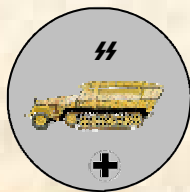


19. Waffen-SS Assault Pioneer:



From the early days of World War II, Waffen-SS Assault Pioneer units took part in most of the attacks that were launched by the German Army. The training and equipment of the Waffen-SS Assault Pioneer units gave them an advantage in combat compared to the other Combat Engineer units.

Attack: 3

Defense: 4

Move: 2

Cost: +2

Maximum on game board: 2

Enter game from: Late 1940

A *Combat Engineer* unit that is already in *Berlin (Germany)* from a previous round can be transformed to a *Waffen-SS Assault Pioneer* unit – same procedure as for other *Waffen-SS* units.

A *Waffen-SS Assault Pioneer* unit cannot be transported by sea zones but it can be transported by *Air Transport* or by *Strategic Rail Movement*.

A *Waffen-SS Assault Pioneer* unit counts as a *Tank* unit for transport purposes.

The *Waffen-SS Assault Pioneer* unit operates under *Combat Engineer* unit rules with a few exceptions.

Exception 1:

A *Waffen-SS Assault Pioneer* unit can move by its own capacity across a sea zone in the same way as a *Landing Craft* unit.

When this movement begins in a territory with a friendly *Naval Base*, the *Waffen-SS Assault Pioneer* unit can move 2 sea zones – same rule as with *Landing Craft* units.

The movement must begin on land – then enter a sea zone (or 2 sea zones) that are cleared from any enemy surface ships including enemy *Transport* units – and then end the movement on land.

This movement can occur during *Combat Movement* or *Non-Combat Movement*.

Note 1:

When a *Waffen-SS Assault Pioneer* unit moves across a sea zone it cannot transport any other unit during this maneuver.

Note 2:

A *Waffen-SS Assault Pioneer* unit attacks at “4” when it is supported by a *Waffen-SS Artillery* unit during an attack – as long as the *Waffen-SS Assault Pioneer* unit doesn’t perform any other task this turn.

1. Increased Mobility:

When a *Waffen-SS Assault Pioneer* unit is moving 2 spaces by land during the *Combat Movement* phase it can transport 1 of the following units during this movement:

- *Infantry*
- *Elite Infantry*
- *Artillery*

If the *Waffen-SS Assault Pioneer* unit did not move during the *Combat Movement* phase, it can move up to 2 spaces by land during the *Non-Combat Movement* phase – and can transport 1 of the following units during this movement:

- *Infantry*
- *Elite Infantry*
- *Artillery*
- *Antiaircraft Artillery*
- *Landing Craft*

2. Special Movement Task:

During the *Non-Combat Movement* phase the *Waffen-SS Assault Pioneer* unit can perform a *Special Movement Task*:

An undamaged *Minor Industrial Complex* can be transported up to 2 spaces by land. It requires 2 *Waffen-SS Assault Pioneer* units to carry out this movement.

This movement must follow the same rule that applies for *Combat Engineer* units.

3. Blitz Movement:

A *Waffen-SS Assault Pioneer* unit can perform a *Blitz Movement* on its own.

During a *Blitz Movement* the *Waffen-SS Assault Pioneer* unit cannot transport any other unit.

4. Enemy Landmines:

All rules concerning the *Waffen-SS Assault Pioneer* unit and *Enemy Landmines* must follow the same rules that apply for *Combat Engineer* units.

5. Landmines:

All rules concerning the *Waffen-SS Assault Pioneer* unit and *Landmines* must follow the same rules that apply for *Combat Engineer* units.

6. Landing Strip Construction:

All rules concerning the *Waffen-SS Assault Pioneer* unit and *Landing Strip Construction* must follow the same rules that apply for *Combat Engineer* units.

Note 3:

Only 1 *Waffen-SS Assault Pioneer* unit or *Combat Engineer* unit can carry out *Landing Strip Construction* in each territory.

The general rule is that a *Waffen-SS Assault Pioneer* unit can carry out only 1 of the following tasks in each turn:

1. Increased Mobility: transport another land unit

2. Special Movement Task: movement of a *Minor Industrial Complex*

3. Blitz Movement: perform a *Blitz Movement* attack on its own

4. Enemy Landmines: removing an enemy or friendly *Landmine*

5. Landmines: transport up to 3 *Landmines* and place them at any border

6. Landing Strip Construction: prepare a landing site for an *Air Unit*

7. Movement across Sea Zones: can attack or move across sea zones in the same way as a *Landing Craft* unit

8. Part of a Waffen-SS Army: when a *Waffen-SS Assault Pioneer* unit is part of a *Waffen-SS Army* it cannot perform any other task – and must fight as part of that *Army* as any other *Waffen-SS* unit.

Note 4:

When a *Waffen-SS Assault Pioneer* unit performs tasks no. 1, 2, 4, 5 and 6 the *Waffen-SS Assault Pioneer* unit's attack factor is eliminated in that round.

Waffen-SS Assault Pioneer units lost in combat can be reproduced.

