In this case the Soviet Northern Theatre more than meets the requirements for both air and ground assets. It is shown in green on the jump map and this situation can be cross-checked with the detailed Theatre box display.

6.12. THE WITEPEDIA

The WITEpedia (36.14) can be accessed via the info screen pop up if you right click on the map or from the information tabs at the top of the screen.

A short report will be provided on the activities of most combat units in the game, leaders and other items. The report will also include a clickable link to other web resources discussing the particular topic.

7. MAP AND TERRAIN

Focus: This section provides more information on the types of terrain (physical and human) on the game and how ownership is determined. It also covers the impact of Zones of Control and stacking on movement.

Key Points:
- The different types of terrain in the game and their effect on movement and combat
- The different ways in which control of hexes is modelled and its effect on the game
- The different types of Zones of Control and their impact on the game

The map displays the physical and political features of the area where the German-Soviet conflict mainly took place. The map extends from Siberia to the Atlantic and from the Arctic Ocean to the Sahara. Not all this area is playable in the campaign games and the shorter scenarios will be played in more limited areas.

The map includes both physical and human features as well as the rail networks crucial to supply both armies. A hex grid is used to regulate movement and combat and this can be turned off using Hotkey- Ctrl-g.

7.1. MAP AREA

Each hex on the map represents an area of 10 miles across and is classified as one specific type of terrain, though there may be additional features present in the hex or hex sides.

Rivers and less than full hex lakes follow hex sides and can slow or block movement across applicable hex sides.

Hexes may contain smaller towns, which can have factories, but do not normally have any terrain effect. Cities will offer substantial defensive bonuses.

Hexes may also be defined as coastal, allowing for the presence of ports in towns, city and urban hexes as well as naval movement.

Rail networks are represented by rail lines in hexes, which are used for strategic movement and supply.

Each hex is graded according to the quality of the road network and this has an impact on movement (38,6) and supply costs, especially in constricted terrain or during periods of poor weather.

7.2. TERRAIN

Terrain types and features are represented on the map area and can affect movement, combat and supply. See section 22.3 for impact on tactical and strategic movement and 23.5 for the impact on combat. Movement and combat effects are also summarized in appendix 38.6.

7.2.1. TYPES OF TERRAIN HEXES

Each hex on the map is classified as having one dominant terrain type. By default hexes are treated as clear unless other terrain is present.

All terrain except clear, sand, desert, ferry and water hexes is considered covered terrain for air reconnaissance purposes (18.1.6).

TYPE	TYPICAL IMAGE	NOTES
Clear		
City		
Urban		
Heavy Urban		
Light Woods		This image will vary according to the game season.
Heavy Woods		This image will vary according to the game season.
Rough		
Mountain		
Swamp		
Tundra		
Water hexes: Ocean/Sea/Lake		No tactical movement, but strategic naval/amphibious movement and supply trace possible
Impassable Water hex		Can become passable if frozen or if the moving player owns both sides
Impassable hex		These are either in neutral countries (as shown) or allocated to one of the Theatre Boxes for game play purposes. In addition some parts of the map are out of bounds for certain nationalities (Axis Allied formations are mostly limited to the Ukraine).

7.2.2. TERRAIN FEATURES

The following terrain features can be in addition to the terrain type in a hex. Some are purely political features, but others can impact movement, combat and supply.

Coast: Any type of terrain bordering ocean and sea water hexes. Coastal hexes can be used for naval transport if a friendly port is located in the hex and may be the target of an amphibious landing (24.7).

Port: Found in some town, city or urban locations in coastal hexes. Ports generate naval and amphibious transportation tonnage capacity as well as naval interdiction points.

Ferry: A special type of sea water hex that allows movement between two land hexes separated by the ferry hex.

This shows the Kerch straights between the Crimea and Krasnodar regions.

Railroad: Rail lines run through hexes, with undamaged and linked rail lines forming a rail network that serves to link each sides supply grid.

Note that all rail lines are either double track lines or single track (with much lower capacity). In the case above the line in Melitopol is a double track line, the two hexes at the top are single track lines.

Roads: Each hex has a road network ranging from poor to good. This can be seen by the indicative hex art, using the display road network filter and by using the hex pop-up.

The left hand image is the normal map view showing hexes with good (1), average (2) and poor (3) roads (note there is no particular map art for poor road hexes). On the right is the same map section but with the road display enabled.

In general it is suggested that you use the road display filter, especially when planning operations as the few good roads offer substantial movement bonuses (especially in poor weather).

Named Locations: Some hexes on the map contain named locations. These are mostly towns and cities but also include hexes with an airbase or a depot. Urban locations are divided between Towns, Cities, Urban and Heavy Urban depending on the density of buildings. Towns etc. are also rated according to their population and 1 population point represents 50,000 people (note this includes the population in the surrounding countryside).

National Capital: This indicates the capital city of most nations on the map area.

Minor River hexside: Affects movement point costs and combat (2 in the image right)

Major River hexside: Affects movement point costs and combat (1 in the image right).

Impassable Lake or River: Blocks movement, combat and supply tracing (3 in the image right).

Air Base Unit (Airfield): Displays presence of an air base unit in the hex. Symbols for Air Base units on the map reflect the size of the air base unit (1, 2 or 3).

Depending on the map mode and the allocation of air units, the colour of a given airbase may differ from this (6.4.7).

7.2.3. IMPASSABLE TERRAIN

There are three types of impassable terrain in WiTE2

Ground Unit Exclusion Zones: Units cannot rout into ground unit exclusion zones.

These areas are represented in one of two ways. Most are linked to the various Theatre Boxes (such as most of the Balkans in June 1941), others are on-map regions where specific units or nationalities are prevented from happening.

Typical of the first type are the Arctic and Balkan regions. However, some areas change status between being in a Theatre Box (13.3) and being on map as the game progresses. Examples of this include most of Serbia which will become playable once the Soviets are able to enter or of parts of Germany that will be removed from play in 1945 to reflect the final advances of the Western Allies.

Examples of on-map exclusion are the restrictions that prevent some of the Allied forces supporting the German invasion of the Soviet Union from entering certain hexes (14.2).

Units can be retreated one hex into an exclusion zone. Once there, they will automatically be displaced during their logistics phase to a nearby friendly town, city or urban hex.

Neutral (Impassable) Terrain: No air, ground or naval units may move, rout, or retreat into Spain, Turkey, Andorra, Switzerland, Sweden or Ireland. These areas are shown as neutral in the hex pop-up text.

Impassable River hexsides can be crossed if both sides are friendly controlled, paying the same cost as if crossing a frozen major river hexside.

7.2.4. TOWN, CITY AND URBAN HEXES

Town, city and urban hexes are terrain features or types that are population centres as well as locations for factories, ports and railyards.

Each population point is equivalent to 50,000 people (as in 1941). The density of the built up area in the hex is represented by the designations of Heavy Urban, Urban, City or Town. Note that the population reflects both those in the built-up section (i.e. the named location) and in the surrounding countryside.

This manpower is treated in the game as manpower factory points and this can be damaged, and repaired, as with any other type of factory.

The manpower currently in a hex may have changed from the initial population, at the 1941 scenario starts, due to combat, starvation and migration. Manpower thus represents the current recruiting potential of a town, city or urban hex and its surroundings, and is what generates replacement soldiers during the game.

7.2.5. RAILWAYS

In WiTE2 railways are divided into dual and single track lines. Single track lines only have 40% of the capacity of a dual track line.

If the rail move mode is enabled (F2) then additional information will be shown about the state of the rail network.

The symbol is dark green for undamaged rail, red for damaged rail and yellow or orange (this will vary according to whether the hex was repaired by a support unit or a player controlled rail repair unit) for rail undergoing repair that turn. Rail hexes that have white dots within a green circle are hexes that have been converted but are not connected to the rest of the rail network or are rail hexes that cannot be used for strategic rail movement or supply purposes due to being adjacent to enemy units.

When this mode is selected information is also provided about the wider rail network and repair options. Hexes further than 10 hexes or 25 MP from a railhead are shaded light grey, hexes further than 25 hexes or 100 MP from a railhead are shaded dark grey, enemy hexes are shaded rose, and rail repair HQ units are bordered in yellow.

This shows hexes more than 25 MP from the nearest functioning rail hex (1), hexes that are Axis controlled (2) and the location of a Soviet rail repair unit (3). In addition, it shows rails that have not been repaired (red), have been repaired this turn either by a Soviet NKPS rail repair unit (3, yellow) or a Soviet rail repair support unit (4, orange) and that are fully functioning (green).

The orange and yellow hexes will be fully functioning (green) in the next turn.

7.2.6. ROADS

Each hex is graded for the quality of the road system. As in section 7.2.2, selecting the road display option will make these more obvious on the map.

In poor weather and restricted terrain (Mountains, Heavy Woods and Sand), better roads will significantly lower the movement and supply costs for units. This will

also influence the speed of administrative movement if units are moving in friendly controlled hexes (22.2.1) that have no enemy interdiction.

7.2.7. REGIONS

In addition to national borders, the map is broken up into a number of regions. These affect the intensity of the partisan effort and are used for writing Events that affect the game (13.5).

The regional view can be accessed by right clicking on any hex, >> Map information and the select Map Regions as:

7.3. CONTROL OF HEXES

7.3.1. DIFFERENT FORMS OF HEX CONTROL

Ground hexes are either friendly (controlled by the phasing player), enemy (controlled by the non-phasing player), or pending friendly.

The latter are hexes that have been taken during the current turn and will switch ownership at the end of the phasing player's turn. There are additional costs for all units moving into enemy and pending friendly hexes to account for both timing issues and the inherent difficulty involved in moving into recently enemy held regions.

This shows friendly (1), pending friendly (2) and enemy controlled (3) hexes from the Axis point of view.

Ground units can enter enemy controlled hexes only if the hex is empty of any enemy combat units.

7.3.2. IMPACT OF ENEMY CONTROLLED HEXES

Headquarters units are not allowed to move into enemy hexes, but may move into pending friendly hexes, representing the inability of headquarter units to move through areas that have not been cleared by combat units during the current turn.

Enemy controlled hexes block the tracing of supply, commitment of support units from headquarters during combat, and provision of support squad ground elements to units from headquarters units during the logistics phase.

> Note that pending hexes do not block the commitment of combat units set to 'reserve' in combat (23.7).

7.3.3. ISOLATED HEX CONVERSION

Isolated hexes (23.14.1) that are not occupied by a friendly unit, or adjacent to a friendly combat unit may switch control to the other side automatically during friendly logistics phases. This will happen if they are adjacent to any enemy combat unit or within 2 hexes of an enemy division or corps sized unit.

Air base units in these hexes will be captured and become enemy controlled.

7.3.4. AIR BASE UNIT CAPTURE

Enemy Air Base units in hexes that become pending friendly or were isolated and convert to friendly control are captured and become empty (no support units) air base units for the capturing side.

When airbases are captured ready planes with enough pilots will be evacuated if sufficient amount of fuel is in the base (so any damaged planes will be lost).

In case of low fuel, the number of aircraft evacuated will be reduced. Evacuating aircraft will initially try to fly to the nearest air base that is more than 5 hexes from supplied enemy units. If they cannot meet those criteria, they will fly to any friendly air base unit.

Captured air base units are automatically reset to supply priority 3.

7.3.5. CONTROL OF FERRY HEXES

Players may only move and trace supply paths over ferry hexes if they control the hex by holding the ground hexes on either side.

If this is contested, then control of a Ferry hex is determined by the player with control of the greatest number of land hexes adjacent to the ferry. For this purpose each adjacent port that has a net level of at least 1 counts as an extra hex controlled. If there is a tie, the tiebreakers in order are:

- Side with greatest interdiction value in the hex.
- Side with most number of Combat Value (CV) points adjacent to the hex.
- If still tied, then the phasing player has control.

7.3.6. CONTROL OF OCEAN AND SEA WATER HEXES

Control of ocean and sea water hexes is determined by the amount of naval interdiction projected by each side in the hex. Naval Interdiction values printed in sea hexes are displayed in brown for the Soviets and grey for Axis.

Naval interdiction is generated by nearby friendly controlled ports, the deployment of naval HQs and the naval interdiction air mission (18.1.8).

Control of an ocean or sea water hex is defined as having a map display adjusted interdiction level that is 2 greater than the enemy level. The map displayed values are the true value that is a number from 0-99, divided by 10 and then truncated. The true values are displayed in the hex pop-up, but the values shown on the map are the truncated /10 values, and it is these that are used for determining naval control of a hex.

> Example: The Soviets have a real value of 32 (map value of 3) and the Axis player has a real value of 16 (map value of 1). Since the Map value of the Soviets is 2 or more than the map value of the Axis, the Soviets have control of the hex.

When interdiction is displayed, enemy controlled sea hexes are shown in red, neutral are shown darkened, and friendly control is shown normally.

The hex pop up will display current control with hex control indicated by the text Axis, SU (Soviets), or Neutral, which indicates contested water hexes. In the Action (Move) phase, if naval transport (F3) or amphibious transport (F4) mode is selected, then the impact of control of sea hexes on those modes of travel will be indicated as follows:

- Friendly controlled – nothing displayed
- Neutral – SHIPPING CONTESTED
- Enemy controlled – SHIPPING HEAVILY CONTESTED
- Enemy amphibious HQ unit and adjacent hexes – SHIPPING PROHIBITED

7.4. ZONES OF CONTROL

Zones of Control (ZOC) represent the ability of ground combat units to exert control over the land map area in their vicinity and the area that they move through.

7.4.1. IMPACT ON ENEMY MOVEMENT

In WiTE2 all Combat Units exert a ZOC that will impede and slow enemy movement out of hexes adjacent to the unit.

Routed or depleted combat units, headquarters units and rail repair units do not have a ZOC.

If a unit has so few MP that it can only move 1 hex then it will not be able to move even one hex if that would take it into an enemy ZOC.

7.4.2. IMPACT ON SUPPLY TRACING AND THE ALLOCATION OF COMBAT SUPPORT UNITS

Supply can be traced through an enemy ZOC as long as the hex is friendly controlled or pending friendly, albeit at an increased cost due to additional movement point costs due to the loss of Administrative Movement (22.2.1).

HQ units must be able to trace a path of no more than five hexes through friendly or pending friendly hexes to combat units in order to provide support units during combat (23.6).

7.4.3. CONVERTING ENEMY CONTROLLED HEXES

In WiTE2, ZOC's are used to change enemy hexes into pending friendly hexes as well as to increase the cost of moving or tracing supply out of or between enemy units with ZOC's.

All units will convert previously enemy controlled hexes if they enter that hex. However, division and Corps sized combat units can both convert the hex they enter as well as any unoccupied adjacent hexes in their ZOC unless the unoccupied hex is also in the ZOC of an enemy combat unit.

8. THE WEATHER SYSTEM

Focus: This section provides more information on how weather affects both ground and air operations and how it changes from turn to turn.

Key Points:
- How weather in a given turn is determined
- Estimating weather conditions for the next turn
- The impact of weather on air operations
- The impact of weather on ground operations
- Special rules for the period between December 1941 and February 1942 and for the December-February periods in 1943-44

8.1. GENERATING THE WEATHER CONDITIONS

The weather for every hex is determined once a turn during the Soviet logistics phase. This is important as it means that the weather in the next German game turn will be the same as Soviet weather in the previous turn.

Weather is determined using a larger map area than is actually playable in WiTE2. The weather will change throughout the year as temperatures rise and fall and weather fronts form and move onto the playing area. Most of the fronts that affect game play in WiTE2 will originate in Siberia, the Arctic or the North Atlantic but each of these will change the weather in different ways.

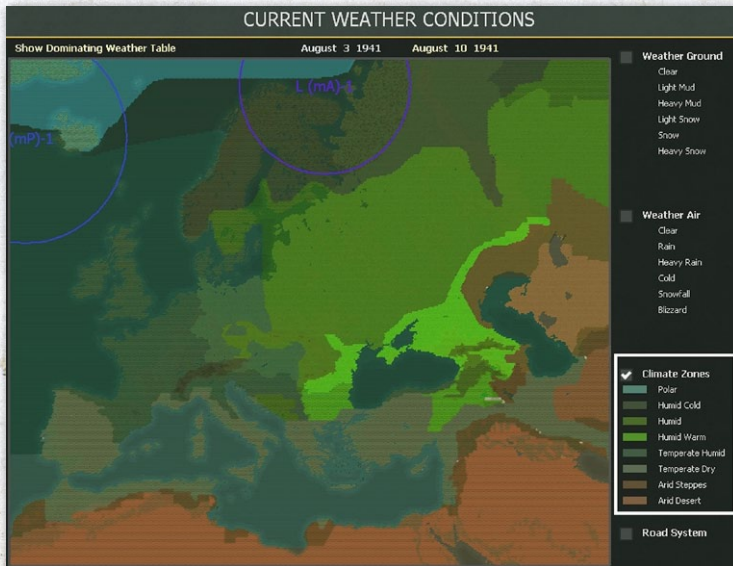### 8.1.1. CLIMATE ZONES AND DOMINATING WEATHER CONDITIONS

Each hex is allocated to one of eight different climate zones. The climate zones are Polar, Humid Cold, Humid, Humid Warm, Temperate Humid, Temperate Dry, Arid Steppe, and Arid Desert.

The division of the wider game map into these zones can be found by using the 'Climate Zones' tab on the Weather Conditions screen (36.6).

In addition the weather zone for a given hex will be shown on the pop-up that appears when you mouse over that hex, as:

The actual weather is partly determined by the Climate Zone. This indicates the type of weather that might be expected to dominate in that zone at that time of the year. The chart can be accessed by clicking on 'Show Dominating Weather Table' on the Current Weather Conditions screen.

Expected conditions are Clear (C), Rain (R), Heavy Rain (HR), Cold (Co) or Snowfall (Sf).

DOMINATING WEATHER CONDITIONS

Show Current Weather Conditions   August 3 1941

Climate Zone	Jan I	Jan II	Jan III	Feb I	Feb II	Feb III	Mar I	Mar II	Mar III	Apr I	Apr II	Apr III	May I	May II	May III	Jun I	Jun II	Jun III	Jul I	Jul II	Jul III	Aug I	Aug II	Aug III	Sep I	Sep II	Sep III	Oct I	Oct II	Oct III	Nov I	Nov II	Nov III	Dec I	Dec II	Dec III
Polar	sf	sf	sf	sf	sf	sf	sf	sf	sf	sf	sf	sf	Co	Co	R	R	R	R	C	C	C	R	R	R	R	Co	Co	sf	sf	sf	sf	sf	sf	sf	sf	sf
Humid Cold	sf	sf	sf	sf	sf	sf	sf	sf	Co	Co	Co	R	R	R	R	R	C	C	C	C	C	C	R	R	R	R	R	Hr	Co	Co	sf	sf	sf	sf	sf	sf
Humid	sf	sf	sf	sf	sf	sf	sf	Co	Co	R	R	R	R	C	C	C	C	C	C	C	C	C	C	C	R	R	R	Hr	Hr	Co	sf	sf	sf	sf	sf	sf
Humid Warm	sf	sf	sf	sf	sf	sf	Co	Co	Co	R	R	R	R	C	C	C	C	C	C	C	C	C	C	C	C	R	R	R	Hr	Co	Co	Co	sf	sf	sf	sf
Temperate Humid	sf	sf	sf	Co	Co	Co	Co	R	R	R	R	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	R	R	R	R	Co	Co	Co	Co	
Temperate Dry	Co	Co	Co	Co	Co	R	R	R	R	R	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	R	R	R	R	R	Co	Co
Arid Steppes	Co	Co	R	R	R	R	R	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	R	R	R	R
Arid Desert	R	R	R	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C

8-3

Clear - 294, 180
Soviet Union(Daghestan) - Poor Roads

Climate: Arid Steppes
Ground: Clear Air: Clear
Water: 0 Snow: 0

Soviet Control

Off Rail MP: 1

Talovka

Terekli-Mekteb

The current ground conditions and moisture levels for any hex can be found by right clicking on the hex (see figure 8-3).

8.1.2. WEATHER FRONTS

There are five types of weather fronts that can enter the map and alter the dominating air weather. Weather fronts will impact all hexes they moved through during the turn (i.e. the hexes where it started on the previous turn and those where they are in the current turn, and hexes in between).

The fronts are Polar Maritime (mP), Tropical Maritime (mT), Arctic Maritime (mA), Polar Continental (cP) and Tropical Continental (cT).

For example, the Polar Continental Front (cP) will change a hex that would have been Clear to Cold in November to February but will leave the weather as clear at any other time of the year. If the hex would have had Rain in the period November to February this will change to Snow. In the same period, if the hex would have had Snowfall, a Polar Continental Front will replace this with Blizzard conditions.

However, an Arctic Maritime Front (mA) will change an otherwise Clear weather hex to Rain at any time of the year and will convert a hex that would have had snowfall to Blizzard conditions.

8.1.3. MOISTURE AND WATER LEVELS

The air weather influences the ground weather as the moisture level of each hex alters according to atmospheric conditions. The following table shows the impact of various air conditions on the moisture in a hex and on ground conditions.

These default weather conditions are then modified as weather fronts move across the map. A front can bring a different weather type to that expected so the actual weather may improve, or worsen, compared to what is expected.

The current air weather condition determines the amount of moisture (water level) is added each turn to a hex, which over time will determine and modify the ground condition and ice level. Thus the ground conditions will move between Clear, Light Mud, Heavy Mud, Light Snow, Snow and Heavy Snow depending on recent and current air weather.

TYPE	MOISTURE (WATER)	IMPACT ON ANY SNOW	MOISTURE EFFECTS
Clear	Water level decreases by 2-7 each turn	Converts snow to water	Clear = water 1 and Snow 1
Rain	Changes from – 1 to +2 each turn / If water is >3 than 1 is subtracted / If water is >7 then an additional – 1 / Water level can't be over 5	Converts snow to water	light mud= water 2-5
Heavy rain	Increases 2-4 per turn Good Roads 1-2 Average Roads 2-3 Poor roads 2-4	Converts snow to water	heavy mud= water 6 to 9
Cold	Snow level in hex changes – 1 to +2 each turn / can't be over 6	Increases snow levels by between -1 and 2 per turn up to level 6	light snow = snow 2 to 3
Snowfall	Increases 1-3 each turn / can't be over 7	Increases snow level by between 1 and 3 per turn up to level 7	snow= snow 4 to 7
Blizzard	Increases 2-4 each turn	Increases snow level by between 2 and 4 per turn up to level 9	heavy snow = snow 8 to 9

8.1.4. CHANGING SNOW CONDITIONS

The Snow Level in a hex will never reach 8 or 9 unless the air condition for the hex is also a Blizzard. Snow in a hex will never be 7 unless the air condition is Snowfall or Blizzard.

Once the snow level reaches 8 or 9, it is treated as Heavy Snow for ground movement purposes slowing movement and reducing attacking CVs.

All Snow converts to water if air weather changes to one of: clear, rain or heavy rain.

8.2. ESTIMATING THE WEATHER CONDITIONS

Since the weather system is dynamic it is also possible to estimate the likely weather in the following turn. In effect, the combination of the Dominating Weather table and the movement of Weather Fronts will allow an estimate of the likely impact on a given hex in the following turn.

However, this estimate maybe inaccurate if the Weather Front either disperses or does not move as predicted. Equally, the estimate made available to the Soviet player is more reliable than that for the Axis player as most Weather Fronts affecting the game map originate from regions where either the Soviets or Western Allies had better weather forecasting capacity than the Axis.
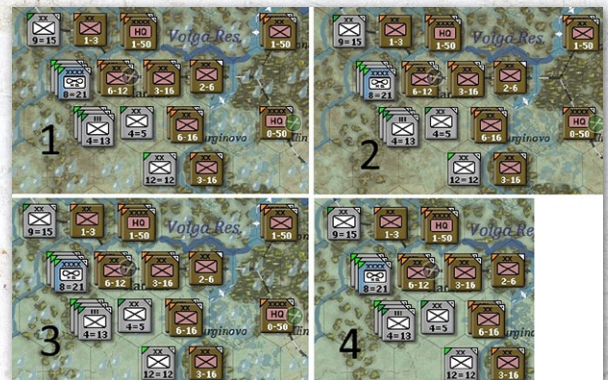
An estimate of next turn's weather can be found by clicking on the date for the following week at the top of the Current Weather Conditions screen.

8.3. WEATHER DISPLAYS AND GRAPHICS

The Weather Screen allows the player to toggle on information for the Climate Zones, the Ground weather conditions, the Air weather conditions or the Road Systems.

The weather condition in each hex can be found in the hex pop up text. The weather can also be seen in the artwork on the main map. By using the tab (or the Map Information button) the player can toggle between showing both Air and Ground conditions; Ground only; Air only, or, no weather art on the map, with the button graphic displaying the current state.

This shows the four ways the map can display the weather conditions (in this case during the autumn rain turns). Image 1 has both ground and air conditions shown, 2 is ground conditions only, 3 is air conditions only and 4

disables the on-map graphics. While most of the time you may find 1 the most useful, in particular in winter turns 4 can be useful to check underlying terrain.

8.4. IMPACT OF WEATHER CONDITIONS ON AIR OPERATIONS

Although atmospheric air conditions create changes in the overall weather, the resulting Air Weather only affects air operations. The air weather conditions over an air mission's flight path are used in determining the amount of cloud cover and the overall air mission weather. There are six Air Weather Conditions as follows:

AIR WEATHER CONDITION	REMARKS	CATEGORY
Clear		Excellent
Rain	Light Rains/Summer Rains, Additional cloud cover	Fair
Heavy Rain	More overcast and sustained rain	Very Poor
Cold	Light Snow, Clear sky much of the time	Good
Snowfall	More regular Snowfall with more Cloud Cover.	Poor
Blizzards	Snow storms and very low temperature.	Very Poor

As indicated above, the air mission weather is classified as very poor, poor, fair, good, or excellent, with this being determined by the aggregate cloud cover over a particular air mission's entire flight path. When setting an air directive (17.4) the player can indicate the worst conditions it will take place under. Even if the mission is ordered, if the weather is poor or very poor it maybe cancelled, or relatively few planes will complete the mission and there is a risk of high operational losses (19.5.2).

The air weather condition in each hex sets a percentage of cloud cover for the hex. There is some randomness in this setting, but the worse the air weather condition, the more the cloud cover effect.

In turn this creates a Weather Value scaled from 0 to 100, with the higher score reflecting worse weather and thus a higher chance of adverse effects, up to and including mission cancellation and will lead to higher operational losses (18.3.11).

If a mission does take off and reach its target then the weather in the target area will impact the effectiveness of the airstrike (bombing or recon). Ground Support missions in particular will be significantly reduced during bad weather such as heavy rain, snowfall, and blizzard.

8.5. IMPACT OF WEATHER ON GROUND OPERATIONS

Ground operations are only affected by the ground weather in a particular hex.

There are six Ground Conditions ; clear, light mud, heavy mud, light snow, snow and heavy snow.

Ground conditions are determined by the current air weather condition and the cumulative amount of moisture (water level) in the hex. For example, consecutive periods of heavy rain will turn clear ground condition to light mud and then heavy mud. Cold, snowfall, and blizzard air weather conditions, will freeze the moisture and result in varying amounts of snow. The current weather condition and moisture levels in any hex can be seen by right clicking on a hex.

8.5.1. IMPACT OF THE ROAD SYSTEM

Each hex is rated for the quality of its road system as: Good; Average; or, Poor. The quality of the road system helps to offset the impact of poor ground conditions on movement and combat. Basically the better the road system, the less impact weather has on movement and ground combat.

8.5.2. IMPACT OF WEATHER ON MOVEMENT AND COMBAT

The ground condition in a hex, when combined with the type of road system present, determines both whether there is an additional tactical ground movement cost (38.6), which can also affect supply, and whether the combat value (CV) of attacking units are modified (23.8.4).

When attacking, any modifications are based on the ground weather conditions in the hex occupied by the attacking unit at the time of combat. This is also true for attacker reserve units that are committed to the battle (CV

In poor weather, especially blizzard turns, the weather will mean that a number of combat elements are not available. This will particularly affect the attacker and means you may want to ensure the likely odds are around 4 or 5-1 before launching an attack to take this into account.

weather effect is based on the hex they are physically in on the map) and support units that are directly attached to a combat unit.

Attacker support units in HQs are affected by the ground weather in the target hex.

8.5.3. ICE LEVELS AND FROZEN LAKES AND RIVERS

As the weather becomes colder, lakes and rivers may start to freeze . Once they are frozen, movement costs will be substantially reduced.

Ice levels range from zero (none) to ten (frozen solid). Ice levels will never exceed ten or go below zero. Ice levels from one to four for minor rivers and from one to seven for major rivers are defined as loose ice and this will increase the movement costs as the ice level increases up to seven.

Minor rivers with ice levels five through 10 are defined as frozen as are major rivers with ice levels eight through ten. Frozen rivers will have little impact on movement costs. The Ice level is determined individually for each river hexside using the warmer weather of the two hexes to which a river hexside is adjacent with changes as follows (from warmest to coldest). Each turn the air weather will change the relevant ice level by:

- Clear: – 3
- Rain: – 2
- Heavy Rain: – 2
- Cold: 0
- Snowfall: +1
- Blizzard: +2

As with ice free movement across rivers, MP costs are different depending on whether the unit is moving into an EZOC or not (38.6.1). Note that ice level costs are cumulative with the regular cost to move or attack over river hexsides.

Frozen ice levels (5 or more for minor rivers, 8 or more for major rivers) causes all river hexsides (including impassable) to have much less impact on movement or combat (and this is the only time a unit can attack across an impassable river hexside).

As ice conditions do not occur in full water hexes, tactical movement over such hexes (including small lakes, large lakes, and sea hexes.) is not allowed, regardless of ice level. In addition, neither strategic naval transport nor amphibious transport is affected by ice levels except as stated below in Lake Ladoga and the Sea of Azov.

8.5.4. SUPPLY WHEN LAKE LADOGA AND THE SEA OF AZOV ARE FROZEN

These two bodies of water have slightly different supply rules when frozen.

During certain times the ports in Lake Ladoga and Sea of Azov sea zones will be impacted by ice. There are two levels of ice - Thin Ice and Frozen Solid. When Thin Ice is present, all ports have their port points /10 each turn. If they are Frozen Solid, then no freight shipping is possible (although this will not shut down ports when determining isolation status). The ice-state can be accessed by right clicking on a suitable hex.

In addition special rules apply to reflect the Ice Road that was used to resupply Leningrad in winter. If Lake Ladoga is Frozen Solid, freight will attempt to move through port source depots to port depots via trucks instead of ships. For this to happen, there must be a functioning port source depot for the goods to pass through and the move is shown as a rail not sea move if you mouse over the affected hexes.

Note that this supply line is subject to interdiction and will be hampered (or broken) if the key ports are damaged.

The timing of the ice conditions in the two sea zones is as follows:

LAKE LADOGA			
Ice Type	Harsh Winter	Normal Winter	Mild Winter
Thin Ice	Nov 1 – Nov 20	Dec 1 – Dec 20	Dec 21 – Jan 10
Frozen Solid	Nov 21 - Apr 20	Dec 20 – Mar 31	Jan 11 – Feb 29
Thin Ice	Apr 21 – May 10	Apr 1 – Apr 20	Mar 1 – Mar 20

SEA OF AZOV			
Ice Type	Harsh Winter	Normal Winter	Mild Winter
Thin Ice	Dec 10 – Dec 31	Dec 21 – Jan 10	Jan 1 – Jan 2
Frozen Solid	Jan 1 – Mar 10	Jan 11 – Feb 29	Jan 21 – Feb 20
Thin Ice	Mar 11 – Mar 31	Mar 1 – Mar 20	Feb 21 – Mar 10

8.6. SPECIAL WINTER RULES

8.6.1. FIRST (HARSH) WINTER RULES

Impact on movement

These rules apply in any turns from June 1941 up to the end of March 1942 but will have particular effect during the winter turns.

Resupply. When carrying freight, Axis vehicles pay double the normal weather movement costs. They also pay an additional 8 MPs for each Blizzard hex entered.

Rail System. When Axis trains are moving freight by rail, the MP cost for each hex is increased by 10 plus the snow level in Blizzard hexes. In non-blizzard hexes if the snow level in a hex is over 5, then the MP cost per hex will be increased by the snow level/2.

> Note that both these rules apply from 22 June onwards, just they become more of a problem once snow and blizzard conditions start to occur.

Impact from attrition

These rules apply in any turns between 1 December 1941 and the end of March 1942.

Frostbite/Weapon Malfunction. Ground elements can suffer increased fatigue and/or damage (but not destruction) during the logistics phase if in Blizzard hexes or in hexes with snow levels of 6 or more (the more snow the more fatigue/damage). Support elements are much less likely to suffer fatigue/damage, while infantry type elements are more likely to suffer fatigue/damage.

Extreme cold will affect ground elements, aircraft and AFVs. Both aircraft and AFVs will be particularly vulnerable to breaking down. AFVs also have an increased chance of breakdown (damage) during combat when the combat is in a blizzard or snow level 6 or higher hex.

Units in protected hexes suffer less damage (protected in this sense is one of: a fort level 2 or more, city, urban, heavy urban hexes).

8.6.2. MILD WINTER RULES

The winter of 1943-44 was relatively mild so the basic winter rules are amended between December 1943 and February 1944 as follows:
- If a weather front will shift the weather to blizzard this only applies for the first turn the front is on the map. In subsequent turns, it shifts weather to snowfall instead.
- Snowfall generates +Die(2) snow level instead of +1+Die(2) per turn;
- Snow levels during snowfall can decrease by 2 instead of 1 if already above 6.
- There is a 25% probability that Polar Continental and Arctic Maritime weather fronts will be cancelled.

9. ADMINISTRATIVE POINTS

Focus: This section provides more information on how the concept of Administrative Points is used in WiTE2.

Key Points:
- How administrative points are gained
- Different uses of administrative points
- Costs for various decisions

Administrative (admin) points (AP) represent the ability of a side to modify their command and control and supply structure, to include units, leaders and supply depots. Administrative points can be used to create new units, and depots, transfer AA assets between cities and to motorize infantry formations.

9.1. GAINING ADMINISTRATIVE POINTS

Each player starts with a number of Administrative Points that varies depending on the scenario. Each player receives additional administrative points during their respective logistics phase, also depending on the scenario. Information on the number of admin points each side will receive in a scenario can be found in the scenario description on the Load Scenario screen (2.1).

Note that in addition to receiving regular per turn allocations players can receive additional Administrative Points as a result of scripted events (13.5). In addition, if a given Theatre Box exceeds the basic requirements, a random event may allocate additional administrative points (as well as a victory point).

Players can also gain Administrative Points by placing combat units into the STATIC Mode. When this is done a pop-up box will show the number of Administrative Points (and Trucks) that will be gained by doing so. In this case the number of Administrative Points gained is based on the number of vehicles that the unit would have needed to be fully mobile.

Unused Administrative Points are carried over to the next turn and the maximum that can be retained during the logistics phase is 9,999.

The number of Administrative Points can fall below zero if they are needed during the logistics phase to carry out certain actions. The most likely reason for this is the need to remove a currently static unit from the map due to the withdrawal schedule. In this case the needed Administrative Points are deducted and the player will start the next game turn with less than their usual per turn allocation.

9.2. EXPENDING ADMINISTRATIVE POINTS

There are numerous actions that require the expenditure of Administrative Points.

The following options will all cost one Administrative Point:
- Creating a depot (25.7.2).
- Setting a factory, railyard or manpower centre to priority repair (28.6.4).
- Assign a construction engineer Support Unit to a city.
- Using level bombers to conduct supply missions.
- Moving any flak unit that is attached to a city to another city (note this transfer can be more expensive depending on the exact move made).
- Disbanding (for the Axis only) or merging a unit (21.10).

The following actions will cost at least more than 1 AP, and in many cases this will vary according to the specific circumstances.
- Changing leaders. The amount will depend on the seniority of the new commander (15.2) and the type of HQ (21.11.1) as well as the number of political points possessed by both commanders (15.3.1).
- Motorising an infantry unit (22.2.5) either temporarily or permanently will cost a variable number of administrative points each turn depending on the number of trucks required.
- Moving a unit from STATIC to READY will cost Administrative Points based on the number of trucks a unit will need to become fully mobile. If a unit has been placed in STATIC mode and that will be withdrawn in the current game turn will be automatically set as READY resulting in an involuntary expenditure of Administrative Points.
- Creating a City Fort. Both sides can do this at a cost of 10 APs. There is a limit of 8 per side at any given time.
- Transferring some types of Anti-Aircraft units that have been assigned to a city to a ground or air HQ.
- Creating a Fortified Zone (20.5). Both sides can do this (up to a maximum of 40 for the Soviets) at a cost of 4 for the Axis and 2 for the Soviets.
- Place a Command on Assault status (21.11.2). This will cost 10 for an Axis Army and 20 for a Soviet Front HQ.
- Building New Units (27.2). The Soviet player will sometimes be charged Administrative Points if they wish to build certain unit types (both Combat and Support Units); and,
- Create a Corps sized Combat Unit (27.5). The Soviet player can build Corps as the game progresses and the cost of this will vary between 5 and 20 Administrative Points according to the game turn and type of corps.
- The Table below sets out the cost of each action:

ACTION	ADMIN POINT COST	REMARKS
Disband a Unit (note this cost also applies if two units are merged)	1 (Axis), 0 (Soviet)	21.10
Merge a Unit	1	21.10
Manually Create Supply Depot	1	25.72
Priority Repair	1	28.6.4
Reactivate Static Unit	Varies according to the number of trucks the unit would need to be fully mobile	21.8
Temporary Motorization	Varies according to the number of trucks needed	22.2.5
Change leader of a HQ unit	Varies	15.2
Create Fortified Zone Unit	4 (Axis player all game); 2 (Soviet player)	20.5
Transfer AA Battalion from City to High Command HQ	3	16.8
Transfer AA Regiment from City to High Command HQ	10	16.8
Transfer Marine or Naval Battalion from City to High Command HQ	3	16.8
Transfer Marine or Naval Brigade from City to High Command HQ	10	16.8
Transfer any flak unit from a city to a city	1	16.8
Transfer Marine or Naval AA to a non-port location	2	16.8
Transfer LW or PVO AA Battalion from City to High Command HQ	15	16.8
Transfer LW or PVO AA Regiment or Brigade from City to High Command HQ	50	16.8
Transfer eligible Construction unit from a HQ unit to a city	1	21.6
Build a Corps (Soviet player only)	20 (1941 Rifle Corps) 10 (1941 Cavalry Corps) 5 (1942-45 any type)	27.5
Build a new Combat or Support Unit (Soviet player only)	Varies according to the game turn and unit type. Some units will initially cost Administrative Points but then will become free.	27.2
Create a City Fort	10	20.6
Place a Command on Assault Status	10 (Axis Army) 20 (Soviet Front)	21.11.2

Note: In addition some tasks that cost no AP require the player to have at least 1 available. This includes building new airfields and expanding existing ones.

10. FOG OF WAR (FOW) AND ENEMY UNIT DETECTION LEVEL (DL)

Focus: This section provides more information on the impact of Fog of War and Detection on WiTE2.

Key Points:
- The concept of 'Movement' Fog of War in the game set up options
- How Detection Levels vary over time
- How Detection Levels affect Fog of War

10.1. SETTING FOG OF WAR OFF

Either when setting the game up (2.3) or later (if playing against the AI), the player(s) can opt not to use the Fog of War (FOW) rules either just for unit detection or for unit movement.

10.1.1. NO FOG OF WAR AND UNIT DETECTION

In this case all enemy units are visible on the map with accurate information on type, name, size and combat value included in the hex pop-up information. The Detection Level of each unit is still computed and impacts the combat effectiveness of any attacks against those units, but the location of all enemy units is known to the player (including those that would otherwise have a detection level of zero).

10.1.2. MOVEMENT FOG OF WAR

The Fog of War options enable you to set the impact on movement separately to that on unit detection.

If you enable the basic FOW rules (i.e. some units cannot be seen and others will only show partial information) then you need to decide whether you will also use movement FOW or not.

With FOW on, unless there is an unbroken enemy front line, this option allows the player to see hexes behind enemy lines that do not contain enemy units up to the limit of the selected units allowed movement.

To offset this, if movement FOW is enabled, the show movement path and show movement allowed preferences will only display movement options to hexes if the movement path could be traced via friendly/pending friendly hexes or to hexes adjacent to friendly/pending friendly hexes (7.3).

Movement FOW takes away an "enhanced recon" feature caused by the nature of the movement system, but at a cost in play time. Basically, you will have to make an increased number of shorter moves when using move FOW as you won't be allowed to move far into enemy territory. Ultimately your unit can cover the same ground, but with more mouse clicks and more individual moves. Also, it won't be as easy to determine the fastest path to an enemy hex deep in enemy territory.

The example below shows how this can alter gameplay.

On the left hand side is the map with movement Fog of War enabled. When the German 2-36 Panzer regiment is selected information is only available about the current front line hexes and those are known to be Soviet controlled but not contain any Soviet units. Moving that regiment eastwards will slowly uncover more information about occupied or unoccupied hexes.
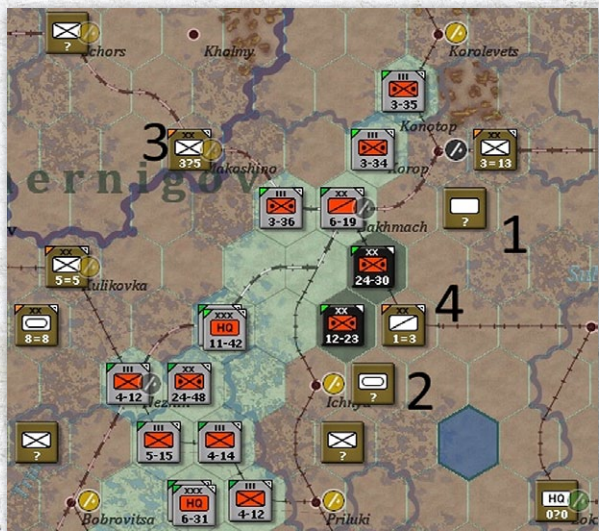
On the right hand side, movement Fog of War has been disabled and it is now clear where there are Soviet units behind the front line. In this case, the German unit could move towards Dnepropetrovsk without encountering any Soviet formations.

10.2. DETECTION LEVEL (DL)

If you opt to use the Fog of War rules then the concept of the Detection Level (DL) is critical. Detection level (DL) is the determination of how much information is known about on-map enemy units. The higher the detection level, the more information is known and the more effective attacks will be on that unit.

10.2.1. CHANGES IN DETECTION LEVELS

Each unit on the map, as well as attached support units, is automatically assigned a detection level from zero to ten, based on factors such as distance from enemy units, covering terrain and the results of air reconnaissance.

This shows how varying Detection Level affects the knowledge of enemy units. If there is no reconnaissance and the unit has not been in previous contact, then it is likely it will not be shown at all. Beyond that (1) is an example of a unit with low detection values, (2) has a higher value (enough to know it is a tank formation), (3) is known to be a rifle division but there is another, unknown unit in the hex so the total combat value is unknown, and (4) is a unit with higher enough detection to provide a decent estimate as to its cv. See section 10.2.7 below for information as to how this information relates to the DL for a given hex.

Unit detection levels will change over time and can be influenced by player actions. During the logistics phase, an airbase unit will have its DL decline by one, while non-airbase units will have their DL decline by Die (5). The DL levels of enemy combat units that are adjacent may then be increased as adjacent enemy combat units compare scouting values for the different units to determine changes in DL levels.

In addition, every time a unit moves next to an enemy unit, the enemy's DL will usually go up due to automatic scouting and probing attacks. Losses from these scouting and skirmishing actions are represented by higher attrition levels for adjacent enemy units. Combat against enemy units will also increase their DL.

The DL of units that move away from the enemy will decrease over time.

10.2.2. DETECTION LEVELS AND COMBAT

A higher detection level will increase the effectiveness of ground and air combat against that unit. The hex pop-up text will display detection levels for on-map units, to include construction support units and Anti-aircraft support units attached to cities.

Note this will occur even if FOW is turned off. In other words you can see the unit on the map but the scope to be surprised in combat, due to a low detection level, remains.

10.2.3. RAISING DETECTION LEVELS BY AIR RECONNAISSANCE

If you fly tactical reconnaissance missions you can raise the detection levels in the hex.

For non-air base units, air reconnaissance can raise detection levels up to a maximum of four with the following limits:

- Maximum Detection level 1: Non-Air base units located in non-clear terrain further then 3 hexes from supplied enemy units.
  - Maximum Detection level 2: Non air base units located in non-clear terrain and not adjacent to enemy units.
  - Maximum Detection level 4: Non-air base units located in clear terrain

Air reconnaissance can raise the DL of air base units up to the maximum of 10, if the airfield recon mission is chosen (18.1.6).

The Show air recon levels button (Shift-t) in the map information tool bar (6.2) will graphically display the level of air recon coverage with the lighter the shade in the hex, the better the air recon level. The actual numerical air recon level is listed in the hex pop-up.

This has the air reconnaissance map mode enabled. Blue hexes (1) are Axis controlled, light brown hexes (2) are Soviet controlled with some degree of Axis air reconnaissance and dark brown (3) are Soviet controlled without Axis air reconnaissance. Note, in this case, the units are still detected even if they are in a hex that has not been recently covered by an air reconnaissance mission.

> If an air group is set to run a 'unit' reconnaissance mission (18.1.6) it will initially focus on raising the DL of already identified units, if this reaches the maximum feasible it will shift to trying to spot unidentified units (interdiction recon). So the choice of target has some bearing on whether your recon assets will focus on known formations or seeking to find unidentified ones.

10.2.4. IMPACT OF STRATEGIC AIR RECONNAISSANCE MISSIONS

Strategic air reconnaissance only affects knowledge about the chosen targets (factories, manpower etc) in the city hexes reconnoitred.

Strategic reconnaissance will only target town, city and urban hexes while normal air recon can target any hexes and raises the Detection level of the hexes which in turn increase the DL of the units there.

When FOW is on, each time an enemy factory is bombed a picture is taken of those factories and an estimate of damage is made. When determining what factory to fly a strategic bombing mission against, the computer will use the FOW damage values. This means that a target that is thought to be heavily damaged will be less likely to be bombed, and it's the fogged up damage level that is used.

10.2.5. RECONNAISSANCE MISSIONS AND OTHER AIR MISSIONS

The interaction of reconnaissance and tactical air missions is discussed in sections 17.1 and 17.4. For the moment, note that it is useful to make the reconnaissance mission focus on the chosen target for a ground attack (tactical) or strategic bombing mission in order to improve the quality of any air attacks.

10.2.6. DETECTION LEVEL AND NAVAL MISSIONS

Units utilizing naval and amphibious transport that remain at sea can have their detection levels raised by enemy naval interdiction in their water hex. Detection levels for units in water hexes are checked at the end of the logistics phase and at the end of the air execution phase.

To preserve FOW, during the amphibious invasion phase and air planning phase of an AI player turn, units will not be shown on the map. In addition, during multiplayer and PBEM, the map is blacked out during the amphibious phase.

10.2.7. IMPACT OF DIFFERENT DETECTION LEVELS

At the lowest level (0) you will not even be aware an enemy unit is in the hex. As the Detection Level increases you will be provided with more information about the unit but note that completely accurate combat values (CV) may not be displayed even at the highest detection level, and the potential size of the error increases as the DL number decreases.

The different detection levels are:

- Detection Level 1: The unit counter will be blank. A unit with detection level less than 3 won't show its nationality counter colour. In this case it will be displayed with the generic Axis/Soviet colour.
- Detection Level 3: The Unit type will be displayed.
- Detection Level 5: The Unit name, unit size and CV will be displayed. Enemy units that start adjacent to friendly units will have a minimum DL of 5. Note that Unit counters will only display SS / Elite / LW / Guards status (colouring) if their detection level is 5 or greater.
- Detection Level 7: Soft factors can be observed (6.5.11). The DL also influences the type of information you have about Support Units, Flak levels, enemy air operations, the effect if more than one enemy unit is in the hex and knowledge about enemy fortifications.

Support Units: Support units attached to cities, HQ units and ground units have detection levels in the same manner as on map units as their DL increases. In effect, their strength is added to the information displayed (or not) about other units in the hex.

Flak Levels: When FOW is enabled, flak values displayed on the map will be less accurate if the hex has a lower detection level.

Air Operations: Detection will affect your knowledge of the enemy air force and operations in various ways:

- Air Base Units: When FOW is enabled, the lower the detection level, the information will be less accurate in the hex pop-up text regarding enemy Air Groups located at the airfield. The accuracy of any damage report will also vary with the detection level.
- Air Mission Graphics: The graphic display (18.4) of any enemy interception and ground support missions, during the air directive resolution phase, on the map area will only show the direction the enemy Air Groups came from, not the entire line back to the air base unit they flew in from when FOW is enabled.

Stacked Units: When FOW is enabled, no CV/MP numbers will be printed on an enemy counter if there is no unit with a detection level greater than 4 in the stack. If there are units with DLs both greater than four and four or less in a stack, numbers will be printed, and a '?' will be printed instead of the – or = between the numbers to indicate that in addition to the estimated CV strength in the hex, there are units of unknown strength in the hex. If the top unit in the stack has a DL of 1 or 2, a blank unit type box will appear on the top unit counter to indicate it is of an unknown type.

Enemy Fortification Levels: When FOW is enabled, information on enemy fortification levels (20.1) will only be displayed for hexes that are adjacent to a friendly unit or for hexes that contain a detected enemy unit with a DL of at least three.

10.2.8. FOG OF WAR AND AI MOVEMENT

When the AI is moving, if FOW is on then you will only see enemy units that are adjacent to your units. Once the movement phase is complete, the standard detection rules are used again.

10.2.9. FOG OF WAR AND RAIL DAMAGE/USAGE

If FOW is on, then a hex will not show either rail damage or usage for enemy hexes unless you have sufficient detection level.

11. SPECIAL FIRST TURN RULES

Focus: This section brings together the rules that affect the first turn of scenarios starting on 22 June 1941.

Key Points:
- The reduction in Soviet air power
- Axis ground movement advantages
- Special rules for capturing rail hexes in the Baltic Region

Many of the scenarios in WiTE2 have special rules for the first turn. These may remove the active phase from one of the players or ensure that certain units are fixed for a number of turns.

However, specific rules apply to the first turn(s) of any scenario that commences on 22 June 1941 to reflect the lack of preparations by the Soviet Union.

11.1. AIR COMBAT

All Soviet attempts at interception and/or flak during the air execution phase will be much less likely to succeed at the start of the week but will improve each day. The Axis player is advised to make a maximum effort on the first day of the turn.

In addition, attacks on Soviet airfields are more likely to succeed if they are carried out on D1. This bonus will reduce as the week progresses.

11.2. AXIS GROUND MOVEMENT

11.2.1. RESTRICTIONS

There is no ground movement in Hungary on turn 1 of the campaign.

Axis units have no SMP allocation on T1 (note that not only does this prevent strategic movement it will also stop any recovery of Combat Preparation Points, see section 23.2.1).

11.2.2. MOVEMENT BONUS

Axis units that meet both of the following conditions will receive a movement bonus on the 22 June 1941 turn:
- The Unit is moving from and to a hex north of row 173
- If Motorized, unit has more than 15 MPs remaining and if non-motorized it has more than 8 MPs remaining.

These conditions are checked each hex the unit moves so a unit moving south of row 172 will lose the movement bonus as long as they are moving to/from that area. The image below shows where this divide is on the immediate German-Soviet border region.

In addition, the movement bonus is not applied for movement into (or beyond) the x194 hex row. Basically this is a line running from Polotsk (on the Dvina) to Minsk and just east of Gantsevichi.

11.2.3. REDUCED COSTS FOR ZONES OF CONTROL

Units receiving the bonus do not pay any additional movement costs for entering or leaving a ZOC, nor do they pay a cost for entering an enemy controlled hex.

11.2.4. COMBAT DELAY

Most of the rules for the creation of delay in hexes after combat (22.2.7) are the same during the Axis phase of T1. The exception is that there is no minimum delay of 1 MP simply due to having a Soviet unit adjacent to the combat hex.

> Note: this only affects hasty attacks that ended with odds > 10-1, so allows the Germans to make faster progress on sectors where they have complete dominance.

11.2.5. UNLOCKING THE SOVIET SOUTHERN FRONT

If a Soviet national hex south or east of 187,187 (just southeast of Lvov) is Axis controlled then all of Southern Front and related airbases will be unfrozen.

11.3. SOVIET RULES

11.3.1. GROUND MOVEMENT RESTRICTIONS

Soviet units attached to the Southern Front along the Romanian border are frozen for the first turn. These units will be unfrozen if the German player exceeds the constraints in 11.2.5.

11.3.2. RESERVE ACTIVATIONS

All Soviet motorized units are set to reserve status with a notional 25 MP on turn 1 if the German side is being played by a human.
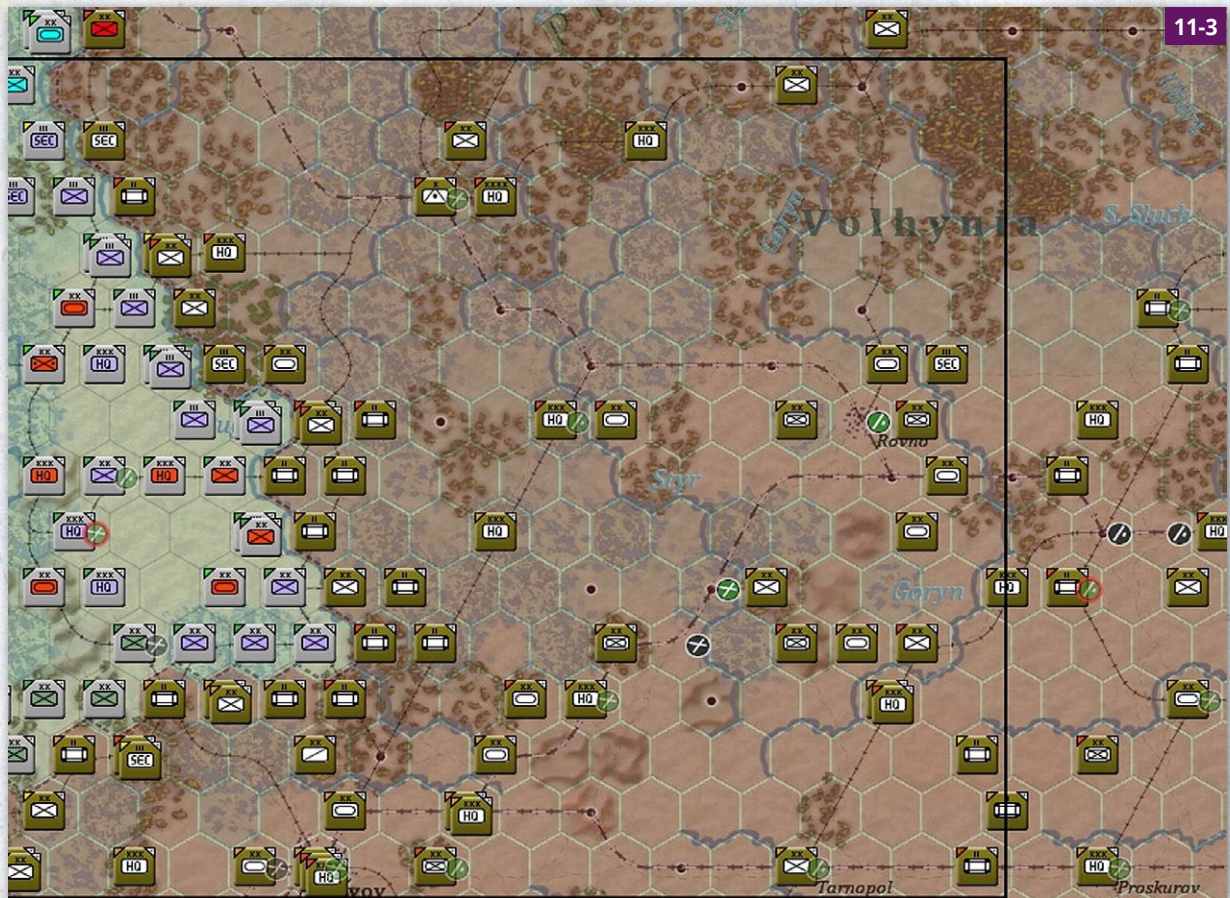
Soviet units in the region where X>172 are more likely to commit from reserve (basically the at-start front line south of Wlodawa). This is the same region affected by the rules in 11.2.2 (see fig 11-3 overleaf).

11.3.3. DETERMINING INITIAL SOVIET UNIT MORALE AND EXPERIENCE

While WiTE2 presents a highly accurate OOB reflecting the situation of the two armies on 22 June 1941, the actual status of many Soviet units is determined each time the game is created to reflect uncertainty about their actual combat capacity and the degree of surprise that resulted from the German attack.

The morale and experience of all Soviet units at the start (on map and TBs) is set as follows:
- 1. Determine initial **morale** by taking a base of 30 and adding Random (1-24).
- 2. Add 5 to the morale of all NKVD, Mountain, Cavalry, and Airborne units.
- 3. Further modify the morale of all non-support, non-HQ, motorized units, by multiplying their morale by .9 (90%).
- 4. Modify the morale of all units based on the difficulty level by taking the morale level modifier divided by 100 and multiplying the unit morale. For example, if the difficulty level is set as challenging and you are playing the Axis then the morale level modifier of 110 would be divided by 100 and all Soviet units would have their morale multiplied by 1.1.
- 5. Modify the morale of units in the Southwest area by adding 10. This is defined as Y>171, Y<197, and x<218. The box below shows the northern and eastern limits of this modification.
- 6. Modify the morale of units in the Moscow area by adding 5. Moscow area is defined as x>215 and Y<136. This area is roughly bounded by figure 11-4 overleaf.

11-3

11-4

7. The final morale of Soviet units cannot exceed 99 or be less than 35 after all adjustments, to include any difficulty level settings.

8. Set the **experience** level of each type of ground element in all Soviet units using the formula ((2/3*Morale of unit) + (½*random (morale of unit))), not to exceed 99 or be less than 30 after all adjustments, to include any difficulty level settings.

11.3.4. DETERMINING INITIAL DAMAGE TO SOVIET GROUND ELEMENTS

As part of the normal automatic game start process, some ground elements in Soviet units will become damaged.

- 1. 0-10% of non-AFV ready elements will be damaged.
- 2. 10-30% of AFV ready elements will be damaged.

11.3.5. AIR RESUPPLY

- For all turns in June 1941 air resupply cannot be used to prevent isolation of Soviet units no matter how much is dropped (25.9.3). This will take effect normally for any such missions run in the Soviet T3 (so will not affect the Axis T3 where such units will remain isolated).

11.4. RAIL DAMAGE IN THE BALTIC REGION

For the first four turns any rail hex in this region (Lithuania, Latvia and Estonia) may be captured with the rail line intact (note that rail yards will be damaged as normal as they change hands). There is a 70% chance that such a rail hex will not be damaged if it is captured in the movement phase or when isolated hexes change ownership.

Note that any hex that is captured in a combat will be damaged.

12. NATIONAL AND UNIT MORALE

Focus: This section explains how the concept of National Morale affects gameplay in WiTE2.

Key Points:
- How National Morale changes over time
- How National Morale affects unit morale
- How units can gain or lose morale
- How units gain experience

In WiTE2 the concept of National Morale is used to capture the typical level of training and expertise of the combat units that are fielded by each nation.

Each nationality in the game has a basic level of national morale. The actual unit morale can be above or below the national morale, but unit morale will tend to gravitate towards the level of national morale.

National Morale changes can be found in appendix 38.2 or in the Game Editor.

12.1. INTERACTION OF UNIT MORALE AND NATIONAL MORALE

12.1.1. NEWLY BUILT AND REBUILT UNITS

Units that are destroyed and rebuilt or freshly built will have their morale set to 30+ (national morale/4) + random (national morale/4). This will never be lower than 30 or higher than 60.

12.1.2. ELITE UNITS

Both the Soviets and the Germans fielded units that were regarded as elite . These units gain a modifier to their respective national morale as:

Special Bonus
- German regular (or LW) Elite units +15

Note this includes formations such as the Gross Deutschland and the Hermann Goering Panzer Division

- Soviet Guards +10
- SS Elite +5 in 1941, +10 in 1942, +15 1943 and later

Also some units gain a potential morale bonus due to their type (the type bonus and the special bonus can be added together):
- Cavalry, Mountain, Airborne and Air Landing +5
- Axis Allied motorized units +5
- German Motorized Units +10