9. CONDITIONAL REINFORCEMENTS (CRs)

The conditional reinforcements (CRs) listed in this OB are:

Axis-Common CRs:
    A1. Coast Defense/River Flotilla Mode
    A2. Fragile Unit Substitutions
    A3. Fortified Area Units Reorganization
    A4. Transportability of Units
    A5. Naval Units into Reserve (lay-up/re-crew)
    A6. Activation of Intrinsic CDs
    A7. On-Map Activities of Special Air Garrisons
    A8. Air Force Schools (call-up/stand-down)
    A9. Training Forces (call-up/stand-down)
Finnish (CW = Continuation War) CRs:
    FC1. Finnish Seasonal Cav/Ski Conversions
    FC2. Finnish Special CW Reinforcements
    FC3. Finnish CW Partial Demob/Reorg of Army
    FC4. Finnish CW Emergency Mobilization
German (East Theater) CRs:
    GE1. German Commando Conversions
    GE2. German OKW Resources to East
    GE3. German East Artillery Reorganizations
    GE4. German East Theater Garrisons
    GE5. German-controlled Baltic Nationalists
    GE6. German-controlled Ukrainian Nationalists
    GE7. German Special East Reinforcements
    GE8. German Volksdeutsch Recruitment
Hungarian (East Theater) CRs:
    HE1. Hungarian Full Mobilization
    HE2. Hungarian Mobile Corps 1941 Expansion
    HE3. Hungarian Army 1942 Reorganization
Romanian (East Theater) CRs:
    RE1. Romanian Full Mobilization
    RE2. Romanian Reduced Participation in East
    RE3. Romanian Army 1942 Reorganization
Special Notes:
   1) Many CRs are keyed to the # of game turns that have elapsed since a specific event. When counting these turns, ignore any surprise game turns. *Example:* For a CR that is keyed to the # of game turns that have elapsed since the Axis invasion of the Soviet Union, and the invasion begins with a Jun II 41 Surprise Offensive Game Turn (historical), the *Invasion +0* turn is the regular Jun II 41 game turn, and the *Invasion +1* turn is the Jul I 41 game turn.
   2) If a date is listed in ( ) after a specific CR event or sub-event heading this is when the event historically took place.

A1. Coast Defense/River Flotilla Mode

Players may switch their CDs and RFs between ground and naval mode as described below.

ALL COMMANDS:
Any Turn(s): All Nationalities:
A1a. Coast Defenses:
   • All units with the Cst Art unit type symbol, and all units whose left-side-of-unit-type-symbol ID begins with 'CD' (regardless of unit type), are coast defense (CD) units.
A1a1) Changing CD Mode: A CD unit may operate in either ground or naval mode (using its corresponding ground or naval unit ratings). The mode at the start of play is determined by the OB listing for the unit: if its ground unit rating is listed first, it is in ground mode; if its naval ratings are first, it is in naval mode. Thereafter, the owning player may change the mode of any of his CD units, during any friendly initial phase. Simply flip the unit over when the mode is changed. Note: CDs may only change mode during friendly initial phases.

A1b. River Flotillas:
   • All RF, ARF, and DRF naval unit types are river flotillas, and collectively are referred to as 'RFs'.
A1b1) Changing RF Mode: RFs may operate in either naval or ground mode. The default mode is naval, where the RF is rated as a naval unit. However, when a RF participates in ground combat/overrun, flip it over to its ground mode side (where it is rated as a ground unit) when the combat/overrun procedure starts. Flip it back to its naval mode side immediately after implementing the combat/overrun result.
A1b2) Moving RFs by Rail: RFs (except type DRF) may move by operational and strategic rail movement. Both the starting and destination hex must contain a river/lake port that is both part of an inland waterway net and on a rail line; and neither port can be frozen in. The movement takes three turns:
   • *1st Turn: The RF is prepared for movement: hauled out of the water, loaded on rail cars, some disassembly required, etc. Treat the RF as a 0-strength until it is refloated at the end of the movement process.*
   • *2nd Turn: Move the RF by rail to the destination hex.*
   • *3rd Turn: The RF is unloaded, reassembled, and refloated. It cannot move or attack during the remainder of the turn, but may fire AA and defend normally.*
Moving a RF by rail uses 3 REs of rail capacity for each point of gunnery strength in the RF during each turn of the 3-turn movement process.

A2. Fragile Unit Substitutions

Some fragile units have substitute counters as detailed below.

ALL COMMANDS:
Any Turn(s): All Nationalities:
   ▲ = fragile, no substitute unit; when totally eliminated (i.e., not even a cadre/remant is left), remove from play.
   ▲▲ = fragile, with substitute unit; when totally eliminated, remove from play and put substitute in replacement pool.
General Rule: If a fragile unit has a substitute, first look to the flip side of the counter: if there is a unit printed there that: 1) is not marked with either the ▲ or ▲▲ symbol, and 2) has the same unit type on both sides of the counter, the unit on the back is the substitute. Exceptions: Units that are an exception to the general rule have their substitute counters detailed in the OB. In Total War, the only Axis units in this category are:
German:
    2x 0-5° Prtsn Cmdo II ▲▲=*fs* Ukr:Ab201,Ukr:Ab202 (OKW)
for which their substitute units are:
    2x 1-5° Prtsn Inf III   1DUN, 2DUN (Ukrainian)

A3. Fortified Area Units Reorganization

The Axis player may reorganize his fortress machinegun units into fortified area units (and vice versa) during his initial phases any number of times as indicated below.

ALL COMMANDS:
Any Turn(s): All Nationalities:
Fort MG to Fortif Area:
Reorganize/flip: each Fort MG unit (any) *and* 1 fort marker *to:*
    its immobile Fortif Area unit side
Convert/flip in a hex with any printed improved fortification: each Fort MG unit (any) *to:*
    its immobile Fortif Area unit side
Fortif Area to Fort MG:
Reorganize/flip: each immobile Fortif Area unit (any) *to:*
    its Fort MG unit side + 1 fort marker
Convert/flip in a hex with any printed improved fortification: each immobile Fortif Area unit (any) *to:*
    its Fort MG unit side