

Elite Blockset Units

The *Elite Blockset* adds fifty new units to *Victory* which allow players many more options for choosing forces. Except for two Marine units, the Elite units are all different from the original blockset, yet they fit into the game seamlessly.

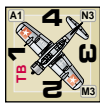
1.0 AIR UNITS

Three new Air types, *Torpedo Bombers*, *Medium Bombers*, and *Elite Fighters* have been added. The Fighters (jets) have better firepower, cost 2PP per step, but fire at the same time as regular Fighters.



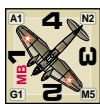
Elite Fighters (FA)

Elite Fighters (jets) move 3 hexes and have A3 and G1 firepowers. They **cannot** land on Carriers. They cost 2PP per step.



Torpedo Bombers (TB)

Torpedo Bombers move 3 hexes and have A1 and N3 firepowers. They **can** land on Carriers.



Medium Bombers (MB)

Medium Bombers move 5 hexes and have A1, N2, and G1 firepowers. Medium Bombers **cannot** land on Carriers.

3.2 NAVAL UNITS

Two new Naval types, *Cruisers* and *Destroyers* have been added.



Cruisers (CA)

Cruisers move 4 hexes and have A2 (flak), N2, and G1 (shore bombardment) firepowers. They represent late-war AA cruisers.



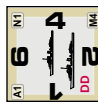
Destroyers (DD)

Destroyers move 4 hexes and have A1 (flak) and N1 firepowers. All naval units are assumed to have Destroyer escort. These units are additional DDs to aid with submarine defense and convoy escort.

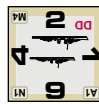
Note that Destroyers have a maximum strength of 6CV with combat steps 6cv-4cv-2cv-1cv. The *doublesteps* have no effect on hit reduction or cost. One (1) hit reduces the unit one step, such as from 6 to 4, and each step costs 1PP.



6cv



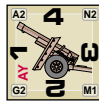
4cv



2cv

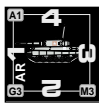
3.3 ARMY UNITS

Five new Army types have been added. *Elite Armor* have better firepower, cost 2PP per step, but fire at the same time as regular Armor.



Artillery (AY)

Artillery move 1 hex and have A2 (flak), N2 (shore battery), and G2 firepowers.



Elite Armor (AR)

Armor move 3 hexes, and have A1 (flak) and G3 firepowers. They cost 2PP per step.



Mechanized (MK)

Mechanized move 3 hexes and A1 (flak) and G2 firepowers. Mechanized can respond one (1) hex (during the Air Response phase) to **adjacent** battles. However, Mech units engaged by any enemy unit(s) cannot respond.



Mountain (MT)

Mountain move 2 hexes and have A1 (flak) and G2 firepowers. They have G3 when attacking/defending Mountain Hexes. Units may also move through Mountain Hexes without stopping.



Engineers (EN)

Engineers move 2 hexes and have A1 (flak) and G1 firepowers. Engineers ignore river crossing rules: 1) they do not have to stop when crossing a river; 2) they may fire in the first combat turn when attacking across a river hexside.

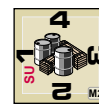
In a friendly *Clear* or *Desert* hex Engineers function as an Airbase if turned face up at the end of the current Player Turn. One or two Air units may land at an Engineer Airbase the following turn but total Air CV cannot exceed the Engineer's CV. The Engineer unit can retreat, but this eliminates the airbase.

3.4 LOGISTICS UNITS

A sub-class of ground units that are a *separate target group*. Each unit may be targeted by ground fire on land (or by naval fire when at sea) and all hits scored apply only to the targeted unit. Similarly, if **not** targeted, hits may NOT be taken by Logistic units unless there is no other choice. Logistic units represent trucks, merchant ships, etc. They must retreat from Army units if *alone* in a combat hex. Logistics Units **do not** require Supply.

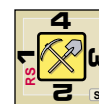
Unit Data Chart Including Elite Units

UNIT	MOVE	A-N-G
Fighter	3	2-0-1
Dive-Bomber	3	1-2-2
Torpedo Bomber	3	1-3-0
Medium Bomber	5	1-2-1
Heavy Bomber	6	1-1-2
Submarine	2	0-2-0
Battleship	3	1-3-2
Cruiser	4	2-2-1
Destroyers	4	1-1-0
Carrier	3	1-1-0
Artillery	1	2-2-2
Armor	3	1-0-2
Mechanized	3	1-0-2
Airborne	2	0-0-1
Mountain	2	1-0-2
Marine	2	0-0-2
Infantry	2	1-0-2
Engineer	2	1-0-1
Supply	2	0-0-0
Resource	Strat-Move	0-0-0



Supplies (SU)

Supply units move 2 hexes, count for stacking, have no firepower, and take hits if targeted. During Production a Supply unit may transfer its CV steps to *existing* Army units (any type) in the same hex. They cannot be used to create new units, nor to add steps to Air or Naval units. Adding a step to an elite armor costs two supply steps.










Resources (RS)

Resource units represent raw PPs that *must be delivered to a City* to be used. During Production each Resource hex produces one Resource step. Resource units may only Strat-Move, have no firepower, but can take hits if targeted and may retreat one hex on their normal turn sequence. A Resource unit is valued as City PPs times Resource PPs. That is, a Resource 4PP unit delivered to a 3PP City, is worth 12PP during production. The City itself is also worth its own 3PPs.

NOTE: The Logistics set, a Victory expansion, includes airfields and factories, which are also Logistics units.

UNIT DATA

	MIX	UNIT	MOVE	COMBAT A-N-G
AIR	12	 Fighter ¹	3+3	2-0-1
	4	 Dive-Bomber	3+3	1-2-2
	4	 Torpedo Bomber	3+3	1-3-0
	4	 Medium Bomber	5+5	1-2-1
	4	 Heavy Bomber	6+6	1-1-2
NAVAL	4	 Submarine	2	0-2-0
	4	 Battleship	3	1-3-2
	4	 Cruiser	4	2-2-1
	6	 Destroyers	4	1-1-0
	4	 Carrier	3	1-1-0
ARMY	4	 Artillery	1	2-2-2
	8	 Armor ²	3	1-0-2
	4	 Mechanized ³	3	1-0-2
	2	 Airborne	2	0-0-1
	2	 Mountain ⁴	2	1-0-2
	6	 Marine	2	0-0-2
	12	 Infantry ⁵	2	1-0-2
	2	 Engineer ⁶	2	1-0-1
LOGISTICS	4	 Supply ⁷	2	0-0-0
	6	 Resource ⁸	Strat-Move	0-0-0

TERRAIN EFFECTS

TERRAIN TYPE	STACKING LIMIT	HEXSIDE LIMIT
Clear	4	2
Desert	3	2
Forest ¹	3	1
Marsh ²	2	1
Mountain ²	2	1
Alpine	•	Impassable
River ³	•	1
Bridge	•	1
Sea ⁴	4	2
Coastal ⁵	2	1
Shoal ⁶	0	Impassable

¹ Army units must **stop** unless moving *entirely* along a road.

² Army units must **stop** unless moving *entirely* along a road. Defending Army units have **Double Defense**.

³ Army units must **stop** after crossing, except at bridges. Attacking units forfeit their Combat Turn in Round 1.

⁴ Data applies to Naval units. Army units (and Logistics units) at sea **are** naval units.

⁵ Data applies to Naval units. Army units ashore are *extra* and determined by land terrain.

⁶ Shoals are *impassable* to Naval units.

UNIT NOTES

¹ Elite Fighters (black) have **A3** and **G1** and cost **2PP** per step.

² Elite Armor (black) have **A1** and **G3** and cost **2PP** per step.

³ Mechanized can *respond* one hex (in Air Response Phase) to an **adjacent** battle.

⁴ Mountain have **G3** when attacking or defending Mountain Terrain and can move *through* Mountain Hexes without stopping.

⁵ Infantry have **G3** defending Cities (not towns).

⁶ Engineers ignore river crossing rules and function as an airbase when face-up.

⁷ Supply are mobile PPs for Army units. Steps can be transferred to Army units located in the *same* hex during the *Production Phase* only. They move and retreat normally and DO count for stacking.

⁸ Resources are raw PPs that *must* be delivered to a City to have value. They move only by Strat-Move, can retreat one hex from combat as normal, and DO count for stacking.