

Guerilla Unit Type:

Guerilla warfare is one of, if not the most impactful change to the rules of warfare fully implemented in the last century or so. As such, this unit attempts to display that importance, and the impact it has had on modern strategy.

The Unit:

Attack:	Defense:	Move:	Cost:
1	2 (4)	(1)	3 (4)

Placement:

Guerilla Units may only be placed within a nation's home country or within a nation (borders defined by roundels in most cases) that has come under the control of, or aligned with, your major power, NOT NATIONS THAT YOU HAVE CONQUERED. There exists two options for placing guerillas:

Option One: Militia may pair 1:1 with an infantry or mountain infantry during the production phase, upon which the player must pay three I.P.P's per pair. When this is done, all paired infantry and militia have given up any chance to move this turn, and a guerilla marker is placed face down underneath the militia (preferably, to avoid confusion, a guerilla base marker or some other kind of signifier should be placed beneath the infantry being paired). This power's turn then proceeds as normal until the place units phase, upon which the guerilla marker is turned upright and the militia is now a guerilla unit.

Option two: Guerillas may be placed in any home country territory or a territory belonging to a minor power that has come under your control or alignment for a cost of 4 I.P.P's per unit AS LONG AS at least one infantry or mountain infantry unit is present for every guerilla being placed. Upon placement in the production phase, follow the same marker procedure as above

Note: In the event that a guerilla training territory is attacked, all infantry/militia in the territory defend as if regular units.

Abilities of the Guerilla Unit:

For many intents and purposes, a Guerilla unit is a militia unit, possessing a movement of one only within the borders of its home country, attacking rarely at one, and defending at a two. However, Guerilla unit's abilities diverge at a few key points:

Environmental Warfare: When in **City, Jungle, or Mountain** Terrain, Guerilla units defend at a value of 4 or less and may only be attacked

by infantry class units, vehicle class units (excluding armor and tank destroyers), standard artillery and carpet bombing (hit value reduced to 1), all of whom are still subject to any terrain modifiers.

Note: Fade/retreat ability only available in/from a city, mountain, or jungle terrain territory

Retreat/Fade: Similar to HBG's partisan expansion, guerillas may forego a defense roll and, after taking the appropriate casualties, either retreat to an adjacent space in the home country (As the defender!), or forego combat and relinquish the territory to the attacking power while keeping units in the zone. Every turn that the attacker maintains infantry class units in this contested space, they may dedicate said units to making a "sweep" role. A sweep roll succeeds normally on a 1, with the occupier adding +1 for every infantry class unit they possess more than the guerilla force. A successful sweep roll results in a forced combat for the guerilla force, who may then fade again if they so choose, simulating the frustration of a dug-in war of attrition.

Supply disruption: A supply disruption roll succeeds, on a 2 or less, adding plus one for every additional guerilla unit in the territory. On a success, any occupying powers of the territory must pay the bank the number of I.P.P's rolled, up to the value of the territory it succeeded in.

Counterattack: On their turn, Guerilla units may announce that they are attempting a surprise/counter attack against occupying forces in a territory where they have faded. Before such an attack occurs, the occupying force must roll a d12, succeeding on a 3 or less and adding plus one for every additional infantry class unit they possess over the guerilla force. On a success, combat occurs normally between the two forces. However, on a failure, all guerilla units possess first strike for this combat, and each defending occupier is subject to a -1 modifier on the first round of regular combat.