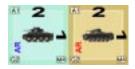# New Victory Unit Rules
by Laurin Colby

New units include Light Armor, Cavalry, Combat Engineers, Transports, Rockets, and the Atom Bomb.
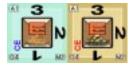
3.3 ARMY UNITS

Light Armor (AR)

Light Armor move 4 hexes, have A1 and G2 firepower, and can only be built up to 2 CV.

Cavalry (CY)

Cavalry move 3 hexes, have G1 firepower, and can move through Forest, Marsh, and Mountain hexes without stopping. Cavalry takes its' combat sequence after Mechanized and before Airborne units.

Combat Engineers (CE)

Combat Engineers move 2 hexes, have A1 and G4 firepower, fire in the same combat sequence as Engineers, may only be built up to 3 CV, and cost 2 PP per step. Enemy infantry defending cities do not have G3 firepower provided the attacking forces have one CE and the defending forces do not have EN or CE units present. Combat 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

3.4 LOGISTIC UNITS

Transports (TR)

Transports move 3 hexes, have NO firepower, cost _ PP per step, and must be built with Naval Factories. Army / Logistic units can only move by sea via Transports.

Each Transport may carry TWO Army / Logistic units whose combined CV is less than or equal to the Transports CV. Units Embarking must begin the movement phase in a Port with a Transport. Transports which end their move at a friendly Port must Disembark their cargo. If this results in overstacking or exceeds the Port capacity, then the Transport may NOT end its' move in that Port hex. Transports may not Disembark units in Battle Hexes unless it is an amphibious invasion.

In amphibious invasions, Marine units ONLY move to shore in the Transports combat sequence (provided there are no enemy Naval units present).

In a battle, players do not have to reveal the units being transported—only the Transports. Army / Logistic units being transported cannot be targeted; but, each Transport can be individually targeted. If a Transport takes hits in combat, the units it is carrying must be reduced such that their CV never exceeds the Transports CV.

Marine units are no longer restricted to Coastal / Sea hexes and MAY cross all land hexsides.

Rockets (RK)

Rockets are built with Army Factories, can only Strat-Move, cannot fire during the combat phase, but they can take hits if targeted, and may retreat one hex in their normal combat sequence. Rockets fire during the friendly movement phase provided they do not move. They may fire at a city up to 3 hexes away at G1 and roll a number of dice equal to it's CV. Owners choice of which factories to reduce if there is more than one type.

Atom Bomb

Atom bombs cost 7 PP, cannot move unless with an army unit, may never be left alone without an Army unit, and may not paradrop with Airborne units. If at any time the Atom Bomb is not with an Army unit, it is destroyed. A nation may only have ONE Atom Bomb at a time. Atom Bombs may be targeted like other Logistic units except not in the combat turn in which a Heavy Bomber is attempting to drop the Atom Bomb. Destroyed Atom Bombs have no effect unless they are dropped by Heavy Bombers.

Atom Bombs may be built with any type of Factory. Due to their cost, they can only be built with the assistance of SU units and / or RS units. Building an Atom Bomb in a 2 PP city requires 5 CV of SU or 3 CV of RS or a combination that adds up to 7 PP.

During the movement phase a Heavy Bomber which began the movement phase in the same hex as the Atom Bomb, may transport the Atom Bomb to an enemy land or coastal hex (this is the only time that the Atom Bomb need not be accompanied by an Army unit). Only friendly air units may enter this hex. If the bomber survives until its' combat sequence, it MUST drop the "Bomb". If the Heavy Bomber is destroyed first, the Atom Bomb is also destroyed with no effect.

A dropped Atom Bomb fires G3 at all enemy CV, Factories, Mulberries, Bridges, and Airfields. For example, an Atom Bomb dropped on a hex containing the following:

1. One 3 CV IN
2. One 4 CV RS
3. One 2 CV FA
4. One 3 CV BB
5. One Bridge
6. One 3 PP Naval Factory
7. One Major Airfield

rolls the following:

1. 1, 5, 3
2. 1, 4, 2, 2
3. 3, 3
4. 2, 3, 6,
5. 4
6. 5, 3, 4
7. 2, 6

resulting in these reduced unit strengths:

1. One 1 CV IN
2. One 1 CV RS
3. The 2 CV FA is Destroyed
4. One 1 CV BB
5. One Bridge
6. One 2 PP Naval Factory
7. One Minor Airfield – Reduced from a Major Airfield

NOTES

Light Armor (AR)

These units represent light armored formations that emphasize speed over firepower. A 2 CV light armor unit is equivalent in size to a 4 CV regular armor unit. Its' max 2 CV represents its' cheaper cost and less durability. Very effective in clear terrain (like board 6).

Cavalry (CY)

Cavalry consists mainly of horse mounted formations and some light vehicles. The units are highly mobile in all types of terrain though they lack the firepower of most other units. Best deployed in restrictive terrain such as board 14.

Combat Engineers (CE)

These units represent combat engineers and special assault units. They have a max step value of 3 CV and there is only one of them in the countermix because there are never enough of these troops to go around. Their high cost is attributed to low production runs of specialized equipment and longer training time required for these troops. Firing G4 in the same combat sequence as regular engineers is a simple way of depicting the combat support capabilities of these units. Alone in combat, even infantry will tear them apart. With other units to protect them, their G4 fire power can be devastating. They are especially useful for city assaults.

Transports (TR)

Transports are included to allow Marines to forage inland. In addition, it is realistic to have to pay for these units as the logistics of naval invasions and follow up support is daunting.

Rockets (RK)

This unit will harass your opponent more than cause real damage. Though it is somewhat surprising to see the amount of resources your opponent will expend to stop these harassing attacks.

Atom Bombs

Atom Bombs. What wonderful toys!!! If your opponent possesses an Atom Bomb, it will make you spread your forces out. Concentration will surly invite an energetic solution ☺, though they cannot be flung about the board willy nilly as they are expensive and limited quantities exist. They are useful for breaking up those scary stacks and just the threat of their use can create exploitable weaknesses.

MAKING THE PIECES

This doesn't take much time or effort and when you are finished, you will have some nice pieces that will look almost as nice as the original Victory pieces.

Supplies

- 8 _ " x 11" adhesive, photo quality glossy paper
- Clear contact paper
- 6" Brayer with rubber roller (available at craft stores)
- Scissors
- Fiskers 12" paper cutter WITH sliding blade (available at craft stores)
- Knife
- Colored blocks from Columbia Games

Printing

Ideally you have access to a color laser printer. I suspect most people (myself included) don't; so, here is how to make the units look pretty good with an ink jet printer. You will need to go to your printer properties and scale the size between 70 – 75% before printing. You may also want to play with the color adjustments. Print out a few test pages on regular paper to make sure that you've correctly scaled the units to fit on the blocks and that the color is what you want. Now print out your units on the adhesive, photo quality glossy paper using the 720 dpi photo setting on your printer. Allow the ink to dry for about 15 minutes before applying contact paper.

Applying Contact Paper

You do not need to do this if you've used a color laser printer. If you've used an ink jet printer, applying contact paper will prevent the ink from smudging when you play with the pieces. With your scissors, cut a piece of contact paper larger than your 8 _ " x 11" paper. Lay the contact paper face down and peel off the back. Put one edge of the printed paper on the face up sticky side of the contact paper. Use the Brayer to roll the printed side of the paper onto the contact paper. This will ensure that there are no wrinkles. Use the scissors to trim the excess contact paper that hangs over the sides of the printed paper.

Cutting Out the Pieces

Use the Fiskars 12" paper cutter to cut out the pieces. This will ensure straight cuts and your pieces will be square when you're done.

Applying the Pieces to the Blocks

You will need to purchase extra blocks from Columbia Games. Use a SHARP knife to peel the adhesive from the backs of the pieces and carefully apply the pieces to the appropriately colored blocks.