



ETO

Reference Book



Symbols

↑: The symbol for “rounding fractions up.” That is, a value of **4.1** (↑) = **5**.

↓: The symbol for “rounding fractions down.” That is, a value of **2.9** (↓) = **2**.

=: The symbol for “retain fractions.” That is, **half of 9** (=) is **4.5**.

⊙: Roll a six-sided die and apply its result.

■, ■, ■, ■, ■, and ■: Specific die roll outcomes.

Advance After Combat

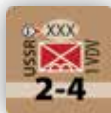
A single Attacking **Ground** unit has the option to immediately Advance After Combat (move) into a vacated **Battle** hex (21.9). Advance After Combat is not movement, per se. Also see **Breakthrough**.

Air Base

Any friendly **City** hex not in an EZOC (18.0). Trace the range of each **Air** unit from an Air Base.

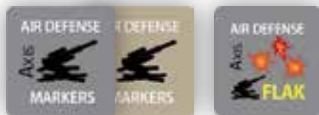
Airborne

A **Ground** unit type composed of troops specially trained and equipped to conduct combat air assaults (105.0). An **Airborne unit** flips to an **Airdrop mode marker** when paratropped.



Air Defense

The number of times a faction can “flak” enemy **Bombing** or **Airfields Attack** Missions each turn (208.4).



Airdrop

There are two kinds of Airdrops: **Supply** (104.3) and **Paradrop** (105.1).



Airdrop Mode

The reverse side of an **Airborne** unit. Paradrops (105.1) convert successfully transported **Airborne units** into **Airdrop mode markers**.



Airfields Attack Mission

A **Strike** Mission (using Bomb Strength or Strike Strength) to suppress enemy **Air** units “on the ground” and their infrastructure (18.4.3).



Air Mission Packets and Groups

There are several types of Missions that **Air** units can be assigned to (18.0). A “Packet” generally consists of up to two **Air** units which are flying to the same target hex and conducting the same mission (18.2).

- **Mission Packet:** A Mission Packet is up to two **Air** units conducting a **Strike**, **Bombing**, or **Transport** Mission.
- **Escort Packet:** An Escort Packet is one **Air** unit accompanying a specific Mission Packet.
- **Mission Group:** A Mission Packet *plus* its Escort Packet, if any. Considered together, they are a “Mission Group.”
- **Intercept Packet:** An Intercept Packet is up to two **Air** units intercepting a specific Mission Group.

Air Mission Target Types

This is the multiplier for attacking **Air** units’ strengths used to determine that attack’s Damage Value. Targets are either **Soft** (x3 multiplier); **Average** (2x multiplier), or **Hard** (x1 multiplier); 18.4.1).

Air Mobile

These are **Small** ultra-light **Ground** unit types (i.e., **Airborne**, **Mountain**, **Garrison**, and in future games, **Air Landing**) transportable as Air Cargo (☁; 104.1).



Air Recovery

The time during your **Repair & Recovery** Step (8.0) when **Ready** and **Damaged** **Air** units in the **FLOWN** box might “recover” and move closer to the **AVAILABLE** box (8.1).

Air Reserves

A marker on the Air Display indicating that an **Air** unit is “in the rear” and immune to suppressions from enemy **Airfields Attack** Missions but also has a shorter Range when operating on the map (208.3).



Air-to-Air Combat Strength

A numeric value inside a crosshairs icon at the top-left of **Small Air** units; the higher the rating, the better the aircraft is in aerial combat (20.0). Modify this strength if the *target* unit is **Vulnerable** or **Tough**.



Air Transport

A parachute-and-box symbol on some **Air** units indicating they can carry Air Supply or **Small Air Mobile Ground** units (104.0).



Air Units

Used to provide support to your ground attacks or cover to protect your forces, or to bomb important operational and strategic targets (18.0, 20.0, 104.0, 106.5, and 208.0).

Class: These are broad categories:

- **Fighter (FTR):** A **Small** size **Air** unit with an Air-to-Air Combat Strength and *no* **Bomb** Strength or **Strike** Strength. Fighters Escort friendly Missions and Intercept enemy Missions.
- **Fighter-Bomber (FB):** A **Small** size **Air** unit with an Air-to-Air Combat Strength and a **Strike** Strength (and usually *no* **Bomb** Strength). Fighter-Bombers can fly the same Missions as either Fighters or Ground Attack aircraft.
- **Ground Attack (GA) Bombers:** A **Medium** size **Air** unit with a **Strike** Strength showing its **Strike** Strength symbol (but *no* Air-to-Air Combat Strength or **Bomb** Strength). A **red Strike** symbol means it can contribute to either *Offensive* or *Defensive* Support Missions.
- **Medium Bombers (MB):** A **Medium** size **Air** unit with a **Bomb** Strength and a **Strike** Strength usually showing a **white Strike** Strength symbol (but *no* Air-to-Air Combat Strength). A **white Strike** Strength symbol means it can contribute only to *Offensive* (not *Defensive*) Support Missions.
- **Heavy Bombers (HB):** A **Large** size **Air** unit with a **Bomb** Strength (but *no* **Strike** Strength or Air-to-Air Combat Strength). Heavy Bombers cannot fly Strike Missions.
- **Transport (T):** A **Medium** or **Large** size **Air** unit with a Cargo symbol.

Type/Model: These are specific airplane manufactures: Bf-109E, Bf-109F, Pe-2, Pe-2M, etc.

Range: Short (S), Medium (M), Long (L), or Extreme (X) Range is designated in the lower-right corner of **Air** units.

Target Modifier: A **Tough** or **Vulnerable** symbol appears at the top of some **Air** units and modifies the Defense Strength of the **Air** unit in a dogfight.

Night Capable: A moon symbol in the upper-right (behind the Bomb symbol) and a night-gray hex for its Range indicate a night capable Bomber.

Transport Capable: A cargo symbol on the right indicates a transport capable **Air** unit.

Anchorage

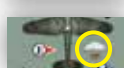
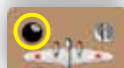
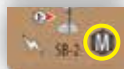
A Major Port, Minor Port, or Naval Base.

Armored

Composed of units entirely motorized and containing a substantial number of tanks. In the West, these are called “Armored” units; in German, “Panzer” units; and for Soviets, “Tank” units. These units are symbolized by having an armored oval (Heavy) symbol in their type designation.

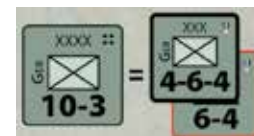
Armored Oval

The horizontal oval symbol inside some **Ground** units’ type box, sometimes combined with other symbols such as an Infantry “X” or Cavalry “/.” In *ETO*, we classify these units as “Heavy.”



Assembled Armies

Assembled Armies are those formed by combining two or three component **Corps** units, exchanging those **Corps** units with their corresponding **Army** unit from the Change box (*i.e.*, the **Corps** units go into, and the **Army** unit comes out of, the Change box; 12.1).



Attack Bonus

A one (“broad front”) or two (“narrow front”) column shift to the right (⇨) in Ground Combat for the Attacker having units within the printed Supply Radius of a friendly **HQ** in **Attack** mode (10.3.1).



Attacker

The **Phasing Player** (*i.e.*, the player whose turn is currently being conducted) is considered the Attacker regardless of the overall strategic situation on the map.

Attack Mode

Spending 1 **Offensive Point** (1 OP) to put a *functional HQ* marker in **Attack** mode (10.3.1) principally to release a flood of **Theater Reserve** units and to gain **Attack Bonus** shifts in Ground Combat.



Attack Strength

See **Combat Strength**.

AVAILABLE BOX

Where **Ready Air** units go that are available for immediate deployment on the map.

Balanced Mode

An **HQ** marker defaults to **Balanced** mode for free (10.3.2). It has its maximum Supply Range (when functional), and, if a Strategic **HQ**, can absorb units into Theater Reserve and release one of them per turn just prior to the opponent’s **Regular Movement** Phase to shore up the line (whether functional or not).



Blitzkrieg! Card

A special **Axis** card initiating their major annual campaign with many special benefits for a **Sneak Attack** (*i.e.*, to kick off Operation Barbarossa) or **Major Offensives** (26.0).

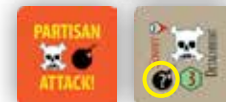
Bomb Strength

Represented by **Bomb** symbols (1/2, 1, or 2) in the upper-right corner of an **Air** unit; this number is multiplied by the Mission target’s Target Type to generate that Mission’s **Damage Value** (DV), the success number you need to roll (18.4.1).



Bomb Throwing

The attack Step for **Partisan Detachment** markers where their results, if any, are revealed and applied (107.2).



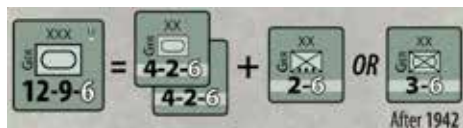
Booty

The 1 **Fuel Point** *your opponent* immediately gains (but you do *not* lose!) when your **HQ** marker dissolves (10.2.2).



Break Down

Specific **Major** units can be split into smaller units, via the Change box on their Faction Display. Break down can happen voluntarily (12.6) or involuntarily (12.7).



Breakthrough

A Combat Result allowing Attacking units *up to the stacking limit* to Advance After Combat (instead of just a single unit). Then, any **Motorized** units (i.e., those with a white Movement Allowance) may Advance After Combat *one additional* hex from there (21.5 and 21.9).

Build Up

Full-Strength units of specific types can combine into a larger formation via the Change box on their Faction Display mat (12.5).

Campaign Game

Linking scenarios together for a longer, continuous game, and denoted by an orange highlight. These games add the Season Start Phase which ties together many of its new, strategic gameplay elements (200.0).

Casualty Mat

A mat for holding enemy casualties inflicted *during your turn*. At the end of your turn, adjust enemy Morale for their losses and return them to the opponent's Faction Display mat (202.3).

Cavalry

A **Ground** unit type composed primarily of horse-mounted troops and horse-drawn artillery; it might also contain bicycle-mounted troops, light motorized units, and some light tanks. Their Movement Allowances are in yellow.



Cav-Mech

A 2-step **Soviet Medium** size **Heavy** unit formed by combining one **Guards Cavalry Corps** and one **Tank OR Guards Mech Corps**. Important for having a **Heavy ZOC** and thus preventing enemy **Heavy** units from easily Retreating away.



Change Box

A box for holding units not in play but available to “make change” for units in play when those units break down or build up (12.1).

City Hex

Each **City** hex can have multiple **icons** in that hex indicating the different types of city it is. For example, **Moscow** has seven icons: **City**, **Hard**, **National Capital**, **Supply**, **Factory (x2)**, **Personnel (x2)**, and **Objective** (the distinctive red hex vertices). Other **City** hex icons are: **Oil Field**, **Minor Port**, **Major Port**, and **Naval Base**.



Clement & Inclement Weather

When the weather is **Clear** it is “**Clement**.” **Mud**, **Snow**, and **Extreme Cold** are “**Inclement**.” **Overcast** is **Clement** on the ground and **Inclement** in the air (23.0).



Close Support

This is a variable amount of favorable Ground Combat odds shifts provided by rolling the **Close Support** dice as specified by the contribution of lightning bolt symbols to that battle (typically from Close Air Support Missions, 18.3.1, but also from other sources including cards).



Collapse

When a Nation's Morale reaches **0** or less or all of its Home Territory Cities are captured, it ends its participation in the war (202.6 and 202.7).

Combat Strength

A numeric value at the bottom-left and -center of a **Ground** unit; higher numbers are stronger.

- **Attack Strength:** This is the first Combat Strength value for **Ground** units having two strengths; it is the value used when that unit is *attacking*.
- **Defense Strength:** This is the second Combat Strength value for **Ground** units (located in the bottom-center) having two strengths; it is the value used when that unit is *defending*.



Communication

See **In Communication**.

Corps Remnant

These are **Small** units representing survivors from eliminated **Medium** size Corps units comprised of quality troops. These cost only ½ RP (or free, in some cases, for German *Korpsgruppen*) to replace back to a reduced-strength **Medium** size Corps unit of their type (9.3.4, 27.4).



Countdown Delays

These are:

- 2 Turns for a captured **Naval Base**.
- 3 Turns for a just-relocated or just-purchased **HQ** marker, bombed **Anchorage**, or **Airborne** unit moved to Air Transport Holding box.
- 4 Turns for a just-dissolved **HQ** marker, or a captured **Supply City** or **Major Port**.

For **Fleet** evacuation, see 106.3.

Countdown Marker

These markers denote the repair and reorganization time delay required before an **Anchorage**, **Supply City**, **HQ**, etc. is mended and again “functioning.” During its owner's **Repair & Recovery** Step of the **Logistics** Phase, its value is improved by one (e.g., from -2 to -1) until it reaches **0**, at which time that marker is removed and that facility once again functions normally (8.0 #1, 22.0, and 207.0).



Damaged

This is the *reverse* side of an **Air** unit (with the explosion graphic). It takes longer for a **Damaged FLOWN Air** unit to recover back to the **AVAILABLE** box (8.0 and 20.1).



Damage Value (DV)

This is numerical range representing the chances to succeed by rolling a 6-sided die. That is, an attack with a **DV** of 3 would succeed on a roll of 4, 5, or 6. For effects that could cause multiple Hits, rolling a 4, 5, or 6 would cause *that number* of Hits (18.4.1). *Damage Value can never exceed 5; that is, a roll of 1 always misses!* **DV** is further halved in certain weather.

Defender

The **Non-Phasing Player**.

Defense Markers

See **Improved** (↩1) and **Fortified** (↩2) Defense markers.



Defense Strength

See **Combat Strength**.

Demobilization

Players can Demobilize friendly **Ground** units and/or **HQ** markers to recover their **Personnel** Points (PPs) and/or **Equipment** Points (EPs) only (203.2). The **Soviet** player may/must Disband **Early Mech Corps** units (15.1).

Destroyed

When the target hex of Strategic Bombing (208.1) has 3-5 Hits on it that Season.



DESTROYED BOX

DESTROYED and newly-manufactured **Air** units are placed in this box, showing their *Damaged* side. These **Air** units do *not* automatically progress to the **FLOWN** box until paid for, and then there is a 10% (1) limit for repairing **DESTROYED Air** units (8.0 and 9.7).

Detachment

See **Partisan Detachment**.

Devastated

When the target hex of Strategic Bombing (208.1) has 6+ Hits on it that Season.



Differential

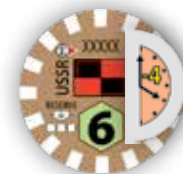
Difference between Attack strength and Defense strength (as opposed to an Odds ratio). Used for Air Combat.

Disband

Either side can Disband their **Air** units on the Air Unit Display mat to recover their **Personnel** Points (i.e., **2PPs** each) *only* (203.1). The **Soviet** player may/must Disband **Early Mech Corps** units (15.1).

Dissolve

When an **HQ** marker escapes its plight of capture or lack of communication and involuntarily relocates elsewhere with a **-4 Countdown** marker and awarding the opponent **Booty** (10.2.2).



Dogfight

Fighter Air units engaging in Air-to-Air Combat using the Dogfight Results Table (20.0).

DRM

“Die Roll Modifier.” The amount to adjust a die roll’s result before applying it.

East Europe Theater

The Eastern European Theater consisting of most of European Russia and the nations of Eastern Europe (2.0 and 101.0).



Eliminated

A **Ground** unit can be eliminated from the map by step loss (e.g., Isolation, most combat results), called a **Last Stand Elimination**, or Eliminated without step loss (e.g., **DE**, **BT**, Overrun, failure to retreat), a **Shattered Elimination**. Type of elimination affects placement of any surviving Corps Remnants.

Enemy Transportation Line

Any **Road** or **Railroad** directly linking two enemy-controlled cities. Enemy Transportation Lines block friendly Lines of Communication (7.3), except hexes occupied by friendly units.

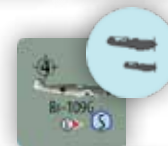
Equipment Points (EPs)

These resources represent 250,000 tons of steel and manufactured goods (9.1, 205.2).



Escort

Fighter Air units sent to protect Missions from potential enemy **Intercept Mission** Fighters (18.5).



Evacuate Factory

Soviet factories immediately evacuate to the Urals when captured or Isolated (207.4).



Evacuate Stalin

Moving the **Stalin** marker (and the Soviet government) from **Moscow** to **Kuybyshev** during the **Soviet Special Movement** Step, costing **2 Rail Capacity** used, **-8 Morale Points**, and forfeiting that turn’s **Soviet Combat** Phase (13.1, 202.1).



Event Cards

Selected (*not* random) temporary events and effects representing matters outside the scope of the game’s core mechanics that supersede normal rules (25.0).

EZOC

“Enemy Zone of Control.” These are hexes adjacent to enemy **Major Ground** units that restrict communications, movement, and Retreat of friendly units (5.0).



Faction

The opposing sides/alliances during WWII. In *ETO* series terms, these are the **Axis** Faction, the **Soviet** Faction, and the (Western) **Allied** Faction.

Faction Display Mat

The large “warganizers” for each player where the top third is for placing units not in play; the middle third is for tracking **Resource** Points, economics, morale, etc.; and the bottom third is where that faction’s Force Pool and Change box are located.

Factory City

Indicated by a **Factory** symbol, these generate **Equipment** Points (EPs) each Season (205.2). They can be Captured, Retooling, Integrated, Restored, or (if USSR) Relocated.



Flak

The name of **Air Defense** markers and the act of using them to Damage or Abort attacking Bombers (208.4.3) before they strike that fixed target location (i.e., **Bombing** or **Airfields Attack** Mission targets).



FLOWN Box

Undestroyed **Air** units (either *Damaged* or *Ready*) are placed here after flying an Air Mission. From here, they matriculate over time to the **AVAILABLE** box (8.0).

Force Pool

An area where you place some Reinforcement units and ultimately place eliminated units removed from the map (*morbidly nicknamed “the Dead Pile”*) by way of the Casualty mat if eliminated during the opponent’s turn when playing a Campaign Game. From the Force Pool, they re-enter play via Replacements.

Fortified Defense Marker

A terrain supplement that provides two favorable shift to the Defender (◀2) in a Battle. These are difficult to construct, requiring card play to “flip” an **Improved Defense** marker but remain on the map if anything bad happens in their hex (short of the enemy advancing into it).



Fuel Points (FPs)

These represent 250,000 tons of crude oil or its refined equivalent (9.1, 205.3).



Full-Strength

The strongest (“face-up” or “front”) side of a **Ground** unit whether or not it has a stripe.



Functioning

A friendly **Supply** City, **Anchorage** City, or **HQ** marker not possessing a **Countdown** marker (and thus waiting to regain its Functioning state; 7.1, 22.0, and 207.0).

Garrison Unit

These units represent **Small** defensive positions. They move “strategically” only via Rail, Air Transport, and Naval Movement (27.1).

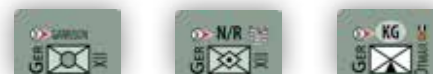


Ground Unit

These units occupy spaces on the map, taking and holding them, and engaging in Ground Combat, generally identifiable for having a Combat Strength (for Attack and/or Defense).

HQs are markers, not units.

- **Formation Size:** In this case, “size” refers to a **Ground** unit’s formation of troops as shown above its **Type** symbol, such as an Army Group (XXXXX), Army (XXXX), Corps (XXX), or Division (XX). *These are included for historical reference only and have no direct effect on gameplay.* **Specialist** units have an oval highlight behind their formation size.



Formation sizes also include Garrisons, Groups, N/R (No Retreat), and Corps Remnants.

- **Physical Size:** In this case, “size” refers to a **Ground** unit’s physical size as a playing piece:

- **Small (“Minor”) unit [.55”]:** No ZOC; can be the third unit in a stack, and can join another unit attacking across a hexside. **Small Air** units are typically Fighters and Fighter-Bombers.
- **Medium (“Major”) unit [.65”]:** Has a ZOC; 2 **Major** units stacking limit, one per attacking hexside. **Medium Air** units are typically Medium Bombers.
- **Large (“Major”) unit [.75”]:** Has a ZOC; 1 per hex stacking limit, one per attacking hexside. **Large Air** units are typically Heavy Bombers.

- **Type:** The symbol in the center of the **Unit** counter, indicating the type of Unit (2.0).



- **Nationality:** Indicated (often abbreviated) to the left of a **Ground** unit’s **Type** symbol.



- **Designation:** A **Ground** unit’s ID (or “name”) to the right of its **Type** symbol. *These are included for historical reference only and have no direct effect on gameplay.*



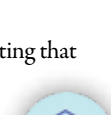
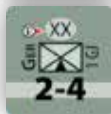
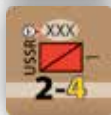
- **Weight:** **Ground** units are either **Heavy** or **Light**:

- **Heavy:** These **Ground** units’ **Type** symbols include the Armor oval; they can Retreat through **Light** units’ EZOCs.
- **Light:** All units whose symbols do not include the Armor oval.



Ground Unit (*cont'd*)

- **Movement Types:** Determines a **Ground** unit's **Special Movement** Phase abilities:
 - **Motorized Ground** units have their Movement Allowance in white. A **Motorized** unit can trace *double Range* for Supply to a Strategic **HQ** marker in **Attack** mode. They can also trace an **Overland LoC** through **Leg** units' EZOCs.
 - **Fully Motorized Ground** units with a white Movement Allowance of 5 or more. In text, this movement type is indicated with square brackets, such as a Soviet "3-1-[6] Tank Corps."
 - **Semi-Motorized Ground** units with a white Movement Allowance of 4 or less (and, for **Infantry** units, having only two wheels inside their symbol box instead of three wheels). In text, this movement type is indicated with square brackets, such as a "4-[4] Hungarian Motorized Corps."
 - **Cavalry Ground** units have their Movement Allowance in yellow. In text, this movement type is indicated with parentheses, such as a Soviet "2-(4) Cavalry Corps."
 - **Leg Ground** units have their Movement Allowance in black.
- **Steps/Medal:** The upper-right corner of **Large** units indicates the number of steps it has (in dots). Some **Medium** units have a gold (full-strength) or silver (reduced-strength) medal in their upper-right corner, indicating that unit may reduce to a bronze (Corps Remnant) unit when eliminated.



Half-Range

Large (i.e., Heavy Bomber) **Air** units and those with only ½ **Bomb** Strength can fly Missions at half range to *double* their **Bomb** Strength (103.0).



Hard City

An urban area built up with "hard" materials such as steel and concrete, thus providing a defensive shift (◀1) and halving Heavy attack strength.



Hardened Garrison Unit

The reverse side of a **Garrison** unit; it is stronger, does not suffer Isolation attrition, ignores Retreat results, and cannot move (27.1).



Hazardous Bombing

All air-to-surface (non-CAS) Strike and Bombing Missions during **Mud**, **Snow** or **Extreme Cold** weather are "Hazardous" meaning that, when they roll vs. their **Damage Value (DV)** to **Hit**, a die roll of 1 (which always misses) instead inflicts **one Hit** on a **Mission Air** unit.

Headquarters (HQ) Marker

Two distinct varieties (**Strategic** and **Operational**) with specific placement and key logistical functions (10.0). **HQ** markers are in one of two "Modes:"

- **Attack Mode:** **Attack** mode provides an Attack Bonus combat odds shift(s), shorter Supply Radii, prohibits **Ground** units *entering* the Theater Reserve through it, but allows unlimited **Ground** units to *exit* its Theater Reserve unless **Operational** or **Stressed** (10.3.1).
- **Balanced Mode:** **Balanced** mode provides no combat bonuses, longer Supply Radii, allows **Ground** units to *enter* the Theater Reserve through it, unless **Operational** or **Stressed**, but restricts **Ground** units that can *exit* its Theater Reserve (10.3.2).



Heavy Units

Any **Ground** unit type, regardless of size, whose symbol includes the Armor oval in their unit type box; this *includes* Armored Cavalry and Mechanized Infantry, as well as pure Tank units. These are particularly effective when considering a Retreat (15.3, 18.3.1, and 21.7).



Home Territory

The contiguous land territory of a nation containing its national capital and the placement location for **Ground** units built from their Force Pool. Certain occupied nations are included in **Home Territory**, depending on scenario (see 9.4 and Defining "Home Territory" on pg. 27).

Improved Defense Marker

A terrain supplement that provides *one* favorable shift to the Defender (◀1) in a Battle. These are easily constructed (as Free Stuff, via cards, and as cheap purchases with **RPs**) and easily lost (if anything bad happens in their Battle hex or if abandoned far from the front line).



In Communication

A **Ground** unit or **City** hex that can trace a Line of Communication (LoC) of any length (7.3). In Communication (only; 7.5.2) **Ground** units are Out of Supply, having normal defense and movement, but only half Attack Strength (retaining fractions). In Communication **HQ** markers and **City** hexes are Supplied.



Infantry

A **Ground** unit type composed primarily of Infantry divisions.



In Play

A **Ground** unit on the map or a Theater Reserve mat is "in play." An **Air** unit on the Air Display mat is "in play" (even while residing in the **DESTROYED** box).

Intercept

Fighter Air units sent in reaction to attack enemy Missions (18.6).



Isolated

A **Ground** unit or **City** hex that cannot trace a Line of Communication (LoC) of any length (7.3). Isolated **Ground** units have normal Defense Strength, **1** movement, and cannot attack. Isolation subjects those units to attrition (7.5.3).



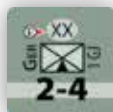
Large Unit

The .75-inch **Ground** and **Air** units representing, generally, Armies and Heavy Bombers.



Leg Unit

A **Ground** unit type composed of primarily foot formations such as Infantry. Their Movement Allowances are in black.



Lend-Lease Points (LLPs)

Points sent to the Soviet Union from the Western Allies each Season (usually 4 per Season). The Soviet player can take them as either **Equipment** Points (EPs) or **Fuel** Points (FPs; 205.4).



Light Unit

Any **Ground** unit type, regardless of size, that is not “Heavy” (i.e., lacks the Armored oval).



Line of Communication (LoC)

An unblocked (7.3) chain of hexes consisting of one **Overland LoC** (for **Ground** units only), a **Rail LoC** (for a **City** or **HQ**), or a **Naval LoC** (for an **Anchorage**) connected to an Ultimate Supply Source (7.1).

Major Nation

In this series of games, medium and large nations are collectively called Major nations. Large nations include Germany, USSR, UK, and USA. Medium nations include Italy and France.

Major Port

These **Anchorage** cities are also **Objective** cities and have a (sometimes half) blue Supply Radius of **6** when functioning and In Communication. They include a square “off-port” box to help organize **Naval** units stacked there (*their use is optional in Thunder in the East but required in the fullness of the ETO series*).



Major Unit

Collectively, **Large and Medium Ground** units are **Major** units. They exert ZOCs (5.0).



Markers

“Stack free” (11.1) counters showing the status of something (e.g., Where? How many? What condition?). Note that **HQs** are *markers*.



Mechanized

An **Infantry** or **Cavalry Ground** unit type that also has the armored oval symbol representing troops mounted on tracked and half-tracked vehicles with Armor support elements.



Medium Unit

The .65-inch **Ground** and **Air** units representing, generally, Corps and Medium Bombers.



Mid-East Theater

In *Thunder in the East*, this Theater includes Crimea and the Caucasus region of the Soviet Union (2.0). This theater is largely incorporated into the **East Europe Theater** as a practical matter for play of *Thunder in the East*, but retains its own weather for **Ground** units and can have a separate calendar (101.0).



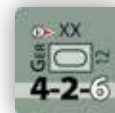
Minor Port

These **Anchorage** cities have a blue Supply Radius of **0** when functioning and In Communication. *Strategic HQs* that trace a **NLoC** through a **Minor Port** are **Stressed**, so only function as *Operational HQs*.



Minor Unit

Small Ground units are **Minor** units; these do **not** exert ZOCs (5.0).



Morale Points (MPs)

The measure of **National Morale**; when it reaches 0, that is bad (202.0).



Motorized

A **Ground** unit type composed of primarily motorized (wheeled, tracked, and/or half-tracked) formations. Their Movement Allowances are in white.



Motorized Infantry

Units with three “wheels” in their ID symbol box and a movement allowance of [5] or [6].



Movement Allowance

A numeric value (as expressed in **Movement Points**) at the bottom-right of a **Ground** unit; this determines the distance a unit can move during its Movement Phases (14.0).



MP

Morale Point (202.0). “*Movement Point*” is not abbreviated.

National Morale

When this number reaches **0**, that nation collapses (Campaign Game, rule 202.0).



Naval Base

These **Anchorage** cities (**Hango**, **Gdynia**, **Leningrad**, and **Sevastopol**) are also **Objective** cities and have a blue Supply Radius of **0** (*yes, the same as a **Minor Port!***), and their control enables use of their associated Sea Zone when functioning and In Communication (Part N: Maritime Matters, Naval Availability on pg. 67).



Strategic HQs that trace a NLoC through a **Naval Base** are **Stressed**, so only function as **Operational HQs**.

They include a pentagonal “off-port” box to help organize **Naval** units stacked there, with the pointed edge of that box indicating that **Naval** units based there can intercept at sea (106.5.3). “Off-port” box use is optional in *Thunder in the East* but required in the fullness of the *ETO* series.

Naval Line of Communication (NLoC)

Anchorage hexes are In Communication if they can trace an **NLoC** to a functioning (i.e., non-Disrupted, 22.0) friendly-controlled **Major Port** hex that can itself trace its own **Rail LoC** to an Ultimate Supply Source (7.1).

Night Missions

Bombing (only, Strikes are not permitted at night) Missions at $\frac{1}{2}$ **Bomb** Strength but greater safety from Interception by “day” Fighters (208.2).

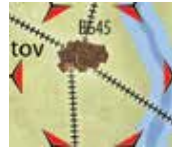


Non-Phasing Player

The opponent of the player whose Player Turn it currently is (called the Phasing Player).

Objective Hex

Key locations on the map containing red triangles within their hex vertices. These are counted when determining victory.

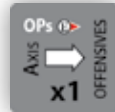


Odds

Ratio of Attack strength to Defense strength (as opposed to a Differential). Used for Ground Combat.

Offensive Points (OPs)

The cost of placing **HQs** in **Attack** mode. These must be purchased prior to use (for $\frac{1}{2}$ **EP** + $\frac{1}{2}$ **FP** each).



Oil Field

These are major oil production centers that generate Fuel Points (**FPs**) each Season (9.1, 205.3).



Operational HQ

See **Headquarters Marker** (10.1). In *Thunder in the East*, these represent small and medium nation HQs. Theater Reserves cannot enter or exit through these HQs and they only provide a single offensive shift to one battle when they are in **Attack** mode. **Motorized** units trace double range for supply to a Medium nation (Italy) HQ, but not for supply to a Small nation HQ.



Out of Supply

A **Ground** unit that is only In Communication, but *not* also within the Supply Radius of a friendly supply source (that it has an **OLoC** to); it is marked with an **Out of Supply** marker to indicate that status (7.5.2).



Overland Line of Communication (OLoC)

A single unblocked (7.3) line of any length (from a **Ground** unit) that does not cross impassable hexsides or enter prohibited terrain to a functioning (i.e., non-Disrupted, 22.0) friendly-controlled **Supply** or **Anchorage City** hex, or a friendly **HQ** marker, that can itself trace its own **Rail LoC** or **Naval LoC** to an Ultimate Supply Source (7.1).

Overrun

During either **Movement** Phase, a **Motorized Ground** unit with **10+** Strength can overrun a hex containing a single, 1-step enemy **Ground** unit, under particular conditions (17.0). Overruns are a function of **Ground** unit movement; they are not a function of combat, per se.

Partisan Detachments

A small group of Partisans (below the scale of the *ETO* series) that could attack and create mischief (and, afterward, disappear back into the populace). Markers associated with a Faction (e.g., the Soviet faction) that perform bomb-throwing attacks within their Territorial Range to harass the enemy (107.2).



Partisan Divisions and Corps

Units associated with a nation (i.e., the USSR), subject to various special rules (107.3).



Personnel City

Indicated by a **Soldier** symbol in their national colors, these generate Personnel Points (PPs) each Season (205.1).



Personnel Points (PPs)

These resources represent 25,000 inductees of trained manpower (9.1, 205.1).



Phase

A measure of activity during a Turn. A Phase is a division of a Turn. A Phase is further divided into Steps.

Phasing Player

The player whose Player Turn it currently is.

Rail Capacity

This is the number of units that can use Rail Movement during their **Special Movement** Step (with **Major Heavy** units counting as two each).



Rail Movement

A type of special **Ground** unit movement conducted *exclusively* along friendly **Railroad** hexes and hexsides that does not enter or exit EZOCs and utilizes that faction's Rail Capacity for that turn (15.4).



Railroad Line of Communication (RLoC)

This is an unblocked (7.3) line of any length, traced exclusively along **Railroad** hexes and hexsides (7.1).

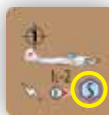
Raised Armies

Raised Armies and their component **Corps** reside in the Soviet Force Pool (*not* the Change box). The Soviet player raises them by paying one Resource Point and exchanging an existing **Soviet Infantry** or **Guards Infantry Corps** unit on the map with an appropriate **Raised Army** unit at its 2-step (i.e., striped, reduced-strength) side as either a **Rifle Infantry**, **Shock**, or **Guards**, as appropriate (12.2).



Range

A letter in a hexagon at the bottom-right of an **Air** unit representing how far its operational distance is. These are: **S** for Short Range; **M** for Medium Range, **L** for Long Range; and **X** for Extremely Long Range (18.1).



Readiness Level

The status of an **Air** unit, represented on the Theater Air Display mat (8.1).

Ready

This is the *front* (undamaged) side of an **Air** unit.



Reduced-Strength/Final Step

The weakest side of any **Ground** unit; this side has a stripe along its bottom to denote that it is removed from the map when it loses a step.



Regular Movement

The post-Combat Phase opportunity to move all of your units over land and sea. After combining (building up) “assembled” **Ground** units, all of the **Ground** units in that faction typically enjoy their full overland movement capabilities (even if they also moved earlier that turn during their **Special Movement** Phase).

Reinforcements

Units entering play from the top third of the Faction Display mats, as described in the scenario listings. These enter play in their Home Territory (9.0: Reinforcements).

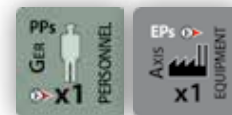
Relocate

How **HQ** markers normally “move,” simply by picking them up from one supplied friendly **City** hex and placing them in another, in **Balanced** mode with a -3 **Countdown** marker (10.2).



Replacements

Units on the map improved to show their full-strength (i.e., non-striped) side, or purchased with **RPs** from the Force Pool and placed in their Home Territory, during the **OOB Step** (9.4 and 9.5).

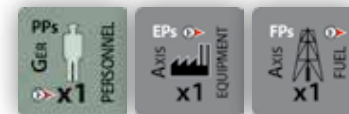


Reserves

See **Theater Reserves**.

Resource Points (RPs)

Personnel Points (PPs), **Equipment Points (EPs)**, **Fuel Points (FPs)**, and even **Offensive Points (OPs)** tracked on your Faction Display mat are collectively called “**Resource Points (RPs)**.”



Retooling

A(n additional) one Season’s delay before a Captured Factory comes online and begins to generate ½ **EP** per Season for its owner (207.4).



Retreat

A Ground Combat result where affected units are moved two hexes toward their nearest supply source (21.7). *Who* Retreats those units, and the effects of EZOCs are vital considerations.

Rostov Estuary

Enemy **Ground** units block the port at **Rostov** if occupying one or more of its **Estuary** hexes A758 and A759 (106.0 sidebar) as symbolized by small **Estuary River** lines.



Rounding Rule

The rule for handling fractional values. Three situational methods apply in *Thunder in the East*:

- (↑): Round fractions up.
- (↓): Round fractions down.
- (=): Retain fractions.

Season

Groups of three months (Winter: Jan-Mar; Spring: Apr-Jun; Summer: Jul-Sep; Autumn: Oct-Dec). When playing a Campaign Game, before each new Season’s first turn, players conduct a Season Start Phase to deal with Economic output and Seasonal Morale matters (201.0).

Sea Zones

Baltic Sea, Gulf of Finland (excluding Lake Ladoga), and Black Sea. These are controlled by the Naval Bases in Gdynia, Leningrad, and Sevastopol, respectively (Part N, pg. 67).



Segment

A measure of activity during a Turn. A Segment is a division of a Step.

Semi-Motorized Infantry

Units with two “wheels” in their ID symbol box and a movement allowance of [3] or [4].

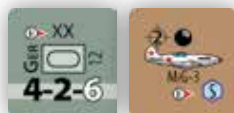


Small (Minor) Nation

In this series of games, all nations excluding Germany, Italy, USSR, UK, USA, and France are Small nations. They are also referred to as Minor nations.

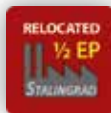
Small Unit

The .55-inch **Ground** and **Air** units representing, generally, Divisions and Fighters. Also see **Minor Unit**.



Soviet Factory Evacuation

Working Soviet Factory markers “evacuate” to the Soviet Ural Resources box on the Soviet Display mat when Isolated or Captured. After their *second* Season of transit, they arrive in the Ural Resources box and produce ½ EP each for the rest of the game (207.4).



Specialist Unit

A **Ground** unit type (e.g., Airborne, Cavalry, etc., units), denoted with an oval highlight behind their formation size symbol. Typically, you can only spend RPs on these units during the first Weekly Game Turn of each Month (9.3.5).



Special Movement

The first Movement Step of your turn, prior to combat. **Ground** units move with restrictions (15.3), **Rail Movement** is available, and offensive Air Mission Packets are formed and placed.

Stacking

A measure of how many forces can exist together in a single location. For **Ground** units, this is **three** per hex (11.1) and for Air units this is **two** per Mission Packet (18.2).



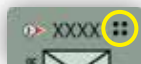
Standard Unit

A basic **Ground** unit type: Armor, Infantry, Cavalry, or Motorized.

Step (lowercase “s”)

Ground units have a certain number of steps. **Ground** units suffer losses and take Replacements measured in steps.

- **Large** units have 3 or 4 steps each (instead of 2, as most **Medium** units do) shown as 3 or 4 dots in their upper-right corner (indicating the number of steps it has remaining).



Step (uppercase “S”)

A measure of activity during a Turn. A Step is a division of a Phase. A Step is further divided into Segments.

Strategic Bombing

In the **Campaign Game**, allows the application of **Air** units’ **Bomb** Strengths to strategic target hexes to ruin them for Seasonal production (208.1).



Strength Points

See **Combat Strength**.

Stressed HQ

When an **HQ** marker is “stressed,” its capabilities are reduced. **HQ** marker stress occurs in **Mud** or **Extreme Cold** weather, and for **Strategic HQ** markers tracing an **NLoC** through other than a **Major Port**.

- A **Stressed Strategic HQ** marker functions as an **Operational HQ** marker (i.e., no access to Theater Reserves and only one Attack Support shift at a single Battle).
- A **Stressed Operational HQ** marker cannot enter **Attack** mode. *This also happens to Strategic HQ markers suffering “multiple stresses” (e.g., tracing an NLoC via a Minor Port during a Mud turn).*

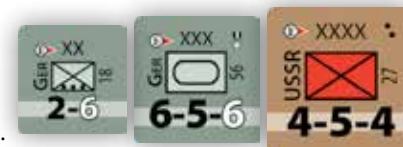
Strike Strength

A number of lightning symbols (1 or 2) at the bottom-left of some **Air** units, on **Fleet** units, and on various cards. This strength typically contributes Close Support dice in battles, but can be hurled from the air using other target Missions as well.



Stripe (Striped) Units

Ground units with a stripe behind the values along their bottom edge are on their last step; that is, if they take a step loss, remove them from the map – *do not flip them* (21.6)! Remove **Small** and **Medium** 1- and 2-step units to their Force Pool and involuntarily reduce **Large** 3- and 4-step units. **Medium** units with a **Medal** icon can be replaced by **Corps Remnants** (12.7).



Supplied

An **HQ** marker or **City** hex that can trace a Line of Communication (LoC) is Supplied (7.5.1). **Ground** units require a LoC to (and to be within the radius of) a friendly supply source. Supplied **Ground** units have normal strength and movement (7.5.1). Supplied Home Territory Cities can receive Reinforcements (9.0) and Replacement Rebuilds (9.4).

Supply City

A **City** hex which has an intrinsic Supply Radius of 6 hexes (when working; 7.1) in a green hexagon (or half green/half blue hexagon if it is also a Major Port).



Supply Dice

Any die (a useful 3-D tool) placed on supply sources to help visualize their respective locations and Supply Radii. *These help make the Supply Step each turn go by very quickly.*



Supply Radius

The “umbrella” distance in hexes that a supply source radiates its supply via an **Overland LoC** (e.g., 6 hexes from a friendly, functioning **Supply City** hex; 7.4).



Supply Source

Your supply sources are friendly-controlled, functioning, supplied **Supply City** hexes, **Anchorage** hexes, or **HQ** markers (7.1). Also see **Ultimate Supply Source**.

Support (Dice)

Support derives from contributing lightning bolt symbols (typically from **Air** units and cards) and is expressed by rolling the **Support** dice to potentially shift the odds of a Ground Battle in that player's favor. Some support results are circumstantial in nature and might result in only a partial success (18.3.1).



Suppression

Typically the result of an **Airfields Attack** Mission, further delaying the recovery of **FLOWN Air** units (18.4.3).



Surprise Value

This is functionally similar to a Damage Value, garnering just-dropped **Airdrop** mode markers a number of favorable odds shifts using their **SV** of 3 (and thus potentially garnering up to three shifts; 105.1).



Territorial Range

A 3-hex radius around a **Partisan Detachment** marker where they operate.



Theater

A large area separated by a Theater Boundary Line. Each Theater has distinct weather and (optionally) Game Turn time (101.0)!



Theater Reserves

A mat to hold **Ground** unit types removed from the map and awaiting re-entry at a decisive time where friendly **HQ** markers are placed (102.2).



Tough

A **Shield** symbol (🛡️) on an **Air** unit that *decreases* the strength of **Air** units attacking it by one.

Transport Capability

A symbol of cargo crates (📦) or an airdropped box (📦) on some **Air** and both **Naval Transport** units indicating the ability to transport units and supply (104.0, 105.0, and 106.0).

Turn

A measure of activity during play. A Game Turn is divided into Player (a.k.a. Faction) Turns. A Player Turn is divided into Phases.



Ultimate Supply Source

An **Ultimate Supply Source** is the National Capital, a friendly map edge, or a functioning friendly **Supply City** that can, itself, trace an **RLoC** or **NLoC** to a friendly map edge or to another functioning friendly **Supply City** in the home territory (see Key Concept: Ultimate Supply Sources on pg. 17).

Units

These are **Ground** unit formations, generally identifiable for having a **Combat Strength** (for Attack and/or Defense), **Air** unit formations, and the **Soviet Fleet** units. (**HQs** are markers, not units.)

Unsupplied

See **Out of Supply** and see **In Communication**.



Untried Unit

A unit with a question mark (“?”) for its **Combat Strength**. These are drawn randomly from a pool and placed on the map so no one knows their actual **Combat Strength** until they must be revealed (13.2).

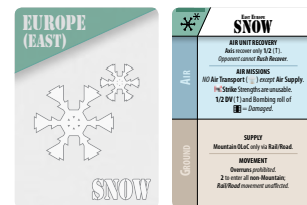


Vulnerable

An 8-ball symbol (⚽) on an **Air** unit that *increases* the strength of **Air** units attacking it by one.

Weather

Atmospheric and ground conditions affecting **Air** and **Ground** unit operations (23.0). Weather is rolled for each **Weather Zone** at the end of each turn and applies for the entire upcoming turn (24.2).



Zone of Control (ZOC)

The 6 hexes surrounding **Major Ground** units (i.e., **Medium** and **Large** size) that restrict enemy overland movement and logistics. **Small** units do not exert a **ZOC** (5.0).



Designer Frank Chadwick playtesting a *Thunder in the East* prototype at ConsimWorld Expo.