

Veteran Status Markers

A Global War 1936-1945 Expansion

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Introduction

HBG is excited to release our “Veteran Status” markers – these gold and silver medals represent the “battle hardening” that occurred to formations (3 or more units combined) in the crucible of war. We recommend about 10 gold and 20 silver veteran status markers which can be purchased here.

1.0 Veteran Status

1.1 *Veteran Status*. There are two types of veteran statuses: ([Buy them HERE](#))



- Silver – Half of the units (Fractions rounded up) in the same battle which have silver status gain +1 in Attack or Defense. The units that role +1 are decided by the player rounding up among unit count.



- Gold – All units in the same battle with gold status gain +1 in Attack or Defense.

1.2 Gaining *Veteran Status*: Any combination of 3 homogeneous land, air, or sea units can become a Veteran Task Force (TF) so long as they have an Attack factor. Only an aircraft carrier can combine air and sea units. The following units cannot contribute to TF size to gain veteran status:

- (a) Inherent Anti-aircraft guns
- (b) Transports ships

Units gain Veteran status after participating in any battle (note that combat moving into a land zone is not a battle). This includes carpet bombing, strategic bombing, shore bombardment, convoy raiding, etc.

All Units gain veteran status at the end of the combat so long as:

- (a) They captured the land zone or destroyed all enemy units in the zone.
- (b) They defend successfully because the attacker retreated from the zone.

Units maintain the current status when:

- (a) They participate in any combat that round (attack or defense).
- (b) They participate in unopposed combat moves.

1.3 *Losing Veteran Status*: At the end of combat phase units with Veteran status lose that status if they did not participate in combat that full round. This includes turning a gold to silver or removing a silver roundel. Reduce status at the end of non-combat movement if:

- (a) There are less than 3 units.
- (b) The TF has not been engaged in any combat turn (attack or defense) during the preceding round (since the player's last turn).

Expansion Compatibility

Partisans. Partisans may become Veterans. They do not lose Veteran status so long as they participate in at least one partisan action each turn.

Commanders: Commanders never gain Veteran status.

Manchuko: Kwang Tung Army are already considered Veterans and do not gain status.

Individual Elite Units: The attack and defense modifiers for individual elite units and elite task force do not stack. That includes individual elite units from unit reference sheets and all units from the following expansions: Elite of the Reich, Elite of the Soviet Union, Elite Fighter Squadrons, American Minorities at War, Manchukuo Puppets of the Empire, Fall of the Reich, Atlantis, Neuschawbenland, or SS from Croatian.