nation, but more often than not tanks and tank destroyers ended up being used in a multitude of roles for which they were not originally intended.



- Provide armor shift in combat, but only to offset enemy armor
- Towed AT specialists provide armor shift in defense only
- Towed AT specialists are **tow-suppressed** on movement: they **recover in time for the enemy phase of the current turn**.
- Towed AT specialists are also tow-suppressed on river crossings, assault crossings, and naval landings.

Towed AT in Retreat: towed AT specialists become suppressed when unit retreats. They are moved up in the loss queue, so that they are in front (to the left) of all other suppressed steps and specialists, but still behind (to the right of) all active steps and specialists.

			ATTACK	DEFENSE	ARMOR	Pos. ATT	Pos. DFE
QF 17-pounder		TOWED AT	2	6	+4*	4	2
Firefly		AT	4	8	+4*	2	3
M10		AT	4	7	+3*	2	3
88mm Flak		TOWED AT	2	8	+4*	4	2
StuG III G		AT	7	8	+3*	1	3
Jagdpanther		AT	7	9	+4*	1	4
Semovente		AT	4	6	+1*	1	4
76mm gun M1942		TOWED AT	6	6	+3*	3	2
SU-100		AT	4	10	+4*	1	4

Special Forces

Special forces specialists represent independent battalion and regiment sized special forces formations. Extremely well trained and highly motivated, special forces would oftentimes defeat much larger formations from conscript armies of the day. Units from the US Army Rangers and British Commandos proved their effectiveness time and again, completing seemingly impossible operations.

Important: certain specialists like the Italian Blackshirts, do not have the SPEC ability flag, and do not have any of the special abilities listed below. Although special forces in name, they are essentially just another infantry step.

Specials Forces (SPEC):

- Counter enemy entrenchment in combat (+1 per active specialist) but do not cause a reduction in entrenchment like engineers do.
- Attacking units suffer lower losses: +1 attacker loss shift per active specialist

Amphibious Special Forces (AMPH) additionally have the following properties:

- Do not become suppressed on river crossings, assault crossings and naval landings
- Negate river shift when attacking over a minor river
- Allow feint attacks (HQ action) across a minor river









			ATTACK	DEFENSE	ARMOR	Pos. ATT	Pos. DFE
Goumiers	 	SPEC	5	4	-	3	5
Foreign Legion	 	AMPH SPEC	5	9	-	3	1
Maoris	 	SPEC	9	9	-	2	2
Marines	 	AMPH SPEC	8	8	-	3	5
Commandos	 	SPEC	10	8	-	3	5
Rangers	 	AMPH SPEC	10	8	-	3	5
Blackshirts	 		2	2	-	3	4
Bersaglieri	 	SPEC	5	5	-	3	5

Engineer Specialists

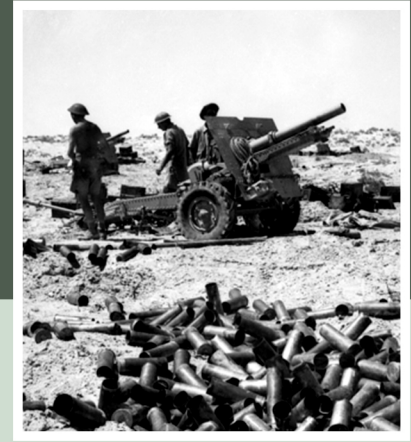
Engineers specialists represent independent battalion and regiment sized combat engineer formations. Whenever armies ran into fortifications or defended river lines, combat engineers were pushed to the front. Well trained and equipped to deal with any obstacle, these units were highly sought after and very effective. The dangerous nature of their tasks meant they would quickly suffer extremely high casualty rates.

- Negate river shift in combat (minor rivers)
- Reduce the negative shift in river assault (major rivers) and naval assault from -4 to -2
- Counters enemy entrenchment shift in combat (+1 per active specialist)
- Helps reduce entrenchment as a result of combat: if the attacker has engineers, then any loss inflicted on the enemy (including suppressed steps) is enough to reduce entrenchment. If the attacker has 2 engineer steps, entrenchment is reduced by 2.
- Improve chance of entrenchment reduction in set piece attacks



			ATTACK	DEFENSE	ARMOR	Pos. ATT	Pos. DFE
Engineers	 	ENG	6	8	-	1	3
Engineers	 	ENG	6	8	-	1	3
Pioniere	 	ENG	6	8	-	1	3

Artillery Specialists



Artillery specialists represent multiple batteries of artillery. Despite the emergence of armored warfare, artillery remained the queen of the battlefield. The Allies in particular put their endless supply of big guns and ammunition to good use. Placing an artillery piece on a truck or a tracked vehicle meant that the time consuming task of setting up a gun could be done in seconds and such batteries could keep up with the quick advances of motorized formations

- Provide artillery shift in combat (attack only).
- Towed artillery specialists are tow-suppressed on movement (same as Towed AT, see above). The same goes for river crossings, assault crossings, naval landings.
- Enables suppressive fire, and set piece attack HQ actions.

Stacking Towed Artillery: multiple artillery specialists are allowed in a unit, but:

- Artillery shift in combat is always capped at +5
- Second and third towed artillery specialists, if present, are moved up in the loss queue by 2 and 4 positions, respectively

Towed Artillery in Retreat: towed artillery specialists become suppressed when unit retreats. They are moved up in the loss queue, so that they are in front (to the left) of all other suppressed steps and specialists, but still behind (to the right of) all active steps and specialists.

			ATTACK	DEFENSE	ARTILLERY	Pos. ATT	Pos. DFE
QF 25-pounder	 	TOWED ARTY	0	6	+3	5	4
105mm M2A1	 	TOWED ARTY	0	6	+3	5	4
M7 Priest	 	ARTY	0	6	+2	5	6
M7 Priest	 	ARTY	0	6	+2	5	6
1eFH 18	 	TOWED ARTY	0	6	+3	5	4
15cm NbW 41	 	TOWED ARTY	0	4	+4	4	3
122mm M1931/37	 	TOWED ARTY	0	6	+3	5	4
203mm M1931	 	TOWED ARTY	0	6	+5	5	4
Katyusha	 	ARTY	0	4	+3	4	5



Tank Specialists

Tank specialists represent battalion and regiment sized armored formations. Although most tanks were employed in armored divisions, many armies also supported their infantry divisions with independent armored units when needed. Among these, heavy tank formations could be especially devastating; but they were also cumbersome, unreliable, and put a heavy strain on any supply network. Some nations would even field specialized units and vehicles for breaking through fortifications or performing amphibious tank operations.

- Provide armor shift to the unit, both in attack and on the defense


















Amphibious Tank Specialists (AMPH)

- not suppressed during river crossings, assault crossings, and naval landings
- provide armor shift even when attacking over a minor river (not possible for other armor)

Engineer Tank Specialists (ENG)

- additionally function as a regular engineering specialist (see Engineering Specialists)



			ATTACK	DEFENSE	ARMOR	Pos. ATT	Pos. DFE
DD Sherman	 	AMPH	8	5	+2	3	3
Cromwell	 		8	5	+2	3	3
M4 Sherman	 		9	5	+2	3	3
DD Sherman	 	AMPH	9	5	+2	3	3
Churchill	 		8	8	+3	2	4
Hobart's Funnies	 	AMPH ENG	8	8	+2	2	4
M26 Pershing	 		12	9	+4	2	4
Tiger	 		10	8	+3	1	4
Königstiger	 		11	10	+4	1	4
T-34	 		8	5	+2	2	3
IS-2	 		11	8	+3	1	4
IS-3	 		14	11	+6	2	4

