Congratulations!

Congratulations! You are about to play what we consider to be the ultimate World War II strategy game. *A World At War* will allow you to explore every facet of the Second World War—and have a lot of fun while you do.

It’s likely that if you’re playing this game, you’ve played other strategic games in the past. Some things will be familiar, but much may be new. And you will have many questions.

**Why do the rules have to be so long?**

This may be your first question, and it is a fair one. Your task of learning to play *A World At War* will be much easier once you know the answer.

*A World At War* rules began as an amalgam of the rules of two predecessor games—Advanced Third Reich (64 pages) and Rising Sun (72 pages, plus 10 pages of research rules). While the consolidation of the rules into a single game saved some space, the *A World At War* rulebook necessarily began at over 100 pages. World War II was a complicated historical event.

But there are two reasons why the rules became longer. The first was that a great many questions and answers from the predecessor games were incorporated into the rules, as were questions from five years of playtesting. There is therefore a very good chance that questions you may have are already answered in the rules.

The second reason the rules are long is that they are deliberately repetitious. This is because the rules are intended to serve as a reference even for experienced players, to be consulted when necessary. As everyone knows, there is nothing more irritating than trying to find an obscure (or even a not-so-obscure) rule during the heat of battle. Where do you look? *A World At War* resolves this problem by setting out the rules in several places—namely where experience has shown that players tend to look. When playtesting showed that players had trouble finding a rule, the rules were modified to meet the expectations of the players. The result was a longer, but more easily used, rulebook.

Fortunately the index provides an efficient shortcut when specific rules are being sought. Use it!

**How do I start?**

To play *A World At War*, you only really need to know certain rules. Like a computer program, 10% of the functions are used 90% of the time. This not only means you don’t have to read all the rules before playing, it also means you will become increasingly familiar with the “basic” rules—a misleading term for the most commonly used rules—just from playing.

By all means read the first two sections of the rules, but things only become interesting when you hit rule 9 (Offensive Operations). The rules on Ground Operations (10-16), Air Operations (17-19), Naval Operations (20-22) and Air-Naval Operations (23) are essential, although new players who start with the North Africa and Barbarossa scenarios can concentrate on the first two, while naval enthusiasts playing the Pacific battle scenarios can focus on the last two.

Rules 10-23 set out the mechanics of how the pieces move. Some of the rules are critical, while many deal with esoteric situations which rarely arise. Some players have found it useful to photocopy the rules and highlight the parts which are most important.

When playing a campaign game, the Strategic Warfare (24-26), Unit Construction (27), Redeployment (28) and Logistics (29-34) rules must be mastered. As mentioned above, these rules apply to virtually every turn, and therefore are quickly learned.

**More than just fighting**

*A World At War* deals with more than just fighting. The rules relating to Economics (35-40), Research and Intelligence (41-48) and Diplomacy and Politics (49-53) give the game a richness and unpredictability not found in most wargames. Some of these rules are specialized (for example, rules 44-48 deal with various types of intelligence activities), while others have general application. The Historical campaign scenarios allow players to opt out of the mobilization, research and diplomatic rules altogether.

To a certain extent, some of these rules are primarily used for reference. Rule 51 (Pearl Harbor and Allied Unpreparedness) illustrates this. This rule has no application whatsoever to a European theater game, so it can be ignored if that’s what you’re playing. Even in Pacific theater games, it applies only once—albeit to a rather important turn! When carrying out the Pearl Harbor attack, it is good enough to follow the rule as you go. Even experienced players don’t bother to memorize rules which, by definition, apply only once each game. But the rules relating to Allied unpreparedness in the first turn of the Japanese attack are different, because the limitations on Allied forces affect how the Allies set up their units before Japan attacks, and a flawed setup can result in disaster (that is, a worse disaster than happened historically). So those rules have to be understood by both players.

**The rest of the rules**

The rest of the rules are easier. The Surrender of Major Powers (54-62) contains either intuitively obvious rules (German surrender) or intrinsically complicated rules which are rarely applied (British surrender, U.S. elections). Most of the remaining rules are theater-specific and players need only be aware of their existence until the topic actually arises. Many of the rules dealing with specific minor countries simply gather together rules stated elsewhere (Persian partisans, for example, are discussed in rule 11 (Partisans) and rule 88 (the Middle East), so players concerned about this subject can look in either place.

**The Sequence of Play**

Playtesters have found the one-page Sequence of Play player aid to be invaluable, as one of the main sources of confusion in playing *A World At War* is not what you do, but when you do it. By following the sequence carefully, many unnecessary problems can be avoided.

**Help?**

Ideally you learn the game at the feet of an experienced player, absorbing his wisdom until, after a game or two, you crush him like a bug. But this is by no means the only way to get help in understanding the game. Players from around the world participate in electronic forums, and let players read whichever one(s) they liked! But you will also find articles, opinions and a great deal more about *A World At War*. The website contains an immense amount of material which will benefit players at all levels. At one time, thought was given to including a “Battle Manual” with the game, but no one could agree on what would be most helpful to new players. Ultimately, a compromise was adopted—put several up on the website and let players read whichever one(s) they liked! But you will also find articles, opinions and a great deal more about *A World At War*.

The website will also introduce you to ULTRA, the newsletter devoted to *A World At War*. ULTRA has been published since 1991, when it was founded to knit together the Advanced Third Reich community. The articles in ULTRA are invaluable for helping players avoid mistakes and develop and implement strategies which will have their non-subscriber opponents begging for a truce.

**Questions?**

For specific questions, another resource exists. The *A World At War* Yahoo discussion group has several hundred members who have playtested the game and have a detailed knowledge of the rules. Thanks to a worldwide membership and the odd sleeping habits of certain *A World At War* players, players can get answers to questions literally within minutes of posting.

Go to **http://groups.yahoo.com/group/aworldatwar** and select “Subscribe to this list”. Membership is free. If you have any difficulty subscribing, contact the website administrator for assistance.

Enjoy the game!
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Introduction

1. GAME COMPONENTS
1.1 A WORLD AT WAR COMPONENTS:

1.21 A World At War contains the following components:

A. Four unmounted 22” by 30” mapsheets (two for the European theater and two for the Pacific theater).
B. Ten counter sheets.
C. Rulebook.
D. Research and Diplomacy Tables booklet
E. Scenario booklet.
F. Eight Player Aid cards.
G. Four Naval Status Charts.
H. Codebreaking and oil effect cards.
I. Research, diplomatic, economic, and other record sheets.
J. Force pool record sheets for each major power.
K. Naval and unit construction sheets for each major power.
L. Eight six-sided dice.

Components and Concepts

2. OVERVIEW

2.1 A WORLD AT WAR:

2.11 EITHER OR BOTH THEATERS MAY BE PLAYED: A World At War is a multi-player game which seeks to represent all strategic aspects of the Second World War, including land, naval, air, economic, diplomatic and technological warfare. Each player controls one or more of the eight represented major powers. Players may refight the entire war or restrict their play to the European or Pacific theaters.

2.2 TWO- OR MULTI-PLAYER GAMES:

2.21 A World At War may be played as a two-sided game, with teams of two or three players playing each side, or as a multi-player game, in which each major power has distinct victory conditions and in which players may negotiate directly with both enemy and allied major powers. 

NOTE: A World At War works best as a two-sided game. Bragging rights may be apportioned after victory has been achieved.

2.3 DURATION OF PLAY:

2.31 SCENARIOS: Global War and the European and Pacific theater scenarios may all be played as campaign games which begin in Fall 1939 and conclude with the surrender or victory of the Axis major powers. Several scenarios are also provided which limit the duration and areas of play (Appendix IV). A World At War rules apply to the campaign scenarios; where exceptions apply to shorter scenarios, these are noted.

2.4 TURNS:

2.41 GAME TURNS: A World At War is played in game turns of three months each (spring, summer, fall and winter).

2.42 PLAYER TURNS: Each A World At War game turn consists of an Axis/ Japanese and an Allied player turn, during which players move their forces, attack enemy forces, construct units and redeploy forces behind friendly lines.

2.5 ECONOMICS:

2.51 BRPs: Many activities in A World At War involve the expenditure of economic resources. These resources are measured in terms of Basic Resource Points (BRPs). The acquisition of BRPs through diplomacy and conquest, and the destruction of enemy BRPs, are two of the key elements of the game.

3. DEFINITIONS

3.1 DEFINITIONS AND ACRONYMS:

3.11 In A World At War, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The following list sets out the definitions and acronyms used in these rules:

“A” : All attacking ground and air units are eliminated, up to the modified value of the defender’s units, taking into account the defender’s DM. An offensive operation ground combat result. See 15.61.

“a” : The attacker loses a number of factors equal to half the modified value of the defender’s units, taking into account the defender’s DM. An offensive operation ground combat result. See 15.61.

“AAF” : Army air factor(s). See 17.24.

“AAS” : Army air squadron. AAF which engage in air combat with enemy NAS, participate in naval combat, fly air cover or attack enemy naval units at sea operate as squadrons. See 23.13.

“adjacent” : Units are not adjacent when they are separated by all-water (non-river) hexsides, including those containing crossing arrows, or when one unit is in a neutral country.

“air base” : Any city, port or airbase capable of acting as a base of operations for air units. See 18.1.

“air factor” : An increment of air costing three BRPs. Air transports, strategic bombers and interceptors always operate as factors. AAF and jets break down into squadrons when engaging naval units or NAS, and recombine into factors after the engagement is concluded.

“air squadron” : An increment of air costing one BRP. Naval air units always operate as squadrons. AAF break down into squadrons when engaging naval units or NAS, and recombine into factors after the engagement is concluded.

“airbase”, “airbase counter” : Airbase counters permit the basing of air units in hexes which otherwise would be unable to act as a base of operations for those units. Airbases also enhance the air defense of the hex they occupy. Each major power is provided with a specific number of airbase counters. See 18.14.

“alliance faction” : Major powers and their minor countries with close political ties to one another. There are four alliance factions in the game: the European Axis, Japan, the Western Allies and Russia.

“Allies”, “Allied” : The Allies consist of Britain, France, Poland and whichever major powers and minor countries join them in war against any of the three Axis major powers. Russia is not considered Allied until it and at least one Western Allied power are jointly at war with at least one of the three Axis major powers. China is not considered Allied until the start of the first Allied player turn following the outbreak of war between Japan and the U.S.

“allies”, “allied” : Countries which are fighting a common foe. Only when this term is capitalized does it refer exclusively to Britain and its allies.

“Asian theater”, “in Asia” : A general term referring to the entire Pacific theater mapboard.

“associated minor countries” : A minor country political alignment short of full alliance. A European minor country which survives the first turn of an Axis attack associates with Britain; a European minor country which survives the first turn of an Allied attacks associates with Germany. Association may also be triggered by a diplomatic result. In the Pacific, certain minor countries associate with major powers when specified events occur. See 84.

“ASW” : Anti-submarine warfare. This term is used to refer both to SW units which operate against enemy submarines and naval units assigned to anti-submarine duties. See 20, 24, and 25.

“Axis” : In Global War and European scenarios, “Axis” refers to Germany,
Italy and whichever countries join them in their war with the Allies. Italy is considered part of the Axis while neutral. Depending on the context, Japan may be referred to as part of the Axis once it is at war with a major power other than China. (See “European Axis”).

“Balkans”, “Balkan”; The Balkans consist of Bulgaria, Hungary, Rumania (including Bessarabia) and Yugoslavia.

“base”: Depending on the context, this may refer to an air base or a naval base. The latter includes ports and mapboard boxes.

“box”, “mapboard box”: Designated areas on the mapboards which represent regions not covered by hexes. See 5.

“BRP”, “BRPs”: Basic Resource Point(s). BRPs are the fundamental currency of the game, and are used to measure the economic strength of each country. See 36.

“CA”: Cruisers. Cruisers are unnamed naval units that are always represented in even-numbered increments. “CA”, without any number, refers to a single, two-factor cruiser unit. Where a number appears after “CA” (“CA4”, “CA6”, etc.), the number indicates the number of cruiser factors. See 20.24.

“CAP”: Combat Air Patrol. Carrier-based naval air units may fly CAP over naval combat groups during carrier battles to protect friendly units from enemy air attack. See 23.3.

“capital”: A city designated by a star instead of a dot. See 4.612.

“China”: For game purposes, “China” does not include Manchuria, Hong Kong, Taiwan, Hainan or the two Chinese hexes south of the Himalayas (O24 and P24). References in the rules to “China” refer to Nationalist China unless the context indicates otherwise.

“city”, “cities”: Cities are designated by black dots and may base air units. Capitals, ports and capital-ports are also cities. See 4.61.

“colonies”: Minor countries which are controlled by a major power at the start of the game. Colonies do not have independent military forces.

“combat phase”: The portion of a player turn in which combat is resolved. See 15-16.

“CTL”: Combat training level. Combat training levels modify attrition combat, determine the number of combat rounds in which units may engage and affect exploitation abilities. See 15.8.

“counters”: All half-inch square playing pieces used on the mapboard, except those with a purely information function (such as national flags to show hex control). Some, but not all, counters are also “units” (see below).

“CRT”: Combat Results Table. The CRT is used to resolve ground combat during offensive operations. See 15.6.

“CVE”, “CVEs”: Escort carrier(s). CVEs are represented by unit counters of various denominations, and are restricted in the types of operations they may conduct. See 20.4.

“CVL”, “CVLs”: Light carrier(s). A CVL is represented by a 2-factor carrier unit. See 20.3.

“CV”, “CVs”: Fleet carrier(s). A CV is represented by a 3-factor carrier unit. See 20.3.

“CVB”, “CVBs”: Super carrier(s). A CVB is represented by a 4-factor carrier unit. See 20.3.

“D”: Defender eliminated. An offensive operation ground combat result. See 15.61.

“DM”, “DMs”: Defense Multiplier(s). The defensive strength of a ground unit being attacked during offensive operations is calculated by multiplying its combat factor by the net DM. DMSs can be both positive and negative, and are always cumulative. See 15.3.

“DRM”, “DRMs”: Die (Dice) Roll Modifier(s). This term refers to the modifications to a die or dice roll. The result of the roll is determined by the result after all DRMs are taken into account.

“Dutch East Indies”: The Dutch East Indies consists of the following areas: Sumatra, the Dutch part of Borneo, Java, Bali, Sumbawa, Flores, Timor, Tanimbar, Aroe, Western (Netherlands) New Guinea, Buru, Ceram, Biak, Halmahera and the Celebes. (Palawan is part of the Philippines.)

“Eastern Europe”: Eastern Poland, the Baltic States, Bessarabia (Rumania east of the eastern front boundary) and the Finnish border hexes. See 63.11.

“economic interest”: A major power is considered to have an economic interest in a country if it is obtaining BRPs from that country.

“European Axis”: All European Axis major powers and minor countries.

“European theater”, “in Europe”: A general term referring to the entire European theater mapboard, including portions of Africa, Asia, and the Atlantic Ocean.

“Ex”, “Ex-1”, “Ex-2”: Exchange results—both the attacker and the defender suffer losses. These are offensive operation ground combat results. See 15.61.

“fast carrier(s)”: Light-carriers (CVLs), fleet-carriers (CVs) and super-carriers (CVBs). Each fast carrier is represented by an individual counter bearing the carrier’s name. Escort carriers (CVEs) are not considered fast carriers. See 20.3.

“force pool”: The units, both built and unbuilt, that are available to each major power. A major power may not construct more units of a given type than are contained in its force pool.

“fronts”: The European mapboard is divided into three fronts—the western, eastern and Mediterranean. The Pacific mapboard is divided into three fronts—the Pacific, Asian and Southeast Asian.

“game turns”: Each year consists of four game turns. These are identified by the seasons: spring, summer, fall and winter.

“IC”, “ICs”: Industrial Center(s). ICs represent areas of Russian industrial production. The BRPs derived from ICs make up a considerable portion of the Russian BRP total. ICs may be voluntarily eliminated, captured and destroyed. See 37.

“interceptors”: Interceptor factors represent fighters dedicated to defending against or escorting heavy bombers, and may be used in offensive and defensive SW operations. See 17.8 and 26.

“limited offensive(s)”: Offensive operations for which less than 15 BRPs are spent on a front and attrition combat is therefore permitted. See 9.6.

“major powers”: The countries which have independent BRP levels and force pools. In Global War there are eight major powers: Germany, Italy, Japan, Britain, China, France, Russia and the U.S. In European scenarios there are six major powers: Germany, Italy, Britain, France, Russia and the U.S. In Pacific scenarios there are five major powers: Japan, Britain, China, Russia and the U.S.

“minor allies”: Certain minor countries may become allied with a major power as a result of specific events. See 85.

“minor countries”: All countries, including colonies, other than the eight major powers. See 82.

“movement phase”: The portion of a player turn in which units are moved. See 13.

“NAS”: Naval air squadron.

“naval units”: Naval units include fleets, carriers and submarines, unless otherwise specified. Submarines, ASW and transports are also SW units.

“neutral”: A major power is considered to be neutral if it is not at war with an opposing alliance faction.

“NR”, “NRS”, “NRed”: Naval Redeployment(s). Navally Redeploy(ed), NRs take place during the redeployment phase, and allow the movement of naval units. See 28.5.

“objectives”: Cities whose names and icons are printed in red and one-hex islands whose names are printed in red. Some, but not all, objectives are also key economic areas. There are fourteen objectives on each front on each
mapboard. See 4.613.

“operational air base”: A city or airbase counter which is controlled, fully supplied and not subject to air oil effects.

“operational air units”: Operational air units are air units which are uninverted and based in an operational air base.

“operational fast carrier”: A fast carrier which is undamaged, carrying its full compliment of NAS and based in an operational port.

“operational naval units”: Naval units which are uninverted and based in an operational port.

“operational port”: A port which is controlled, fully supplied and not subject to naval oil effects, including a port counter or mapboard box.

“Pacific theater”, “in the Pacific”: A general term referring to the entire Pacific theater mapboard.

“Philippines”: The Philippines consist of Cebu, Leyte, Luzon, Mindanao, Mindoro, Negros, Palawan, Panay and Samar.

“player turns”: Each game turn is divided into an Axis and an Allied player turn. The Axis player turn is always first. See 8.

“port”: A city designated by a non-solid circle instead of a dot. In all cases, the terms “port” and “ports” includes port counters. See 4.614.

“RGT”: Russo-German tensions. RGT are used to measure tensions between Russia and Germany prior to the outbreak of war between the two. See 49.8.

“RP”, “RPs”: Research Points. RPs are used to represent the research capabilities of the various major powers. See 41.

“senior alliance partner”: For the European Axis: Germany. For the Western Allies: the U.S. (if at war in that theater), Britain and France, in that order.

“Siberia”: That part of Russia which appears on the Pacific theater mapboard. Siberia does not include Mongolia or Tannu Tuva, although Russia controls both areas.

“strategic bombers”: Strategic bomber factors represent heavy bombers, and are used in offensive SW operations against enemy countries. See 17.7 and 26.

“SR”, “SRs”, “SRed”: Strategic Redeployment(s), Strategically Redeploy(ed). SRs take place at the end of the redeployment phase, and allow the movement of a limited number of units behind friendly lines. See 28.6.

“supplied”: a unit is considered “supplied” if it has drawn supply from an unlimited supply source. See 30.51.

“SW”: Strategic Warfare. SW involves the use of submarines, strategic bombers, ASW and interceptors. SW is resolved during the combat phase of each game turn. Successful SW eliminates enemy transports and BRPs. See 24-26.

“SW units”: Submarines, ASW, transports, strategic bombers and interceptors.

“TF”, “TFS”: Task force(s). A grouping of between 10 and 25 undamaged naval units belonging to the same alliance faction, no more than half of which may be fast carriers. Task forces are hidden by task force markers. See 20.16.

“TR”, “TRs”, “TRed”: Tactical Redeployment(s), Tactically Redeploy(ed). TRs take place at the start of the redeployment phase, and allow the limited movement of ground and air units behind friendly lines. See 28.4.

“transports”: Transports represent merchant shipping. See 20.6 and 25.

“unit”: A ground (infantry, replacement, armor, airborne, Chindit, marine, commando or partisan), air (army, air, naval air, kamikaze, jet or air transport), naval (destroyer, cruiser, capital ship, fast carrier or escort carrier) or SW (transport, submarine, ASW, strategic bomber or interceptor) counter is a unit. Other counters are not units.

“unit construction phase”: The portion of a player turn in which units are constructed. See 27.

“USAT”: U.S. - Axis tensions. USAT are used to measure tensions between the United States and Germany prior to the outbreak of war between the two. See 49.8.

“USJT”: U.S. - Japanese tensions. USJT are used to measure tensions between the United States and Japan prior to the outbreak of war between the two. See 49.8.

“Western Allies”, “Western Allied”: All Allied major powers and minor countries, other than Russia and Russia’s associated and allied minor countries. Nationalist China joins the Western Allies at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

“YSS”: Year Start Sequence. The YSS takes place at the start of each year, before the first game turn of the year. During the YSS, the BRP levels of all major powers are determined, and diplomatic and research decisions for the upcoming year are made. See 35.

“ZoC”, “ZoCs”: Zone(s) of Control. A fully supplied armor unit may exert a ZoC into adjacent hexes. ZoCs influence enemy movement, unit construction and supply. See 10.34.

4. TERRAIN AND THE MAPBOARD

4.1 THE MAPBOARDS

4.2 GRID COORDINATES

4.3 FRONT BOUNDARIES

4.4 UNPLAYABLE HEXES

4.5 LAND AND SEA HEXES

4.6 MAPBOARD FEATURES

4.7 ISLANDS

4.8 TERRAIN EFFECTS

4.1 THE MAPBOARDS:

4.11 GENERAL DESCRIPTION: The A World At War European mapboard consists of a map of Europe, North Africa and the Middle East. The A World At War Pacific theater mapboard consists of a map of Asia and the northern Pacific Ocean.

4.12 HEXES: Superimposed over both mapboards is a hexagonal grid, which is used to determine movement. The Pacific mapboard covers approximately four times the area of the European mapboard, and as such, movement rates differ between the two maps.

4.13 FEATURES CONFORM TO HEX GRID: National borders (black dashed lines) and geographical features have been rationalized to conform to the hexagonal grid.

4.14 UNIQUE TERRAIN: Each theater mapboard has unique terrain: only the European theater has Qattara terrain, and only the Pacific theater has jungle, Himalayan and outback terrain. Mountains, forest and swamps also have different effects in the two theaters in certain instances.

4.2 GRID COORDINATES:

4.21 GRID COORDINATES: Each hex of the hex grid superimposed over either mapboard may be located by a specific grid coordinate reference. Thus on the European mapboard Lisbon is V8, Marrakech is EE2, Dublin is H22, Rome is Y22, Berlin is L31, Helsinki is D41, Moscow is H47 and Perm is D61; and on the Pacific mapboard, Tokyo is L32, Manila is W21 and Pearl Harbor is P53.

4.3 FRONT BOUNDARIES:

4.31 FRONT BOUNDARIES: Solid red front boundaries separate each mapboard into three fronts. The European mapboard consists of the eastern, western and Mediterranean fronts. The Pacific mapboard consists of the Pacific, Asian and Southeast Asian fronts. Fronts are significant with respect to a variety of situations such as weather and the conduct of offensive operations.

4.4 UNPLAYABLE HEXES:

4.41 UNPLAYABLE HEXES: Solid gray areas on the edges of the board are not playable and are impassable to all units, including air and naval units, except where explicitly permitted (see 21.218B for off-board movement in the Atlantic). Swiss hexes are impassable to ground and air units. The middle four outback hexes are impassable to ground (but not air) units. All other hexes are playable (see 4.43 for impassable hexides).

4.42 GRAY HEX FRAGMENTS AND ISLANDS: Any completely gray land mass is impassable to ground units. Such areas are included on the mapboard for aesthetic purposes only. Thus areas such as the islands east of Athens (DD28 and CC28) do not exist for game purposes. Similarly, gray land fragments are ignored for game purposes. F33 is not considered a one-hex island (4.73), even
though the G32 portion of the island is unplayable.

4.43 Impassable Hexsides: Ground movement, combat, redeployment and the tracing of supply lines is not allowed across all-Qattara hexsides (NN25-NN26 and MM26-NN26), all-Himalayan hexsides and all-outback hexsides (the hexsides of all outback hexes along the southern edge of the mapboard and the interior hexsides of the middle four outback hexes). This prohibition does not apply to air operations.

4.5 Land and Sea Hexes:
4.51 Land/Sea Hexes: Land terrain is defined as the area inside the shore-line bordering all bodies of water. Hexsides must have land on both sides to allow normal ground movement or combat across them. Similarly, sea hexsides are defined as any hexside having blue on both sides of the hexside, provided the blue is not solely attributable to a river. Naval movement is allowed only across sea hexsides. (EXCEPTION: The Suez canal). Where the red front boundary follows a coastline it is treated as sea for the purposes of this rule.

4.52 Partial Sea Hexes: Hexes which are partially sea and partially land are considered both land and sea for all purposes.

4.53 Lakes: Lakes which do not completely cover a hexside have no effect on play and are included on the mapboard for aesthetic purposes only.

4.6 Mapboard Features:
4.61 Urban Areas:
4.611 Cities: The terms “city” and “cities” include capitals, ports and capital-ports.
4.612 Capitals: Capitals are cities designated by a star, including those in colonies. Capitals may not be selected for attrition occupation (14.6). Infantry and replacement units defending in capitals are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a “9” or higher winter effect (15.33G). See 30.2 for details of capitals as supply sources.

4.613 Objectives: Objectives are one-hex islands whose names are printed in red and cities whose names and icons are printed in red. Objectives may not be selected for attrition occupation (14.6). Infantry and replacement units defending in objectives are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a “9” or higher winter effect (15.33G). Objectives are used for SRs (28.6).

4.614 Ports: Ports are cities designated by a non-solid circle. Ports may base naval units (21.11). Brindisi is on the east coast of AA25; naval units may traverse it only via the easternmost of the two water areas within the hex. Similarly, Rosyth (F26) is on the east coast of Scotland, Plymouth (K21) is on the southern coast of its peninsula, Lorient (N19) is on the southwest coast of its peninsula and Famagusta (GG34) is on the southeast coast of Cyprus.

4.615 Capital-Ports: Capital-ports are cities designated by a star inside a circle. Capital-ports function as both a port and a capital. The comprehensive list of capital-ports in the game is Algiers, Athens, Helsinki, Lisbon, Oslo, Stockholm, Tripoli and Tunis in Europe; Baliikpapan, Bangkok, Batavia, Kuching, Manila, Palembang, Rangoon, Saigon, Seoul, Singapore, Taipei and Tokyo in the Pacific.

4.616 Other Cities: Other cities, designated by black dots, have no military significance except for their ability to base air units (17.21). Such cities have no effect on combat.

4.62 Fortifications and Fortresses: See rule 32.

4.63 Crossing Arrows: Blue crossing arrows permit ground units to move or engage in offensive or attrition combat across all-water hexsides in either direction. In Europe, crossing arrows occur in Denmark (3), Scotland (1), the Turkish Straits (2), the strait of Kerch (1) and the strait of Messina (1). In the Pacific, crossing arrows occur in the Philippines (3), Japan (5) and Sakhalin (1).

4.631 The water between land areas connected by crossing arrows is considered to be controlled by the neutral minor country or major power which controls those land areas, therefore air and naval activities over and through the water portion of such hexes are subject to restrictions.

4.64 Terrain Fills the Hex: Sometimes terrain is printed over only a portion of a hex. Swamp, mountain, forest, jungle and jungle/mountain are considered to cover the entire land portion of any hex in which they appear, and therefore affect the DM for airborne invasions and attacks across hexsides free of such terrain markings.

4.7 Islands:
4.71 Unplayable Islands: Islands shown in gray are included on the board for aesthetic purposes only. Such islands are not playable, may not be invaded, and are not considered islands for game purposes.

4.72 Invadable Hexes: All one-hex islands, including Scapa Flow, 132 (the Danish island containing Copenhagen) and 131, but not the island at the northern tip of Denmark, are invadable. Larger islands may be invaded only at beach hexes.

4.73 One-Hex Islands: An island covering more than one hex is not a one-hex island, even if only one hex of it is playable.

4.731 Basing at One-Hex Islands: One NAS may base on a one-hex island, regardless of how many air factors are also based on that island (18.13). Naval units may only base at one-hex islands which contain a port counter.

4.732 Supply and Nrs to One-Hex Islands: Supply may be traced to one-hex islands even if they do not contain a port or bridgehead (30.331B). Units may also be NRed into and out of such islands (28.511).

4.74 Island Groups: A number of Pacific islands form groups, as follows:
A. Aleutian Islands (U.S.): Adak, Attu, Kiska, Unalaska, Umnak.
B. Bismarck Archipelago (Britain): New Britain, New Ireland, Manus.
C. Caroline Islands East (Japan): Oroluk, Ponape, Truk.
D. Caroline Islands West (Japan): Palau, Ulithi, Woleai, Yap.
E. Ellice Islands (Britain): Funafuti, Niulakita, Niutao.
F. Fiji (Britain): Vanua Levu, Viti Levu.
G. Gilbert Islands (Britain): Beru, Makin, Nauru, Tarawa, Arara.
H. Hawaiian Islands (U.S.): Hawaii, Kauai, Maui, Necker, Oahu.
I. Kurile Islands (Japan): Etorofu, Paramushiro, Uruppa.
J. Marianas Islands (U.S. and Japan): Guam (U.S.), Saipan (Japan).
L. New Hebrides (Britain): Efate, Espiritu Santo.
M. Society Islands (France): Bora Bora, Tahiti.
N. Solomon Islands (Britain): Bougainville, Guadalcanal, New Georgia, San Cristobal, Santa Cruz, Santa Isabel.

4.741 Control of Island Groups: At the start of each scenario, each island group is controlled by a major power (EXCEPTION: In the campaign game, the Marianas are split between the U.S. and Japan). Once play begins, rule 29.71 governs the control of island groups.

4.8 Terrain Effects:
4.81 Ground Movement: The effects of terrain on ground movement are set out in rule 13.41.
4.82 Attrition: The effects of terrain on attrition combat are set out in rule 14.62.
4.83 Ground Combat: The effects of terrain on offensive ground combat are set out in rule 15.3.

4.84 Terrain Effects Chart: The Terrain Effects Chart summarizes the effects of terrain features on movement and combat.
5. MAPBOARD BOXES

5.1 INTRODUCTION

5.2 U.S. BOXES

5.3 SOUTH AFRICA BOX

5.4 INDIA BOX

5.5 AUSTRALIA BOX

5.6 ETHIOPIA BOX

5.7 URALS BOX

5.8 MURMANSK BOX

5.9 SW BOXES

5.1 INTRODUCTION:

5.11 PURPOSE OF THIS RULE: The purpose of this rule is to gather together the rules applicable to the various mapboard boxes in one location for ease of reference. Specific references to the various mapboard boxes are found throughout the rules dealing with specific topics, as well as in the rules dealing with the areas in question, such as rule 71 (Australia), rule 72 (India), rule 88.4 (Ethiopia), and rule 81 (Manchuria, Siberia and the Urals box).

5.12 GENERAL CHARACTERISTICS: All mapboard boxes share certain general characteristics:

A. UNLIMITED CAPACITY: All mapboard boxes have an unlimited stacking capacity for ground units (EXCEPTIONS: The Murmansk and SW boxes) and an unlimited basing capacity for air and naval units, provided the units are otherwise permitted to enter the box in question.

B. NAVAL RANGE RESTRICTIONS APPLY NORMALLY: Except where specifically stated, range restrictions on naval activities (21.361) apply to all naval activities to and from mapboard boxes, based on the distance in off-board hexes from the mapboard box in question to the mapboard, as set out below for each mapboard box.

C. AIR MISSIONS PROHIBITED: Offensive or defensive air missions into or out of mapboard boxes are prohibited (EXCEPTION: Strategic bombing).

5.2 U.S. BOXES:

5.21 CONCEPT:
A. ATLANTIC U.S. BOX: The Atlantic U.S. box represents the Atlantic coast of the U.S. and Canada.


5.22 DISTANCE FROM THE MAPBOARD:
A. ATLANTIC U.S. BOX: The Atlantic U.S. box is 16 off-board hexes from the western edge of the European mapboard, through hexes A23 to EE1.

B. THE PACIFIC U.S. BOX: The Pacific U.S. box is eight off-board hexes from to the eastern edge of the Pacific mapboard, through hexes A59 to KK48.

5.23 CONTROL: The U.S. boxes are permanently controlled by the Western Allies. Axis and Japanese units may never enter either U.S. box.

5.24 BRP VALUE: The U.S. boxes have a BRP value equivalent to the U.S. BRP base, as well as 10 Canadian BRPs.

5.25 SUPPLY AND OIL:
A. SUPPLY: The U.S. boxes are unlimited Western Allied supply sources.

B. OIL: Both U.S. boxes produce an unlimited number of oil counters each turn. For the oil status of units supplied from the U.S. boxes, see 33.533.

5.26 UNIT CONSTRUCTION: Newly constructed American and Canadian ground and air units are placed in either U.S. box (27.42G, 70.15). American and Canadian naval units are launched in whichever U.S. box is associated with the shipbuilding used to build them.

5.27 GROUND AND AIR UNITS:
A. MOVEMENT: Ground and air units may not move or stage into or out of the U.S. boxes during the movement phase.

B. COMBAT:
• Ground combat cannot occur in the U.S. boxes.

• Air combat may not occur in the U.S. boxes, except as a result of Axis strategic bombing of the U.S.

C. REDEPLOYMENT: Ground and air units may only enter or leave the U.S. boxes during the redeployment phase by NR.

5.28 NAVAL ACTIVITIES:
A. MECHANICS: The path of naval activities from the Atlantic U.S. box is traced onto the European mapboard through any of hexes A23 o EE1 along the western edge of the European mapboard. The path of naval activities from the Pacific U.S. box is traced onto the Pacific mapboard through any of hexes A9 to KK2 along the eastern edge of the Pacific mapboard.

B. BASE CHANGES: Western Allied naval units may change base to, from and between the U.S. boxes. Naval units in the Atlantic and Pacific U.S. boxes may base change into or out of the Atlantic and Pacific SW boxes, respectively.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported to or from the U.S. boxes through the Atlantic and Pacific Oceans to or from a mapboard port, one-hex island or the other U.S. box. In addition, one transport from the SW box through which the sea transport passes is required for each mechanized ground unit, three non-mechanized ground factors or five air factors sea transported through the Atlantic or Pacific SW boxes. For sea transport from one U.S. box to the other, transports in the ocean of origin are used.

D. SEABORNE INVASIONS: Two destroyer factors are required for each ground factor conducting a seaborne invasion from a U.S. box through the Atlantic and Pacific Oceans, plus an additional destroyer for each ground factor if the invasion hex is occupied by an enemy ground unit. In addition, one transport from the SW box through which the seaborne invasion passes is required for each invading mechanized ground unit or three non-mechanized ground factors.

E. NRs AND SEA ESCORT:
• One transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors, or for every 10 BRPs, which is NRed between a U.S. box and the mapboard. No destroyers are required for sea escort (EXCEPTION: One destroyer factor is required for every three BRPs granted to Russia via Murmansk).

• NRs to and from U.S. boxes may be protected by naval units in the originating location and by naval units in the SW box through which the NR passes.

• Naval units in the Atlantic and Pacific U.S. boxes may NR into and out of the Atlantic and Pacific SW boxes, respectively.

F. INTERCEPTION: Naval interception from the U.S. boxes is prohibited.

G. SEA SUPPLY: Each sea supply line traced from a U.S. box requires one transport from the SW box through which the sea supply line is traced (30.365).

5.3 SOUTH AFRICA BOX:

5.31 CONCEPT: The South Africa box represents South Africa and the adjacent British colonies.

5.32 DISTANCE FROM THE MAPBOARD: The distance of the South Africa box from the European and Pacific mapboard does not affect play. Naval units may not be displaced to the South Africa box.

5.33 CONTROL: The South Africa box is permanently controlled by the Western Allies. Axis and Japanese units may never enter the South Africa box.

5.34 BRP VALUE: The South Africa box has a value of 10 BRPs.

5.35 SUPPLY AND OIL:
A. SUPPLY: The South Africa box is an unlimited Western Allied supply source.

B. OIL: The South Africa box does not produce oil. The South African oil reserve has a capacity of three oil counters. For the oil status of units supplied from the South Africa box, see 33.533.

5.36 UNIT CONSTRUCTION: The South African 3-4 and 1-3 infantry units may only be built in the South Africa box (27.472).

5.37 GROUND AND AIR UNITS:
A. MOVEMENT: Ground and air units may not move or stage into or out of the South Africa box during the movement phase (EXCEPTION: Sea transport through the Indian Ocean).

B. COMBAT: Ground and air combat cannot occur in the South Africa box.

C. REDEPLOYMENT: Ground and air units may only enter or leave the South Africa box during the redeployment phase by NR (EXCEPTION: SR to and from Ethiopia—88.422C).
5.38 NAVAL ACTIVITIES:
A. MECHANICS: The path of naval activities from the South Africa box is traced onto the European mapboard to Suez through hexes NN30 or NN31 or to Basra or Abadan through hexes NN41, NN42 or NN43, on the southern edge of the European mapboard.
B. BASE CHANGES: Western Allied naval units may change base between the South Africa box and any western front port, Suez, Basra and Abadan, and the Atlantic U.S., India and Australia boxes.
C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported to or from the South Africa box through the Indian Ocean to or from Suez, Basra or Abadan. In addition, one Indian Ocean transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors sea transported through the Indian Ocean SW box. Sea transport to or from the South Africa box through the Atlantic Ocean or to and from the India box through the Indian Ocean is prohibited.
D. SEABORNE INVASIONS: Seaborne invasions to or from the South Africa box are prohibited.
E. NRs AND SEA ESCORT:
• One Indian Ocean transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors, or for every 10 BRPs, which is NRred between the South Africa box and the India, Australia or Ethiopia boxes or Suez, Basra or Abadan. No destroyers are required to sea escort such NRs. NRs to and from the South Africa box through the Atlantic Ocean may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.
• One Atlantic transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors, or for every 10 BRPs, which is NRred between the European mapboard or the Atlantic U.S. box and the South Africa box. No destroyers are required to sea escort such NRs. NRs to and from the South Africa box through the Atlantic may be protected by naval units in the originating location and by naval units in the Atlantic SW box.
• Naval units in the South Africa box may NR to any western front port, Suez, Basra and Abadan, and the Atlantic U.S., India and Australia boxes.
F. INTERCEPTION: Naval interception from the South Africa box is prohibited. Naval units in the South Africa box may engage raiders in the Indian Ocean, but not in the Atlantic Ocean.
G. SEA SUPPLY: Each sea supply line traced from the South Africa box to Suez, Basra or Abadan requires one Indian Ocean transport (30,365).

5.4 INDIA BOX:
5.41 CONCEPT: The India box represents that part of India which does not appear on the board.
5.42 DISTANCE FROM THE MAPBOARD:
A. The India box is adjacent to the India hexes along the western edge of the Pacific mapboard.
B. The ports in the India box are eight hexes from hex CC2 on the western edge of the Pacific mapboard.
5.43 CONTROL: The India box is controlled by the Western Allies unless India surrenders (72.5). Japanese units may never enter the India box (EXCEPTION: Strategic bombing).
5.44 BRP VALUE: The India box has a value of 10 BRPs. For each Japanese ground factor adjacent to the India box in excess of the number of Western Allied ground factors in the India box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless India has surrendered.
5.45 SUPPLY AND OIL:
A. SUPPLY: The India box is an unlimited Western Allied supply source unless India has surrendered.
B. OIL: The Indian oil reserve has a capacity of three oil counters. For the oil status of units supplied from the India box, see 33.4714C.
5.46 UNIT CONSTRUCTION: Indian units may be built in the India box (27.474, 72.16). For limits on and costs of Indian production, see 72.12. For the effect of Japanese bombing of the India box, see 72.321. For the effect of Japanese units adjacent to the India box, see 72.42.

5.47 GROUND AND AIR UNITS:
A. MOVEMENT:
• Western Allied ground units may move into the India box from an Indian hex south of the Himalayas adjacent to the western edge of the Pacific mapboard.
• Western Allied ground units may move out of the India box into an Indian hex south of the Himalayas adjacent to the western edge of the Pacific mapboard, provided this does not result in there being fewer ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the Pacific mapboard at the end of the movement phase.
• Air units may stage from an Indian hex into the India box, or stage from the India box into an eligible Indian hex.
B. COMBAT:
• Ground attacks from the India box onto the Pacific mapboard, or from the Pacific mapboard into the India box, are prohibited.
• For attrition combat purposes, the India box is considered to be part of each Indian attrition zone that touches the Indian map edge. Japanese ground units adjacent to the India box may attrition, and be attritioned by, Western Allied ground units in the India box. Hex results achieved in attrition combat solely against the India box have no effect, nor can Western Allied ground units capture hexes by attrition advance from the India box.
• Western Allied armor units may enter the India box by exploitation movement from an Indian hex off the western edge of the Pacific mapboard.
• Air combat may occur in the India box only as a result of Japanese strategic bombing of the India box.
C. REDEPLOYMENT:
• Western Allied ground and air units may enter the India box by TR or SR off the western edge of the Pacific mapboard, or by NR from the South Africa or Australia boxes, Suez, Basra or Abadan, or through hex CC2.
• Western Allied ground and air units which begin their turn in the India box, enter the India box during the movement or combat phases, or are constructed in the India box, may TR, SR or NR onto the Pacific mapboard, provided this does not result in there being fewer ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the Pacific mapboard at the end of the redeployment phase.
• Western Allied ground and air units which redeploy into the India box must end the redeployment phase in the India box.
5.48 NAVAL ACTIVITIES:
A. MECHANICS: The path of naval activities between the India box and the Pacific mapboard is traced through hex CC2, on the western edge of the Pacific mapboard. CC2 is considered to be eight off-board hexes from the ports in which naval units base while in the India box.
B. BASE CHANGES: Western Allied naval units may change base between the India box and the South Africa and Australia boxes, Suez, Basra, Abadan and Pacific ports accessible through CC2.
C. SEA TRANSPORT: Sea transport between the India box and the Pacific mapboard is conducted normally. Two destroyer factors are required for each ground or air factor sea transported from the India box through the Indian Ocean into Suez, Basra or Abadan. In addition, one Indian Ocean transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors sea transported through the Indian Ocean SW box. Sea transport between the India box and the Australia and South Africa boxes is prohibited.
D. SEABORNE INVASIONS: Seaborne invasions from the India box onto the Pacific mapboard are conducted normally. Seaborne invasions from the India box onto the European mapboard or into the South Africa or Australia boxes are prohibited.
E. NRs AND SEA ESCORT:
• Ground and air units NRred between the India box and the Pacific mapboard require sea escort from destroyers. No transports are used.
• One Indian Ocean transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors which is NRred between the India box and the South Africa box, the Australia box, or Suez, Basra or Abadan. No destroyers are required to sea escort such NRs. NRs to and from the form the India box may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.
• Naval units in the India box may NR to the South Africa box, the Australia box, Suez, Basra or Abadan, or onto the Pacific mapboard.

F. INTERCEPTION: Naval interception from the India box onto the Pacific mapboard is conducted normally. Naval units in the India box may engage raiders in the Indian Ocean.

G. SEA SUPPLY: Each sea supply line traced from the India box to Suez, Basra or Abadan requires one Indian Ocean transport (30.365). This requirement does not apply to sea supply traced through hex CC2 onto the Pacific mapboard.

H. DISPLACED NAVAL UNITS: Naval units displaced from Suez, Basra or Abadan may go to the India box.

5.5 AUSTRALIA BOX:

B. COMBAT:

• Air combat may occur in the Australia box only as a result of Japanese strategic bombing of the Australia box.

C. REDEPLOYMENT:

• Western Allied ground and air units may enter the Australia box by TR or SR off the southern edge of the Pacific mapboard, or by NR from the Pacific U.S. box, the India box, off the southern edge of the Pacific mapboard through hexes NN15, NN24 (Townsville) or NN31 (Noumea), or from Suez, Basra or Abadan.

• Western Allied ground and air units which begin their turn in the Australia box, enter the Australia box during the movement or combat phases, or are constructed in the Australia box, may TR, SR or NR onto the Pacific mapboard, provided this does not result in there being fewer ground factors in the Australia box than there are Japanese ground factors adjacent to the Australia box along the southern edge of the Pacific mapboard at the end of the redeployment phase.

• Western Allied ground and air units which redeploy into the Australia box must end the redeployment phase in the Australia box.

5.58 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities between the Australia box and the Pacific mapboard is traced through one of hexes NN15, NN24 (Townsville) or NN31 (Noumea), on the southern edge of the Pacific mapboard. NN15, NN24 (Townsville) are considered to be eight off-board hexes, and NN31 (Noumea) ten off-board hexes, from the ports in which naval units base while in the Australia box.

B. BASE CHANGES: Western Allied naval units may change base between the Australia box and any Pacific mapboard hexes accessible through hexes NN15, NN24 and NN31, Suez, Basra and Abadan, and the Pacific U.S., India and South Africa boxes.

C. SEA TRANSPORT: Sea transport between the Australia box and the Pacific mapboard is conducted normally. Two undamaged destroyer factors are required for each ground or air factor sea transported from the Australia box through the Indian Ocean into Suez, Basra or Abadan. In addition, one Indian Ocean transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors sea transported through the Indian Ocean SW box. Sea transport between the Australia box and the India and South Africa boxes is prohibited.

D. SEABORNE INVASIONS: Seaborne invasions from the Australia box onto the Pacific mapboard are conducted normally. Seaborne invasions from the Australia box into the South Africa and India boxes are prohibited.

E. NRs AND SEA ESCORT:

• Ground and air units NRd between the Australia box and the Pacific mapboard require sea escort from destroyers. No transports are used.

• One Indian Ocean transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors which is NRd between the Australia box and the South Africa box, the India box, or Suez, Basra or Abadan. No destroyers are required to sea escort such NRs. Such NRs may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.

• One Pacific transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors which is NRd between the Australia box and the Pacific U.S. box. No destroyers are required to sea escort such NRs. Such NRs may be protected by naval units in the originating location and by naval units in the Pacific SW box.

• Naval units in the Australia box may NR to the South Africa box, the India box, Suez, Basra or Abadan, the Pacific U.S. box, or onto the Pacific mapboard.

F. INTERCEPTION: Naval interception from the Australia box is conducted normally.

G. SEA SUPPLY: Each sea supply line traced from the Australia box to Suez, Basra or Abadan requires one Indian Ocean transport (30.365). This requirement does not apply to sea supply traced through hexes NN15, NN24 or NN31 onto the Pacific mapboard.
5.6 ETHIOPIA BOX:

5.61 CONCEPT: The Ethiopia box represents the Italian colony of Ethiopia.

5.62 DISTANCE FROM THE MAPBOARD: The Ethiopia box is adjacent to Egyptian hexes NN27-NN30 on the southern edge of the European mapboard.

5.63 CONTROL: The Ethiopia box is controlled by Italy at the start of the game, but may be conquered by the Western Allies (88.43).

5.64 BRP VALUE: The Ethiopia box has no BRP value.

5.65 SUPPLY AND OIL:
A. SUPPLY: All units in Ethiopia are automatically in unlimited supply.
B. OIL: Units in Ethiopia are immune from oil effects.

5.66 UNIT CONSTRUCTION: Unit construction in the Ethiopia box is prohibited.

5.67 GROUND UNITS:
A. MOVEMENT: Ground units may not move into or out of the Ethiopia box during the movement phase.
B. COMBAT: Ground combat cannot occur in the Ethiopia box.
C. REDEPLOYMENT: Ground units may only enter and leave the Ethiopia box during the redeployment phase, as set out in 88.42.

5.68 NAVAL ACTIVITIES: Naval activities from the Ethiopia box are prohibited, although control of Ethiopia is required for the Axis to conduct naval operations from Suez, should the Axis capture it (88.37B, C).

5.7 URALS BOX:

5.71 CONCEPT: The Urals box represents that part of Russia which does not appear on either mapboard.

5.72 DISTANCE FROM THE MAPBOARD:
A. EUROPE: The Urals box is adjacent to hexes A62-Z53 in Russia on the eastern edge of the European mapboard.
B. PACIFIC: The Urals box is adjacent to hexes A23-L15 on the western edge of the Pacific mapboard.

5.73 CONTROL: The Urals box is permanently controlled by Russia, even if Russia surrenders. Axis and Japanese ground factors may enter the Urals box during the movement or combat phases.

5.74 BRP VALUE: The Urals box has a BRP value equivalent to the Russian BRP base. For each Axis and Japanese ground factor adjacent to the Urals box in excess of the number of Russian ground factors in the Urals box at the end of the Axis combat phase, Russia loses one BRP, up to a maximum of 15 BRPs per turn, provided Russia is at war with the European Axis or Japan, as the case may be.

5.75 SUPPLY AND OIL:
A. SUPPLY: The Urals box is an unlimited Russian supply source.
B. OIL: The Urals box has an oil production of one counter per turn and a reserve capacity of ten oil counters.

5.76 UNIT CONSTRUCTION: Unit construction in the Urals box is prohibited.

5.77 GROUND AND AIR UNITS:
A. MOVEMENT:
- Russian ground units may move into the Urals box from adjacent European or Pacific mapboard hexes.
- Russian ground units may move out of the Urals box into an adjacent European or Pacific mapboard hex, provided this does not result in there being fewer ground factors in the Urals box than there are Axis or Japanese ground factors adjacent to the Urals box at the end of the movement phase.
- Russian air units may stage from the mapboard into the Urals box, or stage from the Urals box into an eligible hex.

B. COMBAT:
- Ground attacks from the Urals box onto the Pacific mapboard, or from the Pacific mapboard into the Urals box, are prohibited.
- For attrition combat purposes, the Urals box is considered to be part of each European and Pacific attrition zone that touches the Urals box. Axis and Japanese ground units adjacent to the Urals box may attrition, and be attritioned by, Russian ground units in the Urals box. Hex results achieved in attrition combat solely against the Urals box have no effect, nor can Russian ground units capture hexes by attrition advance from the Urals box.
- Russian armor units may enter the Urals box by exploitation movement from adjacent European or Pacific mapboard hexes.
- Air combat may occur in the Urals box only as a result of Axis or Japanese strategic bombing of the Urals box.

C. REDEPLOYMENT:
- Russian ground and air units may enter the Urals box by TR or SR from adjacent European or Pacific mapboard hexes.
- Russian ground and air units which begin their turn in the Urals box or which enter the Urals box during the movement or combat phases may TR or SR onto the European or Pacific mapboards, provided this does not result in there being fewer ground factors in the Urals box than there are Axis or Japanese ground factors adjacent to the Urals box at the end of the redeployment phase.
- Russian ground and air units which redeploy into the Urals box must end the redeployment phase in the Urals box.

5.78 NAVAL ACTIVITIES: Naval activities from the Urals box are prohibited.

5.8 MURMANSK BOX:

5.81 CONCEPT: The Murmansk box represents that part of Norway which is not on the European mapboard and the shipping lanes to Russia through the north Atlantic.

5.82 DISTANCE FROM THE MAPBOARD: The Murmansk box is adjacent to hexes A34-A36 along the northern edge of the European mapboard.

5.83 CONTROL: Germany gains control of the Murmansk box if it gains control of Oslo, and retains control of the Murmansk box as long as it holds Oslo or has units in the Murmansk box.

5.84 BRP VALUE: The Murmansk box has no BRP value.

5.85 SUPPLY AND OIL:
A. SUPPLY: The Murmansk box is not a supply source.
B. OIL: The Murmansk box does not produce oil and has no oil reserve capacity.

5.86 UNIT CONSTRUCTION: Unit construction in the Murmansk box is prohibited.

5.87 GROUND AND AIR UNITS:
A. MOVEMENT: Ground units may not enter the Murmansk box. German air units may stage between the Murmansk box and Bergen, Oslo or Scapa Flow during the movement phase, provided the Axis control Bergen or Scapa Flow (40.441).

B. COMBAT: Ground and air combat cannot occur in the Murmansk box.

C. REDEPLOYMENT: Air units may TR or SR between the Murmansk box and Bergen, Oslo or Scapa Flow during the redeployment phase, provided the Axis control Bergen or Scapa Flow (40.441).

5.88 NAVAL ACTIVITIES:
A. MECHANICS: The path of naval activities from the Murmansk box is traced onto the European mapboard through hex A34 on the northern edge of the European mapboard.
B. BASE CHANGES: German naval units may change base between the Murmansk box and Bergen, Oslo or Scapa Flow during the redeployment phase, provided the Axis control Bergen or Scapa Flow (40.441).

C. SEA TRANSPORT: Sea transport to and from the Murmansk box is prohibited.

D. SEABORNE INVASIONS: Seaborne invasions to and from the Murmansk box are prohibited.

E. NRs: German naval units may NR between the Murmansk box and Bergen, Oslo or Scapa Flow during the redeployment phase, provided the Axis control Bergen or Scapa Flow (40.441).

F. INTERCEPTION: German naval units in the Murmansk box are restricted to intercepting Allied naval activities in or out of Bergen. Such interception is automatic and no interception dice roll is required (22.111).

G. RAIDERS: Naval units in the Murmansk box may raid in the Atlantic by moving directly from the Murmansk box to the Atlantic SW box. They are not subject to interception as they do so.

D. NAVAL UNITS: Naval units in an SW box (25.3) protect transports and other naval activities from attacks by enemy air and naval units, defend against enemy raiders (21.53) and may provide shore bombardment for seaborne invasions from U.S. boxes (Western Allied naval units only) (21.523).

E. RAIDERS: Raiders may enter an SW box during the owning player’s combat phase and attempt to attack the defender’s transports (21.53).

5.932 DISTANCE FROM THE MAPBOARDS:
A. THE ATLANTIC SW BOX: The Atlantic SW box is adjacent to the western edge of the European mapboard, through hexes A23 to EE1.
B. THE PACIFIC SW BOX: The Pacific SW box is adjacent to the eastern edge of the Pacific mapboard, through hexes I62 to KK48, and is eight hexes from the southern edge of the Pacific mapboard, through hexes NN24 to NN45.
C. THE INDIAN OCEAN SW BOX: The Indian Ocean SW box is eight hexes from the western edge of the Pacific mapboard, through hexes CC2, DD2 and EE1.

5.933 WHEN UNITS IN SW BOXES VISIBLE: All SW and naval units are fully visible to both sides while in an SW box (EXCEPTION: Naval forces concealed by TF markers).

5.934 ENTERING AND LEAVING SW BOXES:
A. TRANSPORTS, ASW AND SUBMARINES: Transports, ASW and submarines may be transferred into or out of an SW box by changing base or NRing in the owning player’s turn (21.224, 28.77), including the player turn in which they are constructed (28.82) (EXCEPTION: Submarines may not enter or leave an SW box during the movement phase—25.12). Transports, ASW and submarines may be transferred from one SW box to another during the redeployment phase (5.935, 24.52).
B. NAVAL UNITS: Naval units may enter or leave an SW box during the movement and redeployment phases. Naval units which withdraw from an SW box in the movement phase are inverted for the remainder of their player turn and may be subsequently uninverted in accordance with 33.7; naval units which withdraw from an SW box in the redeployment phase are inverted for the remainder of their player turn and for the next opposing player turn (25.372) and may be subsequently uninverted in accordance with 33.7.

5.935 TRANSFERS OF UNITS BETWEEN SW BOXES: Both SW units (submarines, ASW, transports, strategic bombers and interceptors) and naval units may be transferred between SW boxes during the redeployment phase, subject only to the normal restrictions applying to the operation of the units in question in the SW boxes. Units transferred between SW boxes are not inverted and may be used in their new SW box in the next player turn, regardless of their use in the SW box from which they were deployed. All three SW boxes are connected and transfers between them are not subject to any delay and may not be intercepted (EXCEPTION: German submarines may enter the Indian Ocean SW box only from a Mediterranean port through the Suez canal—25.13A).

5.94 AIR ACTIVITIES IN SW BOXES:
5.941 UNITS: Only strategic bombers and interceptors may be deployed to the air activity sections of an SW box (26).
5.942 ELIGIBLE SW BOXES: Strategic bombers and interceptors may be deployed only to the Atlantic and Pacific SW boxes.
5.943 ENTERING AND LEAVING SW BOXES:
A. Upon construction, strategic bombers and interceptors may be placed on any front in the relevant SW box, provided the owning alliance faction controls an operational air base on that front (26.22).
B. After initial placement, strategic bombers and interceptors may deploy from one front to another (26.21) within an SW box.
C. Strategic bombers and interceptors may be transferred from one eligible SW box to the other, and may be used in the owning player’s turn following their transfer.

5.944 EMPLOYMENT:
A. STRATEGIC BOMBERS: Strategic bombers may bomb any eligible target within range of an operational air base on their front (17.72).
B. INTERCEPTORS: Interceptors may defend any eligible target on their front (26.443C) (EXCEPTION: Russian and Western Allied interceptors may not defend each other’s bases).
6. COUNTERS

6.1 GROUND UNIT COUNTERS

6.2 AIR AND NAVAL COUNTERS

6.3 SW COUNTERS

6.4 STATUS COUNTERS

6.5 SPECIALIZED COUNTERS

6.6 INSTALLATIONS

6.7 EVENT MARKERS

6.8 COUNTER AVAILABILITY

6.1 GROUND UNIT COUNTERS:

6.11 Ground unit counters show a combat factor as the first (left) number on the counter, followed by a movement factor (EXCEPTIONS: Replacement and flak counters, which have a movement factor of one, show only a combat factor). British, Russian and American units, which can operate on both mapboards, have two movement factors (the larger one applies to Europe; the smaller one applies to the Pacific).

6.2 AIR AND NAVAL COUNTERS:

6.21 Army and naval air unit counters also show a combat factor and a movement or range factor. British, Russian and American units, which can operate on both mapboards, have two movement factors (the larger one applies to Europe; the smaller one applies to the Pacific). Each type of AAS is represented by a different counter.

6.22 Each jet counter represents one jet factor. Each air transport counter represents one air transport factor. Naval unit counters show only a combat factor; their range is limited by the activity they perform (21.361). Various countries are provided with air, transport, destroyer and cruiser counters in varying denominations (17.9, 20.9). CVEs may also be broken down into partial counters (20.9). The ship graphic for CVEs is printed on a purple background. Fast carriers and named capital ships are represented by individual counters which may not be broken down into partial counters. The ship graphic for fast carriers is printed on a yellow background. The ship graphic for “slow” capital ships (20.121) is printed on an orange background.

6.3 SW COUNTERS:

6.31 SW counters (submarines, ASW, transports, strategic bombers and interceptors), similar to destroyer counters, show only the number of factors present.

6.4 STATUS COUNTERS:

6.41 Various status counters are provided. Year and season counters are used on the Time Track on the mapboard. Country flag counters can be used to mark hex control of empty hexes. Markers for isolated units, break-throughs and exploiting units are also provided.

6.5 SPECIALIZED COUNTERS:

6.51 Each major power has a limited number of airborne (18.14) counters, which may be increased by production. TF markers permit major powers to conceal the composition of their naval forces (20.16). Port (21.12) and railroad (28.65) counters may be produced. There is no limit to the number of bridgehead counters each major power may place (31). Major powers may construct fortifications (32).

6.6 INSTALLATIONS:

6.61 The following counters are provided to indicate industrial or technical installations:

A. IC counters are used to represent concentrations of industry in Russia (37). B. Oil plant counters are used to represent German and Russian oil plants (33.23).

C. Rocket counters are used to indicate the location of rocket bases (26.6).

D. No markers are provided for rocket factories (42.48), uranium plants and plutonium reactors (42.4, 43.12C), the location of which remain secret until discovered.

6.7 EVENT MARKERS:

6.71 The following counters are used to mark the indicated events:

A. Atomic attack markers are used to indicate strategic atomic attacks (they may also be placed in a hidden location prior to use to keep track of the owning major power’s atomic stockpile) (43.3).

B. Firestorm markers are used to indicate firestorms (26.77).

6.8 COUNTER AVAILABILITY:

6.81 GROUND UNITS: Counter availability is an upper limit on the number of each type of ground unit each nationality may have in play. This limit is distinct from the major power force pools and minor country force levels. The number and type of Vlasovs, Indian National Army and Wang units which may be in play is limited by the counter set provided with the game.

6.82 AIR AND NAVAL UNITS: Counter availability does not limit the number of air units which may be in play, although that number is subject to the major power force pool and minor country force level limits. There is no limit to the number and type of eligible ships which may be built, other than for naval units which have force pools. If the desired counter is not available, improvise.

7. SCENARIOS

7.1 CHOOSING A SCENARIO

7.2 SCENARIO INFORMATION

7.3 BEGINNING A GAME

7.1 CHOOSING A SCENARIO:

7.11 When beginning a game, players must choose which scenario they wish to play. The campaign game scenario can be played either across both theaters (Global War), in just the European theater or in just the Pacific theater. Alternatively, players may choose one of the shorter scenarios. The European theater offers the North Africa, Barbarossa and Battle of the Atlantic scenarios. The Pacific theater offers the Coral Sea, Midway and Leyte Gulf scenarios, which are aimed at familiarizing players with the naval combat rules. In addition, players may wish to play the “historical” Global War, European or Pacific scenarios. In each scenario, the historical situation at the starting date of the scenario is set out, along with other information and rules applicable only to the scenario.

7.2 SCENARIO INFORMATION:

7.21 The information contained in each scenario consists of the following:

7.211 DURATION: This defines the length of the scenario.

7.212 SITUATION: This indicates which situations are at war and the alignment of minor countries at the start of the scenario. No BRPs are expended to attain these states of war.

7.213 ORDER OF DEPLOYMENT: Prior to play, each nation involved in the scenario sets up its forces in the indicated order.

7.214 ORDER OF MOVEMENT: Once play begins, the indicated order of movement is followed.

7.215 VICTORY CONDITIONS: In each scenario, the victory conditions for two-player (and if applicable, multi-player) games are indicated.

A. The winner of the scenario is determined only at the end of the scenario, unless one side concedes. If both sides fulfill their victory conditions, the winner is determined by comparing the level of victory conditions achieved. Similarly, in a multi-player game, more than one major power may achieve its victory conditions.

B. Britain and Russia are considered to be conquered for the purpose of the Axis victory conditions only if their surrenders are in effect at the end of the game.

C. The European Axis are conquered when both Germany and Italy surrender. Major powers are conquered as described in (54-62).

D. When victory is determined by the possession of objective hexes at the end of play, objectives in neutral minor countries are not credited to either side unless one side or the other has gained control over them as a consequence of a diplomatic result. If Italy or Russia remain neutral, objective hexes under their control at the end of play are credited to the Axis/Allied totals in a two-player game and to the European Axis/Russian totals in a multi-player game.
If Britain or Russia surrender, all objective hexes under British or Russian control at the end of the game are counted in the Allied total.

E. Where one player controls two or more major powers in a game governed by multi-player victory conditions, that player must abide by the victory conditions of the nation under his control which controls the most objective hexes at the start of the scenario. Although the player controls the forces of one or more other major powers, those major powers are not considered for victory determination purposes except insofar as they influence the victory conditions achieved by other, determinant major powers.

F. In a multi-player game, a player may withdraw from the game at any time by assigning play of his major power(s) to another player participating in his alliance. When a player acquires a second or third major power, that player must abide by the victory conditions of the nation under his control which controls the most objective hexes at the time he takes control of the additional major powers. The acquiring player may choose a major power for victory determination purposes only if the additional major powers have the same number of objective hexes as his original major power when he acquires control over them.

G. As players withdraw, the game may ultimately become a two-player game in which normal two-player victory conditions apply.

H. If a scenario is played where there are separate British and American players, they play as partners, winning or losing jointly.

7.22 MAJOR POWER CAPABILITIES:
7.221 BRP LEVEL AND GROWTH RATE: The starting BRP level for each major power is indicated. The source of these BRPs, including each major power’s BRP base, is set out in parentheses. The growth rate (35.31), which determines the rate of BRP increase each year, is listed below each major power’s BRP level.

7.222 DP AND RP ALLOTMENT: The basic allotment of Diplomatic points (DPs) and Research points (RPs) are specified for each major power. The number of DPs and RPs received in any subsequent YSS may be more or less than these initial values.

7.223 FORCE POOL: “At start” forces are placed on the mapboard during the initial setup of the scenario. Other forces become available as “allowable builds” as indicated. In each scenario, the number of units of each type available to each major power is indicated in brackets (“[]”). The number which precedes the brackets indicates units added to or subtracted from each major power’s force pool at a given time. Once forces are available, they may be constructed during a player’s unit construction phase. Units eliminated during the game are returned to the owning major power’s force pool as allowable builds and generally may be rebuilt that turn (27.2).

7.224 AIRBASE COUNTERS: The number of airbase counters (18.14) initially available to each major power is indicated.

7.23 DEPLOYMENT LIMITS: A major power may be required to place specific minimum forces in a given location or area. Additional forces may be placed in such areas, subject to stacking limits. Certain deployment limits apply throughout the game while others apply only until certain events occur (French 1-3 infantry units are restricted to French colonies until France is conquered; Western Allied deployment limits in the Pacific are lifted when Japan and the Western Allies go to war, or when USJT reach specified levels).

7.24 CONTROL: The indicated areas are controlled by the major power at the start of the scenario. During the opening setup, units may only be placed in controlled areas. A player may not set up units in areas controlled by another major power, even if that major power is an ally. Thus the United States and Britain could not begin the Campaign Game with units in either France or China, although they could later move units into these countries if permitted by the country in question and if otherwise able to do so.

7.25 SUPPLY: All units and all controlled hexes are considered to be in unlimited supply and in full oil supply at the start of any scenario.

7.26 SCENARIO CARDS: There are three sets of scenario cards included in the game which correspond to the Global War, European and Pacific scenarios. The European scenario cards should be used for the Barbarossa and North Africa scenarios. The scenario cards aid players in the construction and repair of naval units, as well as tracking unbuilt units in a major power’s force pool, ground units that are eliminated due to isolation, and alliance fac-

tion oil reserves.

7.3 BEGINNING A GAME:
7.31 PLACEMENT OF FORCES: Each player places his at start forces on the mapboard, following the order of deployment, and places his allowable builds on the force pool section of his scenario card. Units may not begin the game in a mapboard box (EXCEPTIONS: Submarines, ASW and transports in the Atlantic, Indian Ocean and Pacific SW boxes; German pocket battleships may begin the Global War, European and Battle of the Atlantic scenarios in the Atlantic SW box—21.5334; some American units begin the Campaign Game in the U.S. boxes; some Commonwealth units begin the game in mapboard boxes).

7.32 REMAINING UNITS: Each major power’s airbase and substitute air and naval counters are kept available.

7.33 RP AND DP ALLOCATIONS: Once all at start forces have been set up, RP and DP allocations are made (41.3, 49.2).

7.34 PLAY: Play then begins as indicated by the order of movement for the scenario.

8. SEQUENCE OF PLAY
8.1 GAME TURNS
8.2 PLAYER TURNS
8.3 SEQUENCE OF PLAY AID

8.1 GAME TURNS:
8.11 GAME TURN CONSISTS OF TWO PLAYERS TURNS: Each game turn consists of an Axis player turn followed by an Allied player turn.

8.12 AXIS ALWAYS MOVE FIRST: The Axis, including a neutral Italy and Japan, move first in every game turn.

8.13 MINOR COUNTRIES: Minor countries which survive an attack by a hostile major power immediately associate with and move at the same time as the opposing alliance. When Rumania and Finland engage in a border war with Russia they move at the same time as the Axis.

8.2 PLAYER TURNS:
8.21 The highlights of each player turn are summarized below:

8.22 DIPLOMACY: Each alliance faction may attempt to influence eligible major powers and minor countries. DPs allocated during the YSS are normally triggered during the diplomatic phase.

8.23 DECLARATIONS OF WAR: Each major power announces any declarations of war it is making that turn and immediately pays the BRP cost associated with each declaration of war. The forces of minor countries which have been subject to a declaration of war are then set up by an opponent of the major power which made the declaration of war.

8.24 MOVEMENT: Movement of units takes place. Supply is determined during the movement phase. BRP expenditures are incurred during the movement and combat phases when offensive operations are carried out.

8.25 COMBAT: After all movement is completed, combat takes place. All offensive combat, including limited offensive operations and exploitation move and combat, are resolved before attrition combat.

8.26 UNIT CONSTRUCTION: After post-combat adjustments, including the removal of unsupplied units, BRPs may be granted and unbuilt units may be constructed (27).

8.27 REDEPLOYMENTS: During the redeployment phase, units may be tactically, navally and strategically redeployed (TRed, NRed and SRed—28).

8.3 SEQUENCE OF PLAY AID:
8.31 DETAILED SEQUENCE OF PLAY: The detailed Sequence of Play player aid should be consulted by players regularly during play.
9. OFFENSIVE OPERATIONS

9.1 GENERAL DEFINITION

9.11 OFFENSIVE OPERATIONS: Offensive operations have the following characteristics. Offensive operations:
A. May be carried out by air, naval and ground units.
B. Generally occur during either the movement or combat phases.
C. May be conducted by uninvited air and naval units only from operational bases.
D. Normally require the expenditure of BRPs.

9.2 OFFENSIVE AIR OPERATIONS:

9.21 MOVEMENT PHASE: The following offensive air operations may be flown during the movement phase:
A. Counterair (18.52).
B. Attacks on bases by patrolling TFs (21.41, 23.6).
C. Air supply (18.53).
D. Air transport (18.54).
E. Ground support for overruns (18.55).
F. Interception of defensive air support for overruns (18.56).
G. Counter-interception of defending air which intercept air transports (18.622).

9.22 COMBAT PHASE: The following offensive air operations may be flown during the combat phase:
A. Counterair (18.52).
B. Attacks on naval bases (23.5, 23.6).
C. Airdrops (10.53).
D. Ground support, both for regular and exploitation attacks (18.55).
E. Interception of defensive air support (18.56).
F. Interception of defensive air support (18.56).
G. Strategic bombing (26).
H. Counter-interception of defending air which intercept air transports (18.622).

9.23 UNIT CONSTRUCTION PHASE: The following offensive air operations may be flown during the unit construction phase:
A. BRP grants to China over the Hump (40.85).
B. Counter-interception of enemy air which intercept BRP grants to China over the Hump (18.622).

9.24 REDEPLOYMENT PHASE: The following offensive air operations may be flown during the redeployment phase:
A. Air transport (18.54).
B. Counter-interception of defending air which intercept air transports (18.622).

9.3 OFFENSIVE NAVAL OPERATIONS:

9.31 MOVEMENT PHASE: The following offensive naval operations may be conducted during the movement phase:
A. Patrols.
B. Sea transport.

9.32 COMBAT PHASE: The following offensive naval operations may be conducted during the combat phase:
A. Shore bombardment.
B. Seaborne invasions.
C. Raiding.

9.4 OFFENSIVE GROUND OPERATIONS:

9.41 MOVEMENT PHASE: The following offensive ground operation may be carried out during the movement phase:
A. Overruns.

9.42 COMBAT PHASE: The following offensive ground operations may be carried out during the combat phase:
A. Ground attacks, including invasions and airdrops against defended hexes (15).
B. Placement on a breakthrough hex, exploitation movement and combat (armor units only).

9.5 BRP COST OF OFFENSIVE OPERATIONS:

9.51 BRP EXPENDITURE REQUIRED: Except where otherwise specified, offensive operations require the expenditure of BRPs as follows:
A. GROUND UNITS: One BRP for each ground factor.
B. ARMY AIR UNITS: One BRP for each AAF.
C. NAVAL AIR UNITS: One BRP for every three land-based NAS (computed each phase, with fractions rounded up).
D. JETS: One BRP for each jet factor.
E. AIR TRANSPORT: One BRP for each air transport factor.
F. DESTROYERS: One BRP for each destroyer factor.
G. CRUISERS: One BRP for each two-factor cruiser.
H. NAMED SHIPS: One BRP for each named ship.
I. CVEs: One BRP for each CVE factor.

9.52 SEA AND AIR TRANSPORT: No BRP expenditure is required for ground units which sea or air transport. The attacker pays only for the naval units or air transports he employs.

9.53 SEABORNE INVASIONS: The attacker always pays the BRP cost of naval units employed in a seaborne invasion. No BRP expenditure is required for ground units which invade an undefended beach hex. If ground combat occurs against a defended invasion hex, the attacker must also pay the BRP cost of the ground units which engage in invasion combat.

9.54 AIRDROPS: The attacker always pays the BRP cost of the air transport factor employed in an airdrop. No BRP expenditure is required for airborne units which airdrop on an undefended hex. If ground combat occurs against a defended drop hex, the attacker must also pay the BRP cost of the airborne units which engage in ground combat.

9.55 CARRIER-BASED NAVAL AIR UNITS: The cost for using naval air units based on carriers is covered by the BRPs paid to use the carrier itself.

9.56 NO BRP COST FOR SUBMARINES, SW OR ROCKETS: No BRP expenditure is required for:
A. Offensive operations by submarines.
B. Strategic warfare by submarines, strategic bombers or interceptors. BRPs are expended for AAF which bomb and jets which escort bombing missions.
C. Rocket and flying bomb attacks.

9.57 BRP COST ONLY PAID ONCE: The expenditure of BRPs for a unit allows that unit to carry out any number of offensive operations if it is otherwise permitted to do so. A ground unit may therefore overrun, exploit and attack, a fast carrier may patrol and provide ground support, and an airborne unit may airdrop and attack, without the need for repeated expenditures. Actions by units which affect enemy units on more than one front, such as multi-hex attacks (15.44) against units on different fronts (15.45), or exploitation onto another front, need only be paid for once.

9.58 TIMING OF BRP EXPENDITURES: A player indicates which units will be employed in offensive operations and pays the BRP cost for such operations as he goes, when the offensive operation is actually carried out.

EXAMPLE: On a given front a player wishes to sea transport a 2-3 infantry unit, using two destroyers, invade an undefended beach hex, using three destroyers and a 3-3 infantry unit, and conduct a ground attack using six ground factors.
During the movement phase, the player announces his sea transport mission, and pays two BRPs. During the combat phase, the player announces his invasion and pays three BRPs. Before any offensive ground attacks are announced, the defender decides whether to fly defensive air support. If he does, the attacker may use available air units to intercept, paying one BRP for each AAF which intercepts. After air combat is resolved, the attacker would announce his ground attack and pay another six BRPs.

If the attacker intercepted the defensive air support with more than three air factors, he would either have to restrict the number of ground factors he used to attack if he wished to attrition on that front, as no more than 14 BRPs could be spent on offensive operations on a front in which attrition combat occurred, or he would have to forego his attrition in favor of a full offensive.

9.6 ATTRITIONS AND OFFENSIVES:

9.61 ATTRITIONS: An alliance faction may only conduct attrition combat (14) on a front if less than 15 BRPs of offensive actions are carried out on that front in the turn in question, whether the cost of the offensive action was paid for that front or not (9.57). Attrition combat is resolved at the end of the regular combat phase, after all offensive operations have been carried out. There is no BRP cost for attrition combat.

9.62 LIMITED OFFENSIVES: Offensive operations of less than 15 BRPs on a front are considered limited offensives. An alliance faction may not conduct more than 14 BRPs of offensive operations on a front in a turn without at least one major power in that alliance conducting a full offensive at a cost of 15 BRPs (9.63).

9.63 FULL OFFENSIVES: If a major power spends 15 BRPs on offensive operations on a front in a turn, all units belonging to that major power and any of its minor allies and associated minor countries may conduct offensive actions on that front without any additional expenditure of BRPs. The extent to which another major power in the same alliance may participate in a full offensive of an alliance partner depends on the number of BRPs it expends for offensive operations in that turn on that front. If such a major power also spends 15 BRPs for offensive operations, it will also conduct a full offensive. If it spends less than 15 BRPs, only the offensive operations for which it pays the BRP cost may be conducted.

9.64 EXPLOITATION AS A LIMITED OFFENSIVE OPERATION: Exploitation is permitted on a front on which an attrition is being conducted, provided the offensive operation cost for the exploiting units does not cause the level of offensive operations on that front to exceed 14 BRPs. If at least one major power paid 15 BRPs for offensive operations on the front in question, air, armor and airborne units belonging to alliance partners which have not paid 15 BRPs for a full offensive may also exploit if the BRP cost for offensive operations by such units is paid.

9.65 DOUBLE ATTACKS BY GROUND UNITS PROHIBITED: Ground units which engage in offensive ground attacks are not counted toward the attrition level. A ground unit may overrun an enemy unit, then engage in attrition combat.

9.66 RESTRICTIONS ON OFFENSIVE OPERATIONS: If a limit on the BRP expenditures for offensive operations exists for a given area, such as for mud on a portion of the eastern front (34.22, 34.31), the fact that a major power carries out a full offensive on the applicable front does not nullify the restriction on the number of BRPs which may be used for offensive operations in the restricted area.

9.7 OPERATIONS ACROSS FRONT BOUNDARIES:

9.71 HEX RECEIVING ACTION GOVERNS: The hex which receives the action determines the front for which offensive operation BRP expenditures must be made.

9.72 NAVAL OPERATIONS: Front boundaries have no effect on naval activities.

EXAMPLES: If British naval units in the Mediterranean carry ground units which invade southern France or sea transport units into Marseilles, these offensive operations are attributed to the western front. The restrictions on seaborne invasions in winter (34.22A) apply to the front through which the naval units move, so the invasion described above would be permitted even in winter. Similarly, the expenditure for air units in northern Italy which attacked targets in southern France would be on the western front.

Italian ground units in Turin and U21 which attacked adjacent units in France would count as offensive operations on the western, not the Mediterranean, front. Similarly, the Italian units could be counted as part of a western front attrition, even if the Axis spent more than 14 BRPs on offensive operations on the Mediterranean front.

Japanese naval units based in Okinawa, on the Pacific front, which operate off French Indochina, on the Southeast Asian front, would be conducting an offensive operation on the Southeast Asian front. The Japanese naval units could not operate off India, because of the twenty-hex range limit (21.3612).

Japanese ground units in French Indochina which attack adjacent units in China would be conducting an offensive operation on the Asian front, and would not be counted towards the attrition total on either the Southeast Asian or Asian fronts. The Japanese units could instead be counted as part of an Asian front attrition, even if Japan carried out a full offensive in Southeast Asia.

9.73 ACROSS FRONT BOUNDARIES: A unit may only participate in an action on two fronts by:

A. Conducting a single attack against units in several hexes on different fronts (9.57), or
B. Exploiting from one front into another front.

9.74 NO SPECIAL RULES AT FRONT BOUNDARIES: A unit at a front boundary may not make separate attacks against defending units on both fronts, be counted in the attrition total for both fronts or make an offensive attack on one front and attrition on the other.

9.75 ATTRIBUTING BRP EXPENDITURES: While the BRP cost for offensive operations need only be paid once for units which attack on more than one front (9.57), the BRP cost is counted on each front in which the unit moves or attacks when determining whether an attrition is permitted on those fronts.

NOTE: Fortunately this tricky situation doesn’t arise very often! An example may help. The attacker has ground units on the western front and wants to make a single ground attack against two enemy units: one on the western front and the other on the eastern front. The BRPs paid by the attacker count against the total of BRPs spent on offensive operations on both the western and eastern fronts when determining whether the attacker may also attrition on those fronts, but are counted only for the western front when determining whether the 15 BRP threshold for a full offensive has been reached.

9.76 RESTRICTIONS ON EXPLOITING ARMOR: Exploitation movement across front boundaries and exploitation attacks on different fronts are permitted only if the major power which owns the exploiting armor units conducts a full offensive on that front, participates in the full offensive of an alliance faction partner on that front, or conducts the movement or attacks as part of a limited offensive.

9.8 ATTACKS BY ISOLATED UNITS:

9.81 ATTACKS BY ISOLATED UNITS PERMITTED: Ground units which fail to receive supply during initial supply determination of their turn may engage in offensive or attrition combat during the ensuing combat phase of that turn.

9.82 OFFENSIVE ATTACKS AT NO BRP COST: Isolated ground units which carry out offensive attacks have the choice of attacking at the normal BRP cost (9.51A), including as part of a full offensive, or of attacking at no BRP cost. Isolated units which attack without expending BRPs may not attack in combination with supplied ground units which are conducting offensive attacks, may not receive ground support, and are eliminated once their attack is resolved, regardless of the outcome on the Combat Results Table.

9.9 SPECIAL SITUATIONS:

9.91 GERMAN FALL 1939 OFFENSIVE OPERATIONS: In Fall 1939, Germany may not carry out any offensive actions or attritions on the western or Mediterranean fronts. (EXCEPTION: Raiders—21.5334).

9.92 ALLIED PARALYSIS FOLLOWING A JAPANESE ATTACK: The Western Allies may not carry out any offensive actions or attritions in the Pacific theater in the Allied player turn following a Japanese attack on either Britain or the U.S. (51.73A), provided USJT had not reached 40 or more at the moment Japan declares war (51.71).

Italian ground units in Turin and U21 which attacked adjacent units in France would count as offensive operations on the western, not the Mediterranean, front. Similarly, the Italian units could be counted as part of a western front attrition, even if the Axis spent more than 14 BRPs on offensive operations on the Mediterranean front.
10. GROUND OPERATIONS

10.1 INFANTRY UNITS

10.1.1 Infantry units have a movement factor of three in Europe and two in the Pacific and move without impairment even if only supplied from a limited supply source or if suffering from army oil effects, although their CTL is reduced by one (30.522A).

10.1.2 Mechanized infantry have a movement factor of four in Europe. Mechanized infantry units have their mechanized component temporarily negated by supply problems (30.522B) or army oil effects. Mechanized infantry units which have their mechanized component negated have their movement factor reduced to three. In the Pacific, mechanized infantry are indistinguishable from regular infantry units.

10.1.3 Infantry units attacked by exploiting armor incur a –1 DM unless they are defending in a capital, objective hex, IC, bridgehead or railhead (15.33A).

10.2 REPLACEMENTS:

10.2.1 Replacements represent training organizations feeding new levies into combat units. One of their main functions is to provide players with cheap units which they may eliminate when subjected to attrition combat.

10.2.2 Replacements have a movement factor of one.

10.2.3 Replacements have one combat factor when defending against enemy offensive attacks. They may not engage in offensive operations, are not counted toward the attacker’s attrition totals, may not advance to occupy a hex gained by attrition, and have their CTL reduced by one by partial supply (30.522A) or army oil effects.

10.2.4 Replacements attacked by exploiting armor incur a –1 DM unless they are defending in a capital, objective hex, IC, bridgehead or railhead (15.33A).

10.2.5 All replacements begin the game in play and are placed on the board during the opening setup. Replacement force pools may not be increased.

10.2.6 Each replacement costs one BRP to rebuild.

10.3 ARMOR:

10.3.1 Armor units consist of an infantry component and a mechanized component. This mechanized component gives armor units unique abilities, such as a ZoC, a greater movement factor and the ability to create breakthroughs and move and attack during exploitation.

10.3.2 An armor unit may have its mechanized component temporarily negated because of supply problems (30.522B), army oil effects, monsoons (34.24C), or because it enters a jungle, mountain, swamp, forest or jungle/mountain hex in the Pacific theater (EXCEPTION: Japanese armor units in jungle hexes retain their mechanized component). When this occurs, the armor unit acts as an infantry unit, with a movement factor of three in Europe and two in the Pacific. If no ZoC, and may not create breakthroughs or exploit until its mechanized component is restored. Its combat factor is unaffected, although armor units which have their mechanized component negated incur a –1 DM in the same manner as infantry units attacked by exploiting armor.

10.3.3 Armor units which lose their mechanized abilities due to monsoon or army oil effects remain in automatic supply if they exploited in the previous turn (30.551A) and may move farther than allowed by their infantry movement allowance if they move from or into an area which is not affected by monsoon unless they are also subject to army oil effects. Similarly, if the movement allowance of exploiting armor is reduced by winter effects, exploitation movement in an unaffected area is not counted against the reduced movement allowance (see 13.47 example). If an armor unit uses up its entire infantry movement allowance at any point during the movement phase and is in a location where its mechanized abilities are negated, it cannot move further.

EXAMPLE: An armor unit in the Pacific theater (a movement factor of three) which moves into a mountain hex cannot continue its movement into a clear hex in the same turn, as moving into the mountain hex uses two movement factors and being in the mountain hex reduces the armor unit’s movement allowance to two. If the armor unit began its movement in a mountain hex and moved into a clear hex, its full movement allowance would be restored and it could move into a mountain hex.

10.3.4 ZONES OF CONTROL (ZoCs): Armor units which retain their mechanized abilities exert a ZoC into the six hexes adjacent to the hex they occupy, subject to the following qualifications, which apply equally in both theaters except where specified:

10.3.4.1 ZoCs do not extend:

- A. Into neutral countries.
- B. Across all-water hexsides, including hexsides containing crossing arrows.
- C. Across enemy fortification or fortress hexsides.
- D. Across rivers or into jungle, mountain, swamp, forest or jungle/mountain hexes in the Pacific theater (only—ZoCs extend across rivers and into rough terrain in the European theater).

NOTE: Although Japanese units may move through jungle hexes as though they were clear hexes, Japanese armor units do not exert a ZoC into jungle hexes. This reflects the quality of Japanese tanks as much as the difficulty of armor operations in jungle.

10.3.4.2 ZoCs extend into clear and European rough terrain and through friendly fortress and fortification hexsides into adjacent clear hexes, across European rivers and canals, and from clear-weather hexes into severe-weather hexes.

10.3.4.3 ZoCs adversely affect enemy movement (13.41D), unit construction (27.44) and supply lines (30.321).

10.3.4.4 In the first Axis player turn of a German attack on Russia, the following impairments apply to all Russian armor units in the European theater, wherever placed, provided RGT were less than 40 when Germany attacked (63.51D):

A. Until the Axis execute an overrun or resolve a ground attack in the combat phase, Russian armor units have no ZoC.
B. Once Russian armor units have a ZoC, Axis ground units must expend only one additional movement factor to leave a hex in the ZoC of Russian armor units, or to move from one such hex to another.

10.4 SPECIALIZED UNITS:

10.4.1 All specialized units (airborne, Chindits, marines and commandos) share the following attributes:

A. SIZE: Each specialized unit consists of one factor.
B. FORCE POOL ADDITIONS: Apart from starting units, specialized units are added to force pools only through production (42.24B).
C. BRP COST: Each specialized unit costs three BRPs per factor to build.
D. CONSTRUCTION: Specialized units may not be rebuilt in the player turn in which they are eliminated.
E. STACKING: Specialized units ignore all stacking limits and are never counted in determining the number of units in a stack (12.12). They may both attack and defend in situations where another unit would be overstacked, even when they do not use their other special abilities, as where an airborne or Chindit unit is moved and used like infantry. (EXCEPTION: Airborne and Chindit units which are part of a seaborne invasion force may not overstack. Only two embarked ground units may attack in an invasion unless they are marines or commandos. This does not prevent the use of an airborne unit in invasion combat by way of an airdrop, provided the requirements for an airdrop are met).

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10.51 SPECIAL ABILITIES—AIRDROPS: Subject to the restrictions set out below, an airborne unit has the special ability to airdrop. Airborne units may also be air transported. Airborne units are not affected by partial supply or oil effects, except as this affects their ability to conduct airdrops.

10.52 AIRDROPS: Airdrops may be made only during the combat phase, either immediately prior to ground combat resolution or immediately prior to exploitation combat resolution, whether or not any breakthrough or exploitation movement by armor units occurred.

10.53 AIRDROP RESTRICTIONS: Airdrops are subject to the following restrictions:

A. BASING AND AIR TRANSPORT REQUIREMENT: An airborne unit may only airdrop from an operational air base which contains an uninvited air transport factor at the time the airdrop is made. The airborne unit may move to the air base and the air transport factor used may stage to the air base during the movement phase of the player turn of the airdrop. The air base need not have been fully supplied at the start of the owning player’s turn, provided it received full supply during the owning player’s initial supply determination. Airdrops may be made from an airbase placed during the movement phase.

B. OTHER ACTIVITIES: An airborne unit may not airdrop if it is air or sea transported during the movement phase, or if it attacks or invades by sea during the combat phase.

C. OFFENSIVE OPERATION REQUIRED: An air transport factor which participates in an airdrop is conducting an offensive operation. An airborne unit which airdrops is conducting an offensive operation if the hex into which it drops contains an enemy ground unit and ground combat occurs as a result of the airdrop (9.42A).

D. COMBAT TRAINING: Airborne units may only airdrop if they have a CTL of two or more.

E. WEATHER: Airdrops may not be made by airborne units into a hex subject to a winter effect of 3 or greater, or into swamp, jungle or jungle/mountain hexes subject to a monsoon (34.24A). Airdrops may be made from a hex subject to restrictive weather, but not into a hex subject to restrictive weather.

10.54 INTERCEPTION BY DEFENDING AIR UNITS: Airdrops may be intercepted by eligible defending air units, which in turn may be counter-intercepted by eligible attacking air units. If the air transport factor carrying the airborne unit is forced to abort, the airborne unit returns to base with the air transport factor at the time the airdrop is made. The airborne unit may move to the air base and the air transport factor used may stage to the air base during the movement phase of the player turn of the airdrop.

10.55 ATTACKS BY AIRBORNE UNITS:

A. LIMITED TO DROP HEX: An airborne unit which airdrops may only attack units in the drop hex itself. It may not attack units in adjacent hexes, either alone or in conjunction with other attacking units, even if the airborne unit drops on an empty hex or a hex occupied by friendly units (EXCEPTION: Multi-hex attacks – 10.55B).

B. DEFENDING UNITS IN MORE THAN ONE HEX: If defending units in two or more hexes are being attacked in a single attack (15.44), an airborne unit may participate in the attack by airdropping on any of the attacked hexes.

C. AIRDROPS LIMITED TO 1:1 ATTACKS OR GREATER: An airdrop onto a hex containing an enemy unit may only be made if the first round of the resulting ground combat is at 1:1 odds or more. This restriction does not apply to subsequent combat rounds.

D. DEFENSE AGAINST INDEPENDENT AIRDROPS: Units defending only against an airdrop, without being attacked by other enemy ground units, receive a +1 DM (15.32G).

E. CUTTING WATER DEFENSES: An airdrop made in conjunction with a cross-water attack negates the defender’s +1 DM for the river or crossing armor (15.32C).

10.56 MOVEMENT FOLLOWING AIRDROPS PROHIBITED: An airborne unit may not advance after combat or voluntarily move from the hex on which it airdrops, except by redeployment, until the game turn following its airdrop.

10.57 NO AUTOMATIC SUPPLY: Airborne units are not automatically supplied during the game turn following an airdrop, even if dropped during exploitation.

10.58 NO EFFECT FROM ZoCs: ZoCs have no effect on airdrops.

10.6 CHINDITS:

10.61 AIRDROPS: The Chindit may airdrop in the same manner as an airborne unit. All normal airdrop restrictions apply.

10.62 SUPPLY: The Chindit is always automatically in at least limited supply. The Chindit is not affected by partial supply or oil effects, except as this affects its ability to conduct airdrops.

10.63 MOVEMENT AND COMBAT: The Chindit does not expend an additional movement factor to enter jungle hexes, although it may expend an additional movement factor to enter jungle/mountain hexes. If the Chindit is not stacked with or adjacent to a friendly unit and participates in an attack against Japanese unit(s) occupying a jungle or jungle/mountain hex, the +1 DM normally received by the Japanese units for being in jungle is negated. Japanese units defending in a jungle/mountain hex would thus receive only a +1, rather than a +2, DM. The Chindit may occupy a jungle, but not a jungle/mountain, hex by attrition advance (14.62D).

10.64 CONSTRUCTION: The Chindit may be constructed in any eligible Indian hex or in the India box. The BRP cost of constructing the Chindit counts against the British, but not the Indian, construction limit (27.474D). Construction of the Chindit prior to the outbreak of war between Britain and Japan does not affect USAT.

10.65 LOCATION: The Chindit may only be used on the Pacific mapboard or in the Indian box and may not be used in Europe. The Chindit may be produced and constructed prior to the outbreak of war between Britain and Japan, but the Chindit may not leave India until the outbreak of war between Britain and Japan.

10.7 MARINES:

10.71 SPECIAL ABILITIES—INVASIONS: Enemy units attacked during a seaborne invasion do not receive the +1 DM usually associated with units defending against invasion (15.32B). If at least half the ground factors engaged in invasion combat are composed of American marines or Japanese Special Naval Landings Forces. Units attacking by land from hexes adjacent to the invasion hex, airborne units dropped on the invasion hex, and invading units which do not take part in invasion combat, including armor units held in reserve for exploitation, are not counted in making this determination. Marines are not affected by partial supply or oil effects, except as this affects their ability to conduct seaborne invasions.

10.72 OVERSTACKING DURING INVASIONS: Marines are not counted towards the stacking limits when conducting seaborne invasions (21.514).

10.8 COMMANDOS:

10.81 SPECIAL ABILITY: Commandos may conduct seaborne invasions against any hex containing a port. This does not permit seaborne invasions of otherwise ineligible ports by non-commando units. A bridgehead may not be placed in a port invaded by a commando using this special ability. Commandos are not affected by partial supply or oil effects, except as this affects their ability to conduct seaborne invasions.

10.82 OVERSTACKING DURING INVASIONS: Commandos are not counted towards the stacking limits when conducting seaborne invasions.

10.83 CTL REQUIREMENT: Commandos may not utilize the special abilities set out in 10.81 and 10.82 unless the Western Allied CTL is two or more.

10.84 CONTRASTS WITH MARINES: Commandos do not negate the +1 DM received by ground units defending against a seaborne invasion.

10.9 FLAK:

10.91 Flak units represent anti-aircraft artillery. Their only function is to combat enemy air attacks and strategic bombing.

10.92 Flak units have a movement factor of one.

10.93 Flak units have no ground combat factor, may not engage in offensive...
operations, are not counted toward attrition totals, may not be taken as attrition losses, may not advance to occupy a hex gained by attrition, and are unaffected by partial supply (30.261) or oil effects.

10.94 Flak units are eliminated if their hex is occupied by enemy units.

10.95 Each flak factor increases the air defense and SW combat defense level of its hex by one.

10.96 Flak factors are not subject to ground or air stacking limits.

10.97 Flak units are generated by military production (42.24A).

10.98 Each flak factor costs two BRPs to build.

11. PARTISANS

11.1 OVERVIEW

11.2 PARTISAN FORCE POOLS

11.3 CONSTRUCTION

11.4 MOVEMENT AND COMBAT

11.5 SUPPLY

11.6 HEX CONTROL

11.7 ECONOMIC EFFECT

11.1 OVERVIEW:

11.11 Partisans represent irregular forces and as such are governed by special rules concerning their construction, supply, employment and effect on hex control. Each alliance faction may construct and employ partisans as set out below.

11.2 PARTISAN FORCE POOLS:

11.21 GENERAL: The number of partisans which may be constructed by each alliance faction in the various areas in which partisans may operate is limited by the partisan force pool for the area in question. The basic partisan force pool for certain areas may be increased by Axis Moslem Unrest and Western Allied and Russian production, as indicated below.

11.22 MAJOR POWERS: Partisans may be constructed in major powers as set out below. This information is summarized in the Major Power Partisan Table:

A. FRANCE: Western Allies: One, plus one additional partisan from production. Communist: One, plus one additional partisan from production.

B. BRITAIN: Western Allies: Two, plus two additional partisans from production. Communist: None.

C. RUSSIA (INCLUDING EASTERN POLAND): Western Allies: None. Communist: Four, plus four additional partisans from production. The communist partisan force pool in Russia and eastern Poland is reduced by one for each Russian occupation policies result, to a maximum reduction of three partisans (44.32B).

D. SIBERIA: Western Allies: None. Communist: Two, plus two additional partisans from production.

E. ITALY: Western Allies: One, plus one additional partisan from production. Communist: One, plus one additional partisan from production.

F. CHINA: Nationalist: Two. Communist: One in 1939-41; two in 1942; three in 1943; four in 1944; five in 1945; and six in 1946.

Major Power Partisan Table—11.22

<table>
<thead>
<tr>
<th></th>
<th>Axis</th>
<th>Western Allies</th>
<th>Communist</th>
</tr>
</thead>
<tbody>
<tr>
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<td>1:2</td>
<td>1:2</td>
</tr>
<tr>
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<td>0</td>
<td>2:4</td>
<td>0</td>
</tr>
<tr>
<td>Russia</td>
<td>0</td>
<td>0</td>
<td>4:8</td>
</tr>
<tr>
<td>Siberia</td>
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<td>2:4</td>
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<tr>
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<td>1:2</td>
<td>1:2</td>
</tr>
<tr>
<td>China</td>
<td>0</td>
<td>2</td>
<td>1:6</td>
</tr>
</tbody>
</table>

11.23 MINOR COUNTRIES: Minor country partisan force pools are set out in the Minor Country Forces Table—82.61.

11.3 CONSTRUCTION:

11.31 CONSTRUCTION: Partisan construction is subject to the following restrictions:

11.32 GENERAL RESTRICTIONS:

A. EUROPE: The Western Allies and Russia may not construct partisans in Europe unless Russia is at war with the Axis or RG7 are 50 or greater.

B. PACIFIC: Japan may construct Indian partisans before Japan and Britain are at war if Japan has achieved an Indian Subversion production result.

11.33 PARTISAN CONSTRUCTION IN MAJOR POWERS:

A. FRANCE: Western Allied and communist partisans may be constructed in France if France has been conquered by Germany.

B. BRITAIN: Western Allied partisans may be constructed in Britain if Britain has surrendered to Germany. Communist partisans may not be constructed in Britain.

C. RUSSIA: Communist partisans may be constructed in Russia and eastern Poland if Russia is at war with Germany. Communist partisans may not be constructed or operate in the Ukraine if a diplomatic result of “6” or greater is in effect for the Ukraine; any communist partisans inside the Ukraine when a “6” or greater diplomatic result is obtained must leave the Ukraine by the end of the next Russian player turn or be eliminated. Communist partisans may be constructed in Siberia if Russia is at war with Japan. Western Allied partisans may not be constructed in Russia.

D. ITALY: Western Allied and communist partisans may be constructed in Italy if Italy has surrendered to the Allies.

E. GERMANY: Partisans may not be constructed in Germany.

F. CHINA: Both Nationalist and Communist Chinese partisans may be constructed in China.

G. JAPAN: Partisans may not be constructed in Japan.

H. U.S.: Partisans may not be constructed in the U.S.

11.34 PARTISAN CONSTRUCTION IN MINOR COUNTRIES: Partisans may be constructed in minor countries which have been attacked by an opposing major power, or which at any time associated or allied with any major power, as set out in the Minor Country Forces Table. A major power may not construct partisans in a minor country if it or another major power in its alliance faction declared war on that minor country.

11.34 SPECIAL CASES:

A. MIDDLE EAST: Once the Axis have achieved a Moslem Unrest production result, Germany may construct partisans in one or more of the following three areas: Egypt; Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia; Persia; at the rate of one partisan per turn in each area. The partisan force pools for each of the three areas are distinct. Axis partisans may only be built and operate in Lebanon/Syria if it is Allied controlled. Axis partisans may only be built and operate in Arabia if it is attacked by the Allies.
B. IRELAND: Germany may construct partisans in Ireland only after a diplomatic result for Ireland of “7” or greater or after an Allied declaration of war on Ireland.

C. INDIA: Japan may construct up to two partisans in India if it has achieved an Indian Subversion production result.

11.35 MECHANICS OF PARTISAN CONSTRUCTION:

11.351 TIMING: Partisans are placed on the board during the unit construction phase.

11.352 COST: Each partisan costs two BRPs to build, with the following exceptions:

A. Russia may build one partisan each turn at no BRP cost in Russia, eastern Poland or Siberia. Only one free Russian partisan may be built each turn. Russia must pay two BRPs to build a second partisan in these areas.

B. Communist China may build one partisan each turn at no BRP cost if Yenan is controlled by either Communist China or Russia.

11.353 RESTRICTIONS: Partisan construction is subject to the following restrictions:

A. Partisans may not be constructed until their employment is permitted.

B. Partisans may not be constructed by a major power which is not at war with the major power against which the partisans will operate (EXCEPTION: Indian partisans).

C. Each alliance faction may construct no more than one partisan in the same country each turn (EXCEPTION: In addition to its free partisan build in Russia, eastern Poland or Siberia, Russia may construct a second partisan in Russia or eastern Poland at the normal cost). Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia are considered to be one country for the purpose of this rule (11.341A). 

D. Partisans may only be placed in an eligible country on vacant, enemy-controlled hexes or on hexes which contain another partisan constructed by the same major power but which would otherwise be enemy-controlled.

E. Partisans may not be placed in hexes which contain an enemy ground, air or naval unit, airbase counter, rocket base, bridgehead, port counter, railhead, IC, fortification or fortress, or in hexes which are in an enemy ZoC. If no eligible hexes are available, no partisans may be placed in that turn.

11.354 WESTERN ALLIED PARTISAN CONSTRUCTION: Western Allied partisans must be constructed by Britain (EXCEPTION: If Britain has surrendered, the U.S. may construct Western Allied partisans).

11.36 OPENING SETUPS: All restrictions on partisan construction also apply to the placement of partisans during opening setups. Partisans which cannot be placed during an opening setup because of these restrictions remain out of play until they can be constructed at the normal BRP cost and placed on the board.

11.37 Partisans may still be constructed after their country is recaptured by friendly, non-partisan forces. Partisans remain in play after the liberation of their country.

11.38 Partisans are eliminated if the major power which constructed them surrenders or, for partisans constructed by the U.S., sues for peace in the applicable theater.

11.4 MOVEMENT AND COMBAT:

11.41 CONTROL: Partisans are controlled by the major power which constructed them and are subject to the same offensive operation restrictions as their controlling major power.

11.42 GEOGRAPHICAL RESTRICTIONS: Partisans may not leave their country and cannot attack across its borders (EXCEPTIONS: Irish partisans may enter and attack into Ulster; Axis partisans built in Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia may move freely between these countries, although partisan activity may be restricted in Lebanon/Syria and Arabia—11.341A).

11.43 SEA MOVEMENT AND REDEPLOYMENTS PROHIBITED: Partisans may not move by sea and may not be redeployed.

11.44 COOPERATION WITH REGULAR FORCES: Partisans may stack and attack with friendly units, subject to Russo-Alleied and Nationalist-Communist Chinese cooperation restrictions. However, partisans may not receive the benefits of shore bombardment, ground support or defensive air support.

This does not preclude non-partisan ground units engaged in combat alongside partisans from receiving ground support or defensive air support. The allowable amount of air support would then depend on the number of non-partisan factors involved.

11.45 ATTRITIONS: Partisans do not participate in attrition combat; they are not counted in attrition totals and may not themselves be attritioned.

11.46 DM: If attacked by enemy units, partisans are subject to a –1 DM (15.33C).

11.47 CTL: Partisans have a CTL of zero. This may not be increased by research.

11.48 WINTER EFFECTS: Partisans have a winter preparation level of six (34.43).

11.5 SUPPLY:

11.51 SUPPLY: Partisans are always in supply and do not need to trace a supply line (30.551B).

11.6 HEX CONTROL:

11.61 HEX CONTROL: A partisan controls only the hex it occupies, and only temporarily. As soon as a partisan moves to another hex the hex reverts to the control of whatever major power previously controlled it.

11.62 A partisan-controlled hex is controlled only by the partisan itself. It is not controlled by either the major power which controls the partisan or by the major power which previously controlled the hex. Thus a partisan-controlled port could not receive sea transport or redeployment, nor could a partisan-controlled city base air units.

11.63 A partisan-controlled objective is not counted in the total for either side for USAT, resistance level, or any other purpose.

11.64 A partisan can force major power air or naval units to change bases by moving into an undefended base hex or by advancing into a defended base hex after combat.

11.65 A partisan-controlled capital yields no BRPs to the major power which controls the partisan, although the major power which previously controlled the capital would lose the pro-rated BRP value of that country if it had received those BRPs during the previous YSS or current year and if it failed to regain control of the capital during its next player turn (35.63). Control of a capital at the start of a scenario meets this requirement. Because partisans only control hexes while they occupy them (11.61), the elimination of the partisans would be sufficient to prevent BRP loss. It would not be necessary to advance into the capital itself. Similarly, partisan control of a key economic area results in the loss of the pro-rated value of the key economic area, although the major power controlling the partisan would not gain the BRPs (38.2).

11.66 Wafdist partisans may close the Suez canal.

11.7 ECONOMIC EFFECT:

11.71 ECONOMIC EFFECT OF PARTISANS: For each partisan in territory controlled by an enemy major power, that major power loses one BRP each turn (EXCEPTION: Scorched earth—35.81). To inflict BRP damage on an enemy major power, a partisan must be in an otherwise enemy- or partisan-controlled hex and surrounded by enemy- or partisan-controlled, neutral or sea hexes. Partisans behind friendly lines, adjacent to friendly non-partisan units or on islands do not count. Specifically:

A. For each Irish partisan in or adjacent to Ulster, Britain loses one BRP.

B. Persian partisans do not cause the loss of BRPs. Each Persian partisan adjacent to Abadan, Ahwaz or Tehran reduces the capacity of the Persian BRP route by five BRPs (40.532).

11.72 BRP losses from partisans are deducted at the end of the defending major power’s combat phase.

11.73 A major power may lose more BRPs in the course of a year from the presence of enemy partisans in a minor country than the major power received from the minor country. Similarly, enemy partisans continue to inflict economic damage after their country comes under enemy control, provided the conditions in 11.71 are met.
12. STACKING

12.1 STACKING LIMITS

12.2 WHEN STACKING LIMITS APPLY

12.3 POLITICAL RESTRICTIONS

12.4 AIR AND NAVAL STACKING LIMITS

12.1 STACKING LIMITS:

12.11 BASIC STACKING LIMIT: The basic stacking limit is two ground units per hex, regardless of their combat strength. There are several exceptions to this general rule:

12.12 Specialized units (10.4) and flak units (10.9) are not counted for stacking limit purposes and may be added to any legal stack. The exception for specialized units applies whether or not the specialized unit in question is using any of its special abilities.

12.13 Up to five ground units may stack on a bridgehead counter.

12.14 Armor units may overstack on a breakthrough hex (16.23). The attacker must remedy the overstacking by the end of his redeployment phase. If he is unable to do so, excess units of his choice are eliminated.

12.15 Ground units involved in a failed overrun (13.531) may become temporarily overstacked in the hex from which they were attempting the overrun. The attacker must remedy the overstacking before the end of his movement phase or exploitation movement, as the case may be. If he is unable to do so, excess units of his choice which were not attempting the overrun are eliminated.

12.16 Ground units involved in an aborted or failed sea transport or seaborne invasion may become temporarily overstacked in their port of embarkation (22.82). The attacker must remedy the overstacking before the end of his movement or redeployment phase, whichever occurs first. If he is unable to do so, excess units of his choice are eliminated.

12.17 A defender may temporarily overstack if forced to do so when retreating during an enemy attrition (14.74). The defender must remedy the overstacking before the end of his next movement phase. If he is unable to do so, excess units of his choice are eliminated.

12.18 Any number of ground units may stack in a mapboard box (5.12A).

12.19 Up to five Western Allied units may stack in Pearl Harbor. If Pearl Harbor is attacked by a Japanese seaborne invasion or airdrop, only two of the units count towards its defense. If those two units are eliminated and a Japanese ground unit occupies Pearl Harbor, all excess ground units in Pearl Harbor are eliminated.

12.2 WHEN STACKING LIMITS APPLY:

12.21 Stacking limits apply at the end of the movement, unit construction and redeployment phases.

12.22 Stacking limits do not apply to ground units while they are moving or to ground units while they are at sea. A ground unit may not end its movement phase, combat phase or turn at sea.

12.3 POLITICAL RESTRICTIONS:

12.31 There are some restrictions on units of allied nations stacking together in the same hex (53). Stacking which is not expressly prohibited is allowed.

12.4 AIR AND NAVAL STACKING LIMITS:

12.41 Stacking of air and naval units is unlimited while in the air or at sea. There are limits to the number of air and naval factors which may base at air bases (18.1) and ports (21.1).

13. MOVEMENT
Ground units may overrun a hex to another. There is no extra cost to enter a ZoC. ZoCs have no effect on the movement of air and naval units.

E. OVERRUNS: Ground units must expend one additional movement factor to execute an overrun (13.52).

F. MOVEMENT FACTORS OF MECHANIZED UNITS: Armor and mechanized infantry that are partially supplied have their movement factor reduced to three in Europe and two in the Pacific. Army oil effects and monsoons may also reduce the movement factor of armor units by negating their mechanized component (10.32). No distinction is made between mechanized and non-mechanized infantry units in the Pacific theater: all British and American infantry units have a movement factor of two.

13.411 SUPPLIED UNITS MAY ALWAYS MOVE ONE HEX: A supplied ground unit may always move at least one hex during both regular and exploitation movement, regardless of terrain, enemy ZoCs, weather and oil effects. This does not apply to units conducting overruns and does not permit movement into ineligible hexes.

13.42 MOVEMENT FACTORS MAY NOT BE TRANSFERRED OR SAVED: Movement factors may not be transferred from one ground unit to another, nor may they be accumulated from one turn to the next.

13.43 MOVEMENT ACROSS CERTAIN HEXSIDES PROHIBITED: Ground movement across the following hexsides is prohibited:

A. OCEANS AND LAKES: All-ocean and all-lake hexsides, except at a crossing arrow.

B. QATTARA DEPRESSION: All-Qattara depression hexsides (MM26–NN26 and MN25–NN26).

C. HIMALAYAS: All-Himalaya hexsides, including R15 (Ledo)-R16.

D. OUTBACK: All-outback hexsides (4.43, 71.81).

13.44 MOVEMENT OFF THE BOARD: Ground units may move onto or leave the mapboard during the movement phase only if expressly allowed by the rules relating to the mapboard box in question (see rule 5). Ground units may only leave the mapboard if they have sufficient movement capability to do so. All off-board hexes are considered to be clear terrain for movement purposes. Ground movement between mapboard boxes during the movement phase is prohibited.

13.45 GROUND UNITS MAY MOVE TOGETHER: Ground units may be moved together, both for convenience and to execute overruns (13.5). A ground unit may also defer part of its movement to wait for another ground unit to move, then continue its movement, alone or in conjunction with the other unit, up to the limit of its movement factor.

13.46 MOVEMENT INTO OCCUPIED HEXES PROHIBITED EXCEPT FOR OVERRUNS: Ground units may not move onto or through hexes occupied by hostile ground units except when conducting overruns (EXCEPTION: Airborne units may airdrop atop hostile ground units—an offensive operation which is quite different from movement).

13.47 WEATHER EFFECTS: When a ground unit enters an area affected by weather, it must abide by the weather restrictions while it remains in the affected area.

EXAMPLE: A Japanese 3-3 armor unit moves from a clear weather hex into an adjacent hex subject to monsoons, which causes armor units to lose their mechanized component and move like infantry units (34.24C). The armor unit could then only enter one additional hex in the area subject to monsoons. If it instead returned to an area which was not subject to monsoons, its mechanized component would be restored and it could move an additional hex.

13.5 OVERRUNS:

13.51 RESTRICTIONS: Overruns are an offensive operation. Overruns may take place during the movement phase of both regular and exploitation movement. Units being overrun are subject to both positive and negative DMs in the same manner as units being attacked (15.3).

13.52 MECHANICS: Overruns are conducted by moving no more than two units (EXCEPTION: Specialized units may overstack for overruns) through the same hexside into a hex containing enemy unit(s) at odds of 6:1 or greater. At least one of the overrunning units must be an armor unit with a functional mechanized component. Each overrunning unit must expend one additional movement point to occupy the overrun hex. If the overrunning units do not have sufficient movement points, the overrun is prohibited.

13.521 Ground units performing overruns may arrive at the hex from which the overrun is made from different locations. A sea-transported unit may overrun in conjunction with other ground units; armor units exploiting from different breakthrough hexes may combine to overrun units.

13.522 No more than two armor units may move from a breakthrough hex into the same adjacent hex to conduct an overrun against enemy ground units in that hex.

13.53 AIR SUPPORT: An overrun may be assisted by available offensive ground support whether the overrun occurs during movement or exploitation. The defender may provide defensive air support to units being overrun. This defensive air support may be intercepted by uncommitted offensive air units within range at the time of the overrun. The resulting air combat is resolved immediately. Sea transported air may assist overruns only from their hex of debarkation. Air units which participate in successful overruns are inverted the moment the overrun is concluded.

13.531 FAILED OVERRUNS: If enough defensive air support survives interception to reduce the overrun odds below 6:1, no overrun occurs in that hex during this movement phase. The ground units which attempted the overrun remain in the hex from which they attempted the overrun. Any overstacking in that hex must be remedied before the end of the movement phase or exploitation movement, as the case may be, or any excess units are eliminated (12.15). In the ensuing combat phase, ground units which attempted the overrun and any air units which provided ground support for the unsuccessful overrun must conduct a normal attack against the defending unit(s). The ground and air units may be assisted in this attack by other units.

13.532 Airdrops may not be used to assist overruns during the movement phase, but may be used during the combat phase to assist attacks resulting from a failed overrun (13.531).

13.54 CASUALTIES: Units which are overrun are eliminated. At the moment of overrun, a die is rolled to determine whether the attacker suffers casualties. On a die roll of “1” the moving player suffers a full “Ex” result (15.61). These losses may be taken from any attacking ground or air units which took part in the overrun, subject to the normal air loss requirement (15.63). On all other rolls, the moving player suffers no losses. Both sides remove their losses immediately.

13.55 SUBSEQUENT MOVEMENT AND COMBAT: After an overrun, surviving overrunning units may, if otherwise able to do so:

A. Continue moving up to their movement allowance.

B. Overrun other enemy units.

C. Participate in ground or attrition combat after movement is completed.

D. Conduct exploitation movement and combat.

13.56 NO MOVEMENT COST FOR OTHER UNITS: Other units which have not yet completed their movement may enter a hex which was the scene of an earlier overrun without paying the additional movement cost required by 13.52.

13.57 WEATHER: Monsoons, winter effects and mud may prohibit overruns in certain areas (34).

13.58 SEABORNE INVASION: Units conducting seaborne invasions (21.51) may not overrun the beach hex, but invading armor units which exploit off the beach hex may conduct overruns further inland.

13.59 NO SPECIAL STATUS FOR DEFENDING UNITS: Units in capitals, objective hexes, ICs, bridgeheads, railheads, fortresses and fortifications may be overrun if all other requirements are met.

EXAMPLE: A German 4-6 armor unit and 3-3 infantry unit, supported by five German air factors, overrun a Russian 1-3 infantry unit. The German player wishes to overrun a second Russian 1-3 infantry unit, but can no longer use the 3-3 infantry unit for that purpose because it would not have sufficient movement factors. The German player may move a second 4-6 armor unit through the hex in which the first Russian 1-3 infantry unit was overrun, then execute the second overrun using both 4-6 armor units and four additional German air factors.
14. ATTRITION COMBAT

14.1 OVERVIEW:

14.11 OUTLINE OF ATTRITION COMBAT: Attrition combat is resolved as follows:

A. The attacker counts the number of ground combat factors adjacent to enemy units and makes a die roll on the Attrition Table.
B. The defender removes the required number of units.
C. The attacker selects the permitted number of hexes for attrition occupation.
D. The defender retreats his units from the hexes selected for attrition occupation.
E. The attacker occupies the hexes selected for attrition occupation.

14.12 TIMING: Attrition combat is resolved after all regular and exploitation combat has been resolved.

14.13 ALLIANCE FACTIONS ATTRITION(ED) SEPARATELY: For each front in which an attrition option was selected, attrition combat is resolved by and against each alliance faction separately. Each turn only one attrition die roll may be made by each alliance faction against each enemy alliance faction attrition zone.

14.2 DETERMINING ATTRITION LEVELS:

14.21 ATTRITION LEVELS: For each alliance faction on each front in which attrition is being conducted, the attacker totals the number of ground combat factors adjacent to enemy ground units for each enemy attrition zone on the front in question to determine the attrition level against each enemy alliance faction attrition zone.

14.211 ATTRITION ZONES: Each area of contiguous hexes on the same front controlled by the same alliance faction is considered to be a single attrition zone, regardless of the presence of enemy ZoCs which may interrupt supply to parts of the attrition zone.

14.212 EXPLOITING ARMOR UNITS: Attrition zones which contain armor units which exploited in the previous player turn but no other friendly ground units are attritioned as part of the attrition zone that includes the breakthrough hex from which the armor exploited, provided that attrition zone is on the same front as the armor units in question.

14.213 AIRDROPS: Attrition zones which contain airborne units which airdropped in the previous player turn but no other friendly ground units are attritioned as part of the attrition zone from which the airborne units airdropped, provided that attrition zone is on the same front as the airborne units in question. If an attrition zone contains both exploiting armor units and airborne units which airdropped in the previous turn, but does not contain any other friendly ground units, and the exploiting armor and the airborne units came from different attrition zones, rule 14.212 governs.

14.214 The attacker may choose not to include eligible ground units in an attrition.

There are several reasons a player might leave some ground units out of an attrition. One would be to raise the CTL of his attritioning forces (14.42). Another would be to reduce the opponent’s ability to take his attrition losses from certain nationalities (14.52). Finally, if all the enemy ground units are out of supply, the attritioning player might prefer to eliminate them by isolation so their reconstruction cost will be doubled (27.13A).

14.22 ELIGIBLE UNITS: The following units may be counted when determining attrition levels, subject to 14.23:

A. Ground units adjacent to enemy ground units on the same front when the attrition die roll is made, whether the attritioning ground units are supplied or not.
B. Ground units on other fronts which are adjacent to enemy ground units on the attritioned front.

14.23 INELIGIBLE UNITS: The following units are not counted when determining attrition levels:

A. Ground units which took part in offensive operations during that combat phase, including seaborne invasions of undefended hexes, airdrops onto undefended hexes, and exploitation, regardless of front.
B. Ground units counted in determining another attrition level, whether on the same or on another front. Ground units may not be counted for more than one attrition level in the same game turn.
C. Ground units which are not adjacent to enemy ground units because of impassable hexes, including all-water hexes without a crossing arrow.
D. Ground units adjacent to enemy units only across a fortified enemy hexside, whether or not the fortification has been negated by isolation. Ground units may attrition across their own fortified hexsides.

Units in an omnidirectional fortification or fortress may never be attritioned. Units in Maginot and West Wall hexes may not be attritioned by enemy units facing their fortifications.
E. Ground units adjacent only to partisans, flak, ground units which they may not attack because of resistance, cooperation, neutrality or diplomatic restrictions, or enemy units other than ground units.
F. Partisans, replacements, flak, air and naval units.

14.24 GIBRALTAR: Gibraltar is on the Mediterranean front for attrition purposes.

14.3 SEPARATE ATTRITIONS:

14.31 ALLIANCE FACTIONS ATTRITION(ED) SEPARATELY: A separate attrition level is determined and separate attrition combat die roll made for and against each alliance faction on each front. Thus Western Allied and Russian ground units attrition separately and are subject to separate Axis attritions. Similarly, Nationalist and Communist China attrition separately and are subject to separate Japanese attritions. All ground factors for each alliance faction are totaled together and a single attrition die roll is made against each enemy alliance faction in each attrition zone.

14.32 MINOR COUNTRIES: Minor allies and associated minor countries are considered part of their major power’s alliance faction, and their ground units are counted when determining their major power’s alliance faction’s attrition level. Ground units adjacent to enemy minor allied or associated minor country ground units are similarly counted in determining the attrition level against that enemy alliance faction.

14.33 INDEPENDENT MINOR COUNTRIES: Prior to activation or association, minor countries are attritioned separately. A separate attrition die roll is made against each such minor country.

14.4 RESOLVING ATTRITION COMBAT:

14.41 ATTRITION TABLE: To resolve each attrition combat the attacker rolls one die and consults the appropriate column on the Attrition Table. The result indicates the number of unit counters (C) which the defender must lose and the number of hexes (H) which he must give up to the attacker.

14.42 ATTRITION MODIFIERS: The attacker’s attrition die roll is increased by one for every ten ground factors over 61 in contact with the defender (71-80 factors, +1; 81-90 factors, +2; and so on) and is increased or decreased by the difference in CTLs between the units involved. A higher CTL increases the...
attrition die roll and a lower CTL decreases the attrition die roll. Similarly, a more favorable winter preparation level increases the attrition die roll and a less favorable winter preparation level decreases the attrition die roll. If a player has units with different CTLs or winter preparation levels engaged in attrition combat, the CTL or winter preparation level of the largest number of factors engaged is used to determine this modifier, with the less favorable CTL or winter preparation level applying if equal numbers of factors are engaged. Results of less than “0” are treated as “0” results; results of more than “11+” are treated as “11+” results for all columns. The maximum possible result on the Attrition Table is “12C/6H” in Europe, which is equivalent to “12C/3H” in the Pacific.

**EXAMPLES:** Assuming no CTL research results:

- If 21 German ground factors and 12 Italian ground factors attrition in Russia, the Axis get a +1 modifier for their attrition die roll, because the largest group of Axis ground factors (German) have a CTL of two and the Russian CTL is one.
- If 14 German ground factors and 14 Italian ground factors attritioned, the lower (Italian) CTL would apply, and the Axis would not get a modifier.
- If 14 German, 12 Italian and 3 partially supplied Italian ground factors attritioned, the German CTL of two would determine the modifier, because there would be 12 Italian ground factors with a CTL of one and 3 Italian ground factors with a CTL of zero (30.522A).

**14.43 SELECTING A “2C” RESULT IN PLACE OF A “1C/1H” RESULT:**
An attacker who obtains a “1C/1H” result may take a “2C” result instead. All other attrition results stand.

**14.5 ATTENTION COMBAT RESULTS—COUNTERS:**

**14.51 ATTENTION COMBAT RESULTS—COUNTERS:** Once the attrition combat result is determined, the defender chooses which ground units to eliminate, removes them from the board and returns them to his force pool. He may not choose to lose more ground units than the number called for. If he does not have enough eligible ground units to satisfy the losses, he loses what ground units he has and disregards the remainder.

**14.52 RESTRICTIONS ON LOSSES:**

- **LOCATION:** Ground units removed to satisfy attrition losses must be in the attritioned zone or in the supply zone through which supply was last traced by land or sea, including post-combat supply or supply from a bridgehead created by seaborne invasion, to that attrition zone in the defender’s previous player turn (EXCEPTION: Attrition losses incurred in an attrition zone containing ground units which are not fully supplied or which are subject to an army oil effect must first be taken from those units).

**EXAMPLES:** The Axis attrition Russia on the eastern front. Russian attrition losses must be taken from the Russian front.

**Russian units have entered Rumania from the eastern front. The Axis attrition losses may be taken from the Russian units in Rumania or Russia.**

**Britain attrition Italy in North Africa. Italian attrition losses must be taken from North Africa unless the Axis traced full supply to North Africa in the previous Axis player turn, which would allow the Italians to take attrition losses from units in Italy.**

**The Western Allies invade two separate beaches in France from bases in Britain. Germany conducts separate attritions against each Western Allied bridgehead. Because the Western Allied bridgeheads in France reflect sea supply from Britain, the Western Allied attrition losses may be taken from Western Allied units in Britain as well as the Western Allied units in France.**

**The Western Allies attrition Japanese units in Burma. Japanese attrition losses must be taken from the attrition zone including Burma or, if Japan had traced full supply to that supply zone in its previous player turn, the last port which the sea supply line touched before reaching the attrition zone including Burma.**

**B. INELIGIBLE UNITS:** Units which are in a mapboard box or off-board area may not be taken as attrition losses (EXCEPTIONS: Attrition combat involving the Australia (71.31) and India (72.31) boxes).

**C. CONTACT REQUIRED:** The number of counters which may be lost from attrition by a given nationality is limited to the number of counters that nationality has in contact with the attritioning forces, although the eliminated units themselves need not be in contact with enemy units.

**14.52 ATTENTION COMBAT RESULTS—HEXES:**

**14.61 ATTENTION OCCUPATION:** After the defender has eliminated the required units, the attacker selects one or more eligible hexes for occupation as allowed by the attrition die roll. The attacker need not select all, or any, of the hexes to which he is entitled by an “H” attrition combat result. Hexes selected for attrition occupation must contain an enemy ground unit and must be adjacent to an attritioning ground unit which is eligible to advance. Ground units which were unsupplied during initial supply determination and replacements are not eligible to advance.

**14.62 HEXES NOT ELIGIBLE FOR ATTENTION OCCUPATION:** The following hexes may not be selected for attrition occupation:

- **A. Empty hexes.**
- **B. A hex from which the defender has taken all the attrition losses inflicted on him by the attacker’s attrition die roll for that attrition zone, even if the defender has units remaining in the hex after taking the losses.**
- **C. A hex containing a capital, objective, IC, fortress, fortification, bridgehead or railhead. Luxembourg, which does not have a capital, may be selected for attrition occupation. Maginot and West Wall hexes may be occupied by units attritioning across their fortified hexides, but units attritioning across fortified hexides may not occupy Maginot or West Wall hexes, even in conjunction with attrition occupation across an unfortified hexside.**
- **D. A forest, jungle, mountain, jungle/mountain or swamp hex (EXCEPTION: Japanese ground units and the Chindit may occupy jungle hexes as a result of attrition).**
- **E. A hex which may only be occupied through a hexside containing a river or...**
crossing arrow. Hexes bounded by rivers or crossing arrows may be occupied by units attritioning across other hexsides which permit attrition occupation, but units attritioning across river hexsides or crossing arrows may not occupy such hexes, even in conjunction with attrition occupation across a different hexside.

EXAMPLES: The Axis player has two 3-3 infantry units on a key hex. The Allies make an attrition die roll in the “11-20” column. If the modified die roll is a 6 (“2C/1H” result), the Axis player retains control of the key hex by eliminating both units on the hex. If the die roll had been a “5” (a “1C/1H” result), the Axis player could still retain control of the hex by eliminating one of the infantry units.

The Japanese player has two 3-2 infantry units and a 1-2 airborne unit in a key hex. The Allies make an attrition die roll in the “21-30” column. If the modified die roll is a 6 (“3C/1H” result after halving the number of hexes for the Asian theater), the Japanese player may retain control of the key hex by eliminating all three units in the hex.

14.63 A hex which was the subject of a limited offensive attack is not automatically immune to attrition capture unless the attack eliminated all the defending ground units in the hex.

14.64 The attacker must advance at least one adjacent ground unit into each selected hex. If the attacker is unable or unwilling to advance into an enemy-occupied hex, he may not select that hex for attrition occupation.

14.7 ATTRITION RETREATS:
14.71 ATTRITION RETREAT SIMULTANEOUS: Once the attacker has designated all the hexes he wishes to occupy, the defender simultaneously retreats all his displaced ground units one hex from the hexes selected for attrition occupation. The attacker then simultaneously occupies all the designated hexes. This process is not carried out one hex at a time; all hexes must be vacated before the attacker advances to occupy any of the vacated hexes.

14.72 HEXES NOT ELIGIBLE FOR ATTRITION RETREAT: The following hexes may not be selected for attrition retreat:
A. A hex occupied by an enemy ground, air or naval unit, airbase counter, rocket base, bridgehead, port counter, railroad, IC, fortification or fortress.
B. A hex selected by the attacker for attrition occupation.
C. A hex which the attacker has vacated by advancing into a hex selected for attrition occupation.
D. A hex which the defender’s units are prohibited from entering.

14.73 PRIORITY OF HEXES FOR RETREATING UNITS: If forced to do so, the defender may overstack, enter an enemy ZoC, or enter an enemy-controlled hex, in that order. The defender must select the least of the following evils:
A. Overstack (rather than enter an enemy ZoC);
B. Enter an enemy ZoC (rather than enter an enemy-controlled hex);
C. Enter an enemy-controlled hex (rather than be eliminated).

14.74 OVERSTACKING: If the defender overstacks when retreating, he must remedy the overstacking during his next movement phase. If he is unable to do so, excess units of his choice are eliminated (12.17).

14.75 Units retreating from the same hex may retreat to different hexes.

14.76 ELIMINATION OF UNITS UNABLE TO RETREAT: Defending units are eliminated if they are forced to retreat by attrition occupation and are unable to do so. Flak units are always eliminated if forced to retreat by attrition occupation (10.94).

14.77 DISPLACEMENT OF AIR AND NAVAL UNITS: Air and naval units which are based in hexes occupied by enemy units as a result of attrition combat are displaced to the nearest friendly base within range (18.26, 21.23).

15. OFFENSIVE COMBAT
15.1 OVERVIEW
15.2 GROUND ATTACKS
15.3 DEFENSE MULTIPLIERS (DMs)
15.4 MECHANICS OF GROUND ATTACKS
15.5 RESOLVING GROUND ATTACKS
15.6 COMBAT RESULTS TABLE
15.7 ADDITIONAL ROUNDS OF COMBAT
15.8 COMBAT TRAINING LEVELS
15.9 ADVANCE AFTER COMBAT

15.1 OVERVIEW:
15.11 After air and naval missions are completed as set out in the sequence of play, including the assignment of air to ground support, defensive air support, and the interception of defensive air support, the attacker carries out any airdrops he wishes to make during the regular combat phase.

15.12 The attacker resolves all ground attacks he wishes to make, including those arising out of seaborne invasions, in whatever order he chooses. After each attack is resolved, the attacker has the option of advancing surviving units into hexes previously occupied by the defending enemy units.

15.13 Once all regular ground attacks are resolved, all naval units still at sea, including defending patrols (EXCEPTION: Submarine patrols—21.4176) return to port.

15.14 Exploiting armor units are then moved to breakthrough hexes, after which exploiting armor units move, uncommitted air units fly ground support, fly defensive air support and intercept defensive air support, and unused airborne units airdrop. Exploitation combat is then resolved.

15.15 The combat capabilities of air (19), naval (22) and airborne (10.5) units are dealt with in greater detail in the rules relating to those units.

15.2 GROUND ATTACKS:
15.21 ELIGIBLE UNITS: The attacker may attack with all, some or none of his ground units which are adjacent to or, in the case of airborne units, on top of, enemy ground units (EXCEPTIONS: Ground units in swamp, jungle and jungle/mountain hexes may neither attack nor be attacked during monsoons—34.248. Replacements may not attack—10.213).

15.22 ATTACKS OPTIONAL: An attacker is never forced to make ground attacks (EXCEPTIONS: Airdrops on top of an enemy ground unit; overruns thwarted by enemy defensive air support—13.531; seaborne invasions which are not subject to enemy interference; announced ground attacks to which the defender has responded with a tactical atomic attack—43.422).

15.23 MAPBOARD BOXES: Ground attacks from the mapboard into a mapboard box, and vice versa, are not allowed. Ground combat involving units adjacent to and in the Australia and India boxes is resolved by attrition.

15.3 DEFENSE MULTIPLIERS (DMs):
15.31 DETERMINING DEFENSIVE STRENGTH: The attacking strength of a unit is always equal to its printed combat factor. The defensive strength of a unit equals its printed combat strength times its net DM. While the defensive strength of units may be increased (15.32) or decreased (15.33), according to terrain and other factors, units never defend at less than their face value. All
positive and negative DMs are taken into account in determining the net DM for defending units (15.35).

15.32 POSITIVE DMs: Units receive a positive DM (their defensive strength is increased) as follows:

A. Defending units receive a basic +2 DM, regardless of terrain.

B. Units defending against seaborne invasion receive a +1 DM, even if some of the attacking units are attacking from adjacent land hexes or are dropped airborne units (EXCEPTION: Units defending against seaborne invasion do not receive a +1 DM if at least half the invading ground factors are marines).

C. Units defending against attack from across a river or crossing arrow receive a +1 DM. This is negated if some of the attacking units attack from a hex which is not across a river or crossing arrow (EXCEPTION: 15.321). An airborne drop onto the defending units similarly negates the terrain advantage of a river or crossing arrow.

D. Units defending in a forest, jungle, mountain or swamp hex receive a +1 DM. Units defending in a jungle/mountain hex receive a +2 DM (EXCEPTION: Japanese units in a jungle/mountain hex receive only a +1 DM when attacked by Chindits – 10.63).

E. Units defending in a fortress hex or behind a fortress line receive a +2 DM. This is negated if some of the attacking units attack across an unfortified hexside. This may only occur in attacks against Maginot hexes, and in attacks against Singapore, which is only fortified against seaborne invasions unless its fortifications have been upgraded. In contrast to rivers and crossing arrows, airborne drops do not negate this DM.

F. Units defending in a hex containing a fortification or behind a fortification line receive a +1 DM. This is negated if some of the attacking units attack across an unfortified hexside (EXCEPTION: 15.321). This may only occur in attacks against West Wall hexes. In contrast to rivers and crossing arrows, airborne drops do not negate this DM.

G. Units defending only against an airdrop, without being attacked by other enemy ground units, receive a +1 DM.

H. Ground units defending against ground units subject to a winter effect of 5 or more, provided the defending ground units are subject to a winter effect three or more levels lower than the attacking ground units. If units with different levels of winter preparation are involved, the least favorable winter preparation modifier governs for both the attacker and the defender.

I. Defending units receive a +1 DM following a defensive tactical atomic attack (43.42A).

15.321 Axis units defending in West Wall hexes which are attacked so as to receive the benefits of both river (15.32C) and fortification (15.32F) defenses across different hexsides receive a +1 DM. Axis units which receive the benefits of both river and fortification defenses across the same hexside(s) receive a +2 DM.

15.322 The DM of defending units may increase in later rounds of combat as a result of the elimination of attacking units which outflanked a river, crossing arrow or fortress defense line, the loss of marines in a seaborne invasion or the loss of attacking units with a high level of winter preparation.

15.33 NEGATIVE DMs: Ground units are subject to a –1 DM as follows:

A. Infantry, replacements and partisans attacked by exploiting armor, unless defending in a capital, objective hex, IC, bridgehead or railhead. Airborne, marine, commando, Chindit and armor units (subject to 15.331) are not subject to this –1 DM when attacked by exploiting armor.

B. Minor country infantry units defending in any type of hex outside their home country (EXCEPTIONS: Finns; Swedes; Vichy units in France, Corsica and Vichy colonies; Spanish and Vichy volunteers fighting on the eastern front following a Spanish or Vichy diplomatic result of “5-6”, “7” or “8”; minor country units in the Pacific theater).

C. Partisans.

D. Isolated ground units which are not eliminated (30.542A-D) have the DM of their hex, including the DM of any fortification or fortress and any other terrain feature in their hex, reduced by one each turn until they defend at face value.

E. Pacific theater Western Allied infantry and replacement units (but not armor, marine, airborne, commando or Chindit units) on the turn of a Japanese surprise attack.

F. Nationalist Chinese ground units operating outside China if the Chinese Resistance level is 0 or lower; all Nationalist Chinese ground units if the Chinese Resistance level is -3 or lower.

G. As specified by the following RGT and weather results:

• On the first turn of a German invasion, Russian infantry units, on all types of hexes, are subject to a –1 DM unless the RGT level is 40 or greater.

• On a “9” or higher winter effect, infantry units and replacements are subject to a –1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead.

H. Defending units incur a –1 DM following an offensive tactical atomic attack (43.42A).

15.331 Armor treated as infantry because of monsoons, supply problems, army oil effects or Pacific terrain effects are subject to negative DMs in the same manner as infantry. These effects do not reduce the DM of marine, airborne, commando or Chindit units.

15.34 DMs APPLY TO OVERRUNS: DMs, both positive and negative, also apply to units being overrun.

15.35 CUMULATIVE EFFECTS OF DMs: Units may be subject to positive and negative DMs for more than one reason in a single turn. Such effects are cumulative, but no unit ever defends at less than face value. Defending units in the same hex may be subject to different DMs during the same attack.

EXAMPLES: A 2-5 armor unit is attacked on clear terrain. It receives a +2 DM (15.32A)—its defensive strength is four.

A 2-3 Romanian infantry unit on clear terrain near the outskirts of Stalingrad is attacked by exploiting armor. It receives a +2 DM (15.32A), a –1 DM (15.33A) and a –1 DM (15.33B), for a net DM of zero. Its defensive strength is two, since a unit never defends at less than its printed combat strength (15.31).

A 4-5 Russian armor unit and a 3-3 Russian infantry unit on clear terrain are attacked by exploiting armor. Both Russian units receive a +2 DM (15.32A), but the 3-3 infantry unit receives a –1 DM (15.33A), so the total defensive strength of the Russian units is eleven.

A 3-2 infantry unit on clear terrain is attacked across a river by exploiting enemy armor. It receives a +2 DM (15.32A), a +1 DM (15.32C) and a –1 DM (15.33A), for a net DM of +2. Its defensive strength is six.

15.4 MECHANICS OF GROUND ATTACKS:

15.41 All defending ground units in a hex must be attacked collectively. The combat factors of the defending units, as modified by their DM, are added together, as if they were one unit. The attacker may not attack them separately.

15.42 If the attacker has more than one ground unit in a hex, they need not all attack the same enemy hex. For example, one ground unit could attack in a northeasterly direction while another attacked to the southeast, or did not attack at all.

15.43 An attacking ground unit may not split its combat factor and make two or more separate attacks. The entire combat factor must be applied to one attack.

15.44 DEFENDING UNITS IN DIFFERENT HEXES: Attacking units may attack enemy units located in two or more hexes in a single attack, but all the attacking units must be adjacent to all the defending units involved in the attack. In such an attack, air units conducting ground support or defensive air support may be placed on any of the hexes being attacked. Similarly, an airborne unit may airdrop on any one of the enemy hexes and participate in such an attack.

15.45 OFFENSIVE OPERATIONS ON MORE THAN ONE FRONT: While the BRP cost for offensive operations need only be paid once for units which attack on more than one front (9.57), with the hex which receives the action determining the front for which offensive operation BRP expenditures must be made (9.71), the BRP cost is counted on all the fronts involved when determining whether an attrition is permitted, but is counted only for the front in which the attacking unit is located when determining whether a full offensive is being conducted for that front.

15.46 A ground unit may only be attacked once during the regular combat phase, although this attack may consist of more than one round of combat. (EXCEPTION: Attacks by more than one alliance faction against the same_hex). This does not preclude a second attack against a defending unit during exploitation.

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15.47 Only two ground units may attack from any one hex (EXCEPTIONS: Armor units in a breakthrough hex—16.45, airborne units, commandos, marines and Chindits).

15.5 RESOLVING GROUND ATTACKS:

15.51 DETERMINING GROUND COMBAT ODDS: When all preparations for attack and defense are complete, each attack is resolved. The attacker calculates the strength of his attacking force, including air support from ground support air missions and fleet factors from shore bombardment. The defender calculates the strength of his defending force, including defensive air support, taking into account the net DM due to terrain and other factors (15.32, 15.33). The strength of defensive air support is not affected by the DM of the defender’s ground units. The total attacking and defending strengths are expressed as a ratio (fractions are ignored), one die is rolled and the appropriate odds column on the Combat Results Table is consulted.

15.52 RESTRICTIONS: The attacker may not select a column on the Combat Results Table which is lower than the actual odds. Attacks greater than 5:1 are allowed, but the 5:1 column is used to resolve the attack. Similarly, attacks at less than 1:4 are allowed, but these automatically result in the elimination of the attacker without loss to the defender (EXCEPTIONS: French and Chinese units may not participate in attacks at less than 1:1 odds—75.21, 80.21; airdrops and seaborne invasions at less than 1:1 odds are prohibited—10.55D, 21.5122).

EXAMPLES: 20 factors attacking units with a defensive value of 10 would be a 2:1 attack; 19 factors attacking units with a defensive value of 10 would be only a 1:1 attack; five factors attacking units with a defensive value of 13 would be a 1:3 attack.

15.53 SELECTING AN “Ex” RESULT IN PLACE OF A “d” RESULT: An attacker who obtains a “d” result may take an “Ex” result instead. All other combat results stand.

15.6 COMBAT RESULTS TABLE

15.61 COMBAT RESULTS:

A: All attacking ground and air units are eliminated, up to the modified value of the defender’s units, taking into account the defender’s DM.

a: The attacker loses a number of factors equal to half the modified value of the defender’s units, taking into account the defender’s DM.

Ex: The side with the fewer combat factors, taking into account the defender’s DM, loses its entire force. The larger side removes at least an equal number of factors, taking into account the defender’s DM. The strength of defensive air support is unaffected by the DM of the defender’s ground units when computing the attacker’s exchange losses.

Ex–1: The defender loses his entire force. The attacker loses as many factors as the defender, applying to the defender’s ground units a DM one level lower than the defender’s actual DM. If this reduces the defender’s DM to zero or less, the attacker’s losses are limited to the strength of the defender’s defensive air support.

Ex–2: The same as an “Ex–1”, except the defender’s DM is reduced by two before determining the attacker’s losses.

d: The defender loses half the number of defending factors, ignoring DMs.

D: All defending units are eliminated.

15.62 PARTIAL LOSSES: When a combat result requires the partial elimination of a force, fractions are always rounded up. Neither side may eliminate factors unnecessarily, but a player may eliminate more factors than required in order to preserve specific units.

15.63 AIR LOSSES:

15.631 VOLUNTARY AIR LOSSES: Air factors which provided ground support or defensive air support may be taken to meet the losses required by a ground combat result.

15.632 INVOLUNTARY AIR LOSSES: At the end of every round of ground combat, including the final round of ground combat, ground support and defensive air support units which exceed the 3:1 air support limit for ground combat due to ground unit losses are eliminated. If all ground units engaged in a battle are eliminated, all air units which provided ground support or defensive air support to those ground units are therefore also eliminated. This also applies to CVEs which provide ground support.

15.64 FLEET LOSSES:

15.641 VOLUNTARY FLEET LOSSES: Fleets which provided shore bombardment and destroyers which carried ground units for a seaborne invasion may be taken to meet the losses required by a ground combat result, as set out in 21.528. Each fleet factor eliminated satisfies one factor of ground combat loss. The attacker may choose to incur fleet losses in excess of what is required in order to preserve ground, air or other naval units.

15.642 EFFECT ON SUBSEQUENT COMBAT ROUNDS: If ground combat continues into another round, the 3:1 limit on support from shore bombardment is again applied to that round of ground combat. Ground unit losses in the first round of ground combat therefore reduce the permitted amount of shore bombardment in the second round of ground combat. Fleets which provided shore bombardment in the first round, but which are ineligible to provide shore bombardment in the second round, are not eliminated. Similarly, the number of destroyer factors remaining must be sufficient to carry the surviving invading ground factors. Destroyers carrying ground units for a failed invasion are unaffected by ground combat results unless voluntarily taken as losses.

15.7 ADDITIONAL ROUNDS OF COMBAT:

15.71 SECOND ROUND OF GROUND COMBAT: If, after resolving the initial round of ground combat, both sides have at least one surviving ground unit, the attacker may either abandon the attack or continue by attacking a second time if allowed by his CTL (15.82A). All ground, air and naval units involved in the initial attack take part in the second round of ground combat, unless they were eliminated in combat, exceed permitted ground support or shore bombardment ratios, or are unable to attack a second time because of their CTL.

15.72 THIRD AND SUBSEQUENT ROUNDS OF GROUND COMBAT: If, after the second round of combat is resolved, both sides have at least one surviving ground unit, the attacker may either abandon the attack or continue by attacking a third time if allowed by his CTL. This continues until one side or the other is completely eliminated or the attacker abandons the attack, either voluntarily or because further attacks are prohibited by his CTL.

15.73 ADDITIONAL FORCES PROHIBITED: Neither side may commit additional forces to the second or subsequent rounds of ground combat.

15.74 GROUND COMBAT ODDS RECALCULATED: The combat odds are recalculated before each round of combat. If partial losses drop the odds below 1:1 levels for seaborne invasions, or French or Communist Chinese attacks, further rounds of combat are prohibited (15.52). (EXCEPTION: Additional rounds of ground combat arising out of airdrops may be fought, if permitted by the attacker’s CTL, even if the odds drop below 1:1—10.55D).

15.75 ATTACKER RECEIVES A +1 DRM: The attacker receives a +1 DRM for his combat die roll for each successive attack. This modifier is cumulative (+1 in the second round of combat, +2 in the third round of combat, and so on).

15.8 COMBAT TRAINING LEVELS:

15.81 CTLs: All ground, air and naval units have a CTL, which reflects the research results in combat training for that alliance faction (41.92). The CTL of ground units in partial supply or subject to army oil effects is reduced by one (30.522A, 33.61C). This reduction is not cumulative.
15.82 EFFECTS OF CTLs:
A. GROUND ATTACKS: A CTL of one or less permits only one round of ground combat. A CTL of two allows a second round of ground combat. A CTL of three allows a third round of ground combat, and so on.
B. AIR AND NAVAL SUPPORT FOR GROUND ATTACKS: The CTL of air and naval units only affects their participation in ground combat and has no effect on the number of rounds of air or naval combat in which they may engage. Air units are considered to be participating in ground combat when they are providing ground support (18.55); naval units are considered to be participating in ground combat when they are carrying invading ground units (21.51) or providing shore bombardment (21.52). Air units with a CTL of one may only provide ground support for one round of ground combat; destroyers with a CTL of one must withdraw from invasion combat, together with the ground units they were carrying (regardless of the CTL of the ground units) after the first round of invasion combat; naval units with a CTL of one may only provide shore bombardment for one round of invasion combat.
C. BREAKTHROUGHS AND EXPLOITATION: Armor units with a CTL of zero or less may not create breakthroughs or exploit. Armor units with a CTL of one have their exploitation movement allowance halved (round up); this reduction is determined before movement reductions from weather (34.41) are applied. Armor units with a CTL of two or more may exploit normally.

15.9 ADVANCE AFTER COMBAT:
15.91 ADVANCE AFTER COMBAT: Whenever ground combat results in the elimination of all the defender’s ground units, the attacker’s surviving ground units may advance, subject to stacking limits, into the hex(es) previously occupied by the defender. The attacker decides which units, if any, he wishes to advance immediately after resolving the attack, before he resolves any other attacks. Advance after combat in attacks against defending units in more than one hex (15.44) is permitted only if all defending units are eliminated; the elimination of the defending units in only one of the attacked hexes is insufficient.
15.92 RESTRICTIONS ON ADVANCE AFTER COMBAT:
A. Unsupplied ground units may not advance after combat.
B. Exploiting armor units may be prohibited from advancing after combat if this would break the chain of exploiting armor units (16.47).
C. Airborne units which have been airdropped may only attack the units on which they have been dropped and must remain in their drop hex until the end of the combat phase in which they are dropped (10.56).
D. Defending units may never advance after combat, even if the attacker is eliminated.
15.93 MULTIPLAYER DISAGREEMENTS: If two or more allies had ground forces participating in an attack and they are unable to agree as to which of them will control the vacated hex, neither may advance units into the vacated hex.

16. EXPLOITATION
16.1 BREAKTHROUGHS:
16.2 PLACEMENT OF ARMOR ON THE BREAKTHROUGH HEX:
16.3 EXPLOITATION MOVEMENT
16.4 EXPLOITATION ATTACKS
16.5 STACKING LIMITS DURING EXPLOITATION
16.6 EXPLOITATION SUPPLY

16.1 BREAKTHROUGHS:
16.11 CREATING A BREAKTHROUGH: If ground combat results in the elimination of all the defending ground units in a hex, a breakthrough is created in the attacked hex(es) if the following conditions are met:
A. The attacking forces involved in the final round of ground combat included at least one fully supplied armor unit, with its mechanized component currently intact, with a CTL of one or more.
B. Any attacking ground unit survives the final round of ground combat and advances into the defender’s hex. The advancing ground unit need not be the armor unit required to meet condition 16.11A, but this requirement may not be satisfied by a partisan or an airborne unit dropped on the defender’s hex.
16.12 A single attack against more than one defending hex may create two or more breakthrough hexes.
16.13 Breakthroughs are created only as a result of attacks during the regular combat phase. Breakthroughs may not be created during overruns or by exploitation attacks. Breakthroughs and exploitation may be prohibited due to certain weather effects (34.2), supply problems (30.522B), or army oil effects (33.61C).
16.14 BREAKTHROUGHS AGAINST VACANT HEXES: Break-through and exploitation may occur without a defending ground unit being eliminated from the breakthrough hex only as a result of a seaborne invasion of a hex by more than one armor unit. One armor unit is required to “attack” and occupy the undefended hex to create a breakthrough. Armor units held in reserve during the invasion may then exploit from the breakthrough hex. This procedure is permitted even if the invasion hex was under friendly control, and even if enemy units were adjacent to the hex. Breakthroughs against vacant hexes are otherwise prohibited.

16.2 PLACEMENT OF ARMOR ON THE BREAKTHROUGH HEX:
16.21 PLACEMENT OF ARMOR UNITS: Armor units which are eligible to exploit (16.22) and were, at the start of the first round of ground combat which created a breakthrough, adjacent to or stacked with any attacking ground unit which attacked the breakthrough hex may be placed on that breakthrough hex. Armor units are placed on breakthrough hexes after all regular ground combat has been resolved.
16.22 ELIGIBILITY REQUIREMENTS: To be eligible for exploitation, an armor unit:
A. Must have a CTL of one or more.
B. Must have been fully supplied from an unlimited supply source during initial supply determination of the current player turn.
C. Must have its mechanized component intact.
D. May not have attacked during the combat phase in which the breakthrough is created. Armor units which attacked the breakthrough hex to create the breakthrough are not eligible for exploitation and may not move or attack during exploitation.
16.23 Exploiting armor units are placed on a breakthrough hex without regard to available movement factors, enemy ZoCs or stacking limits.

16.3 EXPLOITATION MOVEMENT:
16.31 MOVEMENT OF EXPLOITING ARMOR UNITS: Exploiting armor units may remain in a breakthrough hex or move from a breakthrough hex as set out below. Exploitation movement is limited as follows:
A. Armor units with a CTL of two or more may use their full movement factor during exploitation.
B. Armor units with a CTL of one have their movement factor halved (round up) during exploitation (15.82B).
C. Armor movement during exploitation may be further reduced by winter effects (34.41).
D. In Europe, the movement factor of all armor units exploiting from breakthrough hexes containing mountain, forest or swamp is reduced by one. In the Pacific, exploitation from breakthrough hexes containing mountain, forest, jungle, mountain/jungle or swamp is prohibited (EXCEPTION: Japanese armor units may exploit from hexes containing jungle, but not mountain/jungle).
16.32 Exploiting armor units may enter enemy controlled hexes, move backwards through friendly hexes, or both. The first exploiting armor unit may move into a hex adjacent to the breakthrough hex, then (Europe only) into one additional hex adjacent to the first hex entered. In addition to any limits
on movement relating to its movement factor, the first exploiting armor unit may not enter more than two hexes (one hex in the Pacific).

16.33 A second exploiting armor unit may move one or two (Europe only) hexes from the breakthrough hex, using a different route from that used by the first exploiting armor unit; or it may exactly duplicate the route of the first exploiting armor unit and then, if it is able to do so, move one or two (Europe only) additional hexes.

16.34 A third exploiting armor unit may move one or two (Europe only) hexes from the breakthrough hex, using a different route from that used by the first two exploiting armor units; or it may exactly duplicate the route of the first, second, or first and second, exploiting armor units and then, if it is able to do so, move one or two (Europe only) additional hexes.

16.35 This process is repeated indefinitely, until all exploiting armor units that wish to move have done so. Movement from the location of other exploiting armor units is subject to the same restrictions as movement from the breakthrough hex itself. In no circumstance may an exploiting armor unit exceed its movement factor. Terrain, the presence of an enemy ZoC, and the execution of overruns restrict movement during exploitation in the same manner as during regular movement. An exploiting armor unit may always move at least one hex (13.411).

16.36 THE CHAIN OF EXPLOITING ARMOR UNITS: At the end of all exploitation movement, a chain of exploiting armor units must exist. Each exploiting armor unit must be within two hexes of (Europe) or adjacent to (Pacific) either the breakthrough hex or another exploiting armor unit. Armor units which moved more than two hexes (Europe) or one hex (Pacific) must have followed the path of other exploiting armor units.

16.37 PRESERVING THE CHAIN: The chain created by the movement of exploiting armor may not be broken by advances after exploitation combat (16.46). The elimination of exploiting armor units in combat, after the completion of exploitation movement, has no adverse effect on other exploiting armor units, even if their elimination breaks the chain.

16.38 EXPLOITATION MOVEMENT NEED NOT BE IN SEQUENCE: A player is not required to move exploiting armor units in sequence, as long as a chain of exploiting armor units is formed at the end of exploitation movement. Two exploiting armor units may thus be moved together in order to execute an overrun. An exploiting armor unit may move several hexes, wait to be joined by another exploiting armor unit, and then complete its movement. Two exploiting armor units may execute an overrun, wait for a third armor unit to move to the hex they occupy, then continue movement, leaving the third armor unit to form the first link in the chain. While the movement of armor units during exploitation is flexible, the chain of exploiting armor units must always be preserved, and armor units may never exceed their movement factors during the exploitation phase.

16.39 MOVEMENT INTO OTHER AREAS:

A. ACROSS FRONT BOUNDARIES: Exploitation attacks across front boundaries are permitted, subject to 9.76.

B. INTO DIFFERENT WEATHER AREAS: Exploitation movement into areas subject to different weather conditions must conform to those weather conditions (34).

EXAMPLE: It is winter and Germany has achieved three winter preparation results. The Russian winter die roll is a “1”, which is increased by five (winters east of the Nazi-Soviet pact line) and decreased by three (each level of winter preparation)—34.41. Thus, level 3 winter effects apply east of the Nazi-Soviet pact line (reducing the movement of exploiting armor by 3).

A German attack creates a breakthrough in a Turkish mountain hex on the Russo-Turkish border. All Axis armor units exploiting from that breakthrough hex have their movement allowance reduced by one (16.31D). A 4-6 German armor unit exploits from the breakthrough hex into a clear hex in the Russian winter area, leaving it with four movement points. The Russian winter effects reduce that armor unit’s movement allowance to one (4 - 3 = 1), so the armor unit could move only one additional hex.

16.4 EXPLOITATION ATTACKS:

16.41 EXPLOITATION ATTACKS: The only units which may engage in exploitation attacks are exploiting armor units with their mechanized component intact, airborne units which airdrop during exploitation and air units which provide ground support for such attacks. Other units, even if they did not attack earlier in the turn, may not attack during exploitation, nor may armor units which were ineligible to exploit. Air units which provide ground support for exploitation attacks may not have flown air missions previously during the player turn (18.41), and airborne units which airdrop may not have airdropped or engaged in combat previously during the player turn.

16.42 AIRBORNE DROPS: Airborne units may conduct airdrops during exploitation even if no breakthroughs occurred. An airborne unit may thus airdrop into a hex which has been cleared by regular ground attacks.

16.43 RESTRICTIONS: Naval missions are prohibited during exploitation. Only the following air missions are permitted during exploitation: land-based ground support, defensive air support, interception of defensive air support, airdrops, interception of airdrops, and counter-interception of defending air units which intercept airdrops.

16.44 SEQUENCE: All exploitation movement must be completed before exploitation attacks are announced and resolved. After movement, the attacker announces his ground support missions. The defender then elects to commit unused air units for defensive air support, the attacker decides whether to intercept the defensive air support with unused air units, and any air combat which results is resolved. The attacker then makes his airdrops, the defender intercepts any airdrops, the attacker counter-intercepts and air combat is resolved. All exploitation ground combat is then resolved on the Combat Results Table (15.6).

16.45 ATTACKS FROM THE BREAKTHROUGH HEX: All exploiting armor units capable of exploitation movement (16.31) which remain in a breakthrough hex may attack out of the breakthrough hex into adjacent hexes. The normal limit of two ground units attacking out of a hex does not apply in this situation.

16.46 ATTACKS INTO OTHER AREAS:

A. ACROSS FRONT BOUNDARIES: Exploitation attacks across front boundaries are permitted, subject to 9.76.

B. INTO DIFFERENT WEATHER AREAS: Exploitation attacks into areas subject to different weather conditions must conform to those weather conditions (34).

16.47 ADVANCE AFTER COMBAT: Exploiting armor units which are victorious in exploitation combat may advance to occupy the defender’s hex, provided the advance does not break the required chain of exploiting armor units (16.36). Advance after exploitation combat is permitted if the defender’s hex is adjacent to or separated from the previous unit in the chain by a hex through which an exploiting armor unit from the same breakthrough hex has already passed (Europe) or if the defender’s hex is adjacent to the previous unit in the chain (Pacific). Advance after combat may not leave a more distant unit disconnected from the chain. The chain may thus be reconstituted by a lateral advance after combat, but at the end of exploitation the attacker must still be able to trace a chain in the same manner as after exploitation movement, except for exploiting armor units eliminated in combat (16.37).

16.5 STACKING LIMITS DURING EXPLOITATION:

16.51 STACKING LIMITS: Overstacking is permitted only on breakthrough hexes. After exploitation movement, combat, post-combat advance and redeployment, normal stacking limits apply to all exploiting armor units, including those still in a breakthrough hex. If a breakthrough hex is overstacked after the redeployment phase, the attacker must eliminate excess units of his choice. Exploiting armor units that move from the breakthrough hex are subject to normal stacking limits on other hexes, including other breakthrough hexes, and may not be overstacked at the end of exploitation movement.

16.6 EXPLOITATION SUPPLY:

16.61 SUPPLY: Exploiting armor units are automatically in supply in the game turn after they exploit (30.551A). This special supply status is lost for armor units which are redeployed (30.552). Armor units relying on their exploitation supply status may create breakthroughs unless their mechanized component is negated by weather, terrain or army oil effects, but are not eligible to exploit.
17. AIR UNITS

17.1 OVERVIEW
17.2 ARMY AIR UNITS
17.3 NAVAL AIR UNITS
17.4 KAMIKAZES
17.5 JETS
17.6 AIR TRANSPORTS
17.7 STRATEGIC BOMBERS
17.8 INTERCEPTORS
17.9 PARTIAL AIR COUNTERS

17.1 OVERVIEW:
17.11 Air forces are represented by seven types of units: army air units, naval air units, kamikazes, jets, air transports, strategic bombers and interceptors.
17.12 Air units are distinguished from one another by where they may base, what operations they may carry out, their construction cost and limitations on their rate of construction, and certain other unique abilities.
17.13 References to air units refer to army and naval air units, kamikazes, jets and air transports, unless otherwise specified. Strategic bombers and interceptors are SW units.
17.14 AIR FACTORS AND SQUADRONS:
17.141 Each air factor represents approximately three times as many planes as an air squadron. This is reflected in the following:
A. COST: Each air factor costs three BRPs; each air squadron costs one BRP. Naval air units, kamikazes, jets, air transports, strategic bombers and interceptors are constructed as factors, not squadrons.
B. APPLICATION OF 3:1 RATIO: One air factor is equivalent to three air squadrons for basing (18.11), sea transport (21.431F), sea escort (21.612A, 21.613A) and uninversion (33.7).
C. AIR COMBAT: When air units of any type engage in air combat with naval air units, each air factor is converted into three squadrons, each of which is equivalent in size to an NAS. The number of air squadrons is then used as the basis for determining the row used on the Air Combat Table for the air combat dice roll and the effect of the air combat dice roll (see 19.2).
D. ARMY AIR INTERACTION WITH NAVAL UNITS: When army air units search, provide air cover, or attack enemy naval units at sea, the army air units operate as squadrons (23.13). AAS of the required type and NAS are equivalent for these purposes.
17.142 WHEN AAF AND NAS NOT EQUIVALENT: AAF and NAS are not equivalent for other activities, such as counterair missions, providing ground support, and so on. For example, three NAS are required to provide one factor of ground support. Three NAS are equivalent to one AAF for diplomatic purposes, whether in relation to the limit on forces which may enter a minor country after a diplomatic result of “8” or “-1”, or when applying the diplomatic modifier for having forces in a minor country.

17.2 ARMY AIR UNITS:

17.21 BASING: Army air units must base on cities or airbase counters. Each city or airbase may base five AAF. A hex containing two cities may therefore base ten AAF. There is no limit to the number of AAF which may base in a mapboard box. AAF may not operate from carriers under any circumstances.
17.22 RANGE: Army air units have a range of four hexes in Europe and three hexes in the Pacific.
17.23 OPERATIONS: Army air units may conduct the following air operations:
A. Counterair.
B. Air cover.
C. Search during naval combat or to assist against enemy submarine attack and submarine warfare (Pacific only).
D. Attack enemy naval units at sea and in ports.
E. Bomb enemy economic targets.
F. Ground support.
G. Intercept enemy defensive air support.
H. Provide defensive air support.
I. Oppose enemy bombing.
J. Intercept air transport operations.
K. Counter-intercept defending air which intercept air transports.

17.3 NAVAL AIR UNITS:

17.31 BASING: Naval air units base in the same manner as army air units, with three NAS being equivalent to one AAF. In addition:
17.311 ONE HEX ISLANDS: One NAS may base at a one-hex island (18.13).
17.312 FAST CARRIERS: Each fast carrier may base a number of NAS of its own nationality equal to its size in factors. Other types of air units may not operate from carriers.
17.3121 Each fast carrier and its naval air units move, fight and redeploy as one unit.
17.3122 Naval air units may transfer between a port, one-hex island or mapboard box and fast carriers in that location at the start of any phase of the owning player’s turn, subject to carrier and location basing capacity. If inverted naval air units are transferred to an uninverted carrier, the carrier becomes inverted. When based on a carrier, naval air units have the status of the carrier on which they are based. Naval air units may otherwise operate normally from a fast carrier in the turn they stage onto it.
17.3123 At the end of the owning player’s turn, it must be clear whether naval air units are on board fast carriers or not. This will determine whether the naval air units are eligible to modify interceptions and searches, or whether fast carriers in the port have their full complement of naval air ready for naval combat. Only naval air units which are on board carriers are concealed by TF markers.
17.3124 If the sinking of one of several fast carriers in a naval force causes the number of NAS in that naval force to exceed the capacity of the remaining
fast carriers, a corresponding number of NAS are eliminated. When a naval force containing fast carriers is attacked, the NAS are considered to be based first on undamaged fast carriers, then on damaged fast carriers, and only then on fast carriers which are sunk. Naval air units may be freely transferred among undamaged fast carriers in the same naval force. If transferred from an inverted carrier to an uninverted one, the receiving carrier also becomes inverted. Naval air units flying combat air patrol (but not air strikes) may also transfer to a land base within range of their hex. A damaged carrier at sea may carry, but not land or launch, naval air units. Once a damaged carrier returns to base, any naval air units on the damaged carrier may transfer to land bases. Naval air units may not fly onto a damaged carrier, whether the damaged carrier is in port or at sea.

17.3125 Naval air units based on a fast carrier are stacked on top of their carrier or placed by it on the owning player’s Naval Status Board.

17.3126 CARRIER AIR OPERATIONS IN PORT: Naval air units based on a fast carrier in port, including those concealed by a TF marker, are limited to defensive operations over their base. If a base containing fast carriers is attacked by land-based or carrier-based enemy air units, the presence of all carrier-based naval air units concealed by a TF marker is revealed. Such naval air units may be counterair, and survivors may be eligible to engage the attacking air units, just as for air units based in the attacked hex. Otherwise such naval air units may perform no combat related activities and may not aid naval interception or search.

NOTE: Historically naval air units left their carriers when they entered port and rejoined them when they left port. For ease of play, however, such naval air units remain with their carriers on the owning player’s Naval Status Board, concealed by a TF marker, while their carriers are in port, although they are not considered to be on their carriers if that port is attacked by enemy air units. Carrier-based naval air units do not appear on the map unless attacked, do not count against the air basing limit of the port in which their carriers are based, and may not perform any of the functions of land-based naval air units other than to defend their base from enemy air attack.

17.3127 CARRIERS SUNK IN PORT: If a fast carrier is sunk in port, any naval air units based on the fast carrier are displaced to the port and are not eliminated by the loss of the carrier unless sufficient basing in the port hex is unavailable.

17.32 RANGE: Naval air units operating from land or from carriers have a range of three hexes in both Europe and the Pacific.

17.33 OPERATIONS: Naval air units may conduct the following air operations:

A. Counterair.
B. Air cover (land-based naval air units only).
C. Search during naval combat or to assist against enemy submarine attack and submarine warfare (Pacific only) (land-based naval air units only).
D. Attack enemy naval units at sea and in ports.
E. Combat air patrol (carrier-based naval air units only).
F. Ground support.
G. Intercept enemy defensive air support.
H. Provide defensive air support (land-based naval air units only).
I. Intercept air transport operations (land-based naval air units only).
J. Counter-intercept defending air which intercept air transports (land-based naval air units only).

17.34 CONSTRUCTION: Each NAS costs one BRP to build.

17.35 NAVAL AIR TRAINING:

17.351 Naval aviation, especially operations from carriers, required particularly high levels of training. This is reflected in the following rules.

17.352 ELITE JAPANESE NAVAL AIR UNITS: At the start of the game, all Japanese naval air units are elite units represented by distinctive black on gold counters. Elite Japanese naval air units:

A. Have a −1 Air Nationality DRM, in addition to any increases from Japanese Air Nationality DRM research.
B. Are added to the Japanese force pool as a result of mobilization and production if constructed prior to the outbreak of war between Japan and the Western Allies; once war has broken out, Japanese naval air force pool growths enter the game as regular (yellow on black) NAS. If the Japanese have unbuilt naval air units in their force pool when war breaks out with the Western Allies, these are built as regular, rather than elite, units.
C. Are rebuilt as regular NAS when lost. When elite Japanese NAS are eliminated, the equivalent number of regular Japanese NAS are substituted in the Japanese force pool as allowable builds.

17.353 NAVAL AIR TRAINING RATES:

17.4 KAMIKAZES:

17.41 CREATING KAMIKAZES: Immediately before launching air attacks against enemy naval units, Japan may convert some or all of its land-based naval air units to kamikazes, provided all of the following three conditions are met:

A. Japan is at war with the U.S.;
B. It is 1943 or later; and
C. There is a non-partisan, Western Allied ground unit on the Pacific or Southeast Asian front within eight hexes of Japan or Okinawa.

17.411 Naval air units based on carriers and army air units may not be used as kamikazes, although army air units may be converted to kamikazes during the unit construction phase—subject to 17.433.

17.412 BASING: Kamikazes base in the same manner as army air units, with three kamikaze factors being equivalent to one AAF. Kamikazes may not base on carriers.

17.43 CONSTRUCTION: Each kamikaze factor costs one BRP to build.

17.431 NAVAL AIR CONSTRUCTION PROHIBITED: All Japanese naval air units constructed after the kamikaze rule is invoked enter the game as kamikazes. Naval air units which were on the board before the kamikaze rule is invoked may operate normally, but no additional naval air units capable of operating from carriers may be built.

17.432 CONVERSION OF ARMY AIR UNITS TO KAMIKAZES: Japan may convert AAF to kamikazes during any Japanese unit construction phase.
after the kamikaze rule has been invoked. Each AAF is converted to three kamikazes. The AAF must have been on the board at the start of the Japanese unit construction phase and are permanently removed from the Japanese force pool. Kamikazes created by AAF conversion remain in the Japanese force pool and may be rebuilt. No BRP expenditure is required to convert AAF to kamikazes.

17.433 KAMIKAZE TRAINING: The Japanese naval air reconstruction rate is doubled once the kamikaze rule is invoked. The total number of kamikazes created by construction and conversion of AAF may not exceed twice the normal Japanese naval air reconstruction rate. The conversion of existing land-based NAS to kamikazes (17.41) does not count against this limit.

17.434 UNINVERSION: Kamikazes may be uninverted without counting against the Japanese uninversion limit, provided they are not redeployed in the player turn in which they are created (33.76E).

17.44 RANGE: Kamikazes have an operational range of four hexes.

17.45 OPERATIONS: Kamikazes may only attack enemy naval units, both at sea or in port.

17.46 SPECIAL ATTRIBUTES: Kamikazes are distinguished by the following special attributes:

17.461 DETERMINATION: Although kamikazes may be shot down in the normal manner by enemy air units flying combat air patrol or air cover, or by an air defense dice roll, they never abort their attacks. “Abort” results on the Air Combat Table and Air Defense Table are disregarded by attacking kamikazes. All attacking kamikazes which are not eliminated are counted in the attacker’s air attack dice roll.

17.462 SELECTING A TARGET: When kamikazes attack an enemy naval force, the procedure set out below is followed:

A. Defending air units flying combat air patrol over the defending naval force, then defending air units flying air cover, engage in air combat with the attacking kamikazes and any other attacking air squadrons (23.4121). The kamikazes do not make an air combat dice roll (17.47).

B. The defender then makes an air defense dice roll for either the entire defending naval force (air attacks outside of naval combat) or each defending combat group (air attacks during naval combat).

C. If kamikazes attack outside of naval combat, the attacker assigns his surviving kamikazes to one or more defending TFs (or, in rare instances, defending naval forces consisting of fewer than 10 naval factors). This is done before the defender reveals the contents of his naval force. If kamikazes attack during naval combat, this step is unnecessary, as each kamikaze will already be attacking a specific combat group.

D. Surviving kamikazes may then target either the light ships or try to attack individual named ships in the defending naval force. If the attacker elects to attack a named ship, the precise target is determined randomly for each kamikaze factor as follows:

- The defender reveals the contents of his naval force and arranges his naval units in the following order: his fast carriers, largest to smallest; his capital ships, largest to smallest (slower ships first for ships of the same size); and lastly his light ships (as a group). Damaged ships are ranked higher than undamaged ships of the same type and speed.

- The attacker then rolls one die for each surviving kamikaze factor to determine what it attacks: on a “1” the kamikaze attacks the first defending ship (the largest fast carrier, if the defending naval force contains any fast carriers); on a “2” the kamikaze attacks the second defending ship, and so on. If the targeting die roll is greater than the number of defending naval units (counting the light ships as a group), the lowest priority target (the light ships, if any) is attacked.

E. Once the targets of the surviving kamikazes are determined, the attacker selects targets for any non-kamikaze attacking air squadrons. Targets already being attacked by kamikazes may be selected. A dice roll is then made on the Naval Attack Table for each target. If the same naval unit is attacked by more than one kamikaze factor or by a combination of kamikazes and other attacking air units, a single attack dice roll is made for each target, using the appropriate row on the Naval Attack Table.

17.463 DISPOSABILITY: Kamikazes are eliminated after they complete a single air sortie.

17.47 AIR COMBAT: Kamikazes do not make an air combat dice roll. If kamikazes attack in conjunction with other air units, they are ignored and only the other air units are taken into account when the Japanese player makes his air combat dice roll. Japanese air losses from both air combat with enemy combat air patrol and enemy air defense dice rolls are apportioned between kamikaze and non-kamikaze air units in accordance with 19.6.

17.5 JETS:

17.51 BASING: Jets base in the same manner as army air units. Jets may not operate from fast carriers.

17.52 RANGE: The range of jets is determined by the research result for jets:

- A. “13-14”: two hexes in Europe and one hex in the Pacific.
- B. “15-16”: three hexes in Europe and two hexes in the Pacific.
- C. “17+”: four hexes in Europe and three hexes in the Pacific.

17.53 OPERATIONS: Jets may conduct the following air operations:

- A. Counterair.
- B. Escort air attacks on enemy naval units in port.
- C. Escort the bombing of enemy economic targets.
- D. Intercept enemy defensive air support.
- E. Escort defensive air support.
- F. Oppose enemy bombing.
- G. Intercept air transport operations.
- H. Counter-intercept defending air which intercept air transports.

17.531 Jets may not provide air cover, attack enemy naval units, escort other air units which attack enemy naval units at sea, bomb, or provide ground support or defensive air support.

17.54 CONSTRUCTION: Each jet factor costs three BRPs to build. Jets may not be built until a “13+” research result for jets is achieved.

17.55 AIR COMBAT STRENGTH: For the purpose of determining air attack losses in air combat, each jet factor is equivalent to three AAF. Jets take air combat losses in the same manner as other air units. Jets engaged in air combat involving NAS are converted to squadrons (one jet factor is converted to three jet squadrons, each of which is equivalent to three air squadrons).

17.56 AIR COMBAT MODIFIERS: Each jet factor or three jet squadrons engaged in air combat generates a favorable +1 modifier for air combat dice rolls. If both sides have jets in an air battle, only the net modifier is applied. Jet modifiers are not applied to air combat losses.

17.57 Jets are a distinct type of air unit and may suffer casualties in air combat with non-jets in accordance with 19.6.

17.58 BOMBING:

17.581 ESCORTING JETS: Jets based within range of a bombing target may escort army air units and strategic bombers to that bombing target (26.43B). Escorting jets participate in air combat with defending air units (26.452).

17.582 DEFENDING JETS: Jets within range of an enemy bombing target may engage the bombing force in air combat (26.443B).

17.59 FLYING BOMBS: Jets may be used to defend against flying bombs if they are within range of the hex being attacked (26.66).

17.6 AIR TRANSPORTS:

17.61 BASING: Air transport units base in the same manner as army air units.

17.62 RANGE: Air transport units have a range of four hexes in Europe and three hexes in the Pacific.

17.63 OPERATIONS: Air transport units may conduct the following air operations:

- A. Air supply.
- B. Air transport.
- C. Airdrops.
- D. Fly BRPs over the Hump to China.

17.64 CONSTRUCTION: Each air transport factor costs three BRPs to build.

17.65 COMBAT: Air transport units are a distinct type of air unit and may suffer casualties in air combat in accordance with 19.6. Air transport units are not counted when determining the number of air factors the owning player uses for air combat (18.623).
17.7 STRATEGIC BOMBERS:

17.71 BASING: Strategic bombers may only base in an SW box. Each SW box is considered to consist of three parts which correspond to the three different fronts on each mapboard (5.92). Strategic bombers may be deployed from one SW box to another SW box, or from one front to another front (within an SW box), during the redeployment phase at no SR cost, whether or not they were used during the owning player's turn. Strategic bombers may bomb targets on a front in their theater other than the one in which they are based if they have the range to do so.

17.72 RANGE: Strategic bomber range is determined by the number of hexes from any operational airbase (26.31) on their assigned front, regardless of the number of other air factors using the base, to their target. Strategic bomber range depends on the research result for Air Range:

A. No results: Four hexes in Europe, three hexes in the Pacific.
B. One result: Eight hexes in Europe, six hexes in the Pacific.
C. Two results: Sixteen hexes in Europe, twelve hexes in the Pacific.
D. Three results: Twenty-four hexes in Europe, eighteen hexes in the Pacific.

17.73 OPERATIONS: The only operation which may be carried out by strategic bombers is bombing.

17.74 CONSTRUCTION: Each strategic bomber costs three BRPs to build.

17.8 INTERCEPTORS:

17.81 BASING: Interceptors may base only in an SW box. Each SW box is considered to consist of three parts which correspond to the three different fronts on each mapboard (5.92). Interceptors may be deployed from one SW box to another SW box, or from one front to another front (within an SW box), during the redeployment phase at no SR cost, whether or not they were used during the owning player’s turn, without impairing the ability of the interceptors to conduct SW in the next player turn.

17.82 RANGE: Interceptors may engage enemy strategic bombers whenever they pass through or attack targets on their assigned front and whenever they pass within interceptor range of any controlled, fully-supplied air base on their assigned front, regardless of the number of other air factors using the base. The range for escorting interceptors is determined by the number of hexes from any operational airbase (26.31) on their assigned front, regardless of the number of other air factors using the base, to their target. Interceptor range depends on the research result for Air Range:

A. No results: Four hexes in Europe, three hexes in the Pacific.
B. One result: Eight hexes in Europe, three hexes in the Pacific.
C. Two results: Eight hexes in Europe, six hexes in the Pacific.
D. Three results: Twelve hexes in Europe, nine hexes in the Pacific.

17.83 OPERATIONS: Interceptors may either escort bombing missions or oppose enemy bombing and flying bomb attacks.

17.84 CONSTRUCTION: Each interceptor costs three BRPs to build.

17.9 PARTIAL AIR COUNTERS:

17.91 Air counters may be broken down into smaller counters of the same nationality at any time during play, including during an opponent’s player turn. Similarly, smaller counters may be recombined into larger ones at any time.

17.92 A player may begin a scenario with his air units broken down into partial air counters.

17.93 Although a player may have as many partial air counters in play as he wishes, air counters in the same hex must be combined at the end of their owner’s player turn if the opposing player finds the unnecessary partial air counters distracting.

18. AIR OPERATIONS

18.1 BASING
18.2 STAGING
18.3 RANGE
18.4 EMPLOYMENT
18.5 OFFENSIVE AIR MISSIONS
18.6 DEFENSIVE AIR MISSIONS
18.7 UNINVERTING AIR UNITS

18.11 BASING LIMITS: Basing limits are always stated in terms of air factors. A hex capable of basing air units may base three AAS or NAS for each allowable air factor. Thus a hex which may base five air factors could base four air factors and three NAS, three air factors and six NAS, and so on, up to a maximum of 15 NAS.

18.12 Each city, port, airbase and artificial port may base five air factors. A hex containing two cities or a city and an airbase may therefore base ten air factors; a hex containing two cities and an airbase may base 15 air factors.

18.13 Each one-hex island, in either theater, may base one NAS, in addition to whatever air factors it may base. A hex containing a one-hex island and a city or airbase counter may base five air factors and one NAS.

18.14 AIRBASES: Each major power is provided with airbase counters as follows: Germany: 4; Japan: 3; Britain: 3 (Europe), 1 (Pacific); Russia: 3 (Europe), 1 (Pacific); U.S.: 3 (Europe), 3 (Pacific); Italy, France: 2; China: 1. The number of airbase counters may be expanded by production (42.22F).

18.141 OPENING SETUP: Each major power except the U.S. may place one airbase on the board in each theater during the opening setup of a Global War campaign game. Airbases may be placed at the start of a scenario as specified in that scenario. The U.S. may not place airbases in Europe until it is at war with Germany and may not place airbases in the Pacific until it is at war with Japan or the USJT level reaches 40.

18.142 AIRBASE PLACEMENT: Once play begins, major powers may place airbases on the mapboard as follows:

A. Airbases may be placed on the board only during the placing player’s movement, unit construction and redeployment phases. Airbases may not be placed during the opponent’s turn.

B. Germany may place one airbase during its movement phase and a second airbase during its unit construction or redeployment phase. In each theater it is at war, the U.S. may place one airbase during its movement phase and a second airbase during its unit construction or redeployment phase. All other major powers may place only one airbase per turn in each theater in which they are at war.

C. Airbases may be placed in any fully supplied hex, including hexes in the ZoC of enemy armor, controlled by the placing major power or an alliance faction partner, if permitted by the ally. A major power may not place an airbase in a hex controlled by an ally who is not a member of its alliance faction.

NOTE: Airbases may not be placed in minor countries in the movement phase of the first turn of activation, association or hex control, as full supply would not yet have been traced to the minor country’s hexes.

The Western Allies may not place airbases in Russian-controlled hexes, and vice versa.

D. Airbases may not be placed in Aleutian islands.

F. No more than one airbase counter may occupy a single hex.

18.143 RECYCLING AIRBASE COUNTERS: Once all of a nation’s available airbase counters are on the board, a player may only place an additional airbase counter by simultaneously removing an existing airbase counter from another hex, so that the total number on the board does not exceed the limit set out in 18.14. An air unit may stage or redeploy to a newly placed airbase which is created by recycling the airbase counter from which the air unit staged.

18.144 Once placed, airbase counters may not be moved or redeployed. This prohibition does not prevent the recycling of airbases to different hexes (18.143).

18.145 In a Global War game, the number of airbases and the recycling capacity of the U.S., Britain and Russia are distinct for each theater.
18.146 Only air units belonging to the placing major power may use an airbase in the phase in which it is placed. In subsequent phases of the turn of placement, air units belonging to the placing major power’s major power allies, minor allies and associated minor countries may use the airbase. Thus a German air unit may redeploy to an Italian airbase placed during the movement or unit construction phase, but may not redeploy to an Italian airbase placed during the redeployment phase of that player turn. This restriction does not prevent a major power from placing an airbase in a hex containing a city during the movement phase and staging an air unit to that airbase, while an ally stages an air unit to the city.

18.147 An airbase is removed from the board if the hex it occupies comes under enemy control. Airbases which are cut off from supply by enemy action are removed from the board in the same manner as ground units. In either case, the airbases may be placed on the board again in accordance with 18.142.

18.15 If the recycling or removal of an airbase, or the failed or aborted sea transport of air units, results in there being more air units in a hex than the basing capacity of that hex, the excess air factors must be moved or redeployed to another base or mapboard box in the same phase or be eliminated. When an airbase is overrun or eliminated by isolation, the provisions of 18.26 apply.

18.2 STAGING:

18.21 An air unit may stage (change base) up to twice its operational range at the beginning of the movement phase whether or not it is inverted (EXCEPTION: Kamikazes, which have an operational range of four hexes, may stage only six hexes), subject to the following:

A. The new base need not be on the same front as the old base.

B. The new base must have been controlled by the staging side at the start of its movement phase. Air units may not stage to new bases acquired by ground units during the same movement phase.

C. Intervention in an attacked minor country or a successful diplomatic die roll resulting in hex control of a minor country results in the acquisition of air bases which may be used immediately.

D. An air unit may stage to a base which is not fully supplied, but it may not carry out any activities from the new base unless supply is later provided to it (30.523). An air unit may stage to a base which is partially supplied (30.523A) or subject to air oil effects, but may only conduct defensive air activities and only over the hex in which it is based.

18.22 Staging may not be intercepted. Air units may stage over enemy-controlled territory and hexes which are part water, part neutral land, provided they do not cross a hexside containing exclusively neutral land, but air units may not stage over land hexes that are completely neutral.

18.23 German air units in Bergen, Oslo and Scapa Flow may stage to the Murmansk box. If the Allies capture Bergen while German air units are in the Murmansk box, they must stage to an Axis-controlled air base within staging distance (18.21) of hex A34 or Scapa Flow during the next Axis movement phase or be eliminated (40.442).

18.24 Western Allied air units may stage off the mapboard to the Australia and India boxes, provided they have sufficient range to leave the map via the connecting hexes on the edge of the mapboard. Air units may not otherwise stage off the mapboard.

18.25 Air units may be sea transported from one port to another during the movement phase. Air units may not stage during a turn in which they are sea transported. The destination port becomes the air unit’s new base. Air missions may be flown from the new base, subject to supply requirements.

18.26 DISPLACED AIR UNITS: Air units on bases that are occupied by enemy units or on airbases that are isolated and eliminated are displaced to the nearest controlled base within staging distance that has the capacity to base them, regardless of its supply status. Should two such bases be equidistant, the owning player chooses. If the nearest base is able to base only some of the displaced air units, the owning player chooses which air units go to that base, and the remainder go to the next closest base. Air units which are unable to reach a base within range with the capacity to base them are eliminated. If a base is captured while its air units are absent on a defensive air mission, any air units which attempt to return to the captured base are displaced at the end of the phase in which they flew their mission. Mapboard boxes are considered bases for the purpose of this rule and may receive displaced air units.

18.261 If an enemy airborne unit airdrops on a hex that is defended by a ground unit, any air units based in that hex are displaced from their base only if the enemy airborne unit wins the resulting ground combat.

18.262 The movement of displaced air units may not be intercepted.

18.263 EFFECT OF DISPLACEMENT: Displaced air units are inverted.

18.3 RANGE:

18.31 RANGE: Air units have the following ranges:

A. ARMY AIR UNITS: Four hexes in Europe and three hexes in the Pacific.

B. NAVAL AIR UNITS: Three hexes in both Europe and the Pacific, whether operating from land or from carriers against enemy bases.

C. KAMIKAZES: Four hexes.

D. AIR TRANSPORT UNITS: Four hexes in Europe and three hexes in the Pacific.

E. JETS: Two hexes in Europe and one hex in the Pacific after a research result for jets of “13-14”; three hexes in Europe and two hexes in the Pacific after a research result for jets of “15-16”; four hexes in Europe and three hexes in the Pacific after a research result for jets of “17+”.

F. STRATEGIC BOMBERS: The minimum range of strategic bombers is four hexes in Europe and three hexes in the Pacific. This may be increased by air range research (17.72).

G. INTERCEPTORS: Interceptors operating defensively in an SW box may engage enemy strategic bombers only if the strategic bombers pass through or attack targets on the interceptor’s assigned front and pass within interceptor range of any controlled, fully-supplied air base on their assigned front, regardless of the number of other air factors using the base. Interceptors may also escort strategic bombers to their targets, subject to their range as determined by their current air range research result (17.82).

18.4 EMPLOYMENT:

18.41 ONE MISSION PER PLAYER TURN: During each player turn uninvited air units may perform one, and only one, offensive or defensive air mission. Air units may search, provide air cover, or attack enemy naval units at sea with respect to different naval activities during the same phase of a player turn, as set out in 23.161 and 23.163. An air unit may perform an offensive mission during its player turn and a defensive mission during the opposing player turn, provided it is uninverted when it performs each mission.

18.42 INVERSION OF AIR UNITS:

A. Air units which perform an air mission are inverted for the remainder of the player turn. Air units are uninverted at the end of the player turn as set out in 33.7.

B. Air squadrons which search, provide air cover or attack enemy naval units at sea are not considered to be flying a mission, but are inverted at the end of the phase in which they carry out such an activity. For the inversion of AAF formed by combining AAS, see 23.144.

C. Air units which assist in naval interception by spotting enemy naval units are not considered to be flying a mission and are not inverted (22.231A).

18.43 EFFECTS OF COUNTERAIR: Air units that are countered and either forced to abort during the final round of air combat or disengage from air combat by leaving their base are inverted and may not perform any mission for the remainder of the player turn.

18.44 For naval air units on carriers, see 21.55.
18.45 OPERATIONAL RANGE: An air unit may fly a number of hexes from its base equal to its range to perform offensive air missions during the movement or combat phase, either during an offensive option, as a limited offensive operation, or by participating in an alliance faction partner’s offensive option. This operational range is in addition to staging. An air unit may stage up to twice its range during the movement phase, then fly to a target hex during the combat phase, then return to base (EXCEPTION: Kamikazes do not return to base). A defender’s air unit may also fly a number of hexes from its base equal to its range to perform defensive tasks (EXCEPTION: Air units subject to a winter result of “11” or air oil effects, or which are based in a partially supplied base (30.523A), may only fly defensive air operations over the hex in which they are based).

18.46 RETURNING TO BASE: Air factors which survive a mission may return to any base from which they flew to conduct the mission. If air factors flew a mission from a single base, all surviving air factors must return to that base; if air factors flew a mission from more than one base, the surviving air factors may return to any of the bases, subject to stacking limits.

18.47 AIR INTERACTIONS:

18.471 During each phase of the attacker’s turn, the possibility arises that defending air may intercept an air transport activity (18.62) or participate in a naval activity (18.63).

18.472 The attacker may use eligible air units to counter-intercept the defender’s interception of air transport activities (18.622). This is considered to be an offensive operation and the attacker must pay the normal BRP cost to employ his air units in this manner. Once the resulting air combat is resolved, the surviving air units for both sides are inverted for the remainder of the player turn.

18.473 The attacker and defender may also use eligible air units to search, provide air cover, or attack enemy naval units at sea (22.4422, 23.2, 23.8). Neither player has to pay any BRPs to use his air units in this manner. Air units which survive these activities and any air combat arising out of them are inverted at the end of the phase in which the activity took place and remain inverted for the remainder of the player turn.

18.48 The restrictions of 18.22 governing the movement of air units over neutral hexes also apply to air units which fly offensive and defensive missions or redeploy.

18.49 Air missions may not be flown from the mapboard into a mapboard box (EXCEPTION: Japanese bombing of Australia and India—26.462) or from a mapboard box onto the mapboard (EXCEPTION: German air units in the Murmansk box may attack Murmansk convoys).

18.5 OFFENSIVE AIR MISSIONS:

18.51 ELIGIBLE BASES: Offensive air missions may only be flown from fully supplied cities or airbases, or (NAS only) one-hex islands or carriers. Offensive air missions may not be flown from partially supplied bases (30.523A) or bases which are subject to air oil effects. The same restriction applies to the use of air units to search, provide air cover, or attack enemy naval units at sea.

18.511 AIR MISSIONS DURING THE MOVEMENT PHASE: The following offensive air missions may be flown during the movement phase:

A. Counterair (18.52).
B. Attacks on bases by patrolling TFs (21.41, 23.6).
C. Air supply (18.53).
D. Air transport (18.54).
E. Ground support for overruns (18.55).
F. Interception of defensive air support for overruns (18.56).
G. Counter-interception of defending air which intercept air transports (18.622).

18.512 AIR MISSIONS DURING THE COMBAT PHASE: The following offensive air missions may be flown during the combat phase:

A. Counterair (18.52).
B. Attacks on naval bases (23.5, 23.6).
C. Airdrops (10.53).
D. Ground support, both for regular and exploitation attacks (18.55).
E. Interception of defensive air support (18.56).
F. Strategic bombing (26).

18.513 AIR MISSIONS DURING THE UNIT CONSTRUCTION PHASE: The following offensive air missions may be flown during the unit construction phase:

A. BRP grants to China over the Hump (40.85).
B. Counter-interception of enemy air which intercept BRP grants to China over the Hump (18.622).

18.514 AIR MISSIONS DURING THE REDEPLOYMENT PHASE: The following offensive air missions may be flown during the redeployment phase:

A. Air transport (18.54).
B. Counter-interception of defending air which intercept air transports (18.622).

18.52 COUNTERAIR:

18.521 Land-based air units and carrier-based air units at sea (17.33A) within range of enemy air bases may counterair enemy air units on those air bases. Counterairing air units must engage in at least one round of air combat with all defending air factors in an attacked air base. The defending air units in the attacked hex, whether or not they are inverted, engage the attacker (EXCEPTION: Air transport units). The defender may not withhold air units from counterair combat. Air combat is then resolved between the attacking and defending air units.

18.522 After one round of counterair combat is resolved, each side has the option of disengaging from the air battle. The defender announces his decision first. If the defender elects to continue the counterair battle with his surviving air units, the attacker may initiate a second round of counterair combat with his surviving air units, including those forced to abort by the defender’s previous counterair combat dice roll; may reinforce his counterair attack with additional, previously uncommitted air units, whether or not any counterairing air units survived the previous round of air combat; or disengage. If neither side disengages, a second round of counterair combat is resolved. This continues until one side or the other disengages or is completely eliminated.

18.523 The defender disengages from counterair combat by flying all surviving defending air units, including naval air units based on carriers in port, to any controlled air base or mapboard box within staging range with the capacity to base them which is not also being counteraired. If no such base exists, the defender may not disengage from counterair combat. If the defender disengages from counterair combat, all surviving defending air factors are inverted for the remainder of the player turn.

18.524 Regardless of the outcome, once all rounds of counterair during the current phase are resolved:

A. LAND-BASED AIR: All surviving attacking land-based air units return to their base and are inverted for the remainder of the player turn.

B. CARRIER-BASED AIR: All surviving attacking carrier-based air units return to their carriers and, if their carriers are engaged in naval combat, are inverted for the remainder of that round of naval combat. Once any naval combat in which they are involved is resolved, they return to base with their carriers.

18.525 A defending air unit may be counteraired by different attacking air units during the movement and combat phases.

18.526 EFFECTS OF COUNTERAIR ATTACKS ON SURVIVING DEFENDING AIR UNITS: If the defender does not disengage from counterair combat, the status of the defender’s surviving air units is determined by the attacker’s final air combat dice roll:
A. Defending air factors which were forced to abort by the attacker’s final counterair combat dice roll (the number after the “/” on the Air Combat Table result) are inverted for the remainder of the player turn. Excess abort results are disregarded.

B. Defending air units which were not forced to abort by the attacker’s final counterair combat dice roll may operate without impairment during the attacker’s player turn.

18.527 AIR SURPRISED ON THE GROUND AT PEARL HARBOR: For the effects of surprise on air units at Pearl Harbor, see 51.36.

18.53 AIR SUPPLY:

18.531 TIMING: Air supply missions may be flown by air transport units only during the movement phase, after the tracing of sea and land supply lines. Air transport units providing air supply must operate from fully supplied bases.

18.532 AIR TRANSPORTS REQUIRED: Each uninvetted air transport factor may provide limited supply to one ground unit. The total number of ground units which may be air supplied each turn is limited by the number of available air transport units. Units may receive air supply from an alliance faction partner’s air transport units if not prohibited from doing so by cooperation restrictions (53).

18.533 Basing and Supply: Air transports providing air supply must fly from a fully supplied city or airbase not subject to air oil effects to ground units within their operational range. Supply from Russian ICS or Russian Siberian objectives is insufficient.

18.534 AIR SUPPLY SUBJECT TO INTERCEPTION: Air transports flying air supply missions may be intercepted by eligible defending air units (18.62).

18.54 AIR TRANSPORT:

18.541 TIMING: During the movement phase, at the same time as sea transport (21.43), or during the redeployment phase (28.36), eligible ground units may be air transported up to eight (Europe) or six (Pacific) hexes.

18.542 AIR TRANSPORTS REQUIRED: Each uninvetted air transport factor may air transport one ground unit. The total number of ground units which may be air transported each turn is limited by the number of available air transport units. Units may be air transported by an alliance faction partner’s air transport units if not prohibited from doing so by cooperation restrictions (53).

18.543 ELIGIBLE UNITS: Each uninvetted air transport factor may air transport a one-factor infantry unit, a specialized unit or a replacement.

18.544 PROHIBITED UNITS: Armor, two- and three-factor infantry and other units may not be air transported.

18.545 BASING AND SUPPLY: Air transport must begin and end in a city or airbase. Both air bases must be operational. The air transport factor involved may stage to the city or airbase from which the air transport activity is flown and may end the movement phase in either air base used in the air transport mission.

18.546 AIR TRANSPORT SUBJECT TO INTERCEPTION: Air transports flying air transport missions may be intercepted by eligible defending air units (18.62).

18.57 GROUND UNITS: Ground units may move their full movement factor during the player turn in which they are air transported. There is no movement cost to embark, unless the base of embarkation is in an enemy ZoC, in which case there is a movement cost of two movement factors in Europe and one movement factor in the Pacific. This applies even if the ground unit and the air transport factor begin the turn in the base of embarkation. There is a movement cost of one movement factor to debark, whether or not the base of debarkation is in an enemy ZoC. Ground units which were unspent during the owning player’s initial supply determination therefore may not be air transported. Only ground units which have not exhausted their movement factor may be air transported. The number of ground units which may be air transported from a single base is not limited by ground stacking limits. Ground units may move after being air transported, if permitted by their remaining movement factors, and may engage in offensive ground attacks or attrition.

18.55 GROUND SUPPORT:

18.551 Air units within range of a hex capable of being attacked by ground units may fly to that hex and add their combat factor to that of any attacking ground units. Overruns and exploitation attacks may be similarly supported by air units. Air units which provide ground support during exploitation may not have provided ground support during the regular combat phase, even against the same hex. If a ground attack against more than one enemy hex is being conducted, the attacker may add ground support to his attack if his air units are able to reach any one of the attacked hexes.

18.552 GROUND SUPPORT FROM NAVAL AIR UNITS: Naval air units, whether land-based or carrier-based, may provide ground support.

18.5521 Three NAS provide a factor of ground support, six NAS provide two factors of ground support, and so on. If ground combat losses are taken from naval air units, the 3:1 ratio is also used. Ground support from naval air units may be used in conjunction with shore bombardment, with remnants from both being added together.

EXAMPLE: Five infantry factors, supported by 12 NAS, invade a one-hex island defended by a 1-2 infantry unit. The ground combat ratio is 9:3 = 3:1. The attacker rolls a “1”, and an exchange results. If the attacker wished to preserve his invading units, he would have to remove nine NAS.

Five NAS and seven fleet factors provide ground support and shore bombardment for an invasion. The total increase in attacking strength is four factors.

18.5522 GROUND SUPPORT FROM FAST CARRIERS: Carrier-based naval air units may provide ground support for regular ground attacks, including seaborne invasions, but not for exploitation attacks, provided the carriers are at sea within air range of the attacked units.

18.553 GROUND SUPPORT FROM CVEs: CVEs may provide ground support only for seaborne invasions. CVEs which provide ground support must be in the invasion hex. Each CVE factor which provides ground support adds one factor to the ground attack. CVEs which provide ground support may be eliminated as a result of ground combat in the same manner as fleets providing shore bombardment (21.52). The attacker may freely choose from among participating ground, air and naval units when satisfying ground combat loss requirements, subject to 18.556.

18.554 LIMITS ON GROUND SUPPORT: The total number of AAF or their naval air equivalent which may provide ground support for an attack may not exceed three times the total number of attacking ground factors. Partisans are not counted when determining ground support limits (11.44).

18.555 ELIMINATION OF GROUND SUPPORT IF ATTACK NOT MADE: If the attacking player decides not to attack a hex to which ground support has been committed, the air units providing ground support are eliminated. Air units providing ground support are not eliminated when the attacker is unable to attack as a result of enemy action or aborts a naval mission, but a voluntary decision not to attack, or a decision to attack with fewer ground factors than required to comply with 18.554, results in the elimination of the excess air units providing ground support.

18.5551 Ground support may be provided for seaborne invasions. If an invasion is turned back by the enemy, or is voluntarily aborted by the attacking player, air units providing ground support are not eliminated. The air units return to base and are inverted for the remainder of the player turn.

18.5552 If the interception of a portion of an invasion force or the sea transport of ground units results in more ground support than is allowed (18.554), the excess air factors are not eliminated. The excess air factors return to base and are inverted for the remainder of the player turn.

18.556 AIR LOSSES FROM GROUND COMBAT: If the attacker suffers ground combat losses, he may elect to take his losses from ground, air or naval units. Ground combat losses are added to the combat factors of ground combat losses, regardless of whether land-based or carrier-based, may provide ground support.

18.56 INTERCEPTION OF DEFENSIVE AIR SUPPORT:

18.561 After the defender has committed his air units to defensive air support (18.61), the attacker may intercept such defensive air support with any uninvetted air units within range of the hex in which the defensive air support has been placed. Defensive air support provided in connection with overruns and exploitation attacks may also be intercepted.

18.562 AIR INTERCEPTION FROM CARRIERS: Naval air units based on fast carriers at sea may intercept defensive air support provided the carriers are within air range of the hex in which the defensive air support has been placed. Carrier-based and land-based air units may combine to intercept the same defensive air support. CVEs may not intercept defensive air support (20.42).
18.63 RESOLVING INTERCEPTION OF DEFENSIVE AIR SUPPORT:
18.631 When defensive air support is intercepted, at least one round of air combat between the intercepting and defending air units is resolved. The defender then has the option of returning to base or continuing his defensive air support mission.
18.632 If the defending air units which survived the initial round of air combat elect to return to base, their defensive air support mission is canceled and no additional rounds of air combat take place.  
18.633 If the defending air units which survived the initial round of air combat elect to continue their defensive air support mission, all defending air factors which were neither eliminated nor forced to abort by the attacker’s final air combat dice roll (the number after the “/” on the Air Combat Table) may provide defensive air support (subject to 18.614), unless the attacker elects to fight another round of air combat.
18.634 If the defender elects to continue his defensive air support, the attacker may initiate a second round of air combat with his surviving air units, including those forced to abort by the defender’s previous air combat dice roll; may reinforce his interception with additional, previously uncommitted air units, whether or not any intercepting air units survived the previous round of air combat; or disengage. All air units flying defensive air support which were not eliminated in previous rounds of air combat must be engaged, including those which were forced to abort in the previous air combat round. This continues until one side or the other disengages or is completely eliminated.
18.64 All surviving intercepting air factors return to their base and are inverted for the remainder of the player turn after the resolution of air combat with the defending air factors, regardless of the outcome.
18.57 BOMBING OF ECONOMIC TARGETS: See rule 26.
18.58 ASSISTING FRIENDLY NAVAL ACTIVITIES: The attacker may use uninverted AAS or NAS in an operational air base to assist friendly naval units at sea as set out below. The use of air units in this manner is not an offensive mission and does not require the expenditure of BRPs. Spotting does not invert the search AAS or NAS involved; searching, providing air cover and attacking enemy naval units at sea causes the air units used to be inverted at the end of the phase in which they carry out the activity.
A. Spotting (search AAS and land-based NAS—22.231A).
B. Searching (search AAS and land-based NAS—22.4422).
C. Providing air cover (cover AAS and land-based NAS—23.2).
D. Attacking enemy naval units at sea (attack AAS and NAS—23.8).
18.6 DEFENSIVE AIR MISSIONS:
18.61 DEFENSIVE AIR SUPPORT:
18.611 During the combat phase of an enemy player turn, after the attacker has announced his ground support air missions, uninverted defending land-based air units may provide defensive air support to any units within range which the defender thinks may be subject to ground attack, including by seaborne invasion and as yet unannounced airdrops. Air units subject to a winter result of “11” or air oil effects, or which are based in a partially supplied base (30.523A), may only fly defensive air support over the hex in which they are based. Air factors flying defensive air support are added to those of the defending ground units in determining the odds of ground combat. The added air factors are not affected by any DMs relating to the ground units they are supporting. Only their basic combat strength is added to the defense.
18.612 Land-based naval air units may provide defensive air support; carrier-based naval air units may not. Three NAS (round down) are required to provide one factor of defensive air support.
18.613 The defender may similarly commit air units which have not yet flown during that game turn to defensive air support of units being subject to overruns, or during exploitation. Defensive air support placed during movement or regular combat has no effect on exploitation combat, even if it is not intercepted and no attack is made on the hex to which it was originally committed.
18.614 LIMITS ON DEFENSIVE AIR SUPPORT: The number of air factors of defensive air support may not exceed three times the number of defending ground factors. DMs are ignored when making this determination. A player may commit additional air units, including jets, in excess of the limit on defensive air support, in anticipation of enemy interception and air combat, but the number of air factors which actually provide defensive air support when ground combat is resolved may not exceed the 3:1 limit. Such additional air factors may not participate in any rounds of ground combat even if ground combat losses cause defensive air support factors to drop below the 3:1 limit, but they are considered to have flown a defensive air mission and are inverted for the remainder of the player turn when they return to base.
18.615 If the attacker commits ground support and the defender commits defensive air support to the same ground battle, there is no direct air interaction. Each side simply adds its air factors to those of its ground units.
18.616 Air units which provide defensive air support may be eliminated by adverse results in ground combat. Should a combat result leave the defender with surviving factors, he may elect to take his losses from either air or ground units or both, in any combination, provided he eliminates sufficient factors (subject to 15.632).
18.617 Defending air units which do not fly defensive air support may not be eliminated by an adverse ground combat result. An air unit which is based in an attacked hex and has not been committed to defensive air support does not take part in the ground combat and is simply displaced (18.26) if attacking ground units advance into the hex after combat.
18.618 Air units committed to defensive air support have performed a mission and are inverted for the remainder of the player turn even if the attacker does not attack the ground units they were supporting.
18.62 INTERCEPTION OF AIR ACTIVITIES BY DEFENDER:
18.621 INTERCEPTION: The defender may use uninverted air factors in an operational air base to intercept any of the following attacker air transport activities in any one hex along the air transport’s route, including the base of origin and the destination hex:
A. Air supply.
B. Air transport.
C. Airdrops.
D. BRP grants to China flown over the Hump.
18.622 COUNTER-INTERCEPTION: If an air transport activity is intercepted, eligible friendly air units may attempt to protect the air transport activity by counter-intercepting the intercepting defending air units in the same manner as defensive air support is intercepted (18.56). All counter-intercepting air factors engage in air combat with all intercepting air factors. One round of air combat is then resolved. The intercepting player then may elect to engage in additional rounds of air combat with his surviving intercepting air units. If he does so, the moving player may reinforce his counter-intercepting air units with additional, previously uncommitted air units, whether or not any intercepting air units survived the previous round of air combat. A second round of air combat is then resolved. This process continues until one side or the other withdraws or is eliminated. Excess defender air combat effects have no effect on the air transport itself.
18.623 ATTACKS BY SURVIVING INTERCEPTING AIR UNITS OPTIONAL: Once air combat between the intercepting and counter-intercepting air is resolved, some, all or none of the intercepting air factors may attack the air transport by making a single air combat dice roll. Intercepting air factors which were eliminated or forced to abort by the result in the final round of counter-interception air combat may not attack the air transport. No air combat dice roll is made by the air transport. If the air transport is eliminated or forced to abort, the air transport activity fails. Intercepting air factors which did not engage in air combat with counter-intercepting air factors and which did not attack the air transport return to base, are not inverted and may be used later in that player turn.
18.624 EFFECT ON GROUND UNITS: Grounds units being air transported or air dropped return to base if their air transport is forced to abort and are eliminated if their air transport is eliminated by the defender’s air combat result.
18.63 ASSISTING FRIENDLY NAVAL ACTIVITIES: The defender may use uninverted AAS or NAS in an operational air base to assist friendly naval units at sea in same manner as the attacker (18.58).
18.7 UNINVERTING AIR UNITS:
18.71 UNINVERSION LIMITS: The ability to uninvert air units is directly related to the number of oil counters assigned to air purposes. See 33.7 for the relationship between oil consumption and uninversion capacity, restrictions on uninversion and exemptions from uninversion limits.
19. AIR COMBAT

19.1 RESOLVING AIR COMBAT

19.11 MULTIPLE ROUNDS OF AIR COMBAT: Air combat consists of one or more air combat rounds and normally continues until one side or the other is eliminated or withdraws.

19.12 SINGLE ROUND OF AIR COMBAT: Air combat against air transports arising out of the interception of air transport missions, air attacks on naval units at sea and strategic bombing are resolved by a single round of air combat. Counterair air combat arising out of carrier-based air strikes against land bases is resolved by a single round of air combat for every round of naval combat.

19.2 AIR COMBAT TABLE:

19.21 ATTACK DICE ROLLS: In each round of air combat, each side rolls two dice and consults the Air Combat Table.

19.3 AIR COMBAT MODIFIERS:

19.31 MODIFIERS: Each side’s air combat dice roll is subject to the following modifiers. A positive net modifier for air combat for one side results in an equal negative modifier to the other side:

A. The relative Air Nationality modifiers, as set out in the Air Nationality DRM Chart. The side with the higher Air Nationality DRM adds the difference to its air combat dice roll, and the side with the lower Air Nationality DRM subtracts the difference from its air combat dice roll. When a side consists of nationalities with different Air Nationality DRMs, the lowest Air Nationality DRM is used. If all the air units belonging to the nationality having the lowest Air Nationality DRM are eliminated, only the Air Nationality DRMs of the remaining air units are used in subsequent rounds. Air Nationality DRMs may be increased by research.

B. A favorable +/-1 modifier for each jet factor or three jet squadrons engaged in the air combat. If both sides commit jets, only the net modifier is used (17.56).

C. An adverse +/-1 modifier if one force is attacking an enemy naval force at sea and engages in air combat with defending air units flying combat air patrol. Surprise effects may negate this modifier (22.463). Air units flying air cover do not benefit from this modifier.

D. In air combat arising from strategic bombing, a +/-1 modifier in favor of the defender for each radar research result achieved by the defender. The attacker’s radar research results are ignored and do not give the attacker a favorable modifier.

19.4 AIR COMBAT RESOLUTION:

19.41 AIR COMBAT SIMULTANEOUS: Air combat dice rolls are made simultaneously. The size of the forces engaged is calculated before any air combat losses for that round are incurred.

19.42 AIR COMBAT TABLE RESULTS: The number before the “/” indicates the number of enemy air factors or squadrons which are eliminated. The number after the “/” indicates the number of enemy air factors or squadrons which are forced to abort (EXCEPTION: Attacking kamikazes do not abort. This exception does not apply to kamikazes which are counteraired). Excess abort results are ignored. A dice roll of less than two is treated as a two.

19.5 ARMED AND NAVAL AIR COMBAT:

19.51 AIR COMBAT BETWEEN ARMY AND NAVAL AIR UNITS: When NAS and AAF engage in air combat, each AAF is broken down into three AAS prior to resolving combat, with all the AAS engaging in the air combat, regardless of type (23.131A). The row used on the Air Combat Table for air combat dice rolls is determined by the number of air squadrons involved, and losses are similarly taken in air squadrons. Losses from a force composed of both AAS and NAS are apportioned according to 19.6.

19.52 For the recombination of AAS into AAF, see 23.14

19.6 AIR LOSSES FROM MIXED FORCES:

19.61 Air losses from a force of mixed types must be distributed equally among the types involved, with any remnant being taken by the type having the most factors involved unless otherwise specified. This rule applies to different nationalities; army air, naval air, jets and air transports; different types of AAS; Japanese elite air, normal air and kamikazes; and inverted and uninverted air units.

19.62 If an equal number of factors were involved, the remnant is taken from the type with the lower Air Nationality DRM. If the numbers of factors present and the Air Nationality DRMs are equal, the owner chooses.

19.63 The number of factors eliminated and aborted are totaled when apportioning losses per rule 19.61, then assigned as equally as possible to the various types of air units involved. Eliminated air factors are apportioned first, then air factors which are forced to abort. For example, a “1/1” air combat result against a force of three American and one British AAF eliminates one American factor and aborts one British factor.
Naval Operations

20. NAVAL UNITS

20.1 OVERVIEW

20.2 Fleets

20.3 Fast Carriers

20.4 Escort Carriers (CVEs)

20.5 Effects of Attacks on Naval Units

20.6 Transports

20.7 Submarines

20.8 ASW

20.9 Partial Naval Counters

20.1 Overview:

The following naval units are represented in the game:

20.11 fleets:

A. Destroyers (DDs).

B. Cruisers (CAs).

C. Capital ships (non-carrier named ships).

20.12 fast carriers:

A. Light carriers (CVLs).

B. Fleet carriers (CVs).

C. Super carriers (CVBs).

20.13 escort carriers (CVEs)

20.14 transports

20.15 submarines

20.16 ASW

20.12 distinguishing features:

Naval units are distinguished from one another by where they may base: what operations they may carry out; the time, shipbuilding points and BRP cost of construction and repair; and certain other unique abilities.

A. Light ships: Destroyers, cruisers and CVEs are light ships.

B. Heavy ships: Capital ships and fast carriers are heavy ships.

20.121 Speed:

Naval units fall into two categories, “slow” and “fast”, as follows:

A. All damaged ships are slow.

B. CVEs are slow.

C. Capital ships with an orange stripe on their counter are slow.

D. Fast carriers, fast capital ships, cruisers and destroyers are fast unless damaged, carrying cargo, or in the same combat group as damaged ships or destroyers or transports which are carrying cargo.

Note: All undamaged German and Italian capital ships are fast. Japan and France have a handful of slow battleships, while most of the starting British and American capital ships are slow.

20.13 Fleets, carriers, submarines, ASW and transports are naval units. Submarines, ASW and transports are also SW units.

20.14 For basing, naval construction, and other purposes associated with the size of naval forces, fleet, carrier and submarine factors are equivalent.

20.15 Basing:

Naval units must base in ports, in hexes containing port counters or in mapboard boxes. Each port may base 50 naval factors. A hex containing two ports may therefore base 100 naval factors. Each port counter may base 50 naval factors. There is no limit to the number of naval factors which may base in a mapboard box (5). Naval units may also be placed in SW boxes. See 21.11 for details of naval basing.

20.16 TFs

20.161 Each major power is provided with TF counters as follows:

Germany: 4; Italy: 4; Japan: 12; Britain: 12; France: 4; U.S.: 12; Russia: 3; China: none. The number of TF counters may not be expanded by production.

20.162 A TF marker, if available, may be placed on the board to represent a naval force, subject to the following:

A. A TF must consist of no fewer than 10 naval factors and no more than 25 naval factors (exception: Japan’s Pearl Harbor strike force—51.12).

B. A TF may not contain damaged naval units or submarines.

C. All naval units in a TF must belong to the same alliance faction. The nationality of the largest component of a naval force determines the nationality of the TF marker used. A TF marker of the senior alliance partner is used if two major powers have an equal number of naval factors in a naval force; a major power TF marker is used if a major power and a minor ally both have naval factors in a naval force.

D. For each fast carrier factor in a TF, that TF must also contain at least one fleet factor (exception: Japan’s Pearl Harbor strike force—51.12).

Note: The effect of 20.162d is that no more than half (rounded down) of the naval factors in a TF may be fast carriers, and a TF may never contain more than 12 fast carrier factors (as the maximum size of a TF is 25 naval factors).

20.163 A naval force retains its TF status while at sea even if combat losses result in it no longer meeting the conditions necessary to be a TF. When the naval force returns to port, its TF marker would be removed unless the port contained other naval units sufficient to bring the depleted TF up to the required strength.

20.164 Formation and concealment:

A. The composition of TFs is concealed from the opponent. When a TF marker is placed on the board, the naval units themselves, including carrier-based naval air units (but not transporting, invading or redeploying ground or air units), are removed from the board and placed on the owning player’s Naval Status Board, hidden from the opposing player.

B. TF markers may be used at the start of a game to conceal the initial placement of naval units.

C. The transfer of naval units between TFs in different ports must be announced to the opponent. The type and identity of transferred naval units must also be revealed unless they are concealed by a new TF marker. Naval units may not be transferred between TFs at sea.

D. If part of a TF intercepts a naval activity, at least one portion of the TF must be revealed unless another TF marker is available and both portions may be constituted as a new TF.

E. Naval forces consisting of less than ten naval factors of the same alliance faction which engage in the same naval activity must combine into a TF at sea if they enter the same hex en route to or in their activity hex and, in so doing, create a naval force consisting of ten or more naval factors (21.312).

F. The placement of newly constructed naval units must be revealed to the opponent before a TF marker is placed on the board to conceal them.

20.165 Naval units in an SW box which undertake specific tasks, such as protecting a sea supply line or a sea escort, must break into separate TFs or reveal their strength to the opponent.

20.166 subject to port capacity restrictions, two or more TFs may base in the same port.

20.17 Range:

Naval operations are subject to various range restrictions as set out in 21.361. Naval interception depends on a dice roll (22.21).

20.18 permitted activities:

The activities each type of naval unit may perform are set out below. These are summarized in the Naval Activities Table in the player aids.

20.2 fleets:

20.21 fleets:

The term “fleets” refers to destroyers, cruisers and non-carrier capital ships.

20.22 Fleets are subject to the general rules governing naval units.

20.23 destroyers:

Destroyers (DDs) are represented by generic units ranging in denomination from one to ten factors.

20.231 operations:

Destroyers may conduct the following naval operations:

A. Patrol.

A. Patrol.
B. Protect sea supply.
C. Intercept enemy naval activities.
D. Conduct shore bombardment.
E. Protect sea transport.
F. Protect seaborne invasion.
G. Provide ground support.
H. Protect sea escort.
I. Intercept enemy naval activities.

20.4 ESCORT CARRIERS (CVEs):

20.41 ESCORT CARRIERS (CVEs): Escort carriers are represented by generic units of various denominations. Escort carriers are identified by a purple band across their counter.

20.42 OPERATIONS: CVEs may conduct the following naval operations:
A. Protect sea supply.
B. Protect sea transport.
C. Accompany seaborne invasions.
D. Conduct shore bombardment missions.
E. Provide ground support for seaborne invasions.
F. Protect sea escort.
G. Carry out ASW duties in the SW box.

20.43 CVE CONSTRUCTION: Only the U.S. may build CVEs. See 27.72222 for restrictions on CVE construction.

NOTE: Escort carriers are worth building! They may not raid, patrol, or intercept enemy naval activities, and their air may not counterattack or intercept defensive air support. However, they can assist in finding raiders, shift the submarine warfare modifier, may later be withdrawn if no longer needed (unlike destroyers converted to ASW) and have an enhanced air defense value.

20.44 ESCORT CARRIER AIR:

20.441 The construction of CVEs is limited by, but does not count against, the naval air training limit (17.353) of the owning major power in the turn in which the CVE is laid down. British CVEs may only be built by the U.S. (27.7222B). The air component of a CVE is not considered to be part of the owning major power’s naval air force pool and is not represented by a unit counter.

20.442 CVEs are limited to providing ground support for seaborne invasions and may perform no other air activities. A CVE must be in an invasion hex to provide ground support. Each CVE factor which provides ground support adds one factor to the ground attack (18.553). The defensive value of a CVE’s air component is abstractly represented by the air defense value of the CVE itself.

20.443 Ground combat losses from CVEs providing ground support for seaborne invasions are taken in the same manner as losses from fleets providing shore bombardment (21.5281).

20.45 CVEs IN FLEET COMBAT: CVEs participate in naval combat by engaging in fleet combat as light ships.

20.5 EFFECTS OF ATTACKS ON NAVAL UNITS:

20.51 AIR ATTACK AND FLEET COMBAT TABLES: Air attacks and fleet combat effects against naval units are resolved using the Naval Attack Table.

20.511 TREATMENT OF DIFFERENT NAVAL UNITS: Named ships are damaged or sunk as complete units. Cruisers are damaged or sunk in two-factor increments. Destroyers, CVEs, submarines and ASW are sunk as individual factors and may not be damaged. Transports are damaged (during SW only) or sunk as individual factors.

20.512 SUBSEQUENT DAMAGE: A damaged naval unit which is damaged again is sunk.

20.52 NAMED SHIPS:

20.521 LESSER RESULTS: Combat results which are insufficient to damage or sink a targeted named ship are considered to be immediately repaired at sea and are disregarded. Such lesser results do not carry over from one combat round segment to the next (22.58, 23.444).

20.522 DAMAGING NAMED SHIPS: A named ship is damaged if it incurs a naval attack effect one less than its size in factors.
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If a group of light ships consists only of cruisers incurs a naval attack effect equal to or greater than its size in factors.

20.524 SUNK IN PORT: When a named ship is sunk while in port, a critical hit roll (20.525) is immediately made for that ship. If the ship survives, its effect is increased by a factor of 2. If, prior to being repaired, a ship sunk in port is damaged again or if its hex is occupied by enemy units, it is eliminated.

20.525 CRITICAL HITS: In the following circumstances, one die is rolled to determine if a critical hit occurs on a named ship. If the die roll exceeds the size of the named ship, it incurs a critical hit. Critical hit rolls are made when:

A. A NATURAL “12” IS ROLLED: Whenever a “12” is rolled for an air, fleet combat or submarine attack against a named ship, regardless of modifiers and whether or not the named ship was damaged.

NOTE: Before there is a chance at a critical hit, double sixes must be rolled. An “11” result with a +1 modifier is insufficient. Negative modifiers to a “12” dice roll are disregarded.

B. SUNK IN PORT: A named ship is sunk while in port (20.524).

C. “7+” SURPRISE LEVEL: A named ship is damaged by air attack when a “7+” surprise level is in effect (22.463).

D. DAMAGED AT PEARL HARBOR: An American named ship at Pearl Harbor is damaged or sunk by Japanese air attack, provided Japan achieved a surprise result of “7+” (51.31).

E. ATOMIC ATTACKS: A named ship is damaged or sunk by an atomic attack (43.435, 43.442).

20.526 MULTIPLE CRITICAL HITS PROHIBITED: A named ship may be subject to a maximum of one critical hit per attack, even if the attack triggers more than one of the conditions in 20.525.

EXAMPLE: An American battleship sunk in port during Japan’s Pearl Harbor raid with a die roll of “12” is subject to only one critical hit die roll.

20.527 EFFECTS OF CRITICAL HITS: A critical hit has the following effect, in addition to any effect of the combat roll which triggered the critical hit:

A. An undamaged ship is damaged.
B. A damaged ship at sea is sunk.
C. A damaged ship in port is sunk in port.
D. A ship sunk in port is destroyed.

20.528 EXCESS HITS: Excess hits against named ships beyond what is required to destroy the targeted ship are disregarded. Named ships and air units may not inflict damage on other air or naval units during a combat round in which they target a specific named ship.

20.529 NO CRITICAL HITS FOR CRUISERS: Critical hit rolls are never made for cruisers.

20.53 CRUISERS:

20.531 TREATED AS TWO-FACTOR NAMED SHIPS: Each cruiser is treated as a two-factor named ship for the purpose of determining the effects of enemy air and fleet attacks (EXCEPTION: Critical hit rolls are never made for cruisers).

20.532 FORCES CONSISTING ONLY OF CRUISERS: Every two hits sinks a two-factor cruiser. If an odd number of hits is incurred, an additional cruiser is damaged. An odd hit sinks a damaged cruiser only if the naval force in question contains no undamaged cruisers.

20.54 LIGHT SHIPS:

20.541 TREATED AS SINGLE FACTORS: Destroyers, CVEs, ASW, submarines and transports are sunk as single factors.

20.55 COMBINED LIGHT FORCES:

20.551 CRUISERS AND DESTROYERS: Naval attack effects incurred by a light force consisting of both cruisers and one-factor naval units are distributed equally between the cruisers and one-factor naval units, subject to the proviso that the number of one-factor ship factors sunk may not exceed the number of cruiser factors sunk until all the cruisers in the force are sunk (20.551).
a light force contains undamaged and damaged cruisers, as well as one-factor naval units, naval attack effects applied to the cruisers are first applied to the undamaged cruisers.

NOTE: In a mixed force, a cruiser is always damaged by the first, fifth, ninth, etc. hit, provided there is still a cruiser to be damaged.

20.552 DIFFERENT TYPES OF ONE-FACTOR NAVAL UNITS: Naval attack effects against different types of one-factor naval units are apportioned between the different types of one-factor naval units as per 20.57.

20.56 EXCESS HITS: If naval attack effects against a force containing cruisers and one-factor naval units exceed the number of defending naval factors, the excess damage is ignored (EXCEPTION: If light ships protecting a sea supply line are all sunk, any excess damage may disrupt the sea supply line — 30.381).

20.57 LOSSES FROM MIXED FORCES: Naval losses from a force of mixed types, such as different nationalities, must be distributed equally among the types involved, with any remnant loss which cannot be divided equally being taken by the type having the most factors involved (a die roll if tied).

20.58 ATTACKS ON DESTROYERS AND TRANSPORTS CARRYING CARGO: Destroyers and transports which are carrying ground units, air units or BRPs during sea transport, seaborne invasion or sea escort may be eliminated by enemy combat results as follows:

A. FLEET COMBAT: Destroyers and transports carrying cargo are automatically screened, and may only be fired upon if all screening ships in their naval force or combat group are eliminated (22.53). Screened light ships are attacked as a group and take losses according to 20.57.

B. AIR AND SUBMARINE ATTACKS: Destroyers and transports carrying cargo may not be screened against air or submarine attacks. They, along with all other light ships in their naval force or combat group, are attacked as a group and take losses according to 20.57.

20.59 EFFECT OF ATTACKS ON CARGO: If, as a result of enemy air, fleet or submarine attack, the number of surviving undamaged destroyers or transports drops below that required to carry a ground or air unit, that unit is eliminated. Where several units are being carried, the defender chooses which ground or air unit(s) to eliminate. Ground or air units may not be eliminated unnecessarily, although the defender may eliminate more factors than required in order to preserve other units of a different type. Similarly, the interception of a BRP grant during the unit construction phase may result in the loss of some or all of the BRPs if the number of surviving destroyers or transports drops below the required level.

20.6 TRANSPORTS:

20.61 FORCE POOLS: The shipping capacities of the Western Allies and Japan are represented abstractly by the number of transports in their force pools. Britain and the U.S. share a single Western Allied transport force pool. Starting in 1940, the Western Allies and Japan may increase their transport force pools by production (42.23C).

20.62 CONSTRUCTION: Each transport costs one shipbuilding point and three BRPs to construct. Transports may not be used in the game turn in which they are built.

20.621 AMERICAN SHIPBUILDING: American shipbuilding capacity may be used to construct Western Allied transports in either the Pacific or the Indian Oceans (27.731F).

20.63 LOCATION: Transports normally do not base in ports and are not placed on mapboard hexes like other units. Western Allied transports are placed in the Atlantic, Pacific and Indian Ocean SW boxes; Japanese transports are placed in the Pacific SW box. Transports may enter and remain in eligible ports and mapboard boxes in order to avoid enemy activity in a SW box, but transports may only function if they are in a SW box at the start of their player turn.

NOTE: Transports are versatile, but whenever they operate they are exposed to enemy attack. For example, if Western Allied transports evacuate the Atlantic SW box in Spring 1941, no Western Allied transport activity in the Atlantic is permitted in Summer 1941. If the Western Allied transports returned to the Atlantic SW box in Summer 1941, they could be used in Fall 1941.

20.631 INITIAL LEVELS: The initial number of transports are:

A. ATLANTIC: 15 Western Allied transports.
B. INDIAN OCEAN: 5 Western Allied transports.
C. PACIFIC: 5 Western Allied transports.
D. AT LARGE: 5 Western Allied transports, to be initially allocated to the Atlantic or Indian Oceans as desired.

20.632 RESTRICTIONS:

A. USE: Transports may only be used in the location in which they began the turn.

B. CONSTRUCTION: Newly constructed Western Allied transports may be placed in any eligible location (27.711), even if combat losses have reduced the number of transports in another location below that location’s initial level (20.631).

C. REDEPLOYMENT: After use, Western Allied transports may be redeployed from one location to another during the redeployment phase. Only transports in excess of a location’s initial level may be redeployed, and a redeployment may not reduce the number of transports in a location below its initial level. A player may not voluntarily eliminate transports in order to rebuild them elsewhere. Transports may be redeployed in the turn they are constructed. Transports that are used and then redeployed may be used in their new location in the following player turn.

20.6321 REDEPLOYMENT TO AND FROM PORT: Western Allied transports may redeploy from a mapboard box to avoid enemy SW in the following turn, and may not be intercepted as they do so or as they return to an SW box. Japanese transports may similarly redeploy to a port, but may be intercepted in their port hex as they do so or as they return to an SW box.

20.633 PENALTY FOR DROPPING BELOW OPTIMAL LEVELS: A penalty of one BRP is incurred each turn for each transport below the following optimal transport levels in each SW box, subject to the qualifications set out below. The BRP penalty for a single turn may not exceed the optimal transport level for the SW box in question. Damaged transports are not counted. The number of undamaged transports in each SW box is determined at the start of the affected major power’s player turn. Transports used to meet these requirements may be used for other purposes. The optimal levels are:

A. ATLANTIC (Western Allies): 20 Western Allied transports.
B. INDIAN OCEAN (Western Allies): 10 Western Allied transports. The BRP penalty for Britain in a single turn due to the Indian Ocean transport level may not exceed one-quarter of the BRP value of the British-controlled areas in the Pacific theater and all British-controlled areas in the European theater which were supplied by an Indian Ocean transport in the previous Allied player turn.
C. PACIFIC (Western Allies): 5 Western Allied transports.
D. PACIFIC (Japan): 15 Japanese transports. The BRP penalty for Japan in a single turn may not exceed one-quarter of the BRP value of Japan’s overseas conquests. Japanese-controlled territories on the Southeast Asian front are considered overseas conquests; Japanese-controlled territories in China, Hong Kong, Siberia, Manchuria and Korea are not.

20.6331 EFFECT ON BRITISH CONSTRUCTION LIMIT: For every three British BRPs (round down) lost because of transport shortages, the British construction limit is reduced by one in its next player turn (27.34C).

20.6332 EFFECT ON JAPANESE CONSTRUCTION LIMIT: Transport shortages have no direct effect on the Japanese construction limit.
**20.64 FUNCTIONS:** Each undamaged transport factor may be used once per turn for one of the following:

A. **OIL:** To ship one Western Allied or Japanese oil counter. The owning player may assign transports to carry oil during initial supply determination and in the construction and redeployment phases of his player turn. The number of transports which may be assigned to carry oil each turn is limited by the number of transports available in the Atlantic, Pacific and Indian Ocean SW boxes, as the case may be: 1-2 transports: 1 oil counter; 3-4 transports: 2 oil counters; 5-6 transports: 3 oil counters; and so on. See 33.4523 and 33.473.

B. **SEA SUPPLY FROM MAPBOARD BOXES:** Western Allied transports must be used to provide sea supply from mapboard boxes (30.365). Each such sea supply line requires one transport.

C. **SEA TRANSPORT, INVASIONS OR SEA ESCORT:** One transport is required for each mechanized ground unit, three non-mechanized ground factors or five air factors which sea transports, invades or is sea escorted as set out in 20.641-20.646. Only naval units in the port or mapboard box of embarkation and in the relevant SW box may protect such naval activities unless specifically stated otherwise.

D. **BRP GRANTS:** One transport is required for each BRP grant of up to 10 BRPs, including grants by Murmansk convoy and through Persia, Turkey and Siberia (EXCEPTION: American BRP grants to Canada). Atlantic transports are used for Murmansk convoys and grants to Britain, France or the South Africa box; Indian Ocean transports are used for grants from the South Africa box through Persia and Turkey to Russia or through India to China; Pacific transports are used for Siberian grants, grants to Australia and grants to China.

**20.641 SEA TRANSPORT AND INVASIONS FROM THE ATLANTIC U.S. BOX:** The Western Allied Atlantic transport requirement is in addition to the normal destroyer requirements for sea transport and invasions (21.513, 21.431). Only naval units in the mapboard box of embarkation, in the Atlantic SW box or which participate in the mission from other bases may protect such naval missions.

**20.642 SEA ESCORT USING WESTERN ALLIED ATLANTIC TRANSPORTS:** Western Allied Atlantic transports may be used to sea escort units between any of the following locations:

- A. The Atlantic U.S. box.
- B. The South Africa box.
- C. Any eligible western front port, including from one port to another.

**20.643 SEA TRANSPORT AND INVASIONS FROM THE PACIFIC U.S. BOX:** The Western Allied Pacific transport requirement is in addition to the normal destroyer requirements for sea transport and invasions (21.513, 21.431F). Only naval units in the mapboard box of embarkation, in the Pacific SW box or which participate in the mission from other bases may protect such naval missions.

**20.644 SEA ESCORT USING WESTERN ALLIED PACIFIC TRANSPORTS:** Western Allied Pacific transports may be used to sea escort units between any of the following locations:

- B. The Australia box.
- C. Dutch Harbor, Pearl Harbor and Papeete (Tahiti).

**20.645 SEA ESCORT USING WESTERN ALLIED INDIAN OCEAN TRANSPORTS:** Western Allied Indian Ocean transports may be used to sea escort units between any of the following locations:

- A. The India box.
- B. South Africa box.
- C. The Australia box.
- D. Suez, Basra or Abadan.
- E. Ethiopia.

**20.646 SEA ESCORT USING JAPANESE TRANSPORTS:** Japanese transports may be used to sea escort units between any ports or one-hex islands controlled by Japan capable of receiving an NR.

**20.65 TRANSPORT PROTECTION:** Naval units in an SW box may be assigned to protect transports in that SW box which carry out any of the activities set out in 20.64A-D. If different transports are engaged in the same activity, as would occur when two supply lines are traced from a mapboard box, each naval unit may protect only one transport and is assigned to this function before any enemy attempts to disrupt the activities are made. Otherwise, naval units in an SW box may protect as many different 20.64A-D functions as desired in the same turn.

**20.66 DAMAGED TRANSPORTS:** Once all submarine and raider activity has been resolved, damaged transports leave their SW box and return to port without risk of interception, where they are immediately repaired at no BRP cost. Such transports remain inverted for the remainder of the enemy player turn and the owning major power’s ensuing player turn, and may not carry out any function until the player turn after they are redeployed from port to a SW box.

**EXAMPLE:** During the Spring 1941 Axis player turn, four Western Allied Atlantic transports are damaged in SW combat. These transports return to port and are immediately repaired at no BRP or shipbuilding cost. These transports may return to the Atlantic SW box during the redeployment phase of the Spring 1941 Allied player turn for use in the Summer 1941 Allied player turn, although they would again be exposed to German submarines and raiders during the Axis Summer 1941 player turn.

**20.7 SUBMARINES:**

**20.71 BASING:** Each submarine is equivalent to one fleet factor for basing purposes. In addition to basing at ports or in mapboard boxes:

- A. German submarines may operate in the Atlantic SW box or the Murmansk box.
- B. German submarines may operate in the Indian Ocean SW box if the Axis control the Suez canal and Ethiopia.
- C. Japanese submarines may operate in the Pacific SW box if Japan and the United States are at war.
- D. Japanese submarines may operate in the Indian Ocean SW box if Japan and Britain are at war.
- E. American submarines may operate in the Pacific SW box if Japan and the United States are at war.

**20.72** Italian and British submarines may not operate in SW boxes. British submarines may not operate in the Pacific theater unless Italy has surrendered.

**20.73 TRANSFERS BETWEEN SW BOXES:** Submarines may be transferred from one SW box to another during the redeployment phase without impairing the ability of the submarines to conduct submarine warfare in the next player turn.

**20.74 RANGE:** Submarines based on the board are subject to the same range restrictions and intercept enemy naval missions in the same manner as naval units.

**20.75 OPERATIONS:** Submarines based on the board may accompany fleets or carriers on any operation or may independently intercept enemy naval activities (22.915). Submarines operating in an SW box may only conduct strategic warfare against enemy transports (25).

**20.76 CONSTRUCTION:** Each submarine costs three BRPs and one shipbuilding point to build.

**20.77 AIR ATTACKS AGAINST SUBMARINES:** Submarines may not be attacked by air units while in port or at sea unless they remain in their patrol hex during the opposing player turn (21.4176C). Air units assist in defending against submarine attacks (22.9432).

**20.8 ASW:**

**20.81 BASING:** ASW may base in SW boxes, ports or mapboard boxes. ASW may be transferred from one SW box to another during the redeployment phase without impairing the ability of the ASW to oppose submarine warfare in the next enemy player turn.

**20.82 RANGE:** ASW may engage in SW combat only with submarines in their SW box.

**20.83 OPERATIONS:** The only operation which may be carried out by ASW is to oppose enemy submarines in their SW box (25) and modify submarine attacks (22.9434A).

**20.84 CONSTRUCTION:** Each ASW costs three BRPs and one shipbuilding point to build.
20.9 PARTIAL NAVAL COUNTERS:

20.91 Destroyer, CVE, ASW, submarine and transport counters may be broken down into smaller counters of the same nationality at any time during play, including during an opponent’s player turn. Similarly, smaller counters may be recombined into larger ones at any time. Cruisers are treated in the same manner, using even-numbered denominations only. Named capital ships and fast carriers represent specific ships and may not be broken down or combined.

20.92 A player may begin a scenario with his naval units broken down into partial naval counters if otherwise allowed.

20.93 Although a player may have as many partial naval counters in play as he wishes, cruiser, destroyer, CVE, ASW, submarine and transport counters in the same hex must be combined at the end of their owner’s player turn if the opposing player finds the unnecessary partial naval counters distracting.

21. NAVAL OPERATIONS

21.1 BASING:

21.1.1 Each port or port counter on the mapboard may base up to 50 naval factors. Naval bases, indicated on the mapboard by an anchor symbol, are significant only for naval construction and air defense, and have the same basing capacity as other ports.

21.1.11 A hex containing two ports may base up to 100 naval factors. A two-port hex is treated as a single port for all purposes (EXCEPTION: Air defense – 23.42).

21.1.12 The capacity of a port may not be voluntarily exceeded. If overstacking occurs involuntarily as a result of a failed attempt to change base during the movement phase, the excess naval units may not be used for the remainder of the player turn. The player must remedy the overstacking before the end of the redeployment phase. If he is unable to do so, excess naval units of his choice are eliminated. If overstacking occurs as a result of a failed NR, there is no opportunity to remedy the overstacking and excess naval units of his choice are eliminated.

21.1.13 Damaged naval units which are in the “Waiting for Repair” box of a Naval Construction Chart do not count against the basing capacity of that port.

21.1.14 An unlimited number of naval factors may base in a mapboard box (5).

21.12 PORT COUNTERS: A port counter acts as a port for all purposes.

21.121 PORT CONSTRUCTION: Beginning in 1942, Japan and the U.S. may each construct up to two ports each year, at a rate of one port each turn, at a cost of 4 RPs and 10 BRPs per port, subject to the following:

A. RPs: Western Allied and Japanese RPs may not be assigned to ports until the 1942 YSS, regardless of when war breaks out between Japan and the Western Allies.

B. BUILT DURING CONSTRUCTION PHASE: Ports may be constructed only during the moving player’s construction phase.

C. LOCATION: Ports may be constructed only in controlled, fully supplied one-hex islands which are part of a Pacific island group (4.74). (EXCEPTION: Ports may not be constructed in the Aleutians). No more than one port may be constructed in a hex. Ports may only be constructed in hexes which were controlled by the constructing major power at the beginning of its player turn.

21.122 CONSTRUCTION COST: The 10 BRPs required for port construction counts against the constructing major power’s construction limit.

21.123 PERMANENCY: Port counters may not be moved or destroyed once built. Captured ports may be used by the side which controls them. Port counters which are isolated remain in play.

21.124 IMMEDIATE USE PERMITTED: Port counters may be used in the player turn in which they are constructed or captured.

21.13 FRONTS:

21.131 For the purpose of naval activities, including Magic interceptions and NRs, ports and naval units in ports are considered to be on the front which contains the water on which the port abuts, even though the port itself may be on a different front.

EXAMPLE: A fleet based on the north German (Baltic) coast is based on the eastern front, even though its port hex lies on the western front. A fleet based at Marseilles is based on the Mediterranean front, even though its port hex lies on the western front. In neither case would a western front offensive or limited offensive option be required for the employment of the fleets on the eastern or Mediterranean fronts, respectively.

21.132 TWO-FRONT PORTS:

21.1321 KIEL/HAMBURG: European hex J30, which contains Kiel, Hamburg and the Kiel canal, which connected the two, is a two-front port for all purposes. Naval units based in Kiel/Hamburg may conduct missions on either the eastern or western front. Naval units based on the eastern front may move to Kiel/Hamburg during the movement phase, then perform a mission on the western front during the combat phase, and vice versa.

21.1322 GIBRALTAR: Gibraltar is also a two-front port for all purposes, is capable of sustaining missions on both the western and Mediterranean fronts, and has all the other advantages of a two-front port. Gibraltar may be invaded from sea by naval units based in both the Mediterranean and the western front, even simultaneously. The cost of an invasion of, or a sea transport to, Gibraltar by units on the western front is charged to the Mediterranean front, and vice versa.

21.133 ISTANBUL: Istanbul is also a two-front port for all purposes, is capable of sustaining missions in both the Black Sea and the Mediterranean, and has all the other advantages of a two-front port. However, supply and passage between Istanbul and the Mediterranean outside the Turkish Straits is not allowed unless all the land hexes composing the strait (Z33, Z34, AA31 and BB31) are controlled by friendly forces.

21.134 For naval interception purposes, a two-front port is considered to be on the front through which the naval activity in question passes. A naval activity to or from a two-front port may only be intercepted on the front in which the activity occurs. Thus Western Allied naval units changing base from Britain to Gibraltar could be intercepted by Axis naval units based on the western front, but not by Axis naval units based on the Mediterranean front; German naval units based in Kiel operating on the western front could be intercepted by British naval units based on the western front, but not by Russian naval units based in Leningrad.

21.14 NAVAL UNITS BASED IN THE ATLANTIC U.S. BOX: Naval units based in the Atlantic U.S. box are subject to the following restrictions:

A. Fleets based in the Atlantic U.S. box may only carry out sea transport and invasions as allowed by 21.431 and 21.513.

B. Naval units based in the Atlantic U.S. box may conduct shore bombardment or fly carrier missions only in conjunction with an invasion (21.513) from the Atlantic U.S. box.
C. Naval units in the Atlantic U.S. box may not attempt interceptions.

D. Naval units in the Atlantic U.S. box may engage German raiders which have entered the Atlantic SW box (21.5342A).

E. Before the U.S. is at war with Germany, American ASW in the Atlantic SW box may engage German submarines, but American naval units in the Atlantic SW box may not pursue German raiders, protect sea supply or sea escort to Britain, or otherwise interfere with Axis air or naval activity. If the U.S. is at war with Germany, American naval units based in the Atlantic U.S. box may protect sea supply and NRs traced from the Atlantic U.S. box onto the mapboard.

21.15 NAVAL UNITS BASED IN THE PACIFIC U.S. BOX: Naval units based in the Pacific U.S. box are subject to the following restrictions:

A. Fleets based in the Pacific U.S. box may only carry out sea transport and invasions as allowed by 21.431 and 21.513.

B. Naval units based in the Pacific U.S. box may conduct shore bombardment or fly carrier missions only in conjunction with an invasion (21.513) from the Pacific U.S. box.

C. Naval units in the Pacific U.S. box may not attempt interceptions.

D. Naval units based in the Pacific U.S. box may protect sea supply and NRs traced from the Pacific U.S. box onto the mapboard.

21.16 NAVAL UNITS BASED IN THE AUSTRALIA BOX: Naval units based in the Australia box may carry out naval activities, including interceptions. Such naval units appear on the board at hexes NN15 or NN24, where the coasts of Australia intersect the southern edge of the Pacific mapboard. These hexes are eight hexes from the ports in the Australia box (71.7). Naval units in the Australia box may engage raiders which have entered the Indian Ocean SW box (21.5342A).

21.17 NAVAL UNITS BASED IN THE INDIA BOX: Naval units based in the India box may carry out naval activities, including interceptions. Such naval units appear on the board at hexes NN15 or NN24, where the coasts of India intersect the western edge of the Pacific mapboard. This hex is eight hexes from the ports in the India box (72.71). Naval units in the India box may engage raiders which have entered the Indian Ocean SW box (21.5342A).

21.18 NAVAL UNITS BASED IN THE SOUTH AFRICA BOX: Naval units based in the South Africa box are subject to the following restrictions:

A. Naval units based in the South Africa box may not conduct naval missions (EXCEPTION: Sea transport to Suez, Basra or Abadan) or attempt interceptions.

B. Naval units based in the South Africa box may protect sea supply and NRs traced from the South Africa box onto the mapboard.

C. Naval units in the South Africa box may engage raiders which have entered the Indian Ocean SW box (21.5342A).

21.2 MOVEMENT:

21.21 GENERAL RULES: The movement of naval units conducting naval activities, including base changes, naval missions and NRs, is permitted through any all-water hex. Naval movement through coastal hexsides is permitted, without regard for whether the land portion of the hex is controlled or occupied by enemy or neutral forces, subject to the following:

21.211 RESTRICTIONS ON NAVAL MOVEMENT THROUGH STRAITS: Naval movement through a strait is prohibited unless the strait is under friendly control. Entry into a prohibited strait to carry out a naval activity is permitted provided the naval units leave the strait on the same side they entered, without passing through the strait. The requirements for control of the locations to which these prohibitions apply are set out below:

A. CROSSING ARROW STRAITS: Both land sides of the strait. Control by a neutral is insufficient.

B. GIBRALTAR (AA7): Gibraltar. Control of Spanish Morocco does not affect naval movement past Gibraltar.

C. SKAGERRAK (E33, F33): The land portions of hexes E33 and F33.

D. KATTEGAT (H32, H33): Copenhagen.

E. STRAIT OF MALACCA (DD11, EE10): Singapore. Singapore itself may be invaded from the west through an enemy-controlled Strait of Malacca.

F. SUNDRA STRAIT (II10, III11): The land portions of hexes II10 (Sumatra) and III11 (Java).

21.2111 INTERCEPTIONS IN STRAITS: Naval units may enter a prohibited strait to intercept enemy naval forces entering or leaving their side of the prohibited strait, but may not intercept on both sides of the strait simultaneously. Where a single interception is not possible because passage through a strait is not permitted, the naval activity may be intercepted on each side of the strait (22.13D), but intercepting naval forces on different sides of the strait may not combine in a single interception in the strait hex.

21.212 SUZEN CANAL: Movement through the Suez canal is permitted if all the land hexes adjacent to the canal are controlled by friendly forces — 88.34.

21.213 RIVERS: Naval movement through rivers is prohibited.

21.214 U.S. BOXES: Western Allied naval units may change base or redeploy to and from the Atlantic U.S. or Pacific U.S. boxes. Naval units moving to and from the Atlantic U.S. box enter and leave the board at any west edge hex from A23 to EE1, inclusive. Naval units moving to and from the Pacific U.S. box enter and leave the board at any east edge hex from A59 to KK48, inclusive (21.14, 21.15, 28.751, 28.752).

21.215 INDIAN OCEAN: Special rules govern the movement of naval units from Suez, Basra and Abadan to the Indian Ocean SW box, the India box and the South Africa box (25.3, 28.753, 28.754, 72.221A, 72.221C).

21.216 AUSTRALIA, INDIA AND SOUTH AFRICA BOXES: Western Allied Naval units may move into and out of the Australia, India and South Africa boxes (21.16–18, 71.7, 72.7).

21.217 OFF-BOARD MOVEMENT: Naval units may not move off the mapboard except as follows:

A. When moving to a mapboard box.

B. When conducting naval activities on the western front on the European mapboard, sea supply lines and naval units may move off the western edge of the mapboard in order to avoid enemy air or naval interception, then reenter the mapboard on another western edge hex. Thus, Western Allied naval units moving between Britain and Gibraltar may move off the mapboard near Britain and move back onto the mapboard near Gibraltar in order to avoid Axis air units based in Vigo. Similarly, Axis naval units based in France or Spain attempting to intercept Western Allied supply or NRs from the U.S. box north of Ireland may move off the mapboard to avoid Western Allied air units in Ireland, reentering the mapboard near their interception hex. The “virtual hexes” off the western edge of the European mapboard are taken into account when determining distances for air and naval interceptions. Naval movement off the northern edge of the mapboard in this manner is prohibited.

21.22 BASE CHANGES:

21.221 Naval units may change base during their movement phase. A naval unit may move to a port which is not operational, but the range of activities it may perform from that port is limited. All base changes are made simultaneously. Base changes are vulnerable to attack by enemy air units (23.8) and interception by enemy naval units (22.1).

21.222 Naval units which are intercepted while trying to change base and are defeated in the ensuing naval combat return to their original base, even if this results in an overlapping in the original base because of other, successful base changes. Naval units which are intercepted while trying to change base and are not defeated in the ensuing naval combat return to their original base, without regard for whether the land portion of the hex is controlled or occupied by enemy or neutral forces, subject to the following:...
changes, and are inverted for the remainder of the player turn. If the excess stacking is not remedied during the redeployment phase, the excess naval units are eliminated (28.523).

21.223 The new base must be within forty (Europe) or twenty (Pacific) hexes of the old base (EXCEPTION: Japanese naval units may change base between Japan and ports in the Hawaiian Islands if Japan controls and fully supplies Wake and either Midway or Johnston Island). Base changes may cross front boundaries. The new base must have been controlled by the moving player’s side at the start of his movement phase.

21.224 Naval units may base change to and from mapboard boxes in the same manner as they redeploy (28.75). Naval units are inverted if they change base from one mapboard box to another or when they change base from an SW box to a mapboard port (25.372A). Naval units are not inverted if they change base from one port to another, from a port to a mapboard box or from a mapboard box to a port.

21.225 Naval base changes are made after the staging of air units and before the movement of ground units.

21.226 MURMANSK: German naval units based in Bergen, Oslo or Scapa Flow may base change to the Murmansk box without risk of attack by enemy air units and interception by enemy naval units. Similarly, German naval units in the Murmansk box may base change to Hauges, Oslo or Scapa Flow, but no further, without being subject to attack by enemy air units and interception by enemy naval units. German naval units may remain in the Murmansk box if the Allies cut supply to the Murmansk box, but are inverted and may not undertake naval activities (30.524).

21.23 DISPLACED NAVAL UNITS: Naval units at bases which are occupied by enemy units are displaced to the nearest controlled port with adequate basing capacity, regardless of its supply status (EXCEPTION: Naval units sunk in port, which cannot move before they are salvaged, are eliminated). Ships which are displaced from the “2” or “Launch” row of a Naval Construction Chart are treated as damaged ships and are similarly displaced to the nearest controlled port (27.7281). Should two such ports be equidistant, the owning player chooses. If the nearest port is able to base only some of the displaced naval units, the owning player chooses which naval units go to that port, and the remainder go to the next closest port. If no such port exists within 40 (Europe) or 20 (Pacific) hexes, the displaced naval units are eliminated (EXCEPTION: Japanese naval units displaced from ports in the Hawaiian Islands may go to Japan if Japan controls Wake and either Midway or Johnson Island). The owner chooses the route to the new port.

21.231 Naval units may be displaced to the U.S., South Africa, India and Australia boxes. In determining whether a mapboard box is the “nearest controlled port” (21.23), the distance from the edge of the board to the mapboard box, as set out in rule 5 for each mapboard box, is taken into account.

21.232 INTERCEPTION OF DISPLACED NAVAL UNITS: The movement of displaced naval units to their destination port may be attacked by operational enemy air units and intercepted by uninverted fully or partially supplied enemy naval units. Displaced naval units which survive enemy air attack and naval interception, including naval units which are damaged or withdrawn from naval combat, complete their movement to their destination port, which is then considered their “port of origin” (since their actual port of origin is no longer under friendly control). Once naval combat has concluded, displaced naval units are no longer subject to interception by enemy air units. If no naval combat occurs, displaced naval units may be harassed by enemy air units in each hex along their route.

21.233 Displaced naval units are inverted.

21.3 EMPLOYMENT:

21.31 During any player turn, uninverted naval units which are uninjured by supply problems may carry out one, but no more than one (EXCEPTION: Naval units in an SW box — 25.36), of the operations set out in the Naval Activities Table in the player aids.

21.311 INVERSION AFTER USE: After performing any of the above functions, naval units are inverted until uninverted in accordance with 33.7 (EXCEPTION: Naval units in an SW box — 25.36).

21.312 USE OF TFs FOR NAVAL ACTIVITIES: A naval force consisting of ten or more naval factors must be in a TF in order to conduct a naval activity.

21.313 RESTRICTIONS ON FAST CARRIER OPERATIONS: Fast car-

riers in a naval force may only conduct operations listed in 20.31 as part of a naval force which contains at least one fleet factor for each fast carrier factor (EXCEPTION: Japan’s Pearl Harbor strike force — 51.12). This restriction applies only at the start of an operation. Fleet factor losses incurred once an operation has begun do not force the cancellation of the operation. A naval force may not split into smaller forces during an operation unless each new naval force meets this restriction. Fast carriers may change base and NR without accompanying fleet factors.

21.314 RESTRICTIONS ON DAMAGED NAVAL UNITS: Damaged naval units may not undertake any of the activities listed in the Naval Activities Table. Naval units which are damaged while conducting a naval activity may not carry units or BRPs, conduct shore bombardment, launch or recover naval air units, fire during fleet combat, participate in SW or otherwise participate in the naval activity, but are not forced to withdraw immediately and may continue to accompany undamaged naval units which are still able to carry out the naval activity.

21.32 BASE CHANGES AND SUBSEQUENT USE: A naval unit may change base during the movement phase and still perform any one of the above functions, even if it successfully engaged in naval combat during the base change (EXCEPTIONS: Patrols; naval units operating in the SW box). A naval unit which has performed one of the above functions during the movement or combat phase may still be NRed during the redeployment phase. Naval units which provide or protect sea escort may NR to the same port as the units they are carrying or protecting.

21.321 After the movement phase, a naval unit may not again change base until the redeployment phase. In the course of any one combat phase, a given naval unit may not return to its base and leave again, nor enter any other port more than once (except to debark units in case of an aborted mission), nor enter the sea portion of more than one hex targeted for sea transport or invasion (unless no alternate route to its destination is available)—even though it takes no action there. During the movement phase, naval units may not base change to their original base by leaving and returning to it in order to protect a base change or activity being performed by other naval units.

21.33 RETURNING TO BASE: Naval units which survive a naval activity may, subject to stacking limits, return to their base of origin, subject to the same range requirements as for their activity (21.361), or return to any base within 20 (Europe) or 10 (Pacific) hexes from the hex in which that activity was carried out. For naval units which engaged in naval combat, the naval combat hex is used. (EXCEPTIONS: During the combat phase, naval units may not return to a base which is the target of an enemy seaborne invasion unless it is the only base available. Failed NRs must return to their base of origin—28.523. Western Allied naval units which escort a Murmansk convoy return to the port or mapboard box of origin of the convoy — 40.48C).

21.34 Naval units are inverted in their turn of construction and may not perform any of the 21.31 functions during the player turn they are placed on the board. Newly constructed naval units may be uninverted at the end of the player turn in which they are constructed in accordance with 33.7.

21.35 Naval units protecting sea supply (30.36) move with the supply line they are protecting, then return to their original port. This takes place during the movement phase, after the movement of naval units, or during post-combat supply determination. Otherwise such naval units may not leave their base unless they are NRed later in the turn.

21.36 RANGE AND DISTANCES: When determining the range of naval units:

A. DISTANCES BY WATER: The distances referred to are measured by water, not as the crow flies. The route traced to meet range limits must follow the rules of naval movement (21.2).

B. FIRST HEX NOT COUNTED: The hex in which a naval unit is based is not counted as the first hex, even though naval units are considered to enter the water portion of their port hex for interception purposes.

C. PORTS: Ports used to meet range restrictions set out in 21.361 must be controlled by the alliance in question (the Western Allies may not use Russian ports, and vice versa—53.46) and fully supplied during initial supply determination of the turn in question. Ports captured during the movement and combat phases may not be used to meet range requirements until the following turn, even if supplied during post-combat supply determination.

D. U.S. BOXES: The U.S. Atlantic box is considered to be 16 hexes from the
western edge of the European mapboard; the U.S. Pacific box is considered to be eight hexes from the eastern edge of the Pacific mapboard.

21.361 RANGE RESTRICTIONS: The range of naval activities is restricted as follows. These limits apply to both fleets and carriers. The western edge of the Atlantic mapboard and the eastern edge of the Pacific mapboard are considered to be Western Allied ports for purposes of rules 21.3611-3614. In all cases the required port must be operational.

21.361 NO LIMIT: Protection of sea supply (30.36), NRs and sea escort, although such activities must touch on a fully supplied, controlled port at least once every 20 (Europe) or 10 (Pacific) hexes (EXCEPTION: Japan may sea supply ports in the Hawaiian Islands from Japan and NR and sea escort between Japan and ports in the Hawaiian Islands if Japan controls and fully supplies Wake and either Midway or Johnston Island). There is no range limit on interdictions and counter-interceptions, although the greater the distance to the interception hex, the less chance an interception or counter-interception will succeed (22.1, 22.2).

21.3612 40/20 HEXES: Base changes and offensive missions may not exceed 40 (Europe) or 20 (Pacific) hexes (EXCEPTIONS: A surprise Japanese air strike against Pearl Harbor—51.12; Japanese base changes between Japan and ports in the Hawaiian Islands and Japanese offensive missions to the Hawaiian Islands are permitted if Japan controls and fully supplies Wake and either Midway or Johnston Island). This limit refers to the hex from which carriers may launch their air strikes.

21.3613 20/10 HEXES: A. A patrol hex may be no more than 20 (Europe) or 10 (Pacific) hexes (EXCEPTION: The Japanese attack on Pearl Harbor—51.12).

B. Sea transport is prohibited unless there is a controlled, fully supplied port within 20 (Europe) or 10 (Pacific) hexes of the port of debarkation (EXCEPTIONS: Japanese units may transport 20 hexes from Japan; if Japan controls and fully supplies Wake and either Midway or Johnston Island, Japanese units in Japan may transport to the Hawaiian Islands if the sea transporting force passes through the required islands en route to the destination hex, proceeding by the shortest route to the mission hex; Western Allied units may transport 20 hexes from Pearl Harbor; Western Allies may transport Wake and either Midway or Johnston Island). The port of embarkation itself may be used to meet this requirement (21.431). The sea transport must pass through this port.

C. Seaborne invasions are prohibited unless there is a controlled, fully supplied port no more than 20 (Europe) or 10 (Pacific) hexes from the invasion hex (21.5132). The seaborne invasion must pass through this port. The following exceptions apply:

• Japanese units in Japan may invade any eligible hex within 20 hexes.
• If Japan controls and fully supplies Wake and either Midway or Johnston Island, Japanese units in Japan may invade the Hawaiian Islands. The invading force must pass through the required islands en route to the invasion hex, then proceed by the shortest route to the mission hex.
• Western Allied units in Pearl Harbor may invade any eligible hex within 20 hexes.
• Dutch Harbor may not be used as a base for seaborne invasions (21.3614).

D. A sea supply line may not cross more than 20 (Europe) or 10 (Pacific) hexes without passing through a controlled port (30.334) (EXCEPTIONS: Japanese sea supply from Japan and Western Allied sea supply from Pearl Harbor have a range of 20 hexes. If Japan controls and fully supplies Wake and either Midway or Johnston Island, Japan may sea supply Japanese-controlled Hawaiian Islands from Japan. The Japanese sea supply line must pass through the required islands, then proceed by the shortest route to the destination hex).

E. Naval units moving by NR and fleets performing sea escort may not cross more than 20 (Europe) or 10 (Pacific) hexes without passing through a controlled, fully supplied port (21.642) (EXCEPTIONS: Japanese NRs from Japan and Western Allied NRs from Pearl Harbor have a range of 20 hexes. If Japan controls and fully supplies Wake and either Midway or Johnston Island, Japan may NR between Japan and Japanese-controlled Hawaiian Islands. The NR or sea escort must pass through the required islands, then proceed by the shortest route to the destination hex).

F. A port or shipyard subject to tactical atomic attack by submarine must be within 20 (Europe) or 10 (Pacific) hexes of a controlled, fully supplied port (43.432).

21.3614 ALEUTIANS: Hexes in the Aleutian islands are considered to be within 10 hexes of a fully supplied, U.S.-controlled port in Alaska and may be invaded or receive sea transport directly from an Allied port in the Hawaiian islands. Allied NRs to and from the Aleutians are allowed from the U.S. box (28.752C) or from the Hawaiian Islands. Airbases and ports may not be constructed in Aleutian islands. Dutch Harbor may not be used as a base for seaborne invasions or submarine warfare.

21.362 FRONT BOUNDARIES IGNORED: Front boundaries have no effect on naval activities.

21.37 ISLANDS WITHOUT PORT ACCESS: Naval units may sea transport and NR ground and air units into and out of controlled one- and two-hex islands incapable of basing naval units. This exception applies to one-hex islands which do not contain a port and two-hex islands without ports (Palawan, New Ireland, and Halmahera—either hex may be used for the sea transport or NR), but not to non-island areas without ports.

21.4 NAVAL ACTIVITIES DURING THE MOVEMENT PHASE:

21.41 PATROLS:

21.411 During the movement phase, prior to base changes, naval units may move to a sea hex (the “patrol hex”) in order to attack enemy bases during the movement phase, assist in ground attacks and improve their chances of counter-intercepting enemy naval activities during the ensuing combat phase. The patrol hex, which functions as the patrolling force’s base during the ensuing combat phase, must be a sea hex no more than 40 (Europe) or 20 (Pacific) hexes from its original base and no more than 20 (Europe) or 10 (Pacific) hexes from a fully supplied, controlled port.

21.412 Patrols are an offensive mission and BRPs must be paid for all participating naval units on the front containing the patrol hex.

21.413 A naval unit may not change base during a movement phase in which it conducts a patrol mission. Naval units from two different bases may, however, combine to carry out a joint patrol in the same hex. Naval units forming a joint patrol move to the patrol hex at the same time and may join at sea before reaching the patrol hex. Patrols may not be conducted by naval units based in the South Africa or U.S. boxes.

21.414 For basing purposes, a patrol is considered to be in its base of origin while on patrol. Naval units therefore may not change base into a base from which a patrol has been sent if the base did not have sufficient capacity to base both naval forces.

21.415 PATROL-SEQUENCING: Patrols, base changes (21.22) and SW naval deployments (25.31) are announced at the same time, but patrols are conducted first. Patrols are conducted one at a time (EXCEPTION: Joint patrols—21.413), after which all base changes and SW naval deployments are completed. The following sequence applies:

A. The moving player announces the port of origin and patrol hex for all patrols, the port of origin and destination of all base changes and all SW naval deployments (25.31). The moving player does not announce the paths for these activities and is not committed to and does not announce any air strikes at this time.

B. If the moving player is conducting more than one patrol, he designates one patrol as the first to be conducted. This patrolling force then moves toward its patrol hex along whatever route the moving player wishes (subject to the range restrictions for patrols—21.3613A).

C. Whenever a patrolling force enters a new hex, the defending player may attempt naval interception of the patrolling force in the same manner as other naval activities. Naval interception is resolved before the patrolling force counterairs the defender’s air units. Thus all defending air units covering the path of a patrolling force assist in any naval interception of the patrolling force, up to the maximum modifier of three dice (22.231A).

D. If no naval interception occurs, a patrolling force which contains fast carriers, may counterairs the defender’s air units within range of its hex, then continue its movement to its patrol hex. Patrolling naval air units which survive counterair combat against the defending air units may later be used to counterair other bases on the way to the patrol hex, may launch strikes on enemy bases from the patrol hex, and may be used in naval combat against other enemy air and naval units. Defending air units which are not eliminated or forced to abort by the patrolling force’s counterair attack, or which are in other bases within
range of the patrolling force, may make one air attack against the patrolling force before the next round of counterair combat is resolved.

E. If naval interception occurs, both the intercepted patrolling force and any intercepting naval forces may counterair enemy air units within range of the interception hex as part of naval combat (22.41B).

F. If the patrolling force defeats the intercepting naval force(s) in naval combat, it may continue moving to its patrol hex or may abort its patrol and return to port.

G. If the patrolling force is defeated in naval combat, it must return to port and is inverted for the remainder of the player turn. The victorious defending naval forces may then remain in the interception hex as a patrol or return to port and invert for the remainder of the player turn, at the defender’s option (21.4181).

H. Once the patrolling force reaches its patrol hex, it may launch repeated counterair attacks/air strikes against all enemy bases within range of its patrol hex, provided at least one counterair attack/air strike in the preceding round inflicted some damage against enemy air or naval units. This restriction only applies to counterair attacks/air strikes launched outside of naval combat.

I. Before each round of counterair attacks/air strikes from the patrol hex, the defender has the option of attempting naval interception if he has not done so previously.

J. When the moving player has finished all his counterair attacks/air strikes from the patrol hex, he announces whether his patrolling force is returning to base or remaining in the patrol hex during the combat phase.

K. If the patrol returns to base (21.419), it may be intercepted (22.22B).

L. If the patrolling force remains in the patrol hex, the defender may attempt interception of the patrolling force if he has not already done so by immediately rolling eight dice for each intercepting naval force. Any resulting naval combat is resolved. The loser returns to base and is inverted for the remainder of the player turn, and the victor has the option of returning to base and being inverted for the remainder of the player turn or remaining in the patrol hex during the ensuing combat phase.

M. If the moving player is conducting a second patrol, steps B through L are repeated.

N. Once all patrols are concluded, all base changes and SW naval deployments are completed.

NOTE: Protect your naval bases with land-based air, especially in the Pacific! In a single turn a base may be counterair ed before it is attacked by a patrol, attacked by two or more separate patrols (with the exception of the initial attack on Pearl Harbor), and may be bombed again in the combat phase.

21.416 INTERCEPTION OF PATROLS: A patrolling force may be intercepted:

A. En route to and in its patrol hex, before the start of any round of counterair attacks/air strikes (21.415C, I).

B. Once all air strikes from its patrol hex are completed if it attempts to remain in its patrol hex (21.415L).

21.4161 The normal restriction that interception of a given naval force may be attempted only once also applies to patrols. The defender may not attempt interception of a patrolling force at one point, then attempt interception again later with other naval forces. Naval forces which fail to intercept a patrolling force may not attempt other interceptions during the same movement phase.

21.417 PATROL FUNCTIONS:

21.4171 AIR: A patrolling force which remains in its patrol hex may later use any surviving naval air units, including those used in air attacks during the movement phase, for any one of:

A. Ground support for movement phase overruns or combat phase ground combat, including against the same hexes it attacked with air strikes in the movement phase.

B. To intercept enemy defensive air support for defending ground units being overrun during the movement phase or attacked in the ensuing combat phase.

C. In any naval battles which might arise from counter-interceptions during the combat phase.

21.4172 NAVAL: Patrolling naval units may not intercept (EXCEPTION: Defensive patrols—21.418) and may counter-intercept only by supporting intercepted friendly naval forces (22.162).

21.4173 A patrolling force which supports intercepted friendly naval forces during the movement phase and is victorious in the ensuing naval combat against the intercepting enemy naval forces remains in the hex in which the naval combat took place and may use its NAS to fly ground support or to intercept defensive air support during the combat phase. Patrolling forces which are defeated in such naval combat must return to port. If a patrolling force supports intercepted friendly naval forces during the movement phase, the patrolling force may not support intercepted friendly naval forces during the combat phase. A patrolling force which fails in an attempt to support friendly naval forces during the movement phase returns to its patrol hex and may support friendly naval forces during the combat phase.

21.4174 A patrolling force may divide into smaller forces to support different intercepted friendly naval forces. Part of a patrolling force may remain uncommitted.

21.4175 A patrolling force may not provide shore bombardment or fly air strikes against enemy naval bases outside of naval combat during the combat phase.

21.4176 SUBMARINE PATROLS: Submarines may patrol in the same manner as other naval units (21.41), subject to the same restrictions as other patrols, with the following special features:

A. Submarines patrol independent of other naval forces.

B. Submarine patrols may remain at sea in their patrol hex until they attack or until the end of the opposing player turn, whichever comes first.

C. Submarine patrols which remain at sea during the opposing player turn are considered to be on defensive patrol (21.418) and may be attacked by enemy land based air units within range of their patrol hex during the movement phase of the opposing player’s turn, immediately after counterair attacks are resolved. Air cover may be flown over the patrolling submarines, but no air defense dice roll is made by the defender. Submarines may not be attacked by enemy carrier-based naval air units or enemy fleet units.

21.418 DEFENSIVE PATROLS:

21.4181 A defending naval force which defeats a patrolling force may, at the defender’s option, remain in the interception hex during the ensuing combat phase. The defending naval force is then considered to be on patrol. A victorious defending naval force which returns to base during the movement phase is inverted for the remainder of the player turn.

21.4182 A defensive patrolling force may attempt interceptions from its patrol hex as follows:

A. During the current movement phase: enemy sea supply or sea transport;

B. During the ensuing combat phase: enemy naval missions or enemy patrols which have remained at sea during that combat phase; or

C. During either phase: displaced enemy naval units.

21.4183 The ability of a defensive patrolling force to intercept an enemy patrol, then intercept again as permitted by 21.4182, is an exception to the rule that naval units may only intercept once each turn. Only one 21.4182 interception is permitted each turn.

21.4184 If a defensive patrol intercepts an enemy naval activity during the combat phase, it may be counter-intercepted normally in any hex along its interception route, including its patrol hex. Otherwise defensive patrols may not be counter-intercepted.

21.419 At the end of the regular combat phase, prior to exploitation, after all other offensive missions are resolved, each patrolling force returns to base (21.33) and is inverted for the remainder of the player turn (EXCEPTION: Submarine patrols—21.4176).

21.42 PROTECTING SEA SUPPLY: See 30.36.

21.43 SEA TRANSPORT:

21.431 During the movement phase, destroyers may sea transport ground or air units by moving them from a controlled port, eligible island (21.37) or eligible mapboard box to another controlled port, eligible island or eligible mapboard box, subject to the following:

A. The total distance of the sea transport may not exceed 40 (Europe) or 20 (Pacific) hexes (EXCEPTION: Japanese sea transport to the Hawaiian Islands—21.431B).

B. Sea transport is prohibited unless there is a fully supplied, controlled, op-
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1. From the India box through the Indian Ocean into Suez, Basra or Abadan.
2. From the South Africa box through the Indian Ocean into Suez, Basra or Abadan.
3. From the Pacific U.S. box through the Pacific Ocean into Dutch Harbor, transporting fleet begin the turn in the port of embarkation. There is a movement cost to embark, unless the port of embarkation is in an enemy ZoC, in which during the player turn in which they are sea transported. There is no movement factor cost for debarking (21.435), but otherwise may move and conduct attacks, Subject to the normal rules of supply, ground units incur the usual movement cost of debarking, which only applies to ground units.

21.435 GROUND UNITS: Ground units may move their full movement factor during the player turn in which they are sea transported. There is no movement cost to embark, unless the port of embarkation is in an enemy ZoC, in which case there is a movement cost of two movement factors in Europe and one movement factor in the Pacific. This applies even if the ground unit and the transporting fleet begin the turn in the port of embarkation. There is a movement cost of one movement factor to debark, whether or not the port of debarkation is in an enemy ZoC or a hex containing rough terrain. Only ground units which have not exhausted their movement factor may be sea transported. Ground units which are partially supplied or subject to an army oil effect may not be sea transported. Ground units which are sea transported may not be used to invade in the same turn. The number of ground units which may sea transport from a single port is not limited by stacking limits, but see 22.82 for the possible consequences of overstacking should a sea transport fail or abort.

EXAMPLE: A 4-5 armor unit starts its turn next to a port. It moves to the port hex (one movement factor), embarks (no movement cost), and debarks at a distant port (one movement factor); it may then move three additional hexes from the port of debarkation.

21.436 AIR UNITS: Air units may be sea transported. The air unit must begin the player turn in the base of embarkation. The base of embarkation is treated as the air unit’s new base. A sea transport is the equivalent of staging: a sea transported air unit may not stage to the base of embarkation or from the base of debarkation. The transportation of air units is prohibited if the transportation would result in too many air factors in the base of debarkation. Inverted air units may be sea transported.

21.4361 Air units which have been sea transported may operate normally during the ensuing combat phase. There is no reduction in range to reflect the movement cost of debarking, which only applies to ground units.

21.437 Sea transport may not be used to land forces on a bridgehead counter unless the bridgehead hex also contains a port (EXCEPTION: One- and two-hex islands without port access — 21.37).

21.44 HARBOUR ATTACKS:

21.441 After attacks from patrols are resolved, but prior to tracing sea supply lines or sea transport, the moving player may carry out harbor attacks if he has achieved the required research result. Harbor attacks are resolved using the Harbor Attack Table (see the Research Tables and Player Aids). Germany begins the game with the ability to make a harbor attack against one enemy target. This attack may be made in Fall 1939 or any subsequent turn, providing no other harbor attacks have been made. The execution of this attack does not modify subsequent harbor attacks.
C. Seaborne invasions into swamp, jungle and jungle/mountain hexes are prohibited during monsoons (34.24).

21.512 INVASIONS LIMITED TO 1:1 ATTACKS OR GREATER: Seaborne invasions of a hex containing an enemy unit may only be made if the first round of the resulting ground combat is at 1:1 odds or more. This restriction does not apply to subsequent combat rounds.

21.5123 ENEMY NAVAL UNITS: If the target hex contains ten or more unengaged enemy non-submarine naval factors or an enemy TF at the moment of seaborne invasion, the invasion may not be carried out (EXCEPTIONS: Naval units in Lorient or Famagusta do not prevent seaborne invasion, as the beaches in those hexes are on a different coastline from the ports). Air attacks in the movement phase or air or atomic attacks earlier in the combat phase could eliminate enough of the defenders to allow invasion. If no ground units were in such a hex, an airborne drop could drive the defending naval units out and permit invasion. If the airborne drop were intercepted by defending air and defeated or forced to abort, the invasion would be aborted.

21.51231 If the target hex does not contain enough enemy naval factors to prevent the invasion, invasion is permitted and the enemy naval factors are displaced to the nearest friendly port if the invading ground units gain control of the target hex. Prior to displacement, the enemy naval factors may attempt interception.

21.513 RESTRICTIONS:

21.5131 CARRYING CAPACITY:
A. UNDEFENDED HEXES: One destroyer factor is required to carry each invading ground factor if the invasion hex is not occupied by an enemy ground unit.
B. DEFENDED HEXES: Two destroyer factors are required to carry each invading ground factor, including ground units which do not participate in the initial invasion combat, if the invasion hex is occupied by an enemy ground unit.
C. JAPANESE INVASIONS OF THE HAWAIIAN ISLANDS: One additional destroyer per ground factor is required for Japanese invasions of the Hawaiian Islands.
D. INVASIONS FROM U.S. BOXES: One additional destroyer per ground factor is required for invasions from the U.S. boxes.

21.5132 DISTANCE: An invasion is permitted only if the invasion hex is:
A. Accessible via sea hexes no more than 40 (Europe) or 20 (Pacific) hexes from the base of the naval units employed in the invasion; and
B. No more than 20 (Europe) or 10 (Pacific) hexes from a fully supplied port controlled by the invading side at the beginning of its player turn (EXCEPTION: The Aleutian islands — 21.3614). The eastern edge of the Pacific mapboard and the western edge of the European mapboard are considered to be Western Allied ports for purposes of this rule. The invading force must pass through the required port en route to the invasion hex. The following exceptions apply:
- Japanese units in Japan may invade any eligible hex within 20 hexes.
- If Japan controls and fully supplies Wake and either Midway or Johnston Island, Japanese units in Japan may invade the Hawaiian Islands. The invading force must pass through the required islands en route to the invasion hex, then proceed by the shortest route to the mission hex.
- Western Allied units in Pearl Harbor may invade any eligible hex within 20 hexes.
- Dutch Harbor may not be used as a base for seaborne invasions (21.3614)

21.5133 TRANSPORT REQUIREMENTS:
A. JAPANESE INVASIONS OF THE HAWAIIAN ISLANDS: One Japanese transport is required for each Japanese mechanized ground unit or three non-mechanized ground factors which invade a Hawaiian Island.
B. INVASIONS FROM THE U.S. BOXES: One Western Allied transport in the relevant SW box is required for each Western Allied mechanized ground unit or three non-mechanized ground factors which invade from a U.S. box.

21.514 Any number of ground units may participate in an invasion, up to the capacity of the invading destroyers, but no more than two of those ground units may initially attack the target hex by sea (EXCEPTIONS: Marines, commandos). Airborne units which drop on the target hex and ground units adjacent to the target hex by land may join with the invading forces in attacking the beach hex, although this would not affect the DM for defending against an invasion. The attacking units may be supported by shore bombardment from naval factors not engaged in carrying ground units; they may also receive ground support from any air units within range, including ground support from carrier-based naval air units and CVEs.

21.5141 If destroyers which originally had been carrying invading ground units engage in combat with intercepting enemy air or naval units and incur losses which result in the loss of one or more ground units, any excess destroyer factors may be used for shore bombardment to support an invasion by surviving ground units.

21.515 Invading ground units must start their turn in a fully supplied port or one-hex island. Unlike ground units which are sea transported, they may not move to the port of embarkation. Destroyers which carry the invading ground units need not be based at the base of embarkation. They may move from their base to the base of embarkation, then to the invasion hex, then back to their original base. They do not move more than a total of 40 (Europe) or 20 (Pacific) hexes from their original base to the invasion hex (EXCEPTION: Japanese invasions of the Hawaiian Islands). Ground units which are partially supplied or subject to the oil effect may not invade. Air units may not invade.

21.5151 If an invasion force is turned back, the ground units which would otherwise have invaded may neither move from their embarkation port during the remainder of the combat phase, including during exploitation, nor participate in attrition or offensive combat. For the possible consequences of overstacking should an invasion fail or abort, see 22.82.

21.516 Other naval units may accompany destroyers conducting seaborne invasions in order to protect the invasion mission or provide shore bombardment to support the invasion. Such naval units are not subject to the basing and movement restrictions as the destroyers conducting the seaborne invasion.

21.517 EXPLOITATION FROM INVASION HEXES: A breakthrough may be achieved on an invasion hex if all of the following conditions are met:
A. At least one of the ground units taking part in the initial invasion combat is an armor unit with its mechanized component currently intact;
B. The armor unit has a CTL of one or more;
C. The armor unit is involved in the final round of invasion combat; and
D. At least one ground unit taking part in the initial invasion combat survives and occupies the invasion hex.

21.5171 WHICH ARMOR UNITS MAY EXPLOIT: Additional armor units in reserve aboard the invasion fleet could then exploit. Armor units adjacent to the invasion hex by land could not exploit, unless the invasion hex had also been attacked by land in combination with the invasion. In this case, the required armor unit may come from either the invasion force or the adjacent land units. Breakthrough and exploitation from an invasion hex is allowed even if the invasion was undefended.

21.5172 PLACEMENT OF ADDITIONAL UNITS ON THE INVASION HEX: Invading ground units which survive the invasion must occupy the invasion hex. The target hex were enemy-controlled and at least one initially invading ground unit survives invasion combat and occupies the invasion hex, a bridgehead counter may be placed on the invasion hex. Ground units aboard the invasion fleet which did not participate in the attack may also be placed on the invasion hex. Up to five ground units, plus specialized forces, may occupy the invasion hex if a bridgehead counter has been placed. If the target hex contained no enemy ground units, success is automatic and a bridgehead counter may be placed (EXCEPTION: Invasions of friendly hexes — 31.22).

21.5173 MOVEMENT AND ATTACKS FROM INVASION HEXES: Movement into hexes contiguous to the invaded hex and attacks against enemy units in such hexes are permitted only during exploitation.

21.5174 INVADING UNITS NOT COUNTED IN ATTRITIONS: Ground units which invade a hex are not counted for attrition and may not make offensive ground attacks unless they exploit.

21.518 INVASION COMBAT LOSSES: Ground combat losses may be taken from ground units which took part in the invasion combat, air factors or CVEs which provided ground support, fleets which provided shore bombardment, or destroyers which carried the invading ground units (15.64). The attacker may not take ground combat losses from embarked units which did not participate in his initial attack. Uncommitted ground units and the destroyers carrying them are not affected by the results of invasion combat.

21.519 A bridgehead hex which does not contain a port may not be reinforced by sea transport or NR (EXCEPTION: One- and two-hex islands without port
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21.52 SHORE BOMBARDMENT:
21.521 Shore bombardment may only be used by an attacker to support a seaborne invasion by ground units. Shore bombardment may not be used to support non-invasion ground attacks, airdrops or exploitation attacks.
21.522 Naval factors sailing from different bases and of different nationalities may combine to provide shore bombardment.
21.523 Fleets providing shore bombardment must be based no more than 40 (Europe) or 20 (Pacific) hexes from the invasion hex (EXCEPTIONS: Shore bombardment in conjunction with a Japanese invasion of the Hawaiian Islands or a Western Allied invasion from a U.S. box).
21.524 The presence of enemy naval units in an invasion hex may prevent shore bombardment against defending units in that hex (21.5123).
21.525 EFFECT OF SHORE BOMBARDMENT: For every three naval factors providing shore bombardment, one combat factor is added to the strength of the attacker’s ground units when determining the odds for ground combat.
21.526 LIMITS ON SHORE BOMBARDMENT: The total number of combat factors added to a ground attack by shore bombardment may not exceed three times the total number of ground factors involved in the invasion attack. This limitation is distinct from the limitation on ground support from air units.
21.527 The attacker may combine ground support from air units or CVEs with shore bombardment to assist his attacking ground units. Ground support from naval air units may be used to supplement shore bombardment, with remnants from both being added together, provided the permitted limits on ground support or shore bombardment are not exceeded.

21.528 LOSSES TO NAVAL UNITS PROVIDING SHORE BOMBARDMENT:
21.5281 Fleets which provide shore bombardment may be eliminated (light ships) or damaged (heavy ships) as a result of ground combat in the same manner as other units. For each fleet factor lost, two other fleet factors are prohibited from providing shore bombardment. If a heavy ship incurs damage because one factor of ground combat loss is attributed to it (21.5282C), the remaining factors in that heavy ship are counted towards this prohibition.
21.5282 Ground combat losses may be taken by fleets which provide shore bombardment only if this results in the elimination of a light ship or the damaging of a heavy ship:
A. DESTROYERS: One destroyer factor is eliminated for each factor of ground combat losses attributed to destroyers. Destroyers carrying invading ground units may be taken as ground combat losses as though they were conducting shore bombardment, subject to the limits set out in 15.642.
B. CRUISERS: One cruiser is eliminated for every two factors of ground combat losses attributed to cruisers. Ground combat losses may only be assigned to a cruiser if this results in the sinking of that cruiser.
C. HEAVY SHIPS: Only one factor of ground combat losses may be assigned to each heavy ship. This damages the heavy ship.
21.5283 Ground combat losses may be distributed as desired by the attacking player from among participating ground, air and naval units when satisfying ground combat loss requirements, without regard for air or naval unit types or base of origin.
EXAMPLE: Two invading 3-2 infantry units and 36 fleet factors providing shore bombardment (6 + 12 = 18) attack a 2-3 armor unit on a beach hex (2 x 3 = 6) at 3:1 odds. If an “Ex” result occurs, the defender loses his 2-3 armor unit and the attacker loses both 3-2 infantry units, one 3-2 infantry unit and three fleet factors, or six fleet factors (his choice), subject the requirements of 21.5282.
If the defender had a 3-2 infantry unit and a 1-2 infantry unit, the odds would be 18:12 = 1:1. If an “A” result occurred, the attacker would lose his two infantry units and six fleet factors. The other 30 fleet factors would return to port. If an “Ex” result occurred, the attacker could choose to lose both 3-2 infantry units and six fleet factors, one 3-2 infantry unit and nine fleet factors or 12 fleet factors; in all three cases, both defending infantry units would be eliminated.
21.53 RAIDERS:
21.531 OVERVIEW:
21.5311 Eligible Axis naval units may attempt to raid Allied shipping by moving into the Atlantic, Indian Ocean or Pacific SW boxes. Raiding is a combat mission requiring the same BRP expenditure as for other offensive operations by naval units. For this purpose, the Atlantic SW box is considered to be on the western front, the Indian Ocean SW box is considered to be on the Mediterranean (Suez) or Southeast Asian (Colombo or Madras) front, and the Pacific SW box is considered to be on the Pacific front.
21.5312 All raider activity takes place during the raiding player’s combat phase, prior to the resolution of SW combat.
21.532 MOVEMENT OF RAIDERS TO SW BOXES:
21.5321 WHICH SHIPS MAY RAID: During the raiding player’s combat phase, at the same time that other naval missions are conducted, uninverted cruisers, fast named capital ships and fast carriers may attempt to raid by moving to a SW box from an operational port or the Murmansk box. Slow named capital ships and destroyers may not raid.
21.5322 ON-BOARD INTERCEPTION: Raider movement to or from a SW box may be intercepted on the board only if a favorable interception modifier applies (22.23) or if the raider passes through a hex in which enemy naval units are based (22.242). A raider intercepted on the board while moving to a SW box may also be intercepted in the SW box (21.534) if it defeats the on-board interception and enters the SW box. Raider groups may not travel together for mutual support (22.144). Naval units raiding from the Murmansk box move directly from the Murmansk box to the Atlantic SW box and are not subject to interception as they do so.
21.533 RAIDER GROUPS:
21.5331 COMPOSITION AND BASING: Each raider group may consist of no more than three ships. Each two-factor cruiser is considered one ship. More than one raider group may raid from a single port. Ships based in different ports may rendezvous in a hex and form a raider group prior to entering a SW box.
21.5332 PRIORITY: If more than one raider group attempts to raid in the same SW box, the raiding player must designate one raiding group as the first raider, another as the second raider, and so on. If the European Axis and Japanese both raid in the Indian Ocean and cannot agree, the Japanese decide the order of raiding groups. The first raiding group is less likely to be intercepted (see the Raider Table — 21.5342).
21.5333 RESTRICTIONS: Only major power naval units may raid, subject to the following restrictions:
A. ATLANTIC SW BOX: Only German naval units may raid into the Atlantic.
B. INDIAN OCEAN SW BOX: Up to three German or Italian ships may raid from Suez if the Axis control the Suez canal and Ethiopia. Up to three Japanese ships may raid from each of Colombo and Madras.

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C. PACIFIC SW BOX: Japanese ships may raid into the Pacific SW box from Townsville, Noumea, Suva, Papeete, Pearl Harbor or any Japanese port constructed in the Hawaiian Islands. Up to three Japanese ships may raid from each such port.

21.5334 PLACEMENT OF RAIDERS DURING OPENING SETUP: Germany may place one or more of the Graf Spee, Lützow or Scheer in the Atlantic SW box during its opening setup. These may be grouped together or in separate raiding groups. Germany must pay the BRP cost for offensive operations by such raiders during its Fall 1939 combat phase.

21.534 DEFENDING AGAINST RAIDERS IN A SW BOX:

21.5341 DETERMINING HOW MANY DEFENDING SHIPS ENGAGE EACH RAIDER GROUP: After the defender has resolved any naval interceptions of the moving player’s other naval missions, the moving player rolls one die for each raider group and consults the Raider Table to determine how many defending ships engage each raiding group. Before making these die rolls, the defender may announce that he is withholding otherwise eligible naval units (21.5342) from attempting raider interception by announcing which naval units are remaining in port. By doing so, the defender may avoid the adverse modifier associated with naval units based in non-operational ports (22.232C).

Once the defender has announced the withholding of naval units from raider interception, the withheld naval units may not be used against raiders for the remainder of the combat phase, and additional naval units may not be withheld prior to the second raider die roll (21.538).

A. If the modified die roll for a raider group is “0” or less, the raider group escapes detection and may attack the defending transports (21.5361A).

B. If the modified die roll for a raider group is “1”, the raider group is engaged by a two-factor cruiser.

C. If the modified die roll for a raider group is “2” or more, the raider group is engaged by two or more defending ships, the first being a cruiser (“2” = two ships, including the cruiser, “3” = three ships, including the cruiser, etc.).

21.5342 DETERMINING WHICH DEFENDING SHIPS ENGAGE EACH RAIDER GROUP: The first defending ship to engage a raider group is a cruiser (21.5341A). For each raiding group for which the modified die roll was “2” or greater, the defender then rolls a number of dice equal to the number of additional defending ships which may engage that raiding group and consults the Raider Table to determine which other types of ships engage the raider. Once the types of ships which engage all raiding groups is determined, the defender chooses which eligible ships actually engage in naval combat with the raiders. The defender must abide by the results of these dice rolls and may not refuse to send out ships against raiders. Naval units which engage raiders are not subject to attack by enemy air units or interception by enemy naval units.

A. Defending ships must be uninverted in one of the following locations:

• ATLANTIC: The Atlantic SW box, a western front port or the Atlantic U.S. box.

• INDIAN OCEAN: The Indian Ocean SW box, Suez, Basra, Abadan, Colombo, Madras or the South Africa, Australia or India boxes.

• PACIFIC: The Pacific SW box, the Pacific U.S., Australia or India boxes, Townsville, Noumea, Suva, Papeete, Pearl Harbor or any American port constructed in the Hawaiian Islands.

B. If there is no eligible ship of the type permitted by one of the defender’s die rolls, the number of defending ships which engage that raider is reduced accordingly.

NOTE: It’s easy to determine what ships engage a raider. For each die roll, a cruiser or battleship equal in size to the die roll result may engage, or a fast ship one larger than the result. So a “2” result allows a cruiser, 2-factor capital ship, or a fast 3-factor capital ship, to engage the raider. Fast ships are better for engaging raiders.

EXAMPLE: The Bismarck and a cruiser raid in the Atlantic. The modified raider die roll is “4”, which permits four British ships to engage the raider group. The die rolls to determine which ships engage are a “2” (a second cruiser, a 2-factor battlecruiser or a fast 3-factor battleship), a “4” (a 4-factor battleship or a 5-factor battlecruiser) and a “5” (a 5-factor battleship or a fast carrier). The British player selects a cruiser (mandatory), a fast 3-factor battleship (“2” result) and a 4-factor battlecruiser (“4” result). If there are no Western Allied 5-factor battleships or fast carriers in or adjacent to the Atlantic SW box, the “5” result is disregarded (21.5342B).

21.535 NAVAL COMBAT BETWEEN RAIDERS AND DEFENDING NAVAL UNITS: One round of naval combat is then resolved between each raiding group and the defending naval units which engage that raider group. Naval combat involving raiders uses a simplified naval combat procedure (see 22.372).

21.536 RAIDER EFFECTS:

21.5361 WHEN RAIDERS MAY ATTACK TRANSPORTS: Raiding naval units may attack the defender’s transports if:

A. NO DEFENDING NAVAL UNITS: No defending naval units engaged a raiding group, all the naval units in that raiding group may attack the defender’s transports;

B. ALL DEFENDERS ELIMINATED: All the defending naval units which engaged a raiding group are eliminated in naval combat, any naval units in the raiding group withheld from naval combat with the defending naval units may attack the defender’s transports.

21.5362 RAIDER GROUPS FIRE SEPARATELY: Combat by raiders which are eligible to attack the defender’s transports (21.5361A, B) is resolved as follows:

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### Raider Table—21.5342

One die is rolled for each raider group to determine how many defending naval units are able to engage that raider group. The die roll is modified as follows:

**General modifiers:**

-3 automatic

+1 for each additional raider group operating in the SW box (+1 for the second group, +2 for the third group, etc.)

+1 if the defender has at least one operational fast carrier in the SW box

+1 if the raider group contains three ships

+1 two defender air range research results

+2 three defender air range research results

–1 defender is in a non-operational port

**Additional Atlantic modifiers:**

+1 the U.S. is at war with Germany

+1 for every 6 CVEs in the Atlantic SW box (round down): 0-5: 0; 6-11: +1; 12-17: +2; 18-23: +3; 24+: +4

**Additional Indian Ocean modifier:**

+1 for every 3 CVEs in the Indian Ocean SW box (round down): 0-2: 0; 3-5: +1; 6-8: +2; 9-11: +3; 12+: +4. Each operational search AAS and NAS in the India box is equivalent to one CVE

**Additional Pacific modifier:**

+1 for every 3 CVEs in the Pacific SW box (round down): 0-2: 0; 3-5: +1; 6-8: +2; 9-11: +3; 12+: +4. Each operational search AAS and NAS in the Australia box is equivalent to one CVE with respect to Japanese raiders entering the Pacific SW box of the southern edge of the Pacific mapboard (only).

**Additional modifier for German and Italian raiders:**

+/-1 Ultra codebreaking advantage

**Additional modifier for Japanese raiders:**

+/-1 Magic codebreaking advantage

Modified results of “1” or greater permit defending ships to engage the raider group in question.

**The first defending ship to engage is always a cruiser. The type of additional defending ships which engage each raiding group is determined by rolling one die. If no ship of the required type is available, substitutions are not permitted:**

1. Cruiser or fast 2-factor battlecruiser
2. Cruiser, 2-factor battlecruiser or fast 3-factor battleship
3. 3-factor battleship or fast 4-factor battleship
4. Fast battleship or 5-factor battleship
5. 5-factor battleship or a fast carrier
A. CARRIERS: The fast carriers in each raiding group combine their naval air units and resolve a single air strike, using the Naval Attack Table (22.55). If more than one raider group contains fast carriers, more than one air strike is resolved. No air defense roll is made by the transports.

B. HEAVY AND LIGHT SHIPS: The heavy and light ships in each raiding group combine and resolve a single fleet combat dice roll against the defending transports, using the Naval Attack Table (22.55). This process is repeated for each raiding group. The defending transports do not fire.

C. MODIFIERS: Nationality DRMs apply to air strikes (21.5362A) and fleet attacks (21.5362B) by raiders against transports. Transports are not considered to be carrying out a naval activity which reduces their effectiveness (22.552B), and the modifier associated with such activities does not apply.

21.536 WHEN RAIDERS PROHIBITED FROM ATTACKING TRANSPORTS: Raiding naval units may not attack the defender’s transports if any of the defender’s naval units survive naval combat with the raider group in question, even if they are damaged.

21.537 RETURNING TO PORT: A. Once the first round of naval combat between each raider group and any defending naval units which engaged them is resolved, and after any raider attacks on enemy shipping are resolved, all raiding groups must attempt to return to port. Raiders may not remain at sea.

B. Each raider group may attempt to return to port as a group or may split into smaller raider groups.

C. Undamaged defending naval units which engaged in the first round of naval combat with a raider group must fight a second round of naval combat against that group. If a raider group splits into new raider groups to return to port, the defender assigns his engaged naval units to the new raider groups as desired.

D. Defending naval units which were damaged in the first round of naval combat may disengage and return to port.

21.538 SECOND ENGAGEMENT ATTEMPT: A. Before raiders return to port, a second die roll is made on the Raider Table for each raiding group, using the same modifiers as for the first raider die roll for that group, and the process set out in rule 21.534 is repeated.

B. If a raider group has split into smaller raider groups, a separate die roll is made for each new raider group.

C. Additional defending naval units combine with undamaged defending naval units which engaged in the first round of naval combat with each raiding group, and a second round of naval combat is resolved.

D. After naval combat is resolved, all surviving raiders and defending naval units return to any friendly, fully supplied ports or mapboard boxes adjacent to the SW box in which they were operating and may be intercepted as they do so (EXCEPTION: German raiders returning to port in Fall 1939 after having started the game at sea—21.5334). Surviving raiders may not make a second attack against the defender’s transports in that turn.

21.54 ATTACKS ON ENEMY BASES: See 23.6.

21.55 CARRIERS MISSIONS:

21.551 CARRIER AIR MISSIONS: Carrier-based air units are limited to flying a single offensive air mission in a given turn, although they may be employed in any number of naval combat rounds over the course of a turn without exhausting their offensive mission capability. Thus a carrier-based air unit may attack an enemy base as an offensive mission, perhaps flying multiple sorties, or fly a single ground support mission, or intercept a single defensive air support mission, regardless of any offensive or defensive operations conducted during naval combat in the same turn.

21.552 Naval air units based on fast carriers may conduct attacks on enemy bases as part of a patrol and may then conduct a variety of missions during the combat phase (21.4171).

21.553 Missions are not assigned to carrier air units during the combat phase until after all combat arising from enemy naval intercessions has been resolved.

21.554 Subject to the restriction that carriers and their naval air units may conduct missions only once per turn, different types of air missions may be conducted by carrier-based naval air units in a single naval force. Carrier-based air factors are only eligible to conduct an offensive mission if their carrier is at sea, conducting an offensive mission, including patrol. Naval air units at sea aboard a carrier conducting an activity other than an offensive mission, such as a naval interception, may not conduct offensive air missions, although they may conduct offensive or defensive operations during naval combat.

21.555 Participation in one or more rounds of naval combat does not exhaust the ability of carrier-based air units to conduct an offensive mission. Conversely, carrier-based air factors, even those which have conducted an offensive mission earlier in the turn, are never inverted and always participate in any naval or air combat involving their carrier.

21.56 CVE MISSIONS: CVEs are limited to the naval activities set out in 20.42 and may only provide ground support for seaborne invasions. The naval air component of CVEs may not attack enemy naval units, attack naval or air bases, or intercept defensive air support.

21.6 SEA ESCORT:

21.61 OVERVIEW: Ground units or air units which attempt to NR across water must receive sea escort either from destroyers or transports, as set out below (EXCEPTIONS: Rivers, crossing arrows).


21.612 DESTROYERS: Destroyers used for sea escort must be based in the port from which the NR in question begins (EXCEPTION: NRs from one- and two-hex islands without ports—21.37).

A. One destroyer factor is required for each ground or air factor NRd. A one-factor infantry unit thus requires one destroyer factor; a three-factor infantry unit requires three destroyer factors; and a five-factor armor unit requires five destroyer factors.

B. One destroyer factor is required for every three BRPs (round up) granted by sea (40.223).

C. Three destroyer factors are required for each oil counter shipped by sea (33.43B).

21.613 TRANSPORTS:

A. One transport is required for each mechanized unit, three non-mechanized factors or five air factors NRd.

B. One transport is required for every 10 BRPs (round up) granted by sea (40.223).

C. One transport is required for each oil counter shipped by sea (33.43B).

21.614 NRs, including NRs to or from a mapboard box, may be intercepted. Destroyers providing sea escort which are intercepted and defeated in naval combat must return to their original base. If destroyers are providing sea escort and the number of destroyer factors drops below the number required, the unit being sea escorted is eliminated. If a transport is providing sea escort and the transport is eliminated, the unit being sea escorted is eliminated (22.83).

21.615 A player may assign other naval units to protect sea escort, in order to increase the chances of successfully completing the NR:

A. PROTECTION OF DESTROYERS: For units being sea escorted by destroyers, naval units which provide additional protection must be based in the same port as the destroyers they are protecting and are inverted at the end of the redeployment phase. NRs to the same port may combine at sea (28.32).

B. PROTECTION OF TRANSPORTS: For units being sea escorted by transports, naval units which provide additional protection must be based either in the port from which the unit is being sea escorted or in the SW box corresponding to the transport being used. If more than one such transport is being used to sea escort units, the player concerned must indicate which naval units in the SW box are protecting which NR before enemy air or naval attacks on the NR are attempted. The use of naval units in an SW box for the protection of NRs does not affect their ability to perform other functions in that SW box (25.36).

21.62 Units being sea escorted must either be in or be able to redeploy by land to the port or one-hex island from which they are being sea escorted.

21.63 Naval units used for sea escort may not be used for any other purpose during the same game turn (EXCEPTION: Naval units in an SW box—25.36), although they may change base during the movement phase prior to providing sea escort.
EXAMPLE: An Australian 3-2 infantry unit is in Port Moresby. The Allied player wishes to use destroyers to NR the 3-2 infantry unit from Port Moresby to the Philippines. At least three Allied destroyer factors are required for sea escort. These destroyers could not be based in the Philippines at the start of the redeployment phase. If they were, they could NR to Port Moresby, but could not provide sea escort for the 3-2 infantry unit in Port Moresby until the following turn. Planning ahead, the Allied player might have moved the required destroyers to Port Moresby during the movement phase, then used them for sea escort that same turn.

If Japanese naval units intercepted the sea escort of the 3-2 infantry unit from Port Moresby, and won the resulting naval combat, the 3-2 would return to Port Moresby, unless the Allies had fewer than three surviving destroyer factors, in which case, regardless of who won the naval combat, the 3-2 infantry unit would be eliminated.

21.631 Naval units used to provide or protect sea escort may themselves be NRed, but not to the same destination as the units they are escorting. Naval units providing or protecting sea escort may thus end the redeployment phase either in the port or mapboard box in which they were based at the start of the redeployment phase or in the port or mapboard box to which the units they were sea escorting are NRed (provided the destination is fully supplied—30.61G). Naval forces in an SW box which protect sea escort do not have this option and must remain in their SW box.

21.64 RESTRICTIONS:
21.641 The sea escort portion of an NR must begin in a controlled, fully supplied port, one-hex island or mapboard box. The sea escort portion of an NR must pass through controlled, fully supplied ports (21.3613E); one-hex islands are not sufficient. The eastern edge of the Pacific mapboard is considered to be a Western Allied port for the purpose of this rule. The sea escort portion of an NR must end in a controlled, partially or fully supplied port or mapboard box (EXCEPTION: One- and two-island hexes without ports—21.37). NRs to different destinations are carried out separately (28.32).

21.642 RANGE: There is no limit on the distance a unit may be sea escorted, other than that a unit which NRs into a mapboard box (28.72A) must end the redeployment phase in that box. However, an NR may not cross more than 20 (Europe) or 10 (Pacific) hexes without reaching a controlled, fully supplied port (21.3613E) (EXCEPTIONS: Japanese NRs from Japan and Western Allied NRs from Pearl Harbor have a range of 20 hexes. If Japan controls and fully supplies Wake and either Midway or Johnson Island, Japan may NR between them and Japanese-controlled Hawaiian Islands. The NR or sea escort must pass through the required islands, then proceed by the shortest route to the destination hex).

21.7 UNINVERTING NAVAL UNITS:
21.71 UNINVERSION LIMITS: The ability to uninvert naval units is directly related to the number of oil counters assigned to naval purposes. See 33.7 for the relationship between oil consumption and uninversion capacity, restrictions on uninversion and exemptions from uninversion limits.

22. NAVAL INTERCEPTION AND COMBAT
22.1 NAVAL INTERCEPTION
22.2 RESOLVING NAVAL INTERCEPTION
22.3 NAVAL COMBAT
22.4 NAVAL COMBAT SEGMENTS
22.5 FLEET COMBAT
22.6 WITHDRAWAL FROM NAVAL COMBAT
22.7 ADDITIONAL ROUNDS OF NAVAL COMBAT
22.8 EFFECTS OF NAVAL COMBAT
22.9 SUBMARINE ATTACKS

22.1 GENERAL: When a player undertakes any naval activity, the opposing player may attempt to intercept with any of his naval units (EXCEPTIONS: CVEs may not intercept; Western Allied transports and ASW returning to port (20.6321) and failed interception attempts (22.164) may not be intercepted). Naval units in non-operational ports may intercept, although at reduced effectiveness (22.232C). Raiders may be intercepted on the mapboard while moving to the Atlantic or Indian Ocean SW boxes (21.5322); raiders which reach a SW box may be opposed in accordance with 21.534. Submarines may not be intercepted. Interceptions may not be attempted unless the countries involved are already at war; a player may not declare war during his opponent’s turn in order to intercept.

22.111 Naval units on patrol (21.41), in SW boxes or based in the U.S. and South Africa boxes may not attempt interceptions (EXCEPTIONS: Naval units on defensive patrols (21.418); raiders (21.534)). German naval units in the Murmansk box are restricted to intercepting Allied naval activities in or out of Bergen. Such interception is automatic and no interception dice roll is required.

22.112 If the Western Allies and Russia both wish to intercept the same enemy naval activity, the Western Allies prevail.

22.113 Naval units intercepting from the same base hex are considered a single naval force, even if they consist of different nationalities (EXCEPTION: Submarines intercept separately from surface ships—22.915).

22.114 Naval units may be intercepted as they return to port (EXCEPTIONS: Western Allied transports and ASW returning to port—20.6321).

22.12 SELECTING AN INTERCEPTION HEX: Whenever the defender requests, the attacker must indicate the exact course of hexes taken by naval units carrying out a naval activity if he has not already done so. The defender then may select a hex in which he will attempt to intercept that activity. He may select the hex in which the attacker’s naval units are based (since they enter the water portion of that hex as soon as they leave port), the destination hex or any hex in between.

22.13 ONLY ONE INTERCEPTION HEX PERMITTED: Naval interception of a given naval force may be attempted at only one point along the route selected by that naval force to carry out its naval activity. Naval interception always occurs before the intercepted naval force completes its activity, even if interception occurs in the destination hex. The limit of a single interception is subject to the following exceptions:

A. Submarines may intercept in a different hex from other naval units (22.915).
B. Each time an intercepting naval force continues its interception attempt by making an additional die roll, it may be counter-intercepted (22.164).
C. Some or all of a naval force may be intercepted a second time once it has completed or aborted its naval activity.
D. Naval activities which pass through the Straits of Gibraltar, the Skagerrak, the Kattegat, the Kiel Canal, or the Turkish Straits are treated as distinct naval activities for interception purposes on each side of the prohibited waterway, and are thus subject to a single interception in different hexes on each side of the prohibited waterway.

22.131 WHEN MULTIPLE INTERCEPTION PERMITTED: Each time a naval force attempts to carry out a naval activity, it may be intercepted, even if some or all of it has been intercepted earlier in the same turn while carrying out a different naval activity. A naval force which joins with other naval units in the course of a single naval activity creates a new naval force, which is subject to naval interception even if some or all of its components were intercepted before they combined. However, if a naval force sails to a base containing a second naval force in order to combine into a new naval force in that base hex, the naval force which remained in its base until the first naval force arrived may not be intercepted separately. Naval forces may thus be picked up without being subject to interception until they have joined the combined force.

EXAMPLE: Japanese TFs sail independently from Manila, Okinawa and Tokyo, rendezvous south of Okinawa and proceed on their mission. The Americans could attempt three different interceptions against the three groups prior to their rendezvous, and one interception afterwards. Had the Japanese combined their TFs by sailing the Manila TF to Okinawa, then both TFs to Tokyo, then all three TFs on their mission, the Americans could have intercepted the Manila TF, the combined Manila and Okinawa TFs, and all three TFs, but the Okinawa and Tokyo TFs could not have been intercepted separately.

22.132 If an intercepted naval force is defeated or withdraws, this does not prevent other naval forces which had intended to link up with the defeated or withdrawing naval force from attempting their announced activity.

22.133 Either player’s air units may attack the other player’s naval units at any hex or hexes along their route (23.8), including a hex where naval interception occurs and the path taken by naval units returning to port. If air attacks and
Naval interception occur in the same hex, the attacking air units participate in the resulting naval combat.

22.14 INTERCEPTIONS:
A. INTERCEPTIONS OF DIFFERENT ENEMY ACTIVITIES PERMITTED: Naval units based in the same port may attempt separate interceptions against different enemy targets, whether or not they are part of a TF, although each naval unit may attempt to intercept only one enemy target per phase.

B. TFs INTERCEPT SEPARATELY: Each TF, including those in the same port, intercepts separately, making a separate interception dice roll. TFs may be reconstituted immediately before making interception and counter-interception attempts. This may result in the formation of new TFs so that more TFs attempt interception against the same enemy target.

C. SEPARATE INTERCEPTIONS FROM THE SAME PORT: Two or more separate interception attempts from a single port against the same enemy target are permitted, provided there is more than one TF in the port. Each TF intercepts separately.

D. NAVAL UNITS WHICH ARE NOT IN A TF: No more than nine non-TF naval forces may attempt interception of an enemy target from a given port. Interception attempts by larger naval forces are permitted only if the naval units are in a TF.

E. HOLDING BACK NAVAL UNITS: Naval units may be held back from interception for any purpose, including to combat enemy counter-interceptions (22.16).

F. ONE INTERCEPTION HEX ONLY: If naval units from more than one base attempt to intercept the same enemy target, they must select a common interception hex (22.13).

22.141 If two naval activities originate in the same port, and the defender intercepts in that hex, both naval activities are intercepted and a single naval battle takes place between the intercepting force and the naval forces involved in both naval activities (EXCEPTIONS: 22.144). Similarly, if two or more naval forces combine in a destination hex, interception in that hex results in a single battle between the intercepting force and all the attacking forces in the destination hex.

22.142 If two naval activities cross paths in a single hex, they are considered to have passed through the hex at different times. A single interception in that hex may be directed against either naval activity, but not both. If the defender wished to intercept both naval activities, he would have to intercept each naval activity with different naval forces and fight two separate naval battles.

22.143 If two naval activities trace a path with more than one contiguous hex in common, any interception in such a common hex results in the interception of both naval activities and a single naval battle (EXCEPTIONS: 22.144). If the defender wished to intercept only one of the naval activities, he must select an interception hex which contained only the naval activity he wished to intercept.

22.144 Sea supply lines to different supply zones, raiders and NRs and sea escort to different destinations always move and are intercepted separately. British and French naval forces passing through the same sea hexes engage in naval combat separately while Anglo-French cooperation restrictions are in effect (51.253).

22.15 SEQUENCE: The moving player (the “attacker”) must, at each stage of his player turn, announce all the contemporaneous naval activities he wishes to conduct before the defender decides whether and where to attempt interception. For example, during the movement phase the attacker must indicate all patrols, naval base changes and SW box redeployments before the defender makes any interception decisions; during the combat phase the attacker must announce all naval missions he will undertake, including the destination of each mission and which ground units, if any, are aboard his fleets, before the defender makes any interception decisions. All NRs which are subject to interception are indicated in the same manner, then carried out sequentially (28.315).

22.16 COUNTER-INTERCEPTIONS: The attacker may attempt to counter-intercept the defender’s intercepting naval units with his own uncommitted, uninvolved naval units (EXCEPTIONS: Patrols, CVEs) within interception range of the interceptor’s chosen route. A naval unit is considered to be uncommitted if it is uninvolved and is not engaged in a naval activity in that phase. Naval units in non-operational ports may counter-intercept, although at reduced effectiveness (22.232C). Naval units which engage raiders in the SW box are not subject to attack by enemy air units or interception by enemy naval units (21.5342). Thus a naval unit wishing to attempt counter-interception of an enemy naval unit which intercepted a base change could not itself be conducting a patrol, changing base or redeploying to an SW box during that phase.

22.161 TIMING: Counter-interception takes place before naval combat arising out of the defender’s original interceptions is resolved. Counter-interceptions are carried out in the same manner as interceptions. The manner in which naval combat is resolved depends on the location of the counter-interception hex:

A. INTERCEPTION HEXES: If an interception force is counter-intercepted in the same hex as it intercepted the moving player’s naval activity, a single naval battle is resolved in the interception hex. The counter-intercepting naval forces, the intercepting naval forces and the naval forces conducting the naval activity all participate in the ensuing naval combat. Other intercepting and counter-intercepting naval forces which did not reach the interception hex in their first attempt may also join in subsequent rounds of the naval combat (22.241).

B. NON-INTERCEPTION HEXES: If an intercepting naval force is counter-intercepted in a hex other than its interception hex, naval combat between the intercepting and counter-intercepting naval forces is resolved first in the counter-interception hex, without the participation of the naval force originally intercepted, to determine whether the intercepting naval force is able to complete its interception. If the intercepting naval force defeats the counter-intercepting naval force, it may either continue to the interception hex and engage in naval combat with the intercepted naval force or abort the interception and return to port, at the owning player’s option.

22.162 PATROL SUPPORT FOR FRIENDLY NAVAL ACTIVITIES: Naval units on patrol, including patrolling submarines, do not initially roll dice to counter-intercept. Instead they may move up to three hexes towards an interception hex to support a friendly naval force which has been intercepted by enemy naval forces. If the interception hex is more than three hexes from a patrol hex, the patrolling force moves three hexes towards the interception hex and may continue its efforts to counter-intercept after the first round of the interception naval combat is completed (22.241). Patrolling naval forces which succeed in counter-intercepting participate in the naval combat between the friendly naval force and the intercepting naval force. Patrolling naval forces may not counter-intercept intercepting enemy naval forces in hexes other than the interception hex selected by the opponent.

22.163 NO BRP EXPENDITURE REQUIRED: Counter-interceptions may be made by eligible naval units belonging to the nation conducting the intercepted naval activity or its allies, without any expenditure of BRPs. Similarly, uncommitted operational air units belonging to the nation conducting the intercepted naval activity or an ally may attack the intercepting naval units without any expenditure of BRPs if the air units are within range.

22.164 SEQUENCE OF INTERCEPTION AND COUNTER-INTERCEPTION ATTEMPTS: The defender announces all naval interception attempts (EXCEPTIONS: Interceptions of returning naval units—22.165; interceptions of patrols in the patrol hex after one or more air strikes—21.415L), then makes his naval interception dice rolls. All naval counter-interception attempts are announced, before any naval combat resulting from successful interception is resolved. Intercepting naval forces which fail to reach their interception hex in their initial interception attempt may be counter-intercepted, provided the naval force they are attempting to intercept was intercepted by another naval force, thus making them eligible to continue their interception attempt (22.2411). Each time an intercepting naval force continues its interception attempt by making an additional die roll, uncommitted enemy forces may attempt to counter-intercept, although each naval force may only attempt to intercept or counter-intercept once during each phase.

22.165 INTERCEPTION OF RETURNING NAVAL UNITS: Interceptions of returning naval units are not announced until the naval units in question attempt to return to port. Naval units which unsuccessfully attempted interceptions during a phase may not attempt to intercept returning naval units during that same phase (22.27). Naval units returning to port may, subject to range restrictions (21.33), combine with other friendly naval units for mutual protection, in the same manner as naval units engaged in a naval activity (22.143; EXCEPTION: Raiders—22.144). If a naval force divides into two or more naval forces as it returns to port, the newly created naval forces are subject to interception even if the original force was also intercepted.

22.166 COMBINED AIR AND NAVAL INTERCEPTION: The principle “last to intercept—first to sail” governs the sequence of air attacks as well as naval combat. Subject to this constraint, the moving player dictates the order in which air attacks and naval interceptions of concurrent naval activities is resolved, the intercepting player dictates the order in which air attacks and naval counter-interceptions of concurrent naval interceptions is resolved, and so on.
The intercepting force first sails to the interception hex, possibly undergoing air attack en route. The intercepted force then moves to the interception hex, and is also subject to air attacks en route. Naval combat, including air attacks in the interception hex itself, is then resolved.

22.1661 Theoretically, a defender who has held back naval units could counter-counter-intercept the attacker’s counter-interceptors, and so on, until one player or the other had no more uncommitted naval units.

22.2 RESOLVING NAVAL INTERCEPTION:

22.21 DICE ROLLS USED: Naval interceptions are resolved by rolling one or more dice for each intercepting naval force, calculating the total dice roll, and moving the intercepting naval force, beginning with the hex adjacent to its naval base, that many hexes (Europe) or half that many hexes (Pacific—round up) along its chosen interception route to the interception hex.

22.22 NUMBER OF DICE ROLLED: Absent any of the special circumstances set out below, which modify the number of dice actually rolled:

A. ONE DIE: One die is rolled to intercept raiders moving to and returning from an SW box and to counter-interrupt enemy interceptions using naval forces in port (for counter-interceptions by patrols, see 22.162).

B. TWO DICE: Two dice are rolled to intercept base changes, patrols, carriers on missions, NRs of naval units, displaced naval units and naval units returning to base.

C. FOUR DICE: Four dice are rolled to intercept sea supply, sea transports, seaborne invasions, shore bombardment, sea escort and convoy routes.

D. EIGHT DICE: Eight dice are rolled to intercept patrols which attempt to remain in their patrol hex for the combat phase.

22.221 EIGHT DICE MAXIMUM: No more than eight dice may be rolled for any naval interception attempt, regardless of the presence of favorable modifiers.

22.222 AUTOMATIC INTERCEPTION: The interception of enemy naval activities is automatic, without the need for a dice roll, if the intercepted force is in the hex in which the intercepting naval force is based. In this case, no die are rolled (22.242).

22.223 PATROLS: Patrols do not roll dice when initially intercepting or counter-intercepting (22.162), although they roll one die each round to continue an interception or counter-interception attempt (22.2411).

22.23 MODIFIERS: The number of dice rolled is increased or decreased as follows:

22.231 FAVORABLE MODIFIERS:

A. AIR: One additional die is rolled for each land-based search AAS or NAS which spots the enemy naval force en route to or in the interception hex, up to a maximum increase of three dice.

  - A naval force may only be spotted by operational air units which are based within range of the route taken to the interception hex or the interception hex itself. Search AAS and NAS are equivalent for this purpose.
  - Air units which spot an enemy naval activity are not inverted as a result and are not obliged to attack the enemy naval activity. A given air unit may simultaneously influence any number of interception attempts. An air unit which is already committed to another activity, such as ground support or defensive air support, is not eligible to assist naval interceptions.
  - Anglo-French cooperation restrictions do not prohibit either nation’s air units from assisting in the other’s interceptions; Russo-Allied cooperation restrictions do prohibit such cooperation.

B. CODEBREAKING: If the intercepting player plays more strategic cards than his opponent with respect to naval interceptions, he rolls one additional die for all naval interception dice rolls for that player turn. A player does not roll more than one additional die if he played two or more strategic cards than his opponent. Strategic cards may not reduce the number of dice rolled for naval interceptions.

C. INTERCEPTION OF SEABORNE INVASIONS AND SHORE BOMBARDMENT IN A MISSION HEX: One additional die is rolled for interceptions of naval forces conducting seaborne invasions or shore bombardment in their mission hex. This modifier does not apply to naval forces returning to base after conducting such missions.

D. COUNTER-INTERCEPTION IN AN INTERCEPTION HEX: Two additional dice are rolled for counter-interception in an interception hex.

22.232 UNFAVORABLE MODIFIERS:

A. SLOW SHIPS: One fewer die is rolled if the intercepting naval force contains slow ships.

B. SUBMARINES: Two fewer dice are rolled for interceptions by submarines, except submarine patrols, which intercept and counter-intercept without a die roll (22.162).

C. NON-OPERATIONAL PORTS: Two fewer dice are rolled for surface naval units operating from a non-operational port. This does not apply to submarines.

D. SMALL ENEMY FORCES: One fewer die is rolled if the intercepted naval force consists of fewer than 10 naval factors. An unprotected sea supply line is considered to be a naval force consisting of fewer than 10 naval factors for the purposes of naval interception.

22.24 SUCCESSFUL NAVAL INTERCEPTIONS: If the interception dice roll is equal to or greater than the distance in hexes from that naval force’s base to the interception hex, the interception succeeds, subject to counter-interception, and the intercepting naval force engages the intercepted naval force in naval combat.

22.241 FAILED NAVAL INTERCEPTIONS: If at least one interception attempt succeeded against an enemy naval force, other naval forces which failed to reach the interception hex in their initial attempt to intercept that enemy naval force move along their interception route a number of hexes equal to their interception result. They may either continue or abandon their interception attempt after each round of naval combat (EXCEPTION: Submarines—22.92B), including rounds of naval combat in which the combat groups of both sides failed to locate and engage one another. If all interception attempts fail, all the naval forces which attempted interception

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**Naval Interception Table—22.23**

<table>
<thead>
<tr>
<th>Dice</th>
<th>Activity Being Intercepted</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Raiders moving to and returning from an SW box; intercepting naval forces (counter-interceptions from port).</td>
</tr>
<tr>
<td>2</td>
<td>Base changes, patrols, carriers on missions, NRs of naval units, displaced naval units, naval units returning to base.</td>
</tr>
<tr>
<td>4</td>
<td>Sea supply, sea transports, seaborne invasions, shore bombardment, sea escort, convoy routes.</td>
</tr>
<tr>
<td>8</td>
<td>Patrols which attempt to remain in their patrol hex for the combat phase.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Modifiers</th>
</tr>
</thead>
</table>

**Modifiers**

**Extrinsic factors:**

+ # Each air squadron which spots the naval activity (22.231A). Maximum +3.
+ 1 Codebreaking (22.231B). Maximum +1.

**If the intercepting force:**

- 1 Consists of slow ships (22.232A).
- 2 Consists of submarines (22.232B).
- 2 Is based in a non-operational port (22.232C) (EXCEPTION: Submarines).

**If the intercepted force:**

- 1 Consists of fewer than 10 naval factors (22.232D).
- 1 Is conducting a seaborne invasion or shore bombardment in its mission hex (22.231C).
- 2 Is counter-intercepted in an interception hex (22.231D).

**Explanation:** The number of dice rolled for naval interception is determined by the applicable situation. In the Pacific theater, the result is halved (round up).

**Patrols:** Naval units on patrol, including patrolling submarines, do not roll dice to counter-intercept. Instead they may move up to three hexes towards an interception hex to support a friendly naval force which has been intercepted by enemy naval forces (22.162, 22.232B).
are considered to have abandoned their interception attempts and return to
their port(s) of origin.

22.2411 CONTINUING AN INTERCEPTION ATTEMPT: A naval force
may continue its interception attempt by rolling one die and moving that many
(Europe) or half that many (Pacific) in the hex indicated by the die, and
moving an additional hex when an even number and two additional hexes when an
odd number. If the number of dice they are entitled to roll for their initial interception
is zero or less, intercepting naval forces are moved to the water portion of their
base hex and automatically intercept any enemy naval force in their base hex.

22.2412 ABANDONING AN INTERCEPTION ATTEMPT: A naval force
may abandon its interception attempt by voluntarily returning to its port of
origin.

22.242 IF NO DICE ROLLED: Naval forces may attempt interceptions even
if the number of dice they are entitled to roll for their initial interception is zero or
less. Such intercepting naval forces are moved to the water portion of their
base hex and automatically intercept any enemy naval force in their base hex.
They may then attempt to join ongoing naval battles by rolling one die at the
end of each round of naval combat (22.2411).

22.243 AIR AND SUBMARINE ATTACKS INSUFFICIENT: Interception
of an enemy naval force by submarines or attacks on an enemy naval force by
air units alone does not permit the continuation of failed interception attempts
by naval forces.

22.244 FAILED COUNTER-INTERCPTIONS: Naval forces which fail in
their initial counter-interception attempt may continue their counter-intercep-
tion attempt in accordance with 22.2411 as follows:

A. INTERCEPTION HEXES: If the counter-interception took place in the hex
in which the opponent intercepted the original naval activity, counter-intercep-
tion attempts may continue provided the naval combat between the original
naval activity and the intercepting naval forces continues.

B. NON-INTERCEPTION HEXES: If the counter-interception took place in a hex
other than the hex in which the opponent intercepted the original naval activity,
counter-interception attempts may continue only if at least one coun-
ter-intercepting naval force succeeded in its counter-interception against the
intercepting enemy naval force, and the resulting naval combat continues.

22.245 COUNTER-COUNTER INTERCPTIONS: Counter-counter-
interceptions of counter-interceptions, and so on, are treated as counter-in-
terceptions.

22.25 JOINING NAVAL BATTLES: Naval units which succeed in reaching
an interception hex after the failure of their initial interception attempt join
in the naval combat taking place in the interception hex. Naval forces which
enter ongoing naval battles in this manner must form new combat groups
(22.41A) distinct from the naval forces already engaged in naval combat.

22.26 WHEN INTERCEPTING NAVAL UNITS INVERTED: Inter-
cepting naval units are inverted when they return to base only if they engaged in
naval combat with either the enemy naval force they were trying to intercept
or with counter-intercepting enemy naval forces. Intercepting naval forces are
not inverted in the following circumstances:

A. All interception attempts fail and there is no naval combat with the enemy
naval force sought to be intercepted.

B. Other friendly naval forces intercept the enemy naval force, but the naval
force in question fails in its initial interception attempt, and it either abandons its
interception attempt (22.2412) or the naval combat with the intercepted enemy
naval force ends before the naval force in question can reach the interception
hex and join the naval battle.

C. The naval force in question succeeds in its interception attempt, but the
intercepted naval force is eliminated or aborts its activity because of air or
submarine attacks before it reaches the interception hex.

D. The naval force in question succeeds in its interception attempt and is
counter-intercepted, but elects to withhold some or all of its naval units from
counter-interception naval combat.

• The decision to withhold naval units from counter-interception naval combat
is made on a round-by-round basis. Naval units which are withheld from
counter-interception naval combat may be committed to combat in subse-
quent rounds.

• Naval forces which are withheld from counter-interception naval combat
remain part of the intercepting naval force, are considered to be screened
(22.53), and are vulnerable to and contribute to defense against air and
submarine attacks. Intercepting naval units which are screened during all
rounds of counter-interception naval combat are not inverted unless they are
damaged by enemy attack.

• Fast carriers which launch airstrikes and fleet units which fire are considered
to have engaged in naval combat.

• An intercepting naval force which engages in naval combat with an inter-
cepted enemy naval force may not withhold naval units from interception
naval combat and is therefore inverted when it returns to base.

NOTE: If a player attempts to invert a large intercepting naval force which
fails to reach its target in its initial attempt by counter-intercepting it with a
token force, the intercepting player may choose to use only one or two named
ships to eliminate the harassing force, so his remaining forces are eligible to
intercept other enemy activities later in that player turn.

22.27 Naval units which fail to intercept or which abandon their interception
attempt prior to reaching their interception hex return to their original base, are
subject to attack or counter-interception by enemy air or naval units en route,
and are not inverted once they reach their base unless they participate in naval
combat while returning to base. They may not attempt additional interceptions
until a subsequent phase.

22.28 INTERCEPTIONS MUTUALLY SUPPORTING: Immediately
before an intercepting naval force engages in the first round of naval combat
with a counter-intercepting naval force, other friendly naval forces which were
intercepting the same enemy naval activity and which were not themselves
counter-intercepted may defer their interception and assist the counter-inter-
cepting naval force (EXCEPTION: Intercepting submarines must attack the
naval force they intercepted — 22.92A), as follows:

A. Intercepting naval forces which traced the same path to the interception
hex as the counter-intercepted naval force are immediately placed in the counter-
interception hex and take part in the first round of the ensuing naval combat,
provided the counter-interception hex is on the path through which the friendly
naval forces moved (22.143).

B. If intercepting naval forces traced a different path to the interception
hex than the counter-intercepted naval force, or if the counter-interception
hex is not on the common path of the path to the interception hex, the intercep-
ting player places his intercepting naval forces on any hex along their original path
to the interception hex within range of their interception dice roll. After each
round of counter-interception naval combat is resolved, the intercepting naval
forces may attempt to join the counter-interception naval combat by rolling one
die and moving towards the counter-interception hex (22.2411).

22.281 RESULTS OF MUTUAL SUPPORT: Intercepting naval forces which
defer their interceptions to assist a friendly intercepting naval force which
was counter-intercepted may continue their interceptions as follows:

A. SUPPORTING FORCES WHICH REACH THE COUNTER-INTER-
CEPTION HEX: Supporting naval forces which reach the counter-interception
hex, either automatically (22.28A) or after one or more rounds of naval combat
(22.28B), join the intercepting naval force and adopt its status. If the counter-
intercepting naval force wins the naval combat, the defeated intercepting naval
force and all supporting naval forces return to port. If the intercepting naval
force and its supporting naval forces win the naval combat, they continue their
interception as a single force, adopting the status of the intercepting naval force.
Support for a counter-intercepted naval force may thus result in a supporting
naval force forfeiting its initially successful naval interception or a naval force
which failed in its initial naval interception becoming part of a naval force
which succeeded in its initial interception.

B. SUPPORTING FORCES WHICH DO NOT REACH THE COUNTER-
INTERCEPTION HEX: Supporting naval forces which do not reach the
counter-interception hex before the counter-interception naval combat is
completed (22.28B) may, regardless of the outcome of the counter-intercep-
tion naval combat, continue their interception attempt from their current hex
(22.2411) or abandon their interception attempt and return to port (22.2412),
at the intercepting player’s option.

22.282 ABANDONMENT OF ALL INTERCEPTIONS: If the intercepting
player abandons all his successful initial interceptions to support a counter-in-
tercepted naval force, the original enemy naval activity is no longer intercepted
and is completed.

22.29 ABORTING NAVAL ACTIVITIES: A naval force may abort only:

A. If it is attacked by enemy air units or submarines or is engaged in naval
combat by intercepting enemy naval units.

B. If a friendly naval force with which it was to combine to carry out its naval activity aborted or was eliminated after being attacked by enemy air units or submarines or after engaging in naval combat with intercepting enemy naval units.

22.291 Naval forces which abort and return to base may be attacked by enemy air units or submarines or intercepted by uncommitted enemy naval forces which did not previously attempt interceptions during that phase. Naval forces which abort are inverted once they reach their base.

22.3 NAVAL COMBAT:

22.31 There are two forms of naval combat. Naval combat which involves fast carriers on one or both sides is referred to as carrier combat. Naval combat between non-carrier naval units is referred to as fleet combat.

22.32 All naval forces engaged in a naval battle are placed in the interception hex, where all rounds of naval combat then take place (EXCEPTION: Submarine attacks—22.915).

22.33 Naval combat is resolved in a series of combat rounds, each of which may consist of one or more of the following:

A. Carrier-based air strikes against land bases.
B. Carrier-based air strikes against enemy naval forces.
C. Land-based air strikes against naval forces.
D. Fleet combat.

22.34 The sequence of air strikes and fleet combat is repeated until one side or the other entirely withdraws or is completely eliminated. Withdrawal from a naval battle is not permitted until some form of combat occurs.

22.35 COUNTER-INTERCEPTIONS: If the moving player counter-intercepts an intercepting naval force, the intercepting and the counter- intercepting naval force are placed in the counter-interception hex and the procedure outlined above is followed. The naval force originally intercepted does not participate in this naval battle unless the counter-interception occurs in the interception hex.

22.36 LAND-BASED AIR:

22.361 Eligible land-based air units (22.433) within range of a naval force involved in a naval battle may participate in that naval battle by:

A. Being attacked by carrier-based naval air units (all air units).
B. Providing air cover for a friendly naval force (cover AAS and NAS).
C. Searching (search AAS and NAS).
D. Attacking an enemy naval force (attack AAS and NAS).

22.362 Subject to the restrictions in 23.161, air units may conduct more than one air activity within a phase, but are inverted at the end of the phase in which they carry out their air activities. Whether a land-based air unit may participate in a naval battle is determined according to its distance from the interception hex. Land-based air units may not attack enemy air or naval bases in the course of naval combat.

22.363 Army air units participate in naval combat as squadrons (23.13).

22.37 SPECIAL SITUATIONS: Certain naval battles may be resolved without the need for combat groups, search and possible surprise:

22.371 ONE COMBAT GROUP: Fleet combat is immediate, without the need for search rolls, if each side has only one combat group, with no possibility of reinforcement (22.25), and neither side has any land-based air, fast carriers, or submarines involved in the battle.

22.372 RAIDERS: Naval combat involving raiders in an SW box is resolved as follows:

A. Each force forms a single combat group, regardless of size.
B. Each combat group is deemed to have found the other. Neither combat group is surprised.
C. Any carrier air strikes are resolved.
D. A single round of fleet combat is resolved.
E. Any reinforcing naval units are added to the Western Allied combat group and a second round of air strikes and fleet combat is resolved.

22.4 NAVAL COMBAT SEGMENTS:

22.41 NAVAL COMBAT SEGMENTS: Naval combat consists of one or more combat rounds, each of which is divided into a number of segments:

A. FORMATION OF COMBAT GROUPS: Once interception or counter-interception has resulted in naval combat, each player secretly assigns his participating TFs combat group numbers. Naval forces which were not part of a TF form a single combat group (22.421B). Players determine which naval units are screened. This is concealed until the combat group containing the screened naval units enters fleet combat (22.26D, 22.53).

B. ATTACKS AGAINST ENEMY BASES: Each player allocates some, all or none of his carrier-based naval air units to offensive (air strikes) and defensive (combat air patrol) operations for that combat round (22.44). Naval air assignments are concealed.

C. ALLOCATION OF CARRIER-BASED AIR UNITS: Each player assigns his remaining carrier-based naval air units to offensive (air strikes) and defensive (combat air patrol) operations for that combat round (22.44). Naval air assignments are concealed.

D. ALLOCATION OF LAND-BASED AIR UNITS TO AIR COVER: Each side announces air cover by land-based air units within range of the naval combat by secretly assigning them to a specific combat group. The air units assigned to provide air cover may then be used to defend that combat group against attacks by enemy carrier-based naval air units and subsequent attacks by land-based air units. Land-based air units not committed to air cover against enemy carrier attacks may later be used for search or to attack enemy naval units. AAF are broken down into squadrons—one-third (round up) of the eligible AAS may fly air cover (23.132).

E. SEARCH: Each player rolls the permitted number of dice to determine his success in searching for the location and composition of his opponent’s naval forces (22.45).

F. REVEALING COMBAT GROUPS: Each player announces the number and composition of his naval combat groups as required by the opponent’s search results (22.452).

G. AIR STRIKES AGAINST ENEMY NAVAL UNITS AT SEA:

- Determining surprise levels: A surprise roll is made by each attacking combat group which was not found by the opposing side and the Naval Surprise Table is consulted to see if that attacking combat group achieves a tactical advantage (22.46).
- Air cover: Air combat is resolved between the attacking air units and defending air cover by land-based air units.
- Combat air patrol: Combat air patrol is resolved between the attacking air units and defending combat air patrol by carrier-based naval air units.
- Air defense: The defender makes an air defense dice roll for each attacked combat group.
- Air strikes: The attacker selects his targets and resolves his air attacks against the defender’s naval units.

H. LAND-BASED AIR ATTACKS: Air attacks by land-based air units are announced and resolved, the player with the higher search result going first (the intercepting player, if tied).

I. FLEET COMBAT: Fleet combat is resolved. Fleet combat occurs as set out in 22.54.

J. WITHDRAWAL: If some form of naval combat occurred, naval forces which wish to withdraw may do so (22.6). Combat groups may be renumbered or recombined (22.423).

K. SUBMARINE ATTACKS: Submarine attacks may be made (22.9).

L. ADDITIONAL ROUNDS OF NAVAL COMBAT: If both sides still have naval forces engaged in combat, naval forces which failed to reach the interception hex roll one die to move towards the interception hex (22.241) and another round of naval combat begins.

22.42 COMBAT GROUPS:

22.421 FORMATION: Naval forces engaged in naval combat secretly deploy into combat groups as follows:
A. Each TF participating in the naval battle forms a separate combat group. TFs may not be broken down or combined to form combat groups (EXCEPTION: 22.423B).

B. Naval units which were not part of a TF combine to form a separate combat group when they enter the naval combat hex. This combat group may consist of less than ten naval factors. If more than 25 such naval factors participate in a naval battle, the surplus forms a second additional combat group, and so on.

C. No more than six friendly combat groups may take part in a naval battle. Surplus forces do not participate in a naval battle and must return to port and invert. Thus if eight TFs intercept an enemy naval activity, two of them must return to port and invert.

22.422 MECHANICS: Each player assigns a combat group number to his participating naval forces by placing a die or suitable counter by each TF on his Naval Status Board. If a player has one combat group, this is designated “CG1”; if he has two combat groups, they are designated “CG1” and “CG2”, in whatever order the player wishes, and so on, up to a possible six combat groups. The composition of a player’s combat groups is initially concealed from the opposing player and the ships in each combat group remain on each player’s Naval Status Board until a particular combat group is discovered by enemy search and attacked.

22.423 REORGANIZATION OF COMBAT GROUPS:
A. RENUMBERING: Combat groups may be renumbered between combat rounds.
B. RECOMBINING: Naval units in combat groups which engaged the same enemy combat group in fleet combat may, once that round of fleet combat is resolved, recombine into one or more new combat groups, subject to the following restrictions:
   • Each new combat group must consist of no fewer than 10 naval factors and no more than 25 naval factors.
   • For each fast carrier factor in a new combat group, that combat group must also contain at least one fleet factor.

C. REINFORCEMENT: Naval units may only reinforce a naval battle involving six friendly combat groups if at least one friendly naval combat group is eliminated or withdraws in a previous round of naval combat.

22.424 CARGO:

22.4241 ASSIGNMENT TO COMBAT GROUPS:
A. GROUND AND AIR UNITS: Ground and air units being carried by a naval force must be assigned to combat groups which contain enough destroyers or transports to carry them. Air units being transported or NRed may be broken down before being assigned to combat groups. Once assigned, ground and air units may not be transferred to another combat group to avoid elimination if their assigned destroyers or transports are eliminated or damaged.
B. BRPs: BRPs are assigned to combat groups in the same manner as ground and air units.

C. CONVOY ROUTES: Transports in the Japanese, British or American convoy routes (25.73, 25.93) must be assigned to a combat group if the convoy route is intercepted.

D. SEA SUPPLY: If a naval force protecting a sea supply line is involved in naval combat, sea supply protection is assigned to a single combat group. All the naval units in that combat group must be eliminated or voluntarily withdraw from combat before the sea supply line may incur damage or loss and be disrupted (30.381D). Similarly, if friendly naval forces support an intercepted sea supply line by counter-intercepting in the interception hex, protection of the sea supply line may be assigned to a combat group in the counter-intercepting naval force.

22.4242 COMBAT EFFECTS OF CARGO: A combat group is slow (20.121D) and operates at reduced combat effectiveness if it is carrying ground units, air units or BRPs; is protecting supply; or contains transports associated with a convoy route. If fleet factors in a combat group carrying cargo are involved in fleet combat, they incur a −1 modifier to their fleet combat dice roll, while the opposing force receives a +1 modifier to its fleet combat dice roll (22.552B).

22.425 EFFECT OF COMBAT GROUPS ON SEARCH: For each combat group consisting of ten or more undamaged naval factors, including those carrying cargo, one additional die is rolled for searches by that naval group. Combat groups of less than ten naval factors do not generate a search die roll.

22.43 COUNTERAIR ATTACKS AGAINST ENEMY BASES:
22.431 COUNTERAIR RESOLVED BEFORE SEARCH: Once each naval force has been divided into combat groups as required, the intercepting player decides whether and which of his carrier-based naval air units will counterair enemy land-based air units within range of his naval force. He then announces the number of NAS counterairing each enemy base and resolves one round of counterair combat for each enemy air base, in whatever order he wishes. Once counterair combat is resolved, the other player follows the same procedure. If the naval battle arose out of counter-interception, the counter-intercepting player resolves his counterair attacks first.

22.432 SURVIVING CARRIER-BASED AIR UNITS: Naval air units which counterair enemy land-based air units are ineligible for further air operations during that combat round.

22.433 SURVIVING LAND-BASED AIR UNITS: Land-based air units which are not eliminated or forced to abort by enemy counterair combat may participate in the ensuing round of naval combat by providing air cover, searching or later attacking enemy naval units.

22.44 ALLOCATION OF AIR UNITS:
22.441 CARRIER-BASED NAVAL AIR UNITS: After counterair attacks are resolved, each player secretly allocates his remaining available carrier-based naval air units to air strikes against enemy naval units or to combat air patrol over their combat group.

22.442 ELIGIBLE LAND-BASED AIR: Operational land-based air units are eligible to participate in a naval battle if they:
A. Are based within range of the hex in which naval combat is taking place.
B. Are uncommitted to ground support, defensive air support, the interception of defensive air support, or the interception or counter-interception of air transport missions.
C. Have not attacked an enemy naval force other than one involved in that naval combat.
D. Have not been eliminated or forced to abort by an enemy counterair attack earlier in that player turn, including a counterair attack by enemy carried-based naval air units.

22.4421 AIR COVER: Land-based air units which fly air cover are secretly assigned to a specific friendly combat group. The commitment of the land-based air units to air cover is announced when made, and the land-based air units in question are eligible to participate in subsequent rounds of naval combat in the same naval battle unless eliminated in air combat with enemy air units.

22.4422 EFFECT ON SEARCH: Eligible search AAS and land-based NAS which were not committed to air cover against enemy carrier attacks may help search for enemy naval forces (23.11B). NAS so used forfeit their ability to attack enemy naval forces or provide air cover against enemy land-based air attacks later in the same combat round. For each air squadron allocated to search, one additional die is rolled for search, to a maximum of three additional dice.

22.45 SEARCH:
22.451 SEARCH ROLLS: After carrier-based air units have been assigned to offensive or defensive tasks, and land-based air units have been assigned to air cover against enemy carriers, each player determines how many search die rolls, if any, he may make to search for his opponent’s combat groups. For each search die roll which matches the number of an enemy combat group, a search result is achieved against that combat group. The number of search rolls made is determined as follows:
A. COMBAT GROUPS: One die for each friendly combat group consisting of at least ten undamaged naval factors (22.425). (Maximum: +6).
B. AIR: One die for each air squadron assigned to search (22.4422). (Maximum: +3).
C. ADDITIONAL COMBAT ROUNDS: One additional die is rolled for each round of naval combat which has been resolved in that naval battle. (No maximum).

D. CODEBREAKING:
- TACTICAL CARDS: For each tactical card played at the start of a round of naval combat, that player makes one additional search die roll, and his opponent makes one fewer search die rolls. If both sides play a tactical card, the effects cancel out (48.52C).
- MAGIC INTERCEPTIONS: For each American TF which automatically intercepts a Japanese naval mission using Magic, the American player makes one additional search die roll, and the Japanese player makes one fewer search die rolls in the first round of the ensuing naval combat between the intercepting American TF and the Japanese naval units conducting the naval mission (48.63).

22.452 SEARCH RESULTS: After search die rolls are made, both players reveal information relating to their combat groups as follows:

A. NO SEARCH RESULT: The enemy combat group remains hidden and may not be attacked.

B. ONE SEARCH RESULT: If the opponent rolled one die which matches the number of a combat group, that enemy combat group is found and is eligible to be attacked.

C. TWO SEARCH RESULTS: If the opponent rolled two dice which match the number of an enemy combat group, the owning player must reveal the exact composition of that combat group by placing it on the mapboard. The surprise die roll for air strikes by hidden combat groups against that combat group is modified by +1 (22.461C).

D. THREE OR MORE SEARCH RESULTS: If the opponent rolled three or more dice which match the number of an enemy combat group, the owning player must reveal the exact composition of that combat group by placing it on the mapboard. The surprise die roll for air strikes by hidden combat groups against that combat group is modified by +2 (22.461C).

EXAMPLE: An American naval force consisting of two combat groups engages a Japanese naval force in naval combat. Three American air squadrons assist in searching for the Japanese combat groups. In addition, the American player uses one tactical Magic card. The total number of search rolls made by the American player is 2 (combat groups) + 3 (air) + 1 (Magic) = 6.

The search rolls are “1”, “3”, “3”, “5”, “5” and “6’. The Japanese player reveals whether he has any combat groups corresponding to these search results. The result is illustrated in the following table:

<table>
<thead>
<tr>
<th>American search rolls</th>
<th>Japanese combat groups</th>
</tr>
</thead>
<tbody>
<tr>
<td>One search result</td>
<td>1</td>
</tr>
<tr>
<td>No effect</td>
<td>1</td>
</tr>
<tr>
<td>Two search results</td>
<td>3,3</td>
</tr>
<tr>
<td>No effect</td>
<td>2</td>
</tr>
<tr>
<td>No effect</td>
<td>3</td>
</tr>
<tr>
<td>No effect</td>
<td>5,5</td>
</tr>
<tr>
<td>No effect</td>
<td>5</td>
</tr>
<tr>
<td>No effect</td>
<td>6</td>
</tr>
<tr>
<td>No effect</td>
<td>6</td>
</tr>
</tbody>
</table>

22.46 NAVAL COMBAT AND SURPRISE:

22.461 COMBAT GROUP ENGAGEMENTS: Once all search die rolls are made, naval combat occurs as follows:

A. The player with the greater number of search results (the intercepting player, if tied) may launch air strikes by hidden carrier-based naval air units against any enemy combat groups found by his search. Enemy combat groups which were not found may not be attacked.

B. Each hidden combat group carries out its air strike separately, in a sequence determined by the attacking player. Each attack is resolved before the attacking player decides on the target of his next air strike.

C. When a hidden combat group consisting only of fast ships launches an air strike against an enemy combat group, the owning player may, at his option, make a die roll to determine the surprise level achieved by that air strike. One die is rolled and the modifiers set out in 22.462 are applied. If no surprise roll is made, the surprise level is zero and there are no surprise effects. Once the surprise level is determined, the air strike is resolved, applying the effects set out in the Surprise Table. Naval air units committed to an air strike may not turn back, regardless of the surprise level they achieved.

D. Once all air strikes by the first player’s hidden combat groups have been resolved, steps A-D are repeated by the second player.

E. Once all air strikes by both players’ hidden combat groups are resolved, the first player may launch air strikes by his combat groups which were found by the opponent’s search against any enemy combat groups found by his own search. Enemy combat groups not found may not be attacked. Each found combat group carries out its air strike separately, in a sequence determined by the attacking player. Each attack is resolved before the attacking player decides on the target of his next air strike. No surprise die roll is made by found combat groups and the attacking player need not reveal which combat groups are launching air strikes.

F. Once all air strikes by the first player’s found combat groups have been resolved, the second player resolves any air strikes from his found combat groups.

---

**Search Table — 22.45**

<table>
<thead>
<tr>
<th>Number of search die rolls</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 For each friendly combat group consisting of at least ten undamaged naval factors (22.451A). (Maximum: +6).</td>
</tr>
<tr>
<td>+1 For each air squadron (22.4422). (Maximum: +3).</td>
</tr>
<tr>
<td>+1 For each previous round of naval combat. (No maximum).</td>
</tr>
<tr>
<td>+/-1 Codebreaking (48.52C, 48.63).</td>
</tr>
</tbody>
</table>

**Search results**

No search result: The enemy combat group remains hidden and may not be attacked.

One search result: The enemy combat group is found and is eligible to be attacked.

Two search results: The number of carriers, including CVEs, but not the type of carriers, in the enemy combat group is revealed.

Three or more search results: The exact composition of the enemy combat group is revealed.

---

**Surprise Table — 22.463**

<table>
<thead>
<tr>
<th>Surpr ise Level</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Surprise achieved. The defender does not receive a +1 DRM in air combat between attacking air units and air units flying combat air patrol.</td>
</tr>
<tr>
<td>2</td>
<td>Anti-aircraft defenses less effective. The defender’s air defense level is reduced by one.</td>
</tr>
<tr>
<td>3</td>
<td>Damage control problems. The attacker receives a +1 DRM on his air attack dice rolls against enemy naval units.</td>
</tr>
<tr>
<td>4</td>
<td>Only two-thirds (round up) of the defending air engages the attacking naval air before they attack their targets.</td>
</tr>
<tr>
<td>5</td>
<td>Only one-third (round up) of the defending air engages the attacking naval air before they attack their targets.</td>
</tr>
<tr>
<td>6</td>
<td>None of the defending air engages the attacking naval air before they attack their targets.</td>
</tr>
<tr>
<td>7+</td>
<td>Enemy defenses in disarray. No air defense dice rolls are made. All air attacks which damage a named ship trigger a critical hit die roll against the target (20.524).</td>
</tr>
</tbody>
</table>

**Determining surprise:** Roll one die and modify as follows:

1. Two search results against the defending combat group.
2. Three search results against the defending combat group.

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G. Once all carrier air strikes and land-based air attacks (22.48) are resolved, fleet combat is resolved (22.51).

22.462 SURPRISE MODIFIERS: The following modifiers are applied to the surprise roll made for air strikes launched by hidden combat groups (22.461C):

A. ONE SEARCH RESULT (22.452B): No modifier.
B. TWO SEARCH RESULTS (22.452C): +1.
C. THREE SEARCH RESULTS (22.452D): +2.
D. RADAR: –1 for each radar research result achieved by the defending player. Radar research never decreases the surprise level.

E. MULTIPLE ATTACKS: –1 for each air strike made against the defending combat group in that naval combat round.

22.463 SURPRISE EFFECTS: Surprise effects operate as an exception to the general rules of naval combat and are set out in the Surprise Table. Surprise effects are cumulative, with each result including all lesser effects.

22.464 AIR STRIKES ONLY: Surprise effects apply only to air strikes against enemy combat groups.

22.465 AIR SURPRISE RESULTS OF “4” OR MORE:

A. Round up (in favor of the defender) when determining the number of defending air units which may initially engage the attacking naval air units.
B. Defending air units flying combat air patrol and air cover over naval forces at sea which are caught out of position make an air combat dice roll against the attacking air factors after all the attacker’s air attacks are resolved, including air attacks against the defender’s naval units, provided the defending air units are not eliminated or forced to abort by surplus air combat effects (23.412E).

22.47 AIR STRIKES AGAINST ENEMY NAVAL UNITS:

22.471 AIR UNITS MUST COMPLETE AIR STRIKES: Once search and surprise results are determined, air strikes against enemy naval units are resolved sequentially, with the player with the greater number of search results (the intercepting player, if tied) engaging first. Naval air units allocated to air strikes against enemy naval units are not compelled to attack, but once the attacking player commits his attacking naval air units to a specific target and the composition of the target is revealed, including the number of defending air units, the attacking naval air units must complete their air strike as best they can.

22.472 AIR STRIKES NORMALLY SIMULTANEOUS: Once the first player has resolved all his air strikes against enemy naval units, the second player resolves his air strikes in the same manner. The results of air strikes against enemy carriers do not affect the ability of the attacked combat group to launch its own air strikes.

22.473 MISSING CARRIERS: All naval air units return to their carriers after fleet combat is resolved, but before submarine attacks (22.66). Naval air units flying combat air patrol or returning from an air strike may land on any undamaged carrier in their naval force. Naval air units flying combat air patrol may also land at any air base, subject to stacking limits, within three hexes of the hex in which the naval battle is being fought, but are inverted for the remainder of their player turn if they do so. Land-based air units may not change base, either to another air base or to a carrier, during a naval battle.

22.48 LAND-BASED AIR ATTACKS:

22.481 Once both sides have resolved air strikes from carriers, air attacks from land-based air units are resolved, as set out in 23.8. Defending air units flying air cover and combat air patrol which were not eliminated or forced to abort in air combat with attacking carrier-based NAS earlier in that round engage the attacking land-based air units in air combat. The attacking land-based air units first engage in air combat with defending air units flying air cover, then any attacking air units which were not eliminated or forced to abort engage in air combat with any defending units flying combat air patrol. Once all air combat is resolved, air defense dice rolls are made and the land-based air attacks are resolved. The player with the greater number of search results attacks first (the interceptor if tied). Land-based air units may not attack other air bases or ports during a naval battle.

22.5 FLEET COMBAT:

22.51 FLEET COMBAT: Fleet combat is resolved after all carrier-based air strikes and land-based air attacks against naval units are resolved. Fleet combat occurs as follows:

22.511 FOUND COMBAT GROUPS: If both sides have found combat groups with the same number, fleet combat between the corresponding combat groups is compulsory and neither side has the option of declining fleet combat. Each corresponding pair of found combat groups engages in fleet combat separately, although hidden combat groups may join in their fleet combat (22.512). If the hidden combat group corresponding to a found combat group is not found or does not exist, the found combat group does not engage in fleet combat unless engaged by a hidden enemy combat group.

22.512 HIDDEN COMBAT GROUPS: Fleet combat is not mandatory for hidden combat groups. A hidden combat group may, at the owning player’s option, engage a found enemy combat group in fleet combat if the hidden combat group:

A. Is not carrying cargo.
B. Did not make a surprise roll if it launched an air strike (22.461C).

22.513 RULES OF ENGAGEMENT FOR HIDDEN COMBAT GROUPS: Combat groups which meet the criteria set out in 22.512A-B may engage in fleet combat as follows:

A. Combat groups which contain only fast ships may engage any found enemy combat group, including enemy combat groups about to engage in fleet combat with the corresponding friendly combat group (22.511). The hidden combat group then participates in that fleet combat. If two friendly hidden combat groups both elect to engage the same enemy combat group, they combine in fleet combat against that enemy combat group.
B. Combat groups which contain slow ships may only engage the corresponding enemy combat group, provided it was found.

EXAMPLE: Japan has five combat groups and the U.S. has four combat groups. All combat groups except Japanese combat group 3 are fast. Japanese combat group 4 and U.S. combat group 2 contain fast carriers. The search die rolls are Japan: 1, 3, 3, 5 and 6; U.S.: 1, 1, 2, 2 and 6.

<table>
<thead>
<tr>
<th>jap. CGs</th>
<th>U.S. Search</th>
<th>CG</th>
<th>jap. Search</th>
<th>U.S. CGs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fast</td>
<td>1, 1, 1</td>
<td>Slow</td>
<td>3, 3, 3</td>
<td></td>
</tr>
<tr>
<td>Fast, carriers</td>
<td>4, 4, 4</td>
<td>Fast, carriers</td>
<td>5, 5, 5</td>
<td></td>
</tr>
<tr>
<td>Fast</td>
<td>6, 6, 6</td>
<td>Fast</td>
<td>6, 6, 6</td>
<td></td>
</tr>
</tbody>
</table>

Found combat groups are in bold. Hidden combat groups are in italics.

Once surprise air strikes from Japanese combat group 4 and U.S. combat group 2 are resolved (22.461A-D), fleet combat occurs as follows:

Japanese and U.S. combat groups 1 pair off (22.511).

Japanese combat group 2 (which was found) does not engage in fleet combat unless engaged by U.S. combat group 4 (22.511).

Japanese combat group 3 (which is slow) may engage in fleet combat with U.S. combat group 3 (22.513B) or do nothing.

Japanese combat group 4 may not engage in fleet combat (because it launched a surprise air strike). If it had launched an air strike without making a surprise roll, it would have the option of joining in the fleet combat between combat groups 1 or engaging in a separate fleet combat with U.S. combat group 3 (22.513A).

Japanese combat group 5 may join in the fleet combat between combat groups 1, engage in a separate fleet combat with U.S. combat group 3 (22.513A) or do nothing.

U.S. combat group 2 may not engage in fleet combat (because it launched a surprise air strike). If it had launched an air strike without making a surprise roll, it would have the option of joining in the fleet combat between combat groups 1 or engaging in a separate fleet combat with Japanese combat group 2 (22.513A).

U.S. combat group 3 (which was found) does not engage in fleet combat unless engaged by Japanese combat groups 3 or 5 (22.511).

U.S. combat group 4 may join in the fleet combat between combat groups 1, engage in a separate fleet combat with Japanese combat group 2, or do nothing.

22.514 SEQUENCE: The player with the greater number of search results (the intercepting player, if tied) announces which enemy combat groups, if any, his hidden combat groups will engage in fleet combat. The process is then repeated by the second player. Fleet combat is then resolved.
22.515 Regardless of how fleet combat arises, a single round of fleet combat is resolved and the combat groups involved are returned to their Naval Status Chart. Fleet combat is not initiated until both sides have completed all their naval air strikes and land-based air attacks.

22.52 RESOLVING FLEET COMBAT: Fleet combat consists of one or more combat rounds, possibly separated by air attacks. Each time fleet combat occurs during a naval battle, each player commits all the naval units in the combat groups involved to the fleet combat. A player may not commit only part of a combat group to fleet combat, although naval units may be screened from combat (22.53).

22.53 When fleet combat occurs, the fleet units of each side are divided into three categories: light (destroyers, cruisers and CVs); heavy (named capital ships); and screened. Damaged ships, fast carriers, destroyers carrying cargo and transports are automatically screened. In addition, a player may elect to screen any other ships in his naval force. Naval units which are screened from enemy attack may not fire at enemy naval units and may only be fired upon by enemy heavy or light ships which have targeted them if all other friendly, unscreened naval units involved in the fleet combat have first been sunk in that or a previous naval combat round (EXCEPTION: Undamaged cruisers that are damaged by heavy fire are screened and need not be sunk in order to attack screened naval units—22.54D).

22.54 FLEET COMBAT SEQUENCE: Each round of fleet combat follows this sequence. In the following, the “attacker” is considered to be the side with more capital ships (fast carriers are not counted). If both sides have the same number of capital ships, the attacker is the side with more capital ship factors. If both sides have the same number of capital ship factors, the attacker is the side with more light ship factors (the interceptor player, if tied). The “defender” is the other side:
A. The defender ranks his naval force in the following order: heavy ships in order of size, from largest to smallest (five-factor battleships, four-factor battleships, three-factor battleships and battlecruisers, two-factor battlecruisers and pocket battleships); then his light ships, then his screened ships.
B. The attacker selects targets for his heavy ships. He must target the first ranked (largest) unscreened enemy heavy ship with at least as many factors of his own heavy ships, if possible, before targeting the second (next largest) unscreened enemy ship, and so on. Subject to this restriction, the attacker may concentrate his fire against enemy targets of his choice by assigning additional heavy ships to any enemy heavy ship already selected as a target. Thus the attacker could concentrate all his heavy fire on the largest enemy ship, or target the largest enemy ship with a number of heavy ship factors equal to the size of that ship, then concentrate all his remaining heavy fire on the second largest enemy ship, and so on. Enemy light ships and screened enemy ships may only be targeted if all unscreened enemy heavy ships are targeted by an equal number of attacker heavy ship factors.

NOTE: Damaged heavy ships, fast carriers, destroyers carrying cargo and transports are automatically screened (22.53), and are therefore targeted last.
C. The defender selects targets for his heavy ships. A defending heavy ship which is targeted by one or more of the attacker’s heavy ships must target one of the attacker heavy ships which is firing at it. Defending heavy ships which are not being fired upon may select their targets freely, without restriction, targeting any attacking heavy ship, the attacker’s light ships or screened enemy ships.
D. Heavy ship fire against light ships (22.54B) is resolved. Light ships which are sunk by heavy fire are removed from the board; cruisers which are damaged from heavy fire are automatically screened and need not be sunk to permit fire on other screened ships (22.54H).
E. All remaining light ships for both sides automatically target each other, unless one side has more than three times as many light ship factors as the other, in which case “surplus” light ships may select enemy heavy ships as targets, combining their fire with any friendly heavy ships which may have already targeted that enemy heavy ship, or may withhold their fire in the hope of attacking screened enemy ships (22.54H).
F. All fire against opposing heavy ships is resolved simultaneously. One fleet combat dice roll is made for each target and the results implemented. Excess hits inflicted by heavy ships after they have sunk their initial targets are disregarded.
G. The light ships of both sides then fire simultaneously at one another. All opposing enemy light ships are treated as a single target, and fleet combat effects are implemented according to 20.5.
H. Fire is then resolved against any screened ships selected as targets by heavy and light ships. Fire against screened ships is permitted only if all other enemy heavy and light units, other than cruisers damaged by heavy fire earlier in the round (22.54D), have been sunk by heavy and light fire. Heavy and light ships firing at the same screened ship or group of screened light ships combine their fire.
I. After fleet combat is resolved for the round, combat groups may be renumbered or recombined (22.423). Each side may then withdraw some, all or none of its naval units from combat (22.6). Withdrawing naval units may be attacked by submarines.

22.55 NAVAL ATTACK TABLE: Fleet combat effects are determined by rolling two dice and consulting the Naval Attack Table (22.51).

22.551 Each side’s fleet combat dice roll is subject to modification due to the nationality of the naval units engaged and the activity of the naval forces engaged. A favorable modifier for one side results in an equally unfavorable modifier for the other.

22.552 MODIFIERS: Fleet combat dice rolls are subject to the following modifiers:
A. NAVAL NATIONALITY DRMs: DRMs are applied to fleet combat according to the nationality of the respective combatants. If several ships fire together at the same target, the Naval Nationality DRM used is that of the participating nationality with the lowest Naval Nationality DRM. If a heavy ship is the target of enemy fire, its Naval Nationality DRM is used, regardless of what other ships are in its naval force. If a group of light ships is the target of enemy fire, the group’s Naval Nationality DRM is that of the participating nationality with the lowest Naval Nationality DRM. The Naval Nationality DRM of components of a naval force consisting of different nationalities may therefore vary, depending on which ships are firing and being fired upon. Five-factor battleships receive a +1 Naval Nationality DRM; the Naval Nationality DRM of carriers is reduced.
B. NAVAL ACTIVITIES: If a combat group involved in fleet combat is protecting sea supply; contains destroyers or transports which are conducting sea transport, seaborne invasion, BRP grants or sea escort; or contains damaged naval units which were with the force at the start of that round of fleet combat (naval units damaged by air attacks count; cruisers damaged by heavy fire during the current round of fleet combat do not), ships in that combat group receive a –1 DRM on their fleet combat dice rolls and the opposing force receives a +1 DRM on fleet combat dice rolls directed against ships in that combat group. Ships in combat groups which meet more than one of the above criteria still only receive a maximum +/+–1 DRM. This modifier applies even if the mission is intercepted before it has reached the base of embarkation or if it is intercepted while returning to port after it completes its mission. This modifier does not apply when raiding naval units attack transports (21.5362C). The presence of fast carriers does not modify fleet combat dice rolls.

22.56 Fleet combat dice rolls against heavy ships are made simultaneously. Both sides’ heavy ships fire before any fleet combat losses for that round are...
incurred. The same procedure is followed for light ships. CVEs are counted as destroyer factors when determining the strength of forces engaged in fleet combat. For the effects of fleet combat, see 20.5.

22.57 EFFECTS OF FLEET COMBAT ON FAST CARRIERS: Fast carriers accompanying fleets are automatically screened, do not take part in fleet combat, and may be eliminated as a result of fleet combat only if any screening force is eliminated (22.53, 22.54H). If fast carriers unaccompanied by fleets are involved in fleet combat, no fleet combat dice roll is made by the fast carriers. The fast carriers are targeted and losses are incurred normally. CVEs are treated as destroyer factors during fleet combat (22.56).

22.58 FLEET COMBAT EFFECTS INDEPENDENT: Fleet combat effects which do not damage naval units are not combined with the effects of air attacks earlier in the same naval combat round (22.41G, I) or with the effects of submarine attacks later in the same naval combat round (22.41K). Each type of attack must damage the naval unit in question to have a lasting effect. Lesser damage is considered to be repaired at sea and is disregarded (20.521).

22.6 WITHDRAWAL FROM NAVAL COMBAT:

22.61 WITHDRAWAL PROHIBITED: If neither side launched an air strike against the other and no fleet combat took place, neither side may withdraw and another round of naval combat must occur. In this situation, the opposing naval forces failed to make contact and the battle continues. Because each side makes one additional search die roll each round, naval battles not involving carrier- or land-based air strikes will inevitably involve at least one round of fleet combat (see 22.37 for special situations involving naval combat without the need for search).

22.62 WITHDRAWAL PERMITTED: At the end of any round of naval combat (22.41J) in which some form of naval combat took place, either side may withdraw some or all of its naval forces from the naval battle. Submarine attacks, which take place after withdrawal, are not sufficient. The loser of the previous round of naval combat announces his intention first (the loser is the player who lost more naval factors in the previous round of naval combat; if tied, the player who had more naval factors damaged; if still tied, the intercepting player). Damaged naval units may withdraw without additional protection, or together with undamaged naval units to increase their defense against enemy attack.

22.63 WHEN WITHDRAWAL COMPELLING: Players generally have the option to continue naval combat and are only compelled to withdraw from naval combat if three consecutive rounds of naval combat take place in which neither side has a naval unit damaged or sunk, even though carrier- or land-based air strikes were conducted or fleet combat occurred. Rounds in which no carrier- or land-based air strikes were conducted and no fleet combat occurred are not counted when making this determination. Both sides are then considered to have lost the naval battle (22.84). Damaged naval units are not compelled to withdraw from naval combat and return to port.

22.64 INTERCEPTION OF WITHDRAWING NAVAL UNITS: Withdrawal of naval units may be attacked by enemy air units or intercepted by enemy naval units in any hex along their route back to base.

22.65 DESTINATION: Naval units which survive naval combat may, subject to stacking limits, return to their base of origin or any base within 20 (Europe) or 10 (Pacific) hexes from the hex in which naval combat occurred (EXCEPTIONS: Units being sea transported or sea escorted and any destroyers carrying such units must return to their base of origin. During the combat phase, naval units may not return to a base which is the target of a seaborne invasion unless it is the only base available).

22.66 SUBMARINE ATTACKS: Submarine attacks are carried out after fleet combat is resolved, as naval units withdraw from combat (22.41K, 22.9).

22.7 ADDITIONAL ROUNDS OF NAVAL COMBAT:

22.71 If a naval battle continues past the first combat round, a second round of combat takes place. A naval battle ends when at least one force is completely eliminated or withdraws.

22.72 COMBAT GROUPS: The numbering of combat groups on the Naval Status Board may be changed before each combat round (22.423A) and combat groups which combined to engage in fleet combat may be reconstituted before they are returned to their Naval Status Board (22.423B). Otherwise the composition of combat groups may not be altered between naval combat rounds except by the withdrawal of naval units.

22.8 EFFECTS OF NAVAL COMBAT:

22.81 After the resolution of naval combat, surviving intercepting naval forces return to base and are inverted for the remainder of the player turn (EXCEPTION: Patrols). A victorious intercepted force may continue its naval activity or choose to abort that activity and return to its base(s).

22.82 When a naval force carrying ground or air units returns to base, the ground and air units must be landed at that base (EXCEPTION: Carrier-based naval air units). If an overstacking of any type of unit results from such a return to base, that overstacking must be remedied by the end of the player’s movement or redeployment phase, whichever occurs first. If the player is unable to remedy the overstacking, excess units of his choice are eliminated (12.16, 18.15). Overstacking of naval units resulting from a failed NR results in the elimination of the excess naval units, as they may not attempt a second NR during that redeployment phase (21.112, 21.222, 28.523).

22.83 If interception and naval combat, including air attacks, reduce the number of destroyer factors or transports involved in sea transport, seaborne invasion or the sea escort of units or BRP grants below the number required, the excess units or BRPs are immediately eliminated, as necessary, to reflect the naval force’s reduced carrying capacity. Surviving destroyers originally from different ports or of different nationalities may be used to meet the destroyer requirements to prevent cargo from being lost. Units being carried may not be saved by aborting the activity after the naval losses have been incurred; such units are lost even if the naval losses occurred in a port of embarkation or a destination hex. Air units may be broken down to accept losses. Even if the carrying capacity of a naval force as a whole is sufficient, cargo assigned to a combat group containing fleets may be lost if that combat group is attacked during naval combat. Surviving destroyers freed from cargo duty by the sinking of their cargo are eligible to provide shore bombardment in conjunction with the same mission.

22.84 EFFECTS OF DEFEAT: Defeated naval forces must immediately return to port, are inverted for the remainder of the player turn (EXCEPTION: Naval units in an SW box—25.36) and may not participate in their planned naval activity. Naval units defeated in naval combat while attempting a base change return to their original base and are inverted for the remainder of their player turn. For carrier-based naval air units, see 22.85.

22.85 EFFECTS OF NAVAL COMBAT ON CARRIER-BASED NAVAL AIR UNITS: Carrier-based naval air units are never inverted, regardless of the status of their carriers. Thus they may be used repeatedly during each succeeding round of carrier combat, as well as for any offensive mission previously designated, and may always be used against intercepting enemy air and naval units. Naval air units in a defeated naval force are not inverted and may defend their base against enemy attack.

EXAMPLE: Three Japanese fleet carriers, with their complement of nine NAS, set sail to bomb an American naval base. They are intercepted and win the ensuing naval combat. The surviving naval air units complete their mission. The carriers, now inverted, are then NRed and subsequently intercepted by other American forces. The Japanese naval air units may participate in the ensuing naval combat (assuming there are any left).
22.9 SUBMARINE ATTACKS:

22.91 INTERCEPTION BY SUBMARINES:

22.911 GENERAL: Uninverted submarines based on the board, whether in base or on patrol, may attempt to intercept eligible enemy naval activities and enemy naval units returning to base. For restrictions on the ability to intercept enemy transports, see 25.71 and 25.94. Submarines based on the board intercept in the same manner as other naval units (22.2). On-board submarine attacks are resolved using the Submarine Attack Table (22.942). Submarines operating against enemy transports in an SW box use the SW Combat Table (24.62) to resolve their attacks.

22.912 SUBMARINE BASEING REQUIREMENTS: Submarines may attempt to intercept eligible enemy naval activities while:

A. Based in a port which is operational or which contains a fortress or fortification which has not been fully negated by isolation (32.243).

B. On patrol.

C. Accompanying friendly naval units on their activities.

22.913 SUBMARINE PATROLS: Submarines may patrol in the same manner as other naval units (21.41), subject to the same restrictions as other patrols. The patrol hex must be a sea hex no more than 40 hexes (Europe) or 20 hexes (Pacific) from its original base and no more than 20 hexes (Europe) or ten hexes (Pacific) from an operational port (21.3613A). Submarines patrol independent of other naval forces. Submarine patrols may remain at sea throughout the opposing turn, but are subject to air attack by enemy land based air units if they do so (21.4176C).

22.914 SUBMARINES ATTACKS DURING NAVAL COMBAT: Submarines accompanying a naval force which was intercepted by enemy naval units, or which intercept enemy naval units in a hex in which naval combat occurs, may attack the enemy naval units, including enemy naval units which withdraw from the naval combat, provided the enemy naval units were found during naval combat or revealed their location by engaging in fleet combat with a friendly naval force (22.932).

22.915 SUBMARINE INTERCEPTION INDEPENDENT OF OTHER NAVAL UNITS: Each submarine factor rolls for interception separately, independent of interception by other naval units, including other submarines. Submarines may intercept eligible enemy naval forces in a different hex from other intercepting naval units, including other intercepting submarines.

22.916 RESOLVING SUBMARINE INTERCEPTIONS:

A. SUBMARINES IN PORT AND ON DEFENSIVE PATROLS: Submarines based in port and on defensive patrols intercept in the same manner as other naval units, although they roll two fewer dice than fast ships (22.232B).

B. OFFENSIVE PATROLS: Submarines on offensive patrols may support friendly naval forces which are intercepted by moving up to three hexes towards the interception hex (22.162).

22.917 ATTACKS AGAINST INTERCEPTING SUBMARINES PROHIBITED: Intercepting submarines are not subject to counter-interception by enemy naval units or attack by enemy air units as they leave port or move to their interception hex.

22.918 MURMANSK CONVOYS: For submarine attacks against Murmansk convoys, see 40.444 and 40.46.

22.92 EFFECT OF INTERCEPTION ATTEMPTS:

A. SUCCESS: Submarines which succeed in their interception attempts must attack the enemy naval force they intercepted. After such attacks are resolved, surviving submarine factors intercepting from on-board bases return to base and are inverted for the remainder of the current player turn, in the same manner as other intercepting naval units. German submarine interception of Murmansk convoys is automatic (40.444).

B. FAILURE: Submarines which fail in an interception attempt may not attack the enemy naval force they failed to intercept and return to their hex from which they attempted the interception. Submarines may not attempt to join naval combat by continuing a failed interception attempt (22.241). Submarines which fail in an interception attempt may attempt interceptions in subsequent phases of the current player turn.
NOTE: Think ahead! Organizing your TFs in order (fast carriers, largest to smallest, capital ships largest to smallest, light ships) prepares them for submarine attack.

22.935 SECRECY: The composition of a TF or combat group which is the target of a submarine attack is not revealed.

22.94 RESOLVING SUBMARINE ATTACKS:

22.941 TIMING OF SUBMARINE ATTACKS: Submarine attacks are resolved at the end of any round of naval combat, at the option of the attacker. If no naval combat occurs in relation to a naval activity, submarine attacks are resolved immediately upon interception, after the resolution of any air attacks on the intercepted naval force.

22.942 NUMBER OF SUBMARINE ATTACKS: Two dice are rolled on the Submarine Attack Table for each attacking submarine factor. Each submarine factor attacks separately and may attack only once per player turn.

22.943 SUBMARINE ATTACK MODIFIERS: The overall net modifier for each submarine attack dice roll may never be greater than +4. This net modifier is determined as follows:

22.9431 RESEARCH RESULTS: By the attacker’s torpedo and submarine research results, and the defender’s ASW research results. The maximum effect of this modifier for each submarine attack is +/–2.

22.9432 SEARCHING LAND-BASED AIR AND CARRIERS:

A. The submarine attack dice roll is:
• Increased by one for every three attacking land-based air squadrons used for search (23.11B) in the submarine attack hex (round down).

B. NAVAL ACTIVITIES: The attacker receives a +1 modifier on his submarine attack dice roll when attacking a damaged named ship or a group of light ships containing a damaged cruiser. The damage may have been caused by previous submarine attacks in that combat round.

22.9436 ADDITIONAL MODIFIERS:

A. DAMAGED SHIPS: The attacker receives a +1 modifier on his submarine attack dice roll when attacking a damaged named ship or a group of light ships containing a damaged cruiser. The damage may have been caused by previous submarine attacks in that combat round.

B. NAVAL ACTIVITIES: The attacker receives a +1 modifier on his submarine attack dice roll when attacking any naval unit in a naval force containing destroyers or transports conducting sea transport, seaborne invasion, sea supply or the sea escort of units or BRPs.

22.9437 The modifiers in 22.9436 are not cumulative. A submarine attack on a damaged naval unit in a naval force which is protecting sea supply or carrying cargo receives a +1 modifier, in addition to whatever other modifiers may apply.

22.9438 Cruisers, named heavy ships, fast carriers which do not have their full complement of naval air, damaged fast carriers and undefended sea supply lines have no submarine defense value.

22.9439 COMPOSITION OF TARGETS: Each combat group in a naval force which has divided into combat groups for naval combat defends against submarine attacks separately. Naval units withdrawing from naval combat combine to form a new naval force which defends on its own.

22.944 EFFECTS OF SUBMARINE ATTACKS:

22.9441 GENERAL: For the effects of submarine attacks, see 20.5. Damaged naval units which are damaged a second time by submarine attack are sunk.

22.9442 DESTROYER LOSSES: All, some or none of the losses inflicted by submarines on destroyers may, at the defender’s option, be taken from uninveted destroyers in the base of origin of the defending naval force, a port through which a sea supply line passed (sea supply only), or from unconverted destroyers in the SW box through which the naval activity passed.

22.9443 OTHER LOSSES: Losses inflicted by submarines on CVEs, cruisers and named ships may not be absorbed by naval units in the SW box.

22.9444 SEA SUPPLY LINES: Undefended sea supply lines are disrupted if successfully attacked by submarines (30.381). If one or more destroyer factors are assigned to the protection of a sea supply line, submarine losses to the protecting destroyers may be taken from uncommitted destroyers in the base of origin of the sea supply line or in a port through which the sea supply line passed (22.9442).

22.9445 DESTROYERS AND TRANSPORTS CARRYING CARGO: For the effect of submarine attacks on destroyers and transports carrying cargo, see 20.58B and 20.59.

22.945 SUBMARINE ATTACKS AGAINST MURMANSK CONVOYS:

For the timing, resolution and effects of submarine attacks against Murmansk convoys, see 40.46.
Air-Naval Operations

23. AIR-NAVAL OPERATIONS

23.1 OVERVIEW

23.2 AIR COVER

23.3 COMBAT AIR PATROL

23.4 AIR ATTACKS ON NAVAL UNITS

23.5 LAND-BASED AIR ATTACKS ON NAVAL BASES

23.6 CARRIER ATTACKS ON ENEMY BASES

23.7 CARRIER ATTACKS ON ENEMY NAVAL UNITS AT SEA

23.8 LAND-BASED AIR ATTACKS ON ENEMY NAVAL UNITS AT SEA

23.11 EMPLOYMENT OF AIR UNITS: Air and naval units interact in a variety of ways:

A. ASSIST NAVAL INTERCEPTION (search AAS and land-based NAS): Land-based search AAS and NAS may spot enemy naval activities and increase the number of dice rolled for naval interceptions (22.231A). Spotting does not invert the search AAS or NAS.

B. SEARCH (search AAS and land-based NAS): Land-based search AAS and NAS increase the number of search die rolls made during naval combat and modify submarine attack dice rolls and submarine warfare SW combat dice rolls.

C. AIR COVER (cover AAS, land-based NAS): Land-based cover AAS and NAS assist in defending friendly naval units against enemy air attack. Jets may not provide air cover.

D. ATTACKING NAVAL UNITS AT SEA (attack AAS, NAS and kamikazes): Land-based attack AAS and NAS, carrier-based NAS and kamikazes may attack enemy naval units at sea. Jets may not attack naval units or provide escort for other air units which attack enemy naval units at sea.

E. ATTACKING NAVAL UNITS IN PORT (AAF and NAS): Land-based AAF and land- or carrier-based NAS may attack enemy naval units in port.

23.12 PARTICIPATION IN NAVAL COMBAT: Naval combat arises when one naval force intercepts (or counter-intercepts) another. Naval combat may involve air strikes by carrier-based naval air units against enemy bases and naval units at sea, fleet combat, or both. Land-based air units may attack, and be attacked by, naval units during naval combat.

23.13 CONVERSION OF AAF TO AAS:

23.13.1 WHEN CONVERSION OF AAF TO AAS REQUIRED: Each AAF is converted to three AAS immediately prior to engaging in any of the following activities:

A. Engaging in air combat other than in conjunction with friendly NAS or against an enemy force containing NAS.
B. Attacking enemy naval bases.
C. Bombing enemy economic targets.
D. Providing ground support.
E. Providing defensive air support.

B. During the owning player’s unit construction phase. Every three unbuilt AAS are converted to one AAF. A remnant of two unbuilt AAS is converted to an AAF and a third AAS, which will be in play, is removed from any location selected by the owning player; a remnant of one unbuilt AAS is disregarded.

C. At the end of the owning player’s turn (AAS converted during the owning player’s turn).

D. The end of the opposing player turn (AAS converted during the opponent’s turn).

23.142 CONVERSION RATIO: When AAS are converted back into AAF, two AAS are converted to one AAF, and remnants of one AAS are eliminated. Thus one AAS is eliminated; two, three or four AAS convert to one AAF; five, six or seven AAS convert to two AAF; and so on. Unbuilt AAS are converted first. This determines the number of unbuilt AAF. AAS on the board are then converted, with a separate determination being made for each air base or mapboard box containing AAS. Once conversion is completed, the number of AAF in play may not exceed the number of AAF in the owning major power’s force pool.

23.143 MECHANICS OF CONVERSION: When AAS are converted to AAF, every three AAS are replaced by one AAF. The AAF are taken from the designated area on the owning major power’s force pool chart (23.133) to ensure that the overall number of AAF in play remains correct.

EXAMPLE: Britain uses five AAF (15 AAS) in a naval battle and loses five AAS, leaving two AAS in one hex and eight AAS in another. The unbuilt AAS are converted back to AAF first (five AAS = two AAF). Two AAS = one AAF and eight AAS = three AAF, but this would result in the British having one AAF more than their force pool limit permits, so one of the AAF (in either base) would be removed from play.

23.144 INVERSION OF AAF: When three AAS are converted to an AAF, the AAF created is inverted unless it results from the combination of one uninverted AAS of each type (search, cover and attack). If one or more of the AAS which combine into an AAF is inverted, or if the AAF is not formed from one of each of the three types of AAS, the AAF is inverted.

23.15 AAS OPERATIONS:

23.15.1 AAS ACTIVITIES: The activities which may be performed by each type of AAS are restricted as set out in 23.11A-D.

23.152 AAS IN AIR COMBAT: All three types of AAS engage in air combat with equal effectiveness.

23.153 LOSSES: Army air units which have broken down into AAS take losses as squadrons. Each type of AAS is treated as a distinct type of air unit when taking losses (19.6).

23.16 MULTIPLE USE OF LAND-BASED AIR:

23.161 RESTRICTIONS: Land-based air units may not conduct air activities in relation to two or more contemporaneous naval activities. Once a land-based air squadron is committed to support or oppose a specific naval activity, it may not be used with respect to a similar naval activity in the same segment of that player turn.

EXAMPLE: Two enemy naval forces pass within range of land-based air units while conducting a similar naval activity. Each squadron may attack one or the other of the enemy naval forces, flying one air sortie for each hex entered by that naval force (23.811). However, once an air squadron has committed to attacking one enemy naval force, it may not then attack the other, even if the first enemy naval force is eliminated or aborts.

EXAMPLE: Two friendly naval forces conduct separate sea transport missions. Each land-based NAS and cover AAS within range may provide air cover for one or the other of the friendly naval forces, but not both, even if the friendly naval force for which air cover was provided is eliminated or aborts. Were an
enemy naval force to intercept one of the invading friendly naval forces, and a friendly naval force were to counter-intercept, the air could provide air cover for the counter-intercepting naval force, and any surviving air could provide air cover for one of the invading naval forces.

**EXAMPLE:** The moving player conducts a sea transport mission and two defending naval forces intercept. The moving player has land-based NAS within range of the interception hex and the hexes approaching the interception hex.

Each of the moving player’s NAS may attack one or the other intercepting naval force as it approaches the interception hex, but may not switch from one to the other. The moving player concentrates his NAS on one of the intercepting naval forces and it aborts. Naval combat then begins between the moving player’s naval force which is conducting the sea transport and the other intercepting naval force. Any surviving NAS may then search, provide air cover or attack as part of the naval combat, even though they attacked the now-aborted intercepting naval force, as the naval combat does not take place at the same time as the movement to the interception hex.

**EXAMPLE:** As in the previous example, but the moving player counter-intercepts one of the enemy naval forces. The moving player’s land-based NAS may: a) Cover the movement of the counter-intercepted enemy naval force to the counter-interception hex; b) Participate in the counter-interception naval combat; c) Attack the movement of the other enemy naval force to the interception hex; d) Participate in the interception naval combat. All of these events take place at different times within the same phase, and therefore the moving player’s surviving NAS may be used with respect to each event.

### 23.162 USE OF AAS IN DIFFERENT HEXES PERMITTED:
AAS may search, fly air cover and attack enemy naval units in different hexes, subject to range and other applicable restrictions. There is no requirement that the search, cover and attack components of an AAF be used in the same hex or at the same time.

### 23.163 INVERSION AT END OF PHASE:
Subject to the restrictions in 23.161, air squadrons may conduct more than one air activity within a phase, but are inverted at the end of the phase in which they carry out any of the above air activities.

**EXAMPLE:** German attack AAS attack a British TF which tries to intercept Axis sea supply to a German-controlled port in Britain. Germany then sea transports units into Britain. Any surviving German attack AAS may also attack any British TFs which try to intercept the German sea transport to Britain, as both the sea supply and the sea transport occur during the German movement phase. All the surviving German attack AAS are inverted at the end of the German movement phase and may not be used to attack British naval forces during the German combat phase.

### 23.2 AIR COVER:

#### 23.21 GENERAL:
A. PERMITTED FOR ANY NAVAL ACTIVITY:
Air cover may be provided by land-based air units to protect friendly naval units engaged in any naval activity against enemy air attacks from land-based air units and from carrier-based naval air units during naval combat. Air cover may not be provided for naval units which are in port.

B. ELIGIBLE AIR UNITS:
Air units which fly air cover must be uninverted and in a base within range of the hex in which the enemy air units are attempting to attack the naval activity in question. Air units in bases which are not operational may not fly offensive air cover and may only fly defensive air cover over the hex in which they are based.

C. AIR COVER FOR MORE THAN ONE NAVAL FORCE:
Subject to the restrictions set out in 23.161, each land-based carrier NAS or NAS may provide air cover for more than one naval force.

D. NO BRP COST:
Air cover is not an offensive operation and does not require any expenditure of BRPs.

#### 23.22 AIR COVER AGAINST LAND-BASED AIR ATTACKS:
A. Air cover against land-based air attacks is allocated immediately after the land-based air attack is announced. The defender is not required to commit his available air units to air cover against land-based air attacks before they are made, although he may not have used them for other purposes.

B. As a naval force enters each hex of its path while moving to its destination, the opposing player may attack that naval force with land-based air units and the defender may use some, all or none of his available eligible air units for air cover. The decision to fly air cover is made immediately after the opponent announces an air attack against a friendly naval force. Once air combat is resolved, both sides’ surviving air units return to their bases and the naval force moves to the next hex along its previously announced path, unless it was destroyed or aborted its activity. The process in then repeated as the naval force enters each hex of its route.

#### 23.23 AIR COVER DURING NAVAL COMBAT:
A. Air cover during naval combat is allocated immediately after carrier-based naval air units are assigned to air strikes and combat air patrol (22.41D).
B. Air units which provide air cover during naval combat are assigned to a specific combat group and do not affect air strikes against other combat groups in that combat round.

#### 23.24 AIR COVER ONLY PROTECTS NAVAL UNITS:
Air units providing air cover may not defend their own base, search, assist in submarine defense, or carry out air strikes against enemy targets, and do not operate against enemy naval units. Other air units must be held back to attack enemy naval units.

#### 23.25 CHANGING ROLES PROHIBITED:
Air units which provide air cover over a friendly naval force in one round of naval combat and survive any ensuing air combat with attacking air units may, in subsequent naval combat rounds, either continue to provide air cover for the same friendly naval force or remain in base; they may not search for or attack enemy naval units engaged in naval combat with that friendly naval force.

### 23.3 COMBAT AIR PATROL:

#### 23.31 COMBAT AIR PATROL:
Combat air patrol may be flown by carrier-based naval air units over:
A. Their own combat group during naval combat.
B. Their entire naval force if attacked by enemy air units independent of naval combat.

#### 23.32 ONE-THIRD RESTRICTION:
No more than one-third (round up) of the available carried-based NAS may be allocated to combat air patrol over their combat group (23.31A) or naval force (23.31B). This determination is made at the start of each round of naval combat or as each new hex is entered by a naval force. Unlike land-based air units, carrier-based NAS may engage in different activities during different naval combat rounds.

**EXAMPLE:** A Japanese combat group contains four CVs, each of which has three NAS, for a total of 12 NAS. Four Japanese NAS may fly combat air patrol over the Japanese combat group in the first round of naval combat. If three of the Japanese NAS were eliminated in that combat round, either while defending against enemy air attacks or while attacking enemy air or naval units, the Japanese combat group would have nine NAS for the second combat round, of which three Japanese NAS could fly combat air patrol over the Japanese combat group.

#### 23.33 CVEs:
CVEs do not contribute to combat air patrol.

#### 23.34 EFFECTS OF AIR COVER ON ATTACKING AIR UNITS:
See 23.41D.

### 23.4 AIR ATTACKS ON NAVAL UNITS:

#### 23.41 Operational air units, including carrier-based naval air units at sea, within range of enemy naval units may attack them while they are in base or at sea (EXCEPTIONS: Submarines may be attacked by air only if they remain on patrol during the opposing player turn—21.4176).

#### 23.411 EFFECT OF DEFENDING AIR—PORTS:
When air units attack an enemy port which contains both enemy air and naval units, including naval air units based on carriers in the attacked port, the attacker has the option of counterairing the defending air units with some, all or none of his attacking air factors. Carrier-based naval air units concealed by a TF marker are revealed when the attacker announces his attack on the carriers’ base and may be counteraired at the attacker’s option.

#### 23.4112 ALL ATTACKING AIR UNITS COUNTERAIR:
If all the attacking air units carry out a counterair attack, the attack is resolved solely as a counterair
attack (18.52), with each side making one air combat dice roll to resolve that round of air combat. No air defense dice roll is made for the base and no naval units in the target hex may be attacked in that combat round.

**23.4113 SOME ATTACKING AIR UNITS COUNTERAIR:** If some of the attacking air units carry out a counterair attack and the remainder are assigned to attack the naval units in the enemy base, one round of air combat is resolved between the attacking and defending air units engaged in counterair combat. Attacking air units which engaged in counterair combat may not attack naval units in the enemy base in that combat round, regardless of the result of the counterair combat. Some or all of the remaining attacking air units may be able to carry out their attack on the naval units in the enemy base, depending on the defender’s air combat result (23.4115B).

**23.4114 NO ATTACKING AIR UNITS COUNTERAIR:** If all of the attacking air units attempt to attack the naval units in the enemy base, ignoring the defending air units, the defending air units make one air attack dice roll against the attacking air units (23.4115B).

**23.4115 EFFECTS OF AIR COMBAT:**

**A. ATTACKER’S AIR COMBAT RESULT:** Defending air units forced to abort by the attacker’s air combat dice roll participate in subsequent rounds of combat against their base. Defending air units forced to abort in the final round of attack against their base are inverted for the remainder of the attacker’s player turn (EXCEPTION: Naval air units based on fast carriers in port which participate in the defense of that port against enemy air attack are not inverted after being transferred back to their carriers, although their carrier is inverted—17.3122).

**B. DEFENDER’S AIR COMBAT RESULT:** Attacking air factors which are eliminated or forced to abort by the defender’s air combat dice roll may not attack the naval units in the enemy base in that round. If the effects of the defender’s air combat result exceed the number of attacking air factors which counterattacked the defending air units, the excess is taken from the air factors which would have otherwise attacked the defender’s naval units. This will always occur if the attacker did not counterair the defender, as the defender’s uninverted air units still make an air combat dice roll. Apart from the defender’s air combat result, defending air has no effect on air attacks on naval units in port.

**EXAMPLE:** Fifteen American NAS attack a Japanese port containing two uninverted AAF, six uninverted NAS and eight factors of light ships.

The American player decides to counterair the Japanese air units in the first round of his attack. Counterair combat is resolved between the fifteen attacking American NAS and six Japanese AAS (23.131) and six Japanese NAS. The American air combat result is a “6/6”, which eliminates four Japanese AAS and two Japanese NAS. The Japanese air combat result is a “4/4”, which eliminates four American NAS. Since the American player intends to continue his attack, the aborted air squadrons are irrelevant.

In the second round, four of the remaining eleven American NAS counterair the remaining two Japanese AAS and four Japanese NAS, while the other seven American NAS attack the Japanese light ships. The American air combat result is a “2/2”, which eliminates two Japanese air squadrons and aborts two others. The six Japanese air squadrons achieve a “2/3” air combat result, which eliminates two of the counterairing American NAS, aborts the other two, and aborts one of the American NAS which was going to attack the Japanese naval units.

This leaves six American NAS to attack the Japanese naval units. After the Japanese air defense dice roll is made, the American player resolves his attack, then decides whether to make a third rounds of attacks. If he doesn’t, the Japanese would end the combat with two inverted AAS, one inverted NAS and one uninverted NAS, plus any naval units which survived the American attack.

**23.4116 NEARBY DEFENDING AIR UNITS IGNORED:** Defending air units based in hexes other than the hex under air attack may not assist in the air defense of that base. The attacker need only concern himself with air units based in the hex which is under attack.

**23.4117 INVERTED AIR UNITS:** Inverted air units in an enemy base do not make an air combat dice roll against the attacker’s air units unless the attacker elects to counterair their base.

**23.412 EFFECT OF DEFENDING AIR—AT SEA:**

**23.4121 AIR COMBAT WITH ATTACKING AIR UNITS:**

A. **DEFENDER’S PARTICIPATION OPTIONAL:** Air squadrons flying air cover or combat air patrol over a friendly naval force which is under air attack may engage in air combat with an equal number of attacking air squadrons.

Some or all of the defending air units flying air cover or combat air patrol over attacked naval units may be withheld from air combat. This is announced before the attacker chooses which air factors to assign to air combat. Defending air units which do not engage the attacking air units do not incur casualties from any other air combat which may occur and have no effect on any ensuing air attack on the defender’s naval units in that combat round.

B. **ATTACKER’S PARTICIPATION MANDATORY:** If defending air units flying air cover or combat air patrol over an attacked naval force or combat air group elect to engage attacking air units, air combat is resolved between the defending air squadrons and an equal number of attacking air squadrons. If there are fewer attacking air squadrons than covering air squadrons, all the attacking air squadrons must engage in air combat with the defending air units. If there are more attacking air squadrons than covering air squadrons, the attacker decides which of his air squadrons will engage in air combat with the defending air units. The attacker may not commit more air squadrons to air combat than the defender.

**NOTE:** The defender determines how many attacking air squadrons he engages in air combat (the same number of squadrons as are flying air cover, unless there are more air squadrons flying air cover than are attacking or the defender wishes to withhold air units from combat). The attacker then decides which of his attacking air squadrons engage in air combat with the air squadrons flying air cover.

C. **AIR COVER AND COMBAT AIR PATROL:** Land-based air squadrons providing air cover to friendly naval forces resolve their air combat separately and prior to air combat between any attacking air squadrons and combat air patrolling flown over the attacked naval forces. Attacking air units which are eliminated or forced to abort as a result of air combat with defending air units providing air cover do not participate in the ensuing air combat with defending air units flying combat air patrol.

D. After a single round of air combat between the attacking air units and the defending air units flying air cover, a single round of air combat is resolved between the remaining attacking air units and the defending air units flying combat air patrol. Naval air units flying combat air patrol receive a favorable +/-1 DRM unless the attacker achieves surprise. Air units flying air cover do not receive this modifier.

E. **SURPRISE EFFECTS:** If one side achieves a surprise in a naval battle, the effectiveness of defending air units flying air cover and combat air patrol may be reduced:

- If the attacker achieves a surprise level of “1” or more, defending air squadrons flying combat air patrol lose their +1 air combat DRM.
• If the attacker achieves a surprise level of “4”, only two-thirds (round up) of the defender’s air units are considered to be flying air cover or combat air patrol and engage attacking air units in air combat. The remaining one-third of the defending air squadrons make an air combat dice roll against the attackers after all the attacker’s air attacks are resolved, provided the defender’s remaining air squadrons are not eliminated or damaged by surplus air combat effects.

• If the attacker achieves a surprise level of “5”, only one-third (round up) of the defender’s air units are considered to be flying air cover or combat air patrol and engage attacking air units in air combat. The remaining two-thirds of the defending air squadrons make an air combat dice roll against the attackers after all the attacker’s air attacks are resolved, provided the defender’s remaining air squadrons are not eliminated or damaged by surplus air combat effects.

• If the attacker achieves a surprise level of “6”, all of the defender’s air units make an air combat dice roll against the attackers after all the attacker’s air attacks are resolved.

23.4122 EFFECTS OF AIR COMBAT:

A. ATTACKER: All attacking air squadrons which were not eliminated or forced to abort by the defender’s air combat dice roll, including those which engaged in air combat against the defender’s air units, may be used to attack the naval force being covered in that combat round.

B. DEFENDER: Air units providing air cover or combat air patrol which engage attacking air units and are not eliminated or forced to abort by the attacker’s air combat dice roll remain in position over their naval force for the remainder of the combat round and may engage in air combat against enemy air units which conduct subsequent carrier-based air strikes or land-based air attacks against that naval force in that combat round.

EXAMPLE: Ten attacking American air squadrons are engaged by three Japanese air squadrons flying air cover. If the Japanese air combat result is a “1/0”, nine American air squadrons may attack the Japanese naval force. If the Japanese air combat result is a “11/2” (the most likely result if there are no modifiers), seven American air squadrons may attack. If the Japanese air combat result is a “2/4”, only four American air squadrons may attack. In each case the number of American air squadrons which actually attack may be further reduced by the Japanese air defense roll.

If the American air combat result were “11/1”, one Japanese air squadron would remain over the Japanese naval force to defend against subsequent American air attacks in that combat round.

23.42 AIR DEFENSE DICE ROLL: Once any air combat between attacking and defending air units is resolved, the defender rolls two dice and consults the Air Defense Table.

23.421 AIR DEFENSE LEVEL OF NAVAL FORCES: The defensive strength of a naval force is determined as indicated on the Air Defense Table:

A. All attacked naval units, including damaged naval units and destroyers which are carrying cargo, are counted in determining the air defense level (EXCEPTIONS: 23.421C-E).

B. Each CVE is considered to be worth three naval factors for the purposes of air defense.

NOTE: The air defense value of a CVE is three times that of other naval units to reflect its intrinsic NAS, which are not represented in the game.

C. Ships sunk in port are not counted

D. Submarines are not counted.

E. Transports are not counted.

23.422 COMBAT GROUPS: Each combat group defends separately when attacked during naval combat.

23.423 PORTS: If the attacked naval force is in port, the air defense level is supplemented by the port defenses. Naval units attacked at sea do not receive the benefit of port defenses, even if they are moving through a hex which contains a port.

23.424 RESULTS: The number before the “/” indicates the number of attacking air squadrons which are eliminated. The number after the “/” indicates the number of attacking air squadrons which must abort (EXCEPTIONS: Carrier-based NAS attacking ships at sea and kamikazes do not abort). Air units which abort return to their base without loss and do not take part in that air sortie, but may attack in subsequent sorties. Losses to mixed forces are apportioned as per 19.6.

23.425 NO OPTION TO CALL OFF ATTACK AFTER AIR COMBAT: Air units which are not eliminated or forced to abort by air combat must undergo an air defense dice roll. They may not abort.

23.426 CONTENTS OF TARGET REVEALED: The precise contents of a targeted enemy combat group (or the entire naval force for naval units not participating in naval combat) are revealed to the attacker if at least one attacking air factor survived the air defense roll without being eliminated or forced to abort.

23.43 TARGET SELECTION BY ATTACKING AIR UNITS: Once the air defense dice roll is made and the results implemented, the attacker selects targets for his attacking air units (EXCEPTION: Kamikazes select their targets randomly before non-kamikaze air units—17.462).

A. NAMED SHIPS: Named ships may be targeted separately by attacking air squadrons.

B. LIGHT SHIPS: Light ships are attacked as a group. For the effect of air attacks on destroyers and transports carrying cargo, see 20.58B and 20.59.

23.44 AIR ATTACK DICE ROLLS: After assigning his attacking air to specific targets, the attacker rolls two dice for each target and consults the Naval Attack Table (20.51). Only those air squadrons which have not been eliminated or aborted are taken into account when making the air attack dice roll.

23.441 MODIFIERS: Air attack dice rolls against naval units are subject to the following modifiers:

A. +1 to attack air units which are carrying cargo (EXCEPTION: Kamikazes attack non-kamikaze air units—17.462).

B. +1 to attack air units which are flying air cover.

C. +1 to attack air units which are not represented in the game.

D. +1 to attack air units which are carrying cargo.

E. +1 to attack air units which are not represented in the game.

F. +1 to attack air units which are carrying cargo.

G. +1 to attack air units which are not represented in the game.

H. +1 to attack air units which are carrying cargo.

I. +1 to attack air units which are not represented in the game.

J. +1 to attack air units which are carrying cargo.

K. +1 to attack air units which are not represented in the game.

L. +1 to attack air units which are carrying cargo.

M. +1 to attack air units which are not represented in the game.

N. +1 to attack air units which are carrying cargo.

O. +1 to attack air units which are not represented in the game.

P. +1 to attack air units which are carrying cargo.

Q. +1 to attack air units which are not represented in the game.

R. +1 to attack air units which are carrying cargo.

S. +1 to attack air units which are not represented in the game.

T. +1 to attack air units which are carrying cargo.

U. +1 to attack air units which are not represented in the game.

V. +1 to attack air units which are carrying cargo.

W. +1 to attack air units which are not represented in the game.

X. +1 to attack air units which are carrying cargo.

Y. +1 to attack air units which are not represented in the game.

Z. +1 to attack air units which are carrying cargo.
C. +1 if the attacker achieves a surprise level of 3 or greater.

**23.442 RESULTS:** For details of naval attack results, see 20.5.

**23.443 EFFECT ON NAVAL UNITS:** Eliminated naval units are immediately removed from the board. Damaged naval units are inverted and, if at sea, may, at the owning player’s option, remain with their naval force or return to any eligible base at the end of the naval combat round (22.411), with or without the protection of accompanying undamaged naval units, subject to interception by enemy naval units and attack by uncommitted air units. Naval factors which abort their activity similarly return to their base of origin, subject to the risk of interception by enemy naval units and attack by uncommitted air units.

**23.444 AIR ATTACK EFFECTS INDEPENDENT:** Air attack effects which do not damage naval units are not combined with the effects of subsequent fleet combat (22.411) or submarine attacks (22.41K). Air attacks must damage the naval unit in question to have a lasting effect. Lesser damage is considered to be repaired at sea and is disregarded (20.521).

**23.45 LOSSES FROM MIXED FORCES:** Naval losses from a force of mixed types are distributed equally among the types involved (20.57). If two naval forces are attacked jointly, losses are first divided evenly between the activities, then among the different ship types in each force.

**23.46 ESCAPE OF AIR AND NAVAL UNITS:** Air and naval units within range of enemy land-based or carrier-based air units may leave their base to avoid air attack after the resolution of at least one round of:

A. Air attacks against the defending air or naval units.
B. Air attacks from a patrolling enemy naval force in its patrol hex within range of their base against friendly air or naval units in a different base.
C. Naval combat against a patrolling enemy naval force in its patrol hex within range of their base.

**23.461 AIR:** Defending air units may move to any controlled airbase or map-board box within staging range with the capacity to base them. The defending air factors are inverted for the remainder of the player turn (18.525).

**23.462 NAVAL:** Defending naval units, other than those sunk in port, may move to the nearest friendly base able to receive them (21.112) which is out of range of uninverted enemy land-based or carrier-based air units and patrolling naval forces, with air cover if it is available, by whatever route the defender chooses, at the rate of one hex per combat round. Once begun, this movement may not be aborted to avoid further attack, nor may the escaping naval force divide into smaller forces once it has departed. After moving into a sea hex adjacent to their base, escaping naval units may be attacked by land-based air units within range of their hex, including land-based air units which initially attacked their base, and may be intercepted by enemy naval units, other than naval units in a naval force which launched air attacks on their base. The defending naval units are inverted for the remainder of the player turn.

**23.47 AIR ATTACKS AGAINST RETURNING NAVAL UNITS:** Air attacks may be made against naval units which have completed their activity, abort their activity, are damaged and returning to base, or which fail to intercept and are returning to base.

**23.48 AIR ATTACKS AGAINST DAMAGED NAVAL UNITS IN BASE:**

**23.481 CRUISERS:** If, as a result of previous air sorties against naval forces in a base, a naval force contains damaged cruisers, the effect of additional air sorties against those cruisers is felt only after all undamaged cruisers in the force are damaged. Damaged cruisers which then sustain additional damage are sunk. Damaged cruisers are sunk only when all the undamaged cruisers in the force have sustained damage. This situation may only arise when naval units are subject to repeated air sorties during the same combat phase.

**23.482 NAMED SHIPS:** Named ships in base are treated differently, as they may be targeted separately by attacking air units. Damaged named ships may be targeted by attacking air units in subsequent sorties even if other named ships in the base are undamaged.

**23.49 AIR ATTACKS AGAINST SHIPS SUNK IN PORT:** Air attacks may be made against named ships and cruisers sunk in port. If the ship is damaged or sunk, it is eliminated (20.524). Ships sunk in port do not contribute to air defense (23.421C).

**23.5 LAND-BASED AIR ATTACKS ON NAVAL BASES:**

**23.51 OFFENSIVE MISSION:** Land-based air attacks on enemy naval units in bases are an offensive air mission and are resolved during the combat phase, immediately after the resolution of counterair missions, prior to any interception of naval missions by the attacked naval units. Land-based air units never combine with carrier-based air units to attack the same base. Such attacks are resolved sequentially.

**23.52 EFFECTS:** Losses to the defending naval force from attacking air factors are determined as set out in 23.44.

**23.53 ADDITIONAL SORTIES:** After the first air sortie is completed, the attacker may launch a second air sortie with his surviving air factors. Subsequent sorties are resolved in the same manner as the initial sortie.

**23.6 CARRIER ATTACKS ON ENEMY BASES:**

**23.61 PERMITTED ATTACKS:** Naval air units based on carriers may attack enemy air or naval bases in only three situations:

A. While in their patrol hex. Patrols may counterair enemy air bases while moving to their patrol hex, but may not attack enemy naval units in port until they have reached their patrol hex (21.415D).

B. As an offensive naval mission, either independently or in combination with another naval mission, from their mission hex.

C. During naval combat.

**23.62 PROHIBITED ATTACKS:** Carriers which are intercepted by enemy land-based air units while engaged in other naval activities may not attack the hex in which the intercepting enemy air units are based other than as set out above.

**23.63 MECHANICS:** Carrier attacks on enemy bases are resolved as a counterair attack, an air attack against enemy naval units, or both, as desired by the attacker.

**23.64 TIMING DURING NAVAL COMBAT:** Carrier attacks against enemy bases during naval combat are resolved at the start of each combat round, after combat groups are formed and before unused naval air units are allocated to air strikes against enemy naval units or combat air patrol (22.41B).

**23.65 DEFENDING AIR UNITS:** For the effects of defending air units flying air cover and combat air patrol, see 23.412.

**23.66 EFFECTS:** Losses to the defending naval force from attacking air factors are determined as set out in 23.44.

**23.7 CARRIER ATTACKS ON ENEMY NAVAL UNITS AT SEA**

**23.71 RESTRICTIONS:** Carrier-based NAS may only attack enemy naval units at sea while participating in naval combat. Only enemy combat groups which were located during search may be attacked.

**23.72 COMBAT GROUPS:** Naval air units based on carriers in a combat group may combine into one force to attack one enemy combat group or may split into two or more forces to attack different enemy combat groups. Naval air units based on carriers in different combat groups may not combine in a single attack against the same enemy combat group; they must attack separately in a sequence determined by the attacker. Each attacking NAS may only attack once during each combat round.

**23.73 DEFENDING AIR UNITS:** For the effects of defending air units flying air cover and combat air patrol, see 23.412.

**23.74 AIR DEFENSE EFFECTS:** Carrier-based naval air units attacking ships at sea do not abort as a result of air defense dice rolls and ignore the number after the slash in air defense results (23.424).

**23.75 TARGETING:** After naval air defense dice rolls are made, the attacker must decide how to carry out his air attacks. Only enemy naval units in the attacked combat group may be targeted for air attack. Each named ship in an attacked combat group is a potential target, as are any enemy light ships, which must be attacked as a group. The attacker must announce how many of his air squadrons are attacking each target. Once the attacker has announced his attacks he may not change his mind and switch targets, nor may any attacking air squadron be used against more than one target.
23.76 AIR ATTACK DICE ROLLS: A separate air attack dice roll is made for each named ship and each group of light ships which are attacked. This process is followed for each attacked combat group.

23.8 LAND-BASED AIR ATTACKS ON ENEMY NAVAL UNITS AT SEA

23.81 NO BRP COST: Naval units are subject to air attack whenever they move within range of operational air units during a naval activity. (EXCEPTIONS: Submarines which are not in a patrol hex—20.77; Western Allied transports and ASW moving to or from port—20.6321; naval units abandoning a failed intercept attempt—22.27.) Air attacks against enemy naval units at sea may be made by either side, are not an offensive operation and do not require any expenditure of BRPs.

23.811 ONE AIR SORTIE PER HEX: During any naval activity, the naval units involved move along a specified path of hexes. If a naval force moves within range of eligible enemy land-based air units, that naval force is subject to an air attack consisting of a single air sortie in that hex. (EXCEPTION: Naval forces engaged in naval combat may be subject to repeated sorties—23.84.) After the results of the sortie are determined, the surviving attacking air units return to base, are not yet inverted, and the naval force moves to the next hex along its chosen path.

23.812 ADDITIONAL AIR SORTIES IN EACH HEX: After the naval force moves to its next hex, all eligible land-based air units within range of the new hex, including survivors of previous attacks against the same naval force, may then make another air attack against the naval force. This process continues until the attacker runs out of air units or calls off his attack, or until the naval force moves out of range or is eliminated. The attacking air units then return to base.

23.813 CONTINUOUS AIR ATTACKS NOT MANDATORY: Land-based air units need not attack an enemy naval force at every opportunity. They may fly an air sortie against the enemy naval force, decline to fly a sortie as it enters the next hex, then resume their attacks as the naval force enters a third hex. Similarly, a naval force which comes within range of air units, passes out of range, then again comes within range may be attacked as it enters each hex within range of the air units, provided the naval force is still engaged in the same activity.

EXAMPLE: Japan has ground units in Rabaul it wishes to use in an invasion of New Guinea. A Japanese naval force based in the Philippines base changes to Rabaul during the movement phase. It may be attacked by an uninvited American air unit based within range of Rabaul as it moves within range, one air sortie per hex. The American air unit would be inverted at the end of the movement phase in which the base change occurred.

If the American air unit did not attack during the movement phase, it could attack the Japanese naval force during the combat phase as it carried out its invasion mission. The American air unit would then be inverted at the end of the combat phase in which the invasion occurred.

Finally, if the American air unit had not previously attacked the Japanese naval force during the Japanese movement or combat phases, it could attack the Japanese naval force as it NRed back to the Philippines. The American air unit would then be inverted at the end of the Japanese redeployment phase.

During each phase in which the Japanese naval force carried out a naval activity, the American air unit would have an opportunity to attack the Japanese naval force, but the air unit could only attack the naval force during one of its naval activities.

The American air unit could attack more than one Japanese naval force during a phase of the Japanese player turn, provided the Japanese naval forces were not engaged in the same type of naval activity (23.161). For example, if two separate Japanese naval forces base changed to Rabaul, only one could be attacked by that air unit, other than in Rabaul itself. If, however, one Japanese naval force changed base, then a second conducted a sea transport mission, these could both be attacked, as the air unit in question would not be inverted until the end of the movement phase and the two naval activities were not contemporaneous. Similarly, two Japanese patrols, executed in sequence, could be attacked in turn as they were executed.

23.814 The definitions of what constitutes a distinct naval force for the purposes of naval interception (22.141-22.143) also apply to air interception of naval units moving at sea.

23.82 AIR MAY ATTACK MORE THAN ONE NAVAL FORCE: Subject to the restrictions set out in 23.161, each land-based attack AAS or NAS may attack more than one naval force. Air units may continue their attacks against a naval force if it combines with other naval forces to form a larger naval force and may continue to attack naval units which abort their activity and return to port.

23.83 AIR ATTACKS AFTER NAVAL INTERCEPTIONS: Air attacks begin only after all naval interception and counter-interception attempts are announced and resolved. The moving player dictates the order in which air interceptions of concurrent naval activities is resolved, the intercepting player dictates the order in which air counter-interceptions of concurrent naval interceptions is resolved, and so on (22.166).

23.84 LAND-BASED AIR ATTACKS DURING NAVAL COMBAT: If a naval force engages in naval combat in a hex in which it is also subject to air attack from land-based air units, those land-based air units may participate in the naval battle by flying one sortie against defending naval units in found combat groups in each round of naval combat. This reflects the fact that the movement of the naval force through the exposed hexes is impeded because of the naval combat. This is the only situation, other than air attacks against naval units in port, in which naval units may be subject to more than one land-based air sortie in the same hex.

23.85 ELIGIBLE AIR UNITS: The only types of air units which may attack naval units at sea are attack AAS, NAS and kamikazes (23.11D).

23.86 RESOLUTION OF LAND-BASED AIR ATTACKS AGAINST NAVAL UNITS AT SEA: The following procedure is used to resolve all land-based air attacks against naval units at sea, whether or not they occur in conjunction with a naval battle.

A. Air attacks by land-based air units during naval battles are resolved after the resolution of air strikes by carrier-based naval air units and before the resolution of fleet combat (22.41H). No surprise is achieved by the attacker.

B. Air squadrons assigned to air cover and combat air patrol must be engaged by an equal number of attacking air squadrons, if possible, whether or not the defending air also engaged attacking enemy naval air units earlier that round. Defending air squadrons which were eliminated or forced to abort by earlier air attack results are ignored. If the air attack does not take place as part of a naval battle, one-third (rounded up) of the defender’s NAS may be assigned to combat air patrol.

C. Air combat involving the attacking air units engaged by the defender’s air cover and combat air patrol is resolved separately (23.4121C). An air defense dice roll is then made by the defending naval force. Attacking air units which are not eliminated or forced to abort must attack the defending naval units.

D. If the naval force is attacked during a naval battle, eligible land-based air units may attack any enemy combat group which was located during that combat round. Only air cover and combat air patrol assigned to that combat group may engage the attacking land-based air units and only the naval units in that combat group may make air defense dice rolls. If the naval force is not attacked during a naval battle, a single air defense dice roll is made for the entire attacked naval force, based on the total number of naval factors in the attacked force.

E. After losses from air defense have been removed, an air attack dice roll is made for each target of the attacking air factors.

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24. STRATEGIC WARFARE

24.1 OVERVIEW
24.2 SW FORCE POOLS
24.3 STARTING LEVELS
24.4 SW UNIT CONSTRUCTION
24.5 SW UNIT DEPLOYMENT
24.6 SW COMBAT RESOLUTION

24.1 OVERVIEW:

24.11 SW UNITS: Strategic bombers, interceptors, submarines, ASW and transports are considered strategic warfare units. The number of SW units which may be employed is determined by each major power’s SW unit force pool (24.2). The starting levels (24.3) of each major power may be increased in the course of the game.

24.12 USE OF SW UNITS: SW units are constructed in the unit construction phase (24.4), and SW is resolved during the combat phase (24.6). This process is repeated each player turn.

24.13 SW EFFECTS: SW may affect enemy BRP and shipping levels and may have other effects, depending on the target selected (24.6).

24.14 For specific applications of the strategic warfare rules, see rules 25 (submarine warfare) and 26 (strategic bombing).

24.2 SW FORCE POOLS:

24.21 FORCE POOL EXPANSION BY PRODUCTION: All SW unit force pools may be expanded by the expenditure of RPs for production (42). SW unit force pool expansion is permitted in 1940 and thereafter, subject to the following restrictions:

A. Strategic bombers may not be produced by a major power which has not achieved at least one “9+” result for strategic bombers. At the start of the game, only Britain and the U.S. meet this requirement.

B. Western Allied and Japanese RPs may not be assigned to submarine production until the 1942 YSS, regardless of when war breaks out between Japan and the Western Allies.

C. Japanese RPs may not be assigned to ASW production until the 1942 YSS, regardless of when war breaks out between Japan and the Western Allies.

24.22 TIMING: SW unit force pool increases from production come into play during the unit construction phase in which the RPs assigned to their production are activated, although the actual construction of the new SW units, like those of all units, may be constrained by spending, construction and shipbuilding limits.

24.23 CONVERSION OF AIR FACTORS TO INTERCEPTORS PROHIBITED: Interceptors may be generated only through production. AAF may not be converted into interceptors.

24.24 CONVERSION OF DESTROYERS INTO ASW OR TRANSPORTS:

24.241 CONVERSION: During each friendly unit construction phase, Britain, the U.S. and Japan may remove three destroyer factors from an SW box or any location eligible to move into an SW box (25.31) and replace them with an ASW factor or transport in that SW box, at no BRP cost, subject to the following restrictions:

A. BRITAIN: Conversion may begin in Fall 1939.

B. U.S.: Conversion of destroyers in the U.S. Atlantic box may begin when the USAT level reaches 34. Conversion of destroyers in the U.S. Pacific box may begin when war breaks out between the U.S. and Japan or when the USJT level reaches 40.

C. JAPAN: Japan may not convert destroyers to ASW. The conversion of Japanese destroyers to transports may begin when war breaks out between the U.S. and Japan or when the USJT level reaches 40.

24.242 WESTERN ALLIED LIMITS: Both Britain and the U.S. may convert three destroyer factors into an ASW or transport each turn, but the U.S. may not convert destroyers in both theaters in a single turn.

24.243 CONVERSION PERMANENT: Conversion permanently increases the converting major power’s ASW or transport force pool by one factor. The converted destroyers are permanently removed from play; ASW and transports may not be converted back into destroyers.

24.25 EFFECTS OF CONVERSION: ASW and transports generated from conversion are treated like newly-constructed SW units (27.9). If lost, they may be rebuilt normally as SW units by the owning major power.

24.26 WESTERN ALLIED SW FORCE POOLS:

24.261 BRITISH AND AMERICAN SW FORCE POOLS DISTINCT: Britain and the U.S. have separate force pools for all SW units except transports. France may not build SW units. Western Allied SW force pool additions from production are attributed to Britain, the U.S., or some to each, when they occur.

24.262 WESTERN ALLIED STRATEGIC BOMBER FORCE POOLS: Britain and the U.S. each begin the game with one strategic bomber factor. Western Allied strategic bomber force pool additions must be allocated so that the British and American strategic bomber force pools remain at equal strength, with any odd factor going to either major power at the Western Allied player’s discretion. No such restriction applies to the other British and American SW force pools.

24.3 STARTING LEVELS:

24.31 STARTING LEVELS: The starting SW unit force pools for each major power are set out below. All transports are built at the start of the game:

A. GERMANY: Submarines: one built, one allowable build.

B. ITALY: Submarines: one built, one allowable build.

C. JAPAN: Submarines: one built, one allowable build; transports: fifteen.

D. BRITAIN: Submarines: one built, one allowable build; ASW: one built; strategic bombers: one built; Western Allied transports: thirty, with a minimum deployment of fifteen in the Atlantic, five in the Indian Ocean and five in the Pacific.

E. UNITED STATES: Submarines: one built, one allowable build; strategic bombers: one built.

F. FRANCE: None.

G. RUSSIA: None.

H. CHINA: None.

24.4 SW UNIT CONSTRUCTION:

24.41 GENERAL: Construction of the following SW units is allowed:

A. GERMANY: Submarines and interceptors; with research: strategic bombers.

B. ITALY: Submarines.

C. JAPAN: Submarines, ASW, interceptors and transports; with research: strategic bombers.

D. BRITAIN: Submarines, ASW, strategic bombers, interceptors and transports.

E. UNITED STATES: Submarines, ASW, strategic bombers, interceptors and transports.
24.42 ROCKETS: Rockets require a successful research result before they may be built.

24.43 SW CONSTRUCTION COSTS: Submarines, ASW, strategic bombers, interceptors and transports cost three BRPs per factor. Submarines, ASW and transports require one shipbuilding point (27.7211) but do not use up shipyard capacity (27.74).

24.44 MECHANICS: See 27.9.

24.5 SW UNIT DEPLOYMENT:

24.51 DEPLOYMENT OF STRATEGIC WARFARE FORCES: The rules for deploying specific types of SW units are set out in rules 25 (submarines) and 26 (strategic bombing).

24.52 TRANSFERS OF UNITS BETWEEN SW BOXES: Both SW units (submarines, ASW, transports, strategic bombers and interceptors) and naval units may be transferred between SW boxes during the redeployment phase, subject only to the normal restrictions applying to the operation of the units in question in the SW boxes. Units transferred between SW boxes are not inverted and may be used in their new SW box in the next player turn, regardless of their use in the SW box from which they were redeployed. All three SW boxes are connected and transfers between them are not subject to any delay and may not be intercepted (EXCEPTION: German submarines may enter and leave the Indian Ocean SW box only from or to a Mediterranean port through the Suez canal—25.13A).

24.53 AMERICAN STRATEGIC BOMBERS: One American strategic bomber begins the game in the Atlantic U.S. box. American strategic bombers may not be used until deployed to an SW box.

24.54 AMERICAN ASW: American ASW created before the outbreak of war must operate in the theater in which they were created until the U.S. is at war in both theaters.

24.6 SW COMBAT RESOLUTION:

24.61 GENERAL: SW combat is resolved during the combat phase of the side employing offensive SW units (submarines, bombers, flying bombs and rockets) against its opponent. Prior to the resolution of SW combat, the moving player may employ raiders and assign eligible AAF to bombing.

24.612 SUBMARINE WARFARE: Submarine warfare SW combat involves submarines and ASW. See 25.

24.613 STRATEGIC BOMBING: Strategic bombing involves air combat between any defending air forces and an equal number of attacking air forces, after which SW combat is resolved between the bombers which reach their target and the bombing target. See 26.

24.62 SW COMBAT TABLE: SW combat is resolved using the SW Combat Table.

24.621 NUMBER OF SW FACTORS: If more than 30 SW factors engage in SW combat, the result is determined by applying the SW combat dice roll to the “30” row and whatever other row is required to equal the total number of SW factors engaged and combining the effects.

24.622 MODIFIERS: A positive net modifier for SW combat for one side results in an equal negative net modifier for the other side. These modifiers may also affect the number of transports sunk by submarines and the effect of strategic bombers on their targets.

The convention used for SW combat modifiers is that positive modifiers (“+”) favor the attacker, negative modifiers (“−”) favor the defender, and some modifiers, such as codebreaking or Air Nationality DRMs (“+/−”), can favor one side or the other. Once all modifiers are determined, the net modifier is calculated and applied to both SW combat dice rolls and the final increase or decrease in transport or bombing losses from the net modifier (24.65). There are no SW combat modifiers which apply only to one side and not the other—a +1 modifier for one side means there is a corresponding −1 modifier for the other side.

24.63 SW COMBAT RESULTS:

24.631 “#”—ATTACKER’S RESULT:

A. SUBMARINES: The number before the “/” is the number of enemy transports which are eliminated in SW combat. If no transports are available to take such losses, ASW, then CVEs, are eliminated instead. Otherwise ASW and CVEs are never lost in SW combat—rules 24.64 and 24.65 apply only to transports, not ASW and CVEs.

B. BOMBERS: The defender loses three BRPs from the bombing target for each number before the “/”.

24.632 “/”—ATTACKER’S RESULT:

A. SUBMARINES: The number after the “/” in the attacker’s SW combat result is the number of defending transports which are damaged. If the number after the “/” exceeds the number of transports in the SW box, excess damage is ignored. Damaged transports leave their SW box once SW combat is resolved.

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**Strategic Warfare Combat Table—24.62**

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If more than 30 SW factors engage in SW combat, the result is determined by applying the SW combat dice roll to the “30” row and whatever other row is required to equal the total number of SW factors engaged and combining the effects.
unless subsequently eliminated (24.64, 24.65), and return to port or a mapboard box (25.31), where they are repaired at no BRP cost, remaining inverted for the remainder of the enemy player turn and the owning major power’s next player turn. Such transports may not carry out any function until the player turn after they are redeployed back to a SW box.

B. BOMBERS: The defender loses one BRP from the bombing target for each number after the “/”.

**24.633 “#/#”—DEFENDER’S RESULT:** The number before the “/” is the number of enemy submarines or bombers which are eliminated in SW combat before reaching enemy convoys or bombing targets.

**24.634 “#/#”—DEFENDER’S RESULT:** The number after the “/” is the number of submarine or bomber factors which fail to reach enemy convoys or bombing targets, as the case may be, and which therefore do not inflict additional losses on the defender (24.64).

**24.635 DIFFERENT NATIONALITIES:** If different nationalities have SW units engaged in combat, SW combat effects are assigned in accordance with rules 19.6 and 20.57.

24.64 ADDITIONAL LOSSES FROM SUBMARINES AND BOMBERS: Once SW combat is resolved, before transports damaged by raiders or submarine warfare return to port, each submarine factor that reached the enemy convoys eliminates one transport and each strategic bomber factor that reached its bombing target eliminates three BRPs. These additional losses are subject to increase or reduction according to the current net SW combat modifiers (24.65).

**24.65 EFFECT OF SW COMBAT MODIFIERS:** The defender’s additional losses (24.64) are increased or decreased by the net SW combat modifier. The defender loses one additional transport (submarine warfare) or three BRPs (bombing) for each SW combat modifier favoring the attacker; and loses one fewer transport or three fewer BRPs for each SW combat modifier favoring the defender. Submarines which remain in the SW box and favorable SW combat modifiers first eliminate undamaged transports, then eliminate damaged transports before they return to port. Negative adjustments have no effect on the attacker’s SW combat result: transports already sunk or damaged by submarines and BRPs already lost to bombing are unaffected by the net SW combat modifier.

**24.66 SW COMBAT RESULTS:** If the defender’s SW combat result eliminates and absorbs more SW factors than the attacker has available, this offsets the effects of an SW combat modifier which favors the attacker (24.65). One fewer transport or three fewer BRPs are lost for each defender SW combat effect which exceeds the number of submarines or bombers. This has no effect on the attacker’s SW combat result: transports already sunk or damaged by submarines and BRPs already lost to bombing remain lost regardless of the defender’s SW combat result.

**EXAMPLES:** Six German submarines are opposed by eight Western Allied ASW in the SW box. The Germans have a +2 SW combat modifier. A German net SW combat dice roll of “7”, increased to “9”, yields a “1/4” result, which eliminates one transport and inverts four transports. An Allied SW combat dice roll of “7”, reduced to “5”, yields a “1/4” result, which eliminates one submarine factor and forces four submarine factors to abort. One additional transport is eliminated by the submarine factor which was unaffected by the Allied SW combat result (24.64) and two additional transports are eliminated because of the German +2 SW combat modifier (24.65). The overall result is therefore the elimination of one German submarine factor and four transports, with another four transports being damaged.

*If the Allies had ten ASW in the SW box, and achieved a “2*/5” result, their transport losses would be reduced by two: by one because no German submarines would have survived the Allied SW combat result unscathed, and by another because the Allied SW combat result affected seven German submarine factors, but there were only six German submarine factors in the SW box. This offsets one of the German SW combat modifiers. Similarly, a “2/6” Allied SW combat result would completely offset the German +2 combat modifier, but a “2/7” Allied SW combat result would not save the transport already lost to the German SW combat result.*

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**SW Combat Modifiers Table**

**Submarine warfare**

**General:**

+++ attacker torpedo and submarine research levels

−−− defender ASW research level

**Atlantic:**

−1 for every 6 CVEs in the Atlantic SW box (round down): 0-5: 0; 6-11: −1; 12-17: −2; 18-23: −3; 24+: −4

+1 Axis control Kiel

+2 Axis control Brest, Lorient, St. Nazaire or La Rochelle

+1 Axis control La Coruna, Vigo, Lisbon or Cadiz

+1 Axis control Gibraltar

−1 for the second and each subsequent Western Allied air range research result

+++ effect of a German declaration of war on the U.S. (25.66) (maximum: +4)

+1 a diplomatic result for Ireland of “7” or more

+1/−1 Ultra codebreaking advantage

**Indian Ocean:**

−1 for every 3 CVEs in the Indian Ocean SW box (round down): 0-2: 0; 3-5: −1; 6-8: −2; 9-11: −3; 12+: −4. Each operational search AAS and NAS in the India box is equivalent to one CVE.

++ distance in hexes from the Japanese submarine base nearest the western edge of the Pacific mapboard, plus eight hexes to the Indian Ocean SW box: 10: +4; 11-15: +3; 16-20: +2; 21-25: +1; 26+: 0. German submarines operating out of Suez receive a +2 distance modifier.

−1 for the second and each subsequent Western Allied air range research result

+1/−1 Ultra codebreaking advantage (German submarines only)

−1/+1 Magic codebreaking advantage (U.S.-Japanese SW combat only)

**Pacific:**

−1 for every 3 CVEs in the Pacific SW box (round down): 0-2: 0; 3-5: −1; 6-8: −2; 9-11: −3; 12+: −4. Each operational search AAS and NAS within range of the enemy submarine activity hex is equivalent to 3 CVEs; each operational search AAS and NAS in the Australia box is equivalent to one CVE with respect to Japanese submarines operating off the southern edge of the Pacific mapboard (only).

++ distance in hexes from the submarine base to the enemy convoy route: 1-5: +5; 6-10: +4; 11-15: +3; 16-20: +2; 21-25: +1; 26+: 0

−1 for each Japanese air range research result (Japan defending against American submarine warfare)

−1 for the second and each subsequent Western Allied air range research result (the U.S. defending against Japanese submarine warfare)

+1/−1 Magic codebreaking advantage

**Strategic bombing**

**Strategic bomber forces v. defending air units (air combat):**

−− relative Air Nationality DRMs

+1 for each jet engaged

−− defender’s radar research level

**Strategic bomber v. bombing targets:**

+1 for each attacker strategic bomber research result beyond that needed to construct strategic bombers

+1 for every eight (Europe) or four (Pacific) hexes of excess bombing range

−− defender’s air defense research level

*Bombing targets use the SW Combat Table row equal to the defensive strength of the target, which is the total of the following:

1 each flak factor, airbase counter, fortification, objective or anchor symbol

2 each city, port or fortress

“+” modifiers favor the attacker and “−” modifiers favor the defender.

The net modifier for both SW combat dice rolls is always the same, except one is positive and one is negative.*
25. SUBMARINE WARFARE

25.1 SUBMARINES

25.1.1 TACTICAL AND STRATEGIC USE OF SUBMARINES: Submarines may operate on the board, basing, moving, intercepting and NRing like other naval units except where noted (22.9), or may operate in the SW boxes against enemy transports.

25.12 TRANSFER OF SUBMARINES TO AND FROM THE SW BOX: A player may move all, some or none of his submarines to or from an SW box during the redeployment phase. Submarines may not enter or leave an SW box during the movement phase.

25.121 Submarines which attacked enemy naval units on the board during their player turn and are then redeployed into an SW box during the redeployment phase of that player turn remain inverted until the end of the following enemy player turn, and are thus available for SW only during the owning player’s next player turn.

25.122 Submarines which are redeployed onto the board from an SW box during the redeployment phase of their player turn remain inverted until the end of the following enemy player turn, whether or not they engaged in SW during their player turn.

25.13 USE OF SUBMARINES IN THE SW BOXES: In order to engage in submarine SW combat in an SW box, submarines must begin their player turn in that SW box. The use of submarines for SW combat is restricted as follows:

A. GERMANY:
- Only German submarines may conduct submarine warfare in the Atlantic SW box. One German submarine may begin the game in the Atlantic SW box.
- German submarines may enter the Indian Ocean SW box from the Mediterranean to conduct submarine warfare only if the Axis control the Suez canal and Ethiopia.

B. ITALY:
- Italian submarines may not conduct submarine warfare in SW boxes.

C. JAPAN:
- No more than half (round up) of the total Japanese submarine force pool may conduct submarine warfare in the Pacific or Indian Ocean SW boxes at any given time. The other half, if built, must be on the Pacific mapboard.
- Japanese submarines may not enter the Indian Ocean SW box to conduct submarine warfare until the turn in which war breaks out between Japan and the U.S.
- Japanese submarines may not enter the Pacific SW box to conduct submarine warfare until the turn in which war breaks out between Japan and the U.S. or the turn in which the USJT level reaches 40 or more.

NOTE: If Japan attacks the U.S. in Winter 1941, Japanese submarines may only enter the Pacific and Indian Ocean SW boxes in the redeployment phase of the Winter 1941 Japanese player turn, and the first Japanese submarine attacks against Western Allied transports would occur during the combat phase of the Spring 1942 Japanese player turn.

D. BRITAIN:
- British submarines may not conduct submarine warfare in SW boxes.

E. U.S.:
- American submarines may not enter the Pacific SW box to conduct submarine warfare until the turn in which war breaks out between Japan and the U.S. or the turn in which the USJT level reaches 40 or more.
- No more than half (round up) of the total American submarine force pool may conduct submarine warfare in the Pacific SW box at any given time. The other half, if built, must be on the Pacific mapboard.
- American submarines may not conduct submarine warfare in the Atlantic or Indian Ocean SW boxes.

25.14 GERMAN SUBMARINES IN THE MURMANSK BOX: Germany may transfer submarines between the Atlantic SW box and the Murmansk box if the Axis control Bergen or Scapa Flow. For the transfer of submarines between the mapboard and the Murmansk box, see 40.44.

25.15 GERMAN SUBMARINES IN THE MEDITERRANEAN: Germany may transfer one submarine factor each turn between the Atlantic SW box or the western front and a Mediterranean port if the Western Allies control Gibraltar. More than one submarine factor may be transferred if the Axis control Gibraltar. Similarly, the Western Allies may transfer one submarine factor each turn between the western front and a Mediterranean port if the Axis control Gibraltar.

25.16 SUBMARINES MAY DECLINE SW COMBAT: Submarines in an SW box may decline to engage in SW combat. When this occurs, the defender’s transports are unaffected by the enemy submarines in that SW box.

25.2 ASW:

25.21 ASW OPERATE FROM SW BOXES: ASW may only operate from an SW box. Newly constructed ASW may remain in port, change bases or deploy into an SW box, but may not operate from ports or mapboard boxes. ASW intercepted and attacked on the mapboard are treated as destroyers.

25.22 USE OF ASW IN AN SW BOX: A. One British ASW may begin the game in the Atlantic SW box.
B. Japanese and American ASW may deploy to the Pacific SW box prior to the outbreak of war between Japan and the U.S.
C. Western Allied ASW may deploy to the Indian Ocean SW box if Japan or Germany has deployed submarines to the Indian Ocean SW box, but American ASW may not deploy to the Indian Ocean SW box prior to the outbreak of war between Japan and the U.S.

25.3 USE OF NAVAL UNITS IN SW BOXES:

25.31 DEPLOYMENT OF NAVAL UNITS TO AN SW BOX: The U.S., Britain and Japan (Pacific only) may deploy both inverted and uninverted naval units, ASW and transports, regardless of supply status and oil effects, to the SW boxes during the movement (EXCEPTION: Submarines—25.12) or redeployment phases. Western Allied naval units may be freely transferred between all three SW boxes during the redeployment phase and are subject to the normal effects of redeployment (24.52, 25.121, 28.82), but their deployment to the SW boxes is otherwise subject to the following restrictions:

A. ATLANTIC: British and American naval units deployed to the Atlantic SW box must be based in a western front port, the Atlantic U.S. box or the South Africa box. Axis naval units may not deploy to the Atlantic SW box (EXCEPTION: German submarines).
B. PACIFIC: British and American naval units deployed to the Pacific SW box must be based in Pearl Harbor, Tahiti or the Pacific U.S. or Australia boxes. Japanese naval units deployed to the Pacific SW box must be based in Japan or Truk.
C. INDIAN OCEAN: British and American naval units deployed to the Indian Ocean SW box must be based in Suez, Basra, Abadan, Colombo, Madras or the South Africa, Australia or India boxes. German submarines deployed to the Indian Ocean SW box must be based in a Mediterranean port. Japanese submarines deployed to the Indian Ocean SW box must be based in Japan or Singapore.
D. Only British and American naval units may enter SW boxes. Other Western Allied naval units may not enter the SW boxes.

25.32 TENSION RESTRICTIONS:
A. USAT: If the USAT level is 3 or greater, the U.S. may convert three destroyers to an ASW factor or transport each turn (24.241B) and deploy the ASW factor or transport to the Atlantic SW box to be used against German submarines.
B. USJT: If the USJT level is 40 or greater, the U.S. and Japan may convert three destroyers to a transport or to an ASW factor (U.S. only) each turn (24.241B, C).

25.33 INTERCEPTION: Naval units may not be intercepted when moving or redeploying between mapboard boxes and SW boxes. Movement and NRs to and from SW boxes may be intercepted in mapboard hexes as follows:
A. ATLANTIC: British and American naval units may be intercepted as they move between western front ports and the western edge of the mapboard.
B. PACIFIC: British and American naval units may be intercepted as they move between Pearl Harbor or Tahiti and the eastern edge of the mapboard. Japanese naval units may be intercepted in Truk or a port in Japan.
C. INDIAN OCEAN: Western Allied naval units may only be intercepted by air as they move or redeploy from Suez, Basra or Abadan to the southern edge of the European mapboard. British and American naval units may be intercepted by Japanese air and naval units as they move between Colombo or Madras and the western edge of the Pacific mapboard.

25.34 REDEPLOYMENT OF INVERTED NAVAL UNITS: Inverted naval units may be redeployed to an SW box, but they remain inverted and may not perform any functions during the next opposing player turn.

25.35 FUNCTIONS: While in an SW box, uninverted naval units are restricted to the following functions:
A. Functions related to sea supply, naval missions, BRP grants or NRs employing transports in that SW box (20.64).
B. Shore bombardment associated with seaborne invasions from U.S. boxes (Western Allied naval units only) (20.641, 20.643, 21.523).
C. The protection of naval units deploying through that SW box (28.72B, 28.73D).
D. Anti-submarine warfare (CVEs only) (25.362).
E. Raider interception (Western Allied naval units only) (21.5342A).

25.36 MULTIPLE FUNCTIONS: Naval units in an SW box which participate in or protect naval activities passing through their SW box are not inverted unless damaged in combat or withdrawn from the SW box (25.371), and may therefore be used more than once to protect naval activities which pass through their SW box in different phases of the same player turn (such as sea transport, seabone invasions, BRP grants and NRs). If more than one naval activity is being carried out in the same phase, such as sea supply lines being traced to different ports, the moving player must indicate which naval units are protecting which naval activity before enemy air or naval attacks on that naval activity are announced or attempted.

25.361 DESTROYERS: British and American destroyers in an SW box may be converted to ASW at a 3:1 ratio (24.24). Destroyers which have not been converted to ASW have no effect on submarine warfare, but may absorb losses from enemy on board submarine attacks (22.9442). ASW generated by the conversion of destroyers are counted when determining the defender’s SW combat level during the opponent’s next player turn.

25.362 CVEs: CVEs are used for anti-submarine duties while in an SW box. The number of uninverted CVEs modifies the SW combat dice rolls for submarine and ASW factors. Fast carriers have no effect on SW.

25.363 RAIDERS: Uninverted naval units in an SW box are eligible to engage enemy raiders.

25.37 WITHDRAWAL OF UNITS FROM SW BOXES: Naval units and SW units (submarines, ASW and transports) may be withdrawn from SW boxes during either the movement (EXCEPTION: Submarines—25.12) or redeployment phases, whether or not they were employed during the owning player’s turn or the preceding opponent’s player turn. Naval units and SW units must withdraw to a location from which they were eligible to enter the SW box in question (25.31). Japanese naval units which withdraw from the Pacific SW box to Japan or Truk during the redeployment phase may protect naval redeployments to Japan or Truk, as the case may be.

25.371 WITHDRAWAL OF DAMAGED NAVAL UNITS: Naval units which are damaged during naval combat while in an SW box must withdraw to an adjacent port or mapboard box (25.31) at the end of that naval combat.

25.372 INVERSION OF WITHDRAWING NAVAL UNITS:
A. Naval units which withdraw from an SW box in the movement phase are inverted for the remainder of their player turn.
B. Naval units which withdraw from an SW box in the redeployment phase are inverted for the remainder of their player turn and for the next opposing player turn.

25.38 TRANSFERS OF UNITS BETWEEN SW BOXES: Naval units and SW units may be transferred between SW boxes during the redeployment phase, whether or not they were employed during the owning player’s turn or the preceding opponent’s player turn, are not inverted after transfer, and may be used in the next player turn (24.52).

25.4 SUBMARINES AND ASW:
25.41 SUBMARINES: The attacker’s submarine level is determined by the number of submarine factors in the SW box in question.

25.42 ASW: The defender’s ASW level is determined by the number of ASW factors in the SW box in question.

25.5 SUBMARINE BASES:
25.51 PORTS: The effectiveness of submarine warfare depends in part on the bases from which the submarines in the SW box in question are considered to be operating:
A. GERMANY: German submarines may conduct SW in the Atlantic SW box only from Axis-controlled operational ports on the western front or in Germany, and may conduct SW in the Indian Ocean SW box only from an Axis-controlled, operational Suez.
B. JAPAN: Japanese submarines may conduct SW from any operational port controlled by Japan within 40 hexes of the American convoy route or the Indian Ocean SW box, as the case may be.
C. U.S.: American submarines may conduct SW only from the Australia box or an operational port controlled by the Western Allies which is fully supplied from the Australia box, Manila, Pearl Harbor or the Pacific U.S. box and is within 40 hexes of the Japanese convoy route.

25.6 SUBMARINE WARFARE MODIFIERS:
25.61 SUBMARINE AND ASW SW COMBAT DICE ROLLS: The following modifiers apply to submarine and ASW SW combat dice rolls (positive modifiers favor submarines):
25.62 SUBMARINE, TORPEDO AND ASW MODIFIERS:
25.621 RELEVANT RESEARCH RESULTS COMPARED: The attacker’s torpedo and submarine research results and the defender’s ASW research results are compared, in the same manner as for on-board submarine attacks (22.9431). The attacker’s ASW research results and the defender’s torpedo and submarine research results are disregarded.
25.622 INITIAL JAPANESE MODIFIERS: Japan begins the game with two torpedo research results to reflect the Japanese Long Lance torpedoes. This increases the Japanese submarine SW combat dice rolls by two and correspondingly reduces the Western Allied ASW SW combat dice rolls by two. These modifiers have no effect on the operations of American submarines.
25.623 APPLICATION OF ASW RESEARCH RESULTS: An “84” ASW research result is implemented gradually, over two turns (41.84).

25.63 AIR RANGE:
25.631 APPLICATION OF AIR RANGE ASW MODIFIERS: ASW modifiers resulting from air range research apply only when resolving SW combat. Air range modifiers do not affect the resolution of submarine attacks on the board.
25.64 CVEs: The number of CVEs in an SW box (25.362) modifies the SW combat dice rolls for both sides as follows:
A. ATLANTIC:
- 0-5: 0
- 6-11: −1
- 12-17: −2
- 18-23: −3
- 24+: −4

B. PACIFIC AND INDIAN OCEANS:
- 0-2: 0
- 3-5: −1
- 6-8: −2
- 9-11: −3
- 12+: −4

25.641 PACIFIC LAND-BASED AIR COUNTED AS CVEs: In the Pacific:
A Each operational search AAS or land-based NAS based on the mapboard within range of the enemy submarine activity hex (25.92) is equivalent to three CVEs.
B Each operational search AAS or land-based NAS in the Australia box is equivalent to one CVE with respect to Japanese submarines operating off the southern edge of the Pacific mapboard. If the Japanese submarines are operating off the eastern edge of the Pacific mapboard, air units in the Australia box are disregarded.

25.642 INDIAN LAND-BASED AIR COUNTED AS CVEs: Each operational search AAS or land-based NAS in the India box is equivalent to one CVE in the Indian Ocean SW box.

25.643 FAST CARRIERS NOT COUNTED: Fast carriers may not be used for anti-submarine warfare.

25.65 DISTANCE FROM SUBMARINE BASES: See 25.811 (Indian Ocean) and 25.92 (Pacific Ocean).

25.66 EFFECTS OF A GERMAN DECLARATION OF WAR ON THE U.S.: Germany may obtain a favorable modifier for submarine warfare by declaring war on the U.S. (50.54) before the American west coast shipping is organized into convoys. For each USAT level below 50 when Germany declares war on the U.S., a pro-German +1 modifier applies to German and Western Allied submarine/ASW SW combat dice rolls, to a maximum of +4. This effect is halved (rounded up) in the following turn and disappears in the second turn following. The “happy time” effects therefore last for two turns and are always one of the following: +4, +3, +2, +2, +1, +1. This modifier does not apply to a German declaration of war on the U.S. following an American withdrawal from the war after a pro-Axis U.S. election result (62.72).

25.67 CODEBREAKING:

25.671 NUMBER OF CARDS PLAYED COMPARED: Each turn the number of Ultra/Magic submarine warfare and ASW cards played are compared for each of the possible submarine warfare campaigns, as follows:
A. ATLANTIC AND INDIAN OCEAN (German submarines): European Axis Ultra submarine warfare cards vs. British Ultra ASW cards.

25.672 EFFECTS: The play of a submarine warfare card, unless offset by the play of an opposing ASW card, generates a favorable +1 modifier for submarine warfare in the affected SW boxes for that turn. Similarly, the play of an ASW card when there is no opposing submarine warfare card to offset it generates a favorable –1 modifier against submarine warfare in the affected SW boxes for that turn.

25.673 MAXIMUM +/−1 MODIFIER: The play of two or more submarine warfare or ASW cards more than the opponent still only generates a favorable +/−1 modifier for strategic submarine warfare in the affected SW boxes for that turn.

25.7 THE ATLANTIC:
25.71 GENERAL: German submarines operating in the Atlantic SW box may conduct submarine warfare against the Western Allied Atlantic transports in the Atlantic SW box (24.6, 25.4, 25.6).

25.72 SUBMARINE EFFECTIVENESS:
25.721 German submarines in the Atlantic SW box may not be used for SW if the Axis do not control an operational port on the western front.
25.722: The number of Western Allied CVEs in the Atlantic SW box modifies the SW combat dice rolls for both sides (25.64).
25.723 The following modifiers apply to German submarine warfare in the Atlantic: +1 if the Axis control Kiel; +2 if the Axis control Brest, Lorient, St. Nazaire or La Rochelle; +1 if the Axis control La Coruna, Vigo, Lisbon or Cadiz; +1 if the Axis control Gibraltar. To gain each favorable modifier at least one of the listed ports must be controlled and fully supplied by the Axis. Each “+” modifier generates a corresponding “−” modifier and vice versa.
25.724 Germany may obtain a favorable modifier for submarine warfare by declaring war on the U.S. before the American east coast shipping is organized into convoys (25.66).
25.725 Germany receives a +1 modifier in the Atlantic if a “7” or greater diplomatic result for Ireland is in effect.
25.726 Either side may obtain a favorable modifier for codebreaking (25.67).
25.73 BRITISH CONVOY ROUTE: Whenever the Western Allies use Atlantic transports to ship oil counters to Europe, trace sea supply from the Atlantic U.S. box to Europe, grant American BRPs to Britain or France, or NR units between the Atlantic U.S. or South Africa boxes and Europe, the Western Allied player must trace a convoy route to or from the Atlantic U.S. or South Africa box, as the case may be, to the destination western port(s). This route, which reflects the movement of British merchant convoys, may be of any length, but may only pass over hexes through which naval activities are permitted. The British convoy route is traced during the phase of the Western Allied player turn in which the naval activity in question is conducted.

25.731 INTERCEPTION OF BRITISH CONVOY ROUTES:
25.7311 GENERAL: Western Allied transports carrying supply, oil counters, units or BRPs between the U.S. or South Africa boxes and Europe may be attacked by Axis air and naval units in the same manner as other naval activities. German submarines based on the board may intercept such naval activities; German submarines in the Murmansk box may only intercept naval activities to or from Bergen (22.111); German submarines in the Atlantic SW box may not intercept. Transports in the convoy route may be sunk in the same manner as destroyers which are carrying cargo. The Western Allied player may abort the British convoy route after any air attack or any round of naval combat.

A. INTERCEPTION: British convoy routes may be intercepted in any hex along their routes.

B. DEFENSE: British convoy routes may be defended by uninvited Western Allied naval units in the Atlantic SW box in the same manner as other naval activities which pass through the Atlantic SW box, as well as by uninvited Western Allied air units within range of the interception hex.

C. NUMBER OF TRANSPORTS AT RISK: All Western Allied transports in the Atlantic SW box are considered to be in the British convoy route and may be eliminated by Axis air and naval attacks against the British convoy route.

25.7312 ASW units may not be used to defend the British convoy route from European Axis air and naval interference in a mapboard hex, although surplus ASW generate a favorable modifier against on-board submarine attacks (22.9434).

25.74 MURMANSK:
25.741 DEPLOYMENTS TO THE MURMANSK BOX: If the Axis control Bergen or Scapa Flow, Germany may deploy submarines to the Murmansk box in anticipation of a Murmansk convoy. If the Allies send a Murmansk convoy, naval units, including CVEs, may be diverted from the Atlantic SW box to the Murmansk box during the Allied unit construction phase to protect the convoy. ASW may not be used to protect a Murmansk convoy.

25.742 ATTACKS FROM THE ATLANTIC SW BOX: Provided the Axis control Bergen or Scapa Flow, one German submarine in the Atlantic SW box may attack a Murmansk convoy for every ten German submarines in the Atlantic SW box (round up). Otherwise only submarines based in the Murmansk box may attack Murmansk convoys (40.444).

25.743 RESOLVING MURMANSK COMBAT: Submarine attacks on the Murmansk convoy are resolved using the Submarine Attack Table (22.942) after all German naval and air attacks on the Murmansk convoy are completed. Sce 40.461.

25.744 RESULTS OF MURMANSK COMBAT:
A. SUBMARINES: Surviving submarines return to either the Murmansk or Atlantic SW box, depending on their original location.

B. CVEs: CVEs used to protect Murmansk convoys end the Allied unit construction phase in the port or mapboard box of origin of the convoy, and remain inverted for the ensuing Axis player turn if transferred to the Atlantic SW box in the redeployment phase of the Allied player turn in which they were assigned to convoy duty.

25.8 THE INDIAN OCEAN:
25.81 JAPANESE SUBMARINES: Japanese submarines may not enter the Indian Ocean SW box until the turn in which war breaks out between Japan and Britain.

25.811 JAPANESE SUBMARINE EFFECTIVENESS: The effectiveness of Japanese submarines operating in the Indian Ocean is determined by the distance in hexes from the Japanese submarine base used to the western edge of the Pacific mapboard south of India (one of hexes CC2, DD2 or EE1), plus an additional eight hexes to the Indian Ocean SW box. The SW combat modifier is determined according to the distance: 10 hexes: +4; 11-15 hexes: +3; 16-20 hexes: +2; 21-25 hexes: +1; 26+ hexes: 0.

25.82 GERMAN SUBMARINES: German submarines operating out of Suez receive a +2 distance modifier.

25.83 JAPANESE AND GERMAN SUBMARINES IN THE INDIAN OCEAN: If both German and Japanese submarines are operating in the Indian Ocean SW box, the Western Allies split their ASW forces as desired and two separate submarine warfare SW combats are resolved simultaneously.

25.84 CONVOY PROTECTION BY LAND-BASED AIR UNITS: Western Allied air units in the India box may assist in ASW operations as set out in 25.642.

25.9 THE PACIFIC:
25.91 SUBMARINE EMPLOYMENT: Japanese and American submarines may not enter the Pacific SW box until the turn in which war breaks out between Japan and the U.S. or the USJT level reaches 40 or more. Both sides may use submarines based on the mapboard to attack enemy naval units. Submarines may not pass by an enemy-controlled Singapore (hex EE17).

25.92 SUBMARINE EFFECTIVENESS: The effectiveness of Japanese and American submarines is determined by the distance from the base from which the submarines are operating to the enemy convoy route (25.51B, C). The attacking player selects one submarine activity hex along the convoy route, including the convoy’s port of origin or termination. The distance from his nearest submarine base to the submarine activity hex is then calculated and the SW combat modifier is modified according to the distance: 1-5 hexes: +5; 6-10 hexes: +4; 11-15 hexes: +3; 16-20 hexes: +2; 21-25 hexes: +1; 26+ hexes: 0.

25.93 JAPANESE AND AMERICAN CONVOY ROUTES:
25.931 JAPANESE CONVOY ROUTE:
A. During initial supply determination of each Japanese player turn, the Japanese player may trace a single convoy route from one or more of the locations listed below to Kagoshima, Osaka or Tokyo. The convoy route may have up to three legs:
• Palembang to Brunei.
• Brunei to an overseas port.
• An overseas port to Kagoshima, Osaka or Tokyo.

B. For the purposes of tracing the Japanese convoy route, an “overseas port” must be in the supply zone (30.34) containing the Japanese overseas possessions with the greatest BRP value. Manchuria, Korea, Japanese-controlled Chinese and Russian key economic areas, Hong Kong and Formosa are not considered overseas possessions when determining the Japanese convoy route.

C. The Japanese player is not required to trace a convoy route and may bypass one or two of the listed ports before his convoy route reaches Japan. However, the Japanese convoy route must follow the sequence Palembang - Brunei - overseas port - Japan to the extent that the listed locations are included.

NOTE: The options available to the Japanese player are limited to the following:
• Palembang-Brunei-overseas port-Japan; Palembang-overseas port-Japan; Palembang-Brunei-Japan; Palembang-Japan; Brunei-overseas port-Japan; Brunei-Japan; overseas port-Japan; no convoy route.

D. The Japanese convoy route may pass through up to 40 sea hexes, but may not go overland. Thus the Japanese convoy route could not be traced from Palembang to Brunei to Saigon, then overland to Pusan, then to Japan. E. If no convoy route is traced by Japan, all Japanese transports remain in port and may not be used for sea escort. The following penalties are incurred by Japan if it traces a convoy route which does not include the listed location:
• Palembang: No oil counters are shipped from Palembang to Japan.
• Brunei: No oil counters are shipped from Brunei to Japan.
• Overseas port in the supply zone containing the greatest BRP value: Japan loses 15 BRPs, or one-quarter of the BRP value of all Japanese-controlled territories on the Southeast Asian front, whichever is less.

F. The number of Japanese transports at risk from attacks by Allied air or naval units is determined by the number of transports being used in the Japanese convoy in the location of the attack (25.952C).

25.932 AMERICAN CONVOY ROUTE: During initial supply determination of each Allied player turn, the American convoy route is automatically traced.
along row P from the eastern edge of the Pacific mapboard to Pearl Harbor, if it is under American control.

25.94 SUBMARINE WARFARE AGAINST CONVOY ROUTES:
25.941 JAPANESE SUBMARINES: For the purposes of determining the effectiveness of Japanese submarine warfare, the American convoy route is considered to occupy the hexes in row P between the eastern edge of the Pacific mapboard and Pearl Harbor, if it is under American control, and is considered to be adjacent to hexes H2 to KK2 on the eastern edge of the Pacific mapboard and eight hexes from the southern edge of the Pacific mapboard, through hexes NN24 to NN4. The effectiveness of Japanese submarines is determined by the distance from the Japanese submarine base used to whichever of the above locations is selected by the Japanese player.

25.942 AMERICAN SUBMARINES: The effectiveness of American submarine warfare against the Japanese convoy route is determined by the distance from the American submarine base used to the submarine activity hex selected by the American player.

25.943 CONVOY PROTECTION BY LAND-BASED AIR UNITS: Each uninvited land-based search AAS or NAS used for search in the enemy submarine activity hex counts as three CVEs (25.641A). Air factors in bases which are not operational are only counted if the enemy submarine activity hex is the hex in which they are based. Western Allied air units in the Australia box may assist in ASW operations as set out in 25.641B.

25.95 INTERCEPTION OF CONVOY ROUTES BY AIR AND NAVAL UNITS:
25.951 GENERAL: The Japanese and American convoy routes may be attacked by enemy air and naval units during the defending player’s movement phase, in the same manner as other sea supply lines. Naval units in the Pacific SW box may not attack an enemy convoy route. Transports operating in the convoy route may be sunk in the same manner as destroyers which are carrying cargo. The defender may abort his convoys after any air attack or any round of naval combat.

25.952 THE JAPANESE CONVOY ROUTE:
A. INTERCEPTION: The Japanese convoy route may be intercepted in any hex along its route.
B. DEFENSE: The Japanese convoy route may be defended by uninvited, fully supplied Japanese naval units unimpaired by naval oil effects in the Pacific SW box and in the port of origin of the Japanese convoy route, as well as by uninvited Japanese air units in operational air bases within range of the interception hex.
C. NUMBER OF TRANSPORTS AT RISK: One Japanese transport is used to carry each oil counter from Palembang and Brunei, up to a maximum of three transports from each oil center. The number of Japanese transports which may be eliminated or forced to abort by Allied air and naval attacks against the Japanese convoy route is limited to the total number of transports being used in whatever segment of the convoy route is attacked: Palembang segment: three transports; Brunei segment: three transports (plus an additional three transports if the convoy route included a Palembang - Brunei segment); overseas port - Japan: all transports.

25.953 THE AMERICAN CONVOY ROUTE:
A. INTERCEPTION: The American convoy route may be intercepted by Japanese air and naval forces only on inboard hexes in row P, as it is traced to Pearl Harbor, and may be protected by Western Allied forces.
B. DEFENSE: The American convoy route may be defended by uninvited, fully supplied Western Allied naval units in the Pacific SW box and in the U.S. Pacific box, as well as by uninvited Western Allied air units with range of the interception hex.
C. NUMBER OF TRANSPORTS AT RISK: All American transports in the Pacific SW box are considered to be in the American convoy route and may be eliminated by Japanese air and naval attacks against the American convoy route.

25.954 ASW units may not be used to defend convoy routes from enemy air and naval interception.

26. STRATEGIC BOMBING
26.1 OVERVIEW
26.2 DEPLOYMENT OF AIR UNITS FOR SW
26.3 BOMBING TARGETS
26.4 STRATEGIC BOMBING
26.5 STRATEGIC BOMBING RESTRICTIONS
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26.1 OVERVIEW:
26.11 STRATEGIC BOMBERS: Strategic bombers may attack enemy targets within range of their bases (26.31).
26.12 INTERCEPTORS: Interceptors may operate offensively by escorting bombers to their target or defensively by intercepting enemy bombers or flying bombs.
26.13 AIR FACTORS: Fully supplied, uninvited AAF may operate offensively from operational air bases by attacking targets. One-third (rounded down) of the attacking AAF operate as bombers and the remaining two-thirds act as escorts. AAF may also operate defensively by intercepting enemy bombers or flying bombs. Army air units in air bases which are not operational may intercept enemy bombers or flying bombs only in the hex in which they are based.
26.14 JETS: Jets may operate offensively by escorting bombers to their target, or operate defensively by intercepting enemy bombers or flying bombs. Jets are subject to the same supply and oil restrictions as AAF.
26.15 FLYING BOMBS AND ROCKETS: Flying bomb and rocket attacks may be launched at targets within range of any undamaged operational rocket base. Flying bomb attacks may be opposed by defending interceptors, AAF and jets.

26.2 DEPLOYMENT OF AIR UNITS FOR SW:
26.21 ASSIGNMENT TO FRONTS: The air portions of both the European and Pacific SW boxes consist of three parts which correspond to the three different fronts on each mapboard. Strategic bombers and interceptors may be deployed from one front to another during the redeployment phase, whether or not they were used during the owning player’s turn (24.52). Strategic bombers and interceptors assigned to one front may bomb targets or escort bombers to a target on another front if they have the range to do so, as measured from any operational air base on their front.

26.22 PLACEMENT OF NEWLY CONSTRUCTED STRATEGIC BOMBERS AND INTERCEPTORS: Newly constructed strategic bombers and interceptors may be placed in any of the three fronts of the SW box corresponding to the theater in which they are built provided the owning alliance faction controls an operational air base on that front.

26.23 RESTRICTIONS:
A. BRITISH STRATEGIC BOMBERS AND INTERCEPTORS: British strategic bombers and interceptors may not be employed in the Pacific theater.
B. AMERICAN STRATEGIC BOMBERS AND INTERCEPTORS: Before the U.S. is at war in a theater newly constructed American strategic bombers and interceptors must remain in the U.S. (24.53). Newly constructed American strategic bombers and interceptors may be placed in either the Atlantic or Pacific SW boxes once the U.S. is at war in the applicable theater.
26.24 INTERCEPTORS MAY ATTACK BOMBERS FLYING THROUGH THEIR FRONT: Interceptors may defend against enemy bombing if the path of the attacking bombers passes through, or the target being bombed is on, their assigned front.

26.25 AAF AND JETS: AAF and jets may not be placed in an SW box, but may intercept enemy bombers or flying bombs in hexes within range of their base. AAF and jets in bases which are not operational may intercept enemy bombers or flying bombs only in the hex in which they are based.

26.3 BOMBING TARGETS:

26.31 BASES WITHIN RANGE REQUIRED: Strategic bombers and escorting interceptors may be employed against enemy major powers only if the owning major power controls an operational air base on the front in which the SW units are based, within range of one of the following enemy-controlled targets. Similarly, flying bomb and rocket attacks require an undamaged operational rocket base within range of the target. Bombing attacks from and against the U.S. boxes may only be made by strategic bombers belonging to an alliance faction which has achieved three air range research results. Air bases in Nationalist China may be used by the United States to bomb Japan, but they must be fully supplied from a British or American, not Chinese, supply source and not subject to air oil effects. Eligible targets for strategic bombing by country are listed below:

A. GERMANY: An objective hex in Germany and Berchtesgaden, if it is an unlimited supply source as a result of production (42.24F).

B. ITALY: Rome, Milan and Genoa.

C. BRITAIN: London, Birmingham, Manchester, the India box and the Australia box.

D. RUSSIA: A Russian IC, Vladivostok and Irkutsk.

E. UNITED STATES: The U.S. boxes, although Germany and Japan may only use strategic bombers against the United States after obtaining three air range research results.

F. CHINA: Chungking, Nanking, Canton, Shanghai and Peking, if controlled by Nationalist China.

G. JAPAN: Tokyo, Osaka and Kagoshima.

H. NAVAL UNITS IN SHIPYARDS: Naval units which are undergoing repair or construction (on the “Launch” row or higher) in a shipyard, as indicated by an anchor symbol on the mapboard. Undamaged naval units and naval units in a “Waiting for Repair” box may be attacked by air units normally, but may not be attacked by strategic bombing.

I. OIL CENTERS: Any enemy-controlled oil center (26.74, 33.331).

J. SYNTHETIC OIL PLANTS: Any enemy synthetic oil plant (26.75, 33.331).

K. ROCKET BASES: Any enemy rocket base.

L. ROCKET FACTORIES: Any enemy rocket factory, once its location is discovered (42.45).

M. ATOMIC FACILITIES: Any uranium plant or plutonium reactor, once its location is discovered (42.45).

26.32 SECONDARY TARGETS: If all the eligible key economic areas in Germany, Britain or Japan have been firestormed or subject to atomic attack, cities adjacent to those key economic areas may be bombed. No BRP losses may be inflicted by bombing such secondary targets, although secondary targets may be firestormed or subject to strategic atomic attack, and the political and resistance effects associated with such attacks apply normally.

26.33 ATOMIC ATTACKS: Western Allied strategic bombers and rockets may conduct atomic attacks against any German and Japanese targets otherwise eligible as strategic bombing targets, as well as one-hex islands containing Japanese units; German and Russian strategic bombers and rockets may target any enemy-controlled hex. Strategic bombing attacks on hexes which have no economic or oil value are only effective if atomic bombs are used, as there is no economic effect of such strategic bombing attacks.

26.34 CAPTURED KEY ECONOMIC AREAS AND ICs: Captured key economic areas and ICs which originally belonged to another major power may not be attacked by strategic bombers, flying bombs or rockets.

26.4 STRATEGIC BOMBING:

26.41 STRATEGIC BOMBING ATTACKS: The attacker initiates strategic bombing attacks during the combat phase by announcing which of his strategic bombing forces are attacking which enemy targets and the route each force is taking to its target. Each strategic bombing force consists of a bomber component and possibly an escort component, all of which must be of the same nationality.

26.42 BOMBER COMPONENT: The bomber component of a strategic bomber force consists of one or both of the following elements:

A. The strategic bomber factors assigned to attack the target.

B. One-third (rounded down) of the AAF assigned to attack the target.

26.421 STRATEGIC BOMBING RANGE: The permitted range for strategic bombers may be increased by air range research (17.72).

26.422 USE OF AAF FOR BOMBING: Uninverted AAF based in an operational air base may fly an offensive air mission and bomb a target listed in 26.3 if the target is within four hexes (Europe) or three hexes (Pacific). The bombing range of AAF is not affected by air range research. NAS may not be used for strategic bombing.

26.43 ESCORT COMPONENT: Escorting air units do not bomb, but instead protect the bomber component of a strategic bomber force. The escort component of a strategic bomber force consists of one or more of the following elements:

A. Any interceptors assigned to escort the bomber component of the strategic bomber force.

B. Any jets assigned to escort the bomber component of the strategic bomber force.

C. The remaining two-thirds of the AAF assigned to attack the target.

26.431 USE OF INTERCEPTORS FOR ESCORT: The basic range for interceptor escort (four hexes in Europe; three hexes in the Pacific) may be increased by air range research (17.72).

26.44 DEFENDING AGAINST STRATEGIC BOMBING ATTACKS:

26.441 DEFENDER ASSIGN S AIR UNITS TO DEFENSE: Once the attacker has announced the composition and targets of all strategic bomber forces, the defender assigns some, all or none of the available defensive forces to the defense of each target.

26.442 WHERE BOMBER FORCE MAY BE ENGAGED: Each strategic bomber force may be engaged by defending units:

A. OTHER FRONTS: In one hex on each front the bomber force passes through en route to its target. This is the only circumstance in which a bombing force may be engaged more than once in one turn. All bombers and escorts based in the same hex which are attacking the same target hex must follow the same route.

B. TARGET HEX: In the target hex.

26.443 WHICH DEFENDING AIR UNITS MAY ENGAGE: The following defending air units may engage strategic bomber forces:

A. INTERCEPTORS ASSIGNED TO A DIFFERENT FRONT: Uninverted interceptors assigned to a front through which a bomber force passes en route to a target on a different front may engage the passing bomber force, provided there is an operational air base within range (four hexes in Europe and three hexes in the Pacific, unless increased by research) of the bomber route, regardless of the presence of air units in the air base. If the air base is not operational, interceptors may use the air base only to engage enemy bombers which pass through the hex containing the air base.

B. AAF AND JETS BASED WITHIN RANGE OF THE BOMBER ROUTE: Uninverted AAF and jets based within range of a bomber route to a target on a different front may engage a passing bomber force. A single hex must be selected for the engagement. Air units in bases which are not operational may intercept enemy bombers or flying bombs only in the hex in which they are based.

C. INTERCEPTORS ASSIGNED TO THE TARGET FRONT: Uninverted interceptors assigned to the front in which the target is located may engage a bomber force in its target hex, provided there is an operational air base within range (four hexes in Europe and three hexes in the Pacific, unless increased by research) of the target hex, regardless of the presence of air units in the air base. If the air base is not operational, interceptors may use the air base only
to engage enemy bombers which attack the hex containing the air base.

D. AAF AND JETS BASED WITHIN RANGE OF THE TARGET: Uninverted AAF and jets based within range of the target hex may engage a bomber force in its target hex. Air units in air bases which are not operational may intercept enemy bombers or flying bombs only in the hex in which they are based.

E. CHINA: Western Allied and Russian interceptors may oppose Japanese bombing in China only if the required air base is fully supplied from a Western Allied or Russian supply source, as the case may be.

26.444 DEFENSIVE AIR MISSION: The employment of AAF and jets to defend against strategic bombers is a defensive air mission.

26.445 GERMAN-ITALIAN COOPERATION: Italy may be defended by German interceptors assigned to the Mediterranean front and German AAF and jets based within range of bombing targets in Italy, but Italian AAF may only defend bombing targets in Italy.

26.45 RESOLVING STRATEGIC BOMBING AIR COMBAT:

26.451 AIR COMBAT RESOLVED FOR EACH STRATEGIC BOMBER FORCE: Once the defender has allocated his defending air units to each strategic bombing target, one round of air combat is resolved for each strategic bombing force. If strategic bomber forces from different major powers bomb the same target, the attacker decides the order in which air combat is resolved.

Any defending forces that survive air combat with the first strategic bomber force may engage in air combat with the second bomber force. Air combat between strategic bomber forces and defending air units is resolved using the Air Combat Table (19.2), with the contending air combat strengths being calculated as follows:

A. DEFENDER’S AIR COMBAT STRENGTH: The total number of defending air factors attacking the strategic bomber force.

B. ATTACKER’S AIR COMBAT STRENGTH: A number of air factors equal to the number of defending air factors which are attacking the strategic bomber force. If there are more defending air factors than there are air factors in the strategic bomber force, all the air units in the strategic bomber force engage in air combat. The attacker’s air combat strength thus may not exceed that of the defender (EXCEPTION: Jets—26.452). AAF acting as bombers may not engage in air combat, although they may take losses.

26.452 JETS: Each jet, whether intercepting or escorting, is counted as one air factor when determining the number of air factors which may engage in air combat, but counts as three air factors when determining the air combat strength of each side.

26.453 AIR COMBAT MODIFIERS: Air combat arising out of the interception of a strategic bomber force is subject to the following modifiers (positive modifiers favor the strategic bomber force; a positive net modifier for air combat for one side results in an equal negative net modifier for the other side—19.31):

+1 for each jet used to escort the strategic bombing force
+/-# relative Air Nationality DRMs

-1 for each jet used to intercept the strategic bombing force
-1 for each radar research result achieved by the defender

26.454 AIR COMBAT LOSSES: Air combat losses for both sides are allocated according to 19.6, with the first lost factor coming from the largest group, the next lost factor coming from the next largest group, and so on. Factors which are lost are taken first, then factors which are forced to abort. Where two categories in a force are equal in size, the loss is taken from interceptors, then escorting or intercepting AAF, then jets, then bombing AAF, then strategic bombers, in that order. Escorting, AAF and AAF acting as bombers, strategic bombers, escorting interceptors and escorting jets are treated as separate categories when assigning losses to the attacker’s force; intercepting AAF, interceptors and jets are treated as separate categories when assigning losses to the defender’s force. Air combat losses are taken from the strategic bomber force as a whole, regardless of which air factors actually engaged in air combat.

26.46 RESOLVING BOMBING ATTACKS AGAINST THE TARGET:

26.461 SW COMBAT DICE ROLLS: After air combat is resolved, each side makes one SW combat dice roll for each target. The attacker’s level on the SW Combat Table (24.62) is determined by the number of strategic bombers plus the number of AAF acting as bombers which reached the target. Strategic bombers and AAF which were eliminated or forced to abort in air combat are considered to not have reached their target.

A. TARGET DEFENSES: The defender’s level on the SW Combat Table is determined by the strength of the target’s defenses:

+1 for each jet used to escort the strategic bombing force
1 each flak factor, airbase counter, fortification, objective or anchor symbol
2 each city, port, fortress

B. SW COMBAT MODIFIERS: The strategic bomber and target SW combat dice rolls are subject to the following modifiers (positive modifiers favor the bombers):

+1 for each attacker strategic bomber research result beyond that needed to construct strategic bombers
+1 for every eight (Europe) or four (Pacific) hexes of excess bombing range
-1 for each air defense research result achieved by the defender

NOTE: The modifiers applying to air combat between strategic bomber forces and defending air units (26.453); SW combat between strategic bomber forces and their targets (26.451A); and the defensive strength of strategic bomber targets (26.451B) are summarized below:

26.462 MAPBOARD BOXES: When a mapboard box is bombed, it is assumed to have a defensive strength of three, equivalent to an objective city. Uninverted fully or partially supplied AAF and jets in the mapboard box may intercept the bombing factors, even if subject to air oil effects. In addition, interceptors assigned to the western front may defend the U.S. against German bombing; interceptors assigned to the Pacific front may defend the U.S. or Australia against Japanese bombing; interceptors assigned to the Southeast Asian front may defend India against Japanese bombing. Interceptors are assigned to defend once Axis bombing attacks are announced. Mapboard boxes are considered a different front for purposes of 26.442A; each interceptor may be used either on the mapboard or in a mapboard box.

26.463 ATTACKER’S SW COMBAT RESULT: For the attacker’s SW combat result, the defender loses three BRPs for each number before the “/” and one BRP for each number after the “/”. These BRP losses are from

<table>
<thead>
<tr>
<th>Escorting AAF</th>
<th>Bombing AAF</th>
<th>Interceptors</th>
<th>Strats. bombers</th>
<th>Jets</th>
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<tr>
<td>8</td>
<td>4</td>
<td>5</td>
<td>5</td>
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Examples: 30 German AAF bomb Britain, 10 German AAF act as bombers, and 20 German AAF act as escorts. They are opposed by 15 British AAF and one British interceptor. Both sides roll on the 16 row of the Air Combat Table. Each side gets a “6/6” result. Three escorting German AAF and three bombing German AAF are eliminated; then three escorting German AAF and three bombing German AAF abort. Four bombing German AAF make it to their target.
26.464 DEFENDER’S SW COMBAT RESULT: For the defender’s SW combat result, the number before the “/” is the number of attacking bomber factors which are eliminated, and the number after the “/” is the number of attacking bomber factors which abort. These combat effects are distributed as per 26.454.

26.47 BOMBERS WHICH REACH THEIR TARGET: Each strategic bomber factor and each bombing AAF which is neither eliminated nor forced to abort by the target’s SW combat result eliminates three additional BRPs from the target. The number of bomber factors considered to have reached the target is increased or reduced by the net modifier applied to the SW combat dice rolls for the target (24.65). If there are fewer bomber factors than the number eliminated and aborted by the defender’s SW combat die roll, then any net modifier in favor of the attacker is reduced by this bomber factor shortfall, down to a possible zero modifier, when calculating the additional damage inflicted (24.66).

26.5 STRATEGIC BOMBING RESTRICTIONS:

26.51 STRATEGIC BOMBING BY DIFFERENT MAJOR POWERS: The air units of all major powers bomb separately, although they may choose the same targets. The attacker announces the order of the raids, then the defender allocates his air defenses to each target. All defending air units which are not eliminated in air combat against the first strategic bombing attack against a target may intercept a second raid against that same target, and so on, including defending against subsequent flying bomb attacks. Effects of different bombing raids on the same target are combined to determine bombing effects.

26.52 JAPAN: No more than ten Japanese AAF may engage in conventional bombing in any one turn.

26.53 CHINA: China does not receive a favorable SW combat modifier for Western Allied air defense research.

26.54 WESTERN ALLIED-RUSSIAN COOPERATION: Western Allied air units may not defend Russian targets, and vice versa.

26.6 FLYING BOMBS AND ROCKETS:

26.61 ROCKET BASES: When a major power produces a rocket factory (42.24E), it also receives one rocket base. Rocket bases are placed and recycled in the same manner as airbases (18.14), except for the following:

A. More than one rocket base may be placed on a hex.

B. As new rocket factories come into existence, each major power may place one additional rocket base on the board or in a mapboard box, as well as recycle an existing undamaged rocket base.

C. A recycled Allied rocket base may be placed in a different theater.

26.62 ELIMINATING AND DAMAGING ROCKET BASES: A rocket base is eliminated if its hex comes under enemy control. If a rocket base incurs 10 or more BRPs of bombing damage in a single turn, it is eliminated at no BRP cost to the owning major power. If a rocket base incurs less than 10 BRPs of bombing damage in a single turn, the owning major power may either pay the BRPs and keep the rocket base operational, or pay no BRPs and invert the rocket base as damaged and inoperable for his next player turn. Eliminated rocket bases may be placed back on the board at no BRP cost at the rate of one rocket base per turn, in the same manner as new rocket bases.

26.63 One salvo of flying bombs or rockets may be fired from each rocket base at no BRP cost. The location of rocket bases determines the range to the target.

26.64 TIMING OF FLYING BOMB AND ROCKET ATTACKS: Flying bomb and rocket attacks are announced at the same time as strategic bombing attacks and are resolved immediately following the resolution of strategic bombing attacks.

26.65 EFFECTS OF FLYING BOMB AND ROCKET ATTACKS:

26.651 BRP EFFECT:

A. FLYING BOMBS: Each flying bomb salvo eliminates 10 BRPs, reduced as set out in 26.661.

B. ROCKETS: Each rocket salvo eliminates five BRPs. There is no defense against rockets. Rule 26.66 therefore does not apply to rocket attacks.

26.652 MAXIMUM EFFECT: The effect of flying bomb and rocket attacks is limited to the BRP value of the target.

26.653 EFFECT ON CONSTRUCTION LIMITS:

A. FLYING BOMBS: The defender’s construction limit is reduced by one-third of the total BRP losses incurred from flying bombs (round down).

B. ROCKETS: The defender’s construction limit is reduced by the BRP losses incurred.

26.66 DEFENDING AGAINST FLYING BOMBS:

26.661 The BRP losses from flying bombs are reduced as follows:

A. For each salvo:

-1 for each radar research result achieved by the defender

±/# relative Air Nationality DRMs

-1 for each air defense research result achieved by the defender

B. For each target:

-# the air defense level of the target

-1 for each interceptor or AAF assigned to defend the target

-4 for each jet assigned to defend the target

EXAMPLE: Two German flying bomb salvos are fired at London, which contains an airbase and two flak factors. Four British AAF are allocated to the defense of London.

Each salvo potentially eliminates 10 British BRPs (26.651A). The Western Allies and the Axis and Western Allied Air Nationality DRMs are the same. Each salvo therefore eliminates 8 British BRPs (26.661A), for a total of 16 BRPs. This effect is reduced by 6 BRPs for the air defense level of London and is reduced by a further 4 BRPs because of the four AAF assigned to the defense of London.

The British therefore lose 4 BRPs.

26.662 Interceptors, AAF and jets assigned to defend a target against flying bombs may not have been used against enemy strategic bombers in that combat phase unless the bombers attacked the same target as the flying bombs.

26.663 Interceptors which defend against flying bombs may not be used to escort bombers in their next player turn.

26.664 AAF and jets which defend against flying bombs are inverted for their following player turn.

26.67 ATOMIC ATTACKS: An atomic attack may be made by rocket if the attacker has achieved an “18+” research result for rockets (43.222). Atomic attacks made by rocket may not be intercepted and are always successful.
26.7 BOMBING EFFECTS:

26.71 BRP LOSSES: BRP losses from the strategic bombing of economic targets are deducted from the targeted major power’s BRP total.

A. LIMIT ON BRP LOSSES: The number of BRPs which may be lost to bombing against one hex in one turn is limited to the economic value of that hex. This does not prevent the creation of a firestorm (26.77) in hexes worth less than 25 BRPs, provided all other criteria are met; excess BRP losses are disregarded.

B. EFFECT ON CONSTRUCTION LIMITS: For every three BRPs (round down) lost to bombing of a key economic area or IC, the construction limit of the defending major power is reduced by one in its next player turn (27.34C). Japanese bombing affects both the Australian or Indian construction limits, as the case may be, and the overall British construction limit (71.321, 72.321).

26.72 EFFECTS ON INDUSTRIAL FACILITIES: In addition to any BRP losses inflicted by strategic bombing, damage may be inflicted on industrial facilities in the target hex, as follows:

A. For every 10 BRPs of strategic bombing losses to the target hex, the attacker may assign a damage marker to an oil center, synthetic oil plant, rocket factory, uranium plant or plutonium reactor in the target hex.

B. If there is more than one industrial facility in the target hex, the attacker assigns the damage as he chooses.

C. Strategic bombing permits the assignment of damage markers on industrial facilities even if the target hex had no economic value and the strategic bombing therefore did not cause the defender to actually lose any BRPs.

D. Strategic bombing losses of less than 10 BRPs also permit the assignment of a damage marker on an industrial facility in the target hex unless the defender immediately deducts that many BRPs from the defender’s BRP level. This expenditure represents emergency repairs which offset the bombing damage. Similarly, the assignment of additional damage markers may be prevented by the immediate expenditure of up to 9 BRPs to offset BRP losses in excess or 10 of 20 BRPs. These expenditures have no effect on the defender’s construction limit.

E. The BRP losses from the strategic bombing of target hexes with economic value is unaffected by the assignment of damage markers or the expenditure of BRPs by the defender to prevent the assignment of damage markers.

26.73 DESTRUCTION OF INDUSTRIAL FACILITIES: A damaged synthetic oil plant, rocket factory, uranium plant or plutonium reactor is destroyed if a second damage marker is assigned to it. This may occur in one turn, as a result of heavy strategic bombing losses, or over several turns, if damage incurred in a previous turn is not repaired.

26.74 OIL CENTERS: The number of damage markers which may be assigned to an oil center may not exceed the production level of the oil center (33.22).

26.75 RUSSIAN ICs: If a Russian IC is bombed, Russia may either accept the BRP losses inflicted on the IC or eliminate the IC and incur the normal BRP losses associated with its loss (37.5). If the Russian BRP level cannot cover the BRP losses, the Russian BRP base is reduced accordingly. If the Russian BRP base cannot cover the BRP losses, the value of the IC itself is reduced in increments of five to make up the difference.

26.76 NAVAL UNITS IN SHIPYARDS: Strategic bombing results against naval units undergoing repair or construction in shipyards are resolved by a dice roll on the SW Combat Table (24.62). A “1/0” result is added to or subtracted from the bombers’ SW combat result for each bomber factor which was not eliminated or forced to abort (24.64) and for the net modifier to the SW combat dice roll (24.65). If there is more than one such ship in the attacked shipyard, the strategic bomber SW combat result is applied as the bombing player wishes, in order to maximize its effect.

26.761 EFFECTS: Strategic bombing results are applied to ships undergoing repair or construction in a shipyard as follows:

A. For each “1/0” result, the attacked ship is moved two columns to the right.

B. For each “0/1” result, the attacked ship is moved one column to the right.

C. Each time an attacked ship is moved into or past the column for the current season, the ship is also moved to the next highest row.

D. A ship which is moved to a row greater than its size in factors is eliminated.

E. The “Spring” and “Winter” columns are considered to be adjacent when resolving strategic bombing attacks against ships undergoing repair or construction in a shipyard.

EXAMPLE: In Spring 1942, the Western Allies attack the Gneisenau, a 3-factor battlecruiser being repaired in the Kiel shipyard, with three British strategic bomber factors. The Gneisenau is in the launch row of the “Fall” column. The Kiel hex has an SW defensive strength of 5 (two cities and an anchor symbol). There are no defending air units or SW combat modifiers. The Axis player rolls a “4” (a “1/1” result) and the Western Allied player rolls a “9” (also a “1/1” result). One strategic bomber makes it to the target, increasing the attack result by “1/0” (for a total of “2/1”).

The Western Allied player applies the entire “2/1” result to the Gneisenau, which causes it to be moved five columns to the right. After being moved two columns to the right (from “Fall” to “Winter” to “Spring”), the Gneisenau reaches the current season (spring) and is also moved up to the “2” row. The Gneisenau is then moved three additional columns to the right and ends up in the “Winter” column on the “2” row, which delays its launch by five additional turns.

26.8 REMOVAL OF MARKERS:

26.81 TIMING: Atomic attack, firestorm and damage markers assigned to industrial facilities may be removed at the end of the defender’s player turn, after resistance levels are determined.

26.82 ATOMIC ATTACK AND FIRESTORM MARKERS:

A. ONE MARKER REMOVED EACH TURN: Each alliance faction may remove one enemy atomic attack marker or one firestorm marker from any hex it controls at the end of its player turn. The temporary effects associated with that atomic attack or firestorm marker are then negated.

B. NO BRP COST: There is no BRP cost to remove an atomic attack or firestorm marker.

C. BRP LEVEL UNCHANGED: The removal of a firestorm or atomic attack marker has no effect on BRP levels.

D. ENEMY OCCUPATION: If a friendly hex containing a firestorm marker comes under enemy control, the firestorm marker is immediately removed.

26.83 DAMAGE MARKERS ASSIGNED TO INDUSTRIAL FACILITIES:

A. ONE MARKER REMOVED EACH TURN: Each alliance faction may remove one damage marker from any hex it controls at the end of its player turn.

B. BRP COST: There is no BRP cost to remove a damage marker.

26.9 FIRESTORMS:

26.91 CREATION: A firestorm occurs in any eligible hex (26.772) which sustains at least 25 BRPs of strategic bombing damage in one turn, although the actual number of BRPs lost is limited to the economic value of the hex (26.72).

26.92 RESTRICTIONS:

A. Firestorms may only be created in German, Japanese and British cities and in Russian cities which contain ICs, Vladivostok and Irkutsk.

B. Each hex may be firestormed only once per game.

26.93 EFFECTS: If a firestorm occurs, a firestorm marker is placed on the hex, and the following political and diplomatic effects are triggered:

A. The surrender or resistance level of the target major power is permanently reduced by one.

B. The attacker receives one additional DP in the next YSS.

26.94 NO EFFECT ON SUPPLY OR OIL RESERVES: Firestorms have no effect on supply or oil reserves.
27. UNIT CONSTRUCTION

27.1 CONSTRUCTION COSTS

27.1.1 BRP COSTS:

During the unit construction phase, subject to its construction limit (27.3), each major power may construct units at the following cost in BRPs per combat factor:

A. One BRP per factor: Infantry, replacements, naval air, kamikazes.
B. Two BRPs per factor: Armor, partisans, flak.
C. Three BRPs per factor: airborne, Chindits, marines, commandos, army air, jets, air transports, strategic bombers, interceptors, destroyers, cruisers, capital ships, carriers, transports, submarines, ASW.
D. Five BRPs per counter: Fortifications, railheads.
E. Ten BRPs per counter: Ports.

27.1.2 These construction costs are summarized in the BRP Costs Chart in the player aids:

**27.1.3 RECONSTRUCTION COSTS DOUBLED:** The following units may be rebuilt in the turn they are eliminated at double the normal BRP construction cost or in a subsequent turn at the normal BRP construction cost:

A. Units eliminated by isolation.
B. Isolated units which made offensive attacks without paying the normal BRP costs (9.82).
C. Units which were voluntarily eliminated.

27.2 RESTRICTIONS:

27.2.1 ONE TURN DELAY IN CONSTRUCTION: Specialized units may not be rebuilt in the player turn in which they are eliminated.

27.2.2 RECONSTRUCTION PROHIBITED: The following units may not be rebuilt if eliminated:

A. Dutch units in the Pacific.
B. Vlasov, Wang, and Indian National Army units (EXCEPTION: Indian National Army units added to the Japanese force pool due to Japanese control of Burmese and Indian objectives—72.93A). This does not preclude the construction of additional such units if otherwise permitted.
C. Minor country naval units (EXCEPTION: Australian destroyers).

27.2.3 NAVAL AIR UNITS: Naval air construction is subject to naval air training limits (17.353, 27.6). Elite Japanese NAS are rebuilt as normal NAS (17.352).

27.2.4 NAVAL UNITS: Special rules govern the construction of naval units, transports and ASW (27.7).

27.3 CONSTRUCTION LIMITS:

27.3.1 EFFECT OF CONSTRUCTION LIMITS: The number of BRPs each major power may expend each turn for unit construction may not exceed its construction limit.

27.3.2 DETERMINING CONSTRUCTION LIMITS: Construction limits are determined as follows:

A. BASIC CONSTRUCTION LIMIT: The basic construction limit for each major power is one-third of its BRP base.
   • If a key economic area which was originally controlled by a major power is under enemy control, the value of that key economic area is deducted from the originally controlling major power’s BRP base before determining its basic construction limit.
   • Russia includes the BRP value of ICs which can trace supply from the eastern edge of the mapboard.
   • Britain’s overall construction limit is based on the combined British Isles and Commonwealth construction limits, which are calculated independently.
   • Construction limits are recalculated whenever one of its components changes in the course of play.

B. REDUCTIONS: The basic construction limit for each major power may be reduced as set out in 27.34A-H.

C. INCREASES: The basic construction limit for each major power may be increased as set out in 27.35.

27.3.3 ALL CONSTRUCTION COSTS INCLUDED: All BRPs spent on the construction of air, ground, naval and SW units, fortifications, ports and partisans count against the construction limit.
27.34 REDUCTIONS IN CONSTRUCTION LIMITS:
A. IRON ORE (Germany only): If iron ore shipments from Sweden are cut off (86.42), Germany’s construction limit is reduced by five BRPs. This effect is not cumulative and is negated if iron ore shipments are restored.

B. TRANSPORTS:
- For every three British BRPs lost because of Atlantic transport shortages, the British Isles construction limit is reduced by one BRP.
- For every three British BRPs lost because of Indian Ocean transport shortages, the Commonwealth construction limit is reduced by one BRP.
- Transport shortages have no effect on the Japanese or American construction limits.

C. BOMBING: For every three BRPs lost to strategic bombing, flying bomb and strategic atomic attacks on a key economic area or IC, the construction limit of the defending major power is reduced by one BRP.
- German bombing, flying bomb and atomic attacks against key economic areas in Britain reduce the British Isles construction limit.
- Japanese bombing and flying bomb attacks against Australia and India reduce both the Australian and Indian construction limits and the Commonwealth construction limit, up to a maximum of three BRPs for each of Australia and India (71.321, 72.321).

D. ROCKETS: For every BRP lost to rocket attacks on a key economic area or IC, the construction limit of the defending major power is reduced by one BRP.
- German rocket attacks against key economic areas in Britain reduce the British Isles construction limit.
- Japanese rocket attacks against Australia and India reduce both the Australian and Indian construction limits and the Commonwealth construction limit, up to a maximum of three BRPs for each of Australia and India (71.321, 72.321).

E. JAPANESE THREATS TO AUSTRALIA AND INDIA: For every three British BRPs lost because the number of Japanese ground factors adjacent to the Australia or India box exceeds the number of Western Allied ground factors in the Australia or India box at the end of a Japanese combat phase, both the Australian or Indian construction limit and the Commonwealth construction limit are reduced by one BRP, up to a maximum of three BRPs for each of Australia and India (71.42, 72.42).

F. AXIS THREATS TO THE URALS: For every three Russian BRPs lost because the number of Axis or Japanese ground factors adjacent to the Urals box exceeds the number of Russian ground factors in the Urals box at the end of an Axis combat phase, the Russian construction limit is reduced by one BRP, up to a maximum of 15 BRPs (81.71).

G. BRP GRANTS: For every three BRPs granted by a major power, its construction limit is reduced by one BRP in the turn the grant is made (40.23A).

H. CONSTRUCTION OIL EFFECTS: Once any reductions from 27.34A-G are taken into account, a major power subject to construction oil effects has its construction limit, up to a maximum of three BRPs for each of Australia and India (71.321, 72.321).

27.35 INCREASES IN CONSTRUCTION LIMITS: For every three BRPs of construction outside a home country is permitted as follows:
A. LOCATION: South African units are built in the South Africa box.
B. COST: The cost of constructing South African units may be paid by:
- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. One Atlantic transport must be used to send the required American BRPs to South Africa in any turn in which the U.S. pays for the construction of South African units. American expenditures for South African unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

27.4 PLACEMENT OF NEWLY CONSTRUCTED UNITS:
27.41 ELIGIBLE LOCATIONS: The placement of newly constructed units is subject to the following limitations:
A. GERMANY: East Prussia is an integral part of Germany.
B. ITALY: Sicily is an integral part of Italy. Italy may not construct units in Sardinia.
C. JAPAN: Only Kyushu, Shikoku, Honshu and Hokkaido are considered Japan’s home country; Japan may not construct units in Karafuto, the Kuriles or Okinawa.
D. BRITAIN: Ulster is an integral part of Britain.
E. FRANCE: France may not construct units in Corsica. The French colonial 1-3 infantry units must be rebuilt in their respective colonies (75.61).
F. RUSSIA: Russia may not construct units in eastern Europe or the Urals box. For unit construction in Siberia, see 27.476.
G. U.S.: American units may be constructed in either U.S. box.
H. CHINA: Nationalist and Communist China may not construct units in Manchuria.

27.43 SUPPLY:
A. GENERAL: Units may not be constructed in isolated or partially supplied hexes.
B. RUSSIA: Russian units, including fortifications, may only be constructed in hexes which can trace a supply line from Urals box via Russian-controlled areas.
C. JAPAN: Japan may construct up to three factors of infantry (only) in isolated Siberian objectives.

27.44 ENEMY ZoCs: Units may not be constructed in hexes which are in an enemy ZoC. If two countries are not at war, units may be constructed in a border hex despite the ZoC of a future enemy’s armor unit.

27.45 HEX CONTROL: Units may only be constructed in hexes which were controlled by the constructing major power at the beginning of the player turn of construction. Units may not be constructed on hexes which are recaptured from the enemy until the player turn following their recapture.

27.46 STACKING LIMITS: Stacking limits must be observed during placement.

27.47 UNIT CONSTRUCTION OUTSIDE HOME COUNTRIES: Unit construction outside a home country is permitted as follows:

27.471 JAPAN: Japan may construct up to three factors of infantry (only) each turn in Korea and Manchuria. This three factor limit applies to the total number of factors constructed, not the number of factors constructed in each location.

27.472 SOUTH AFRICA:
A. LOCATION: South African units are built in the South Africa box.
B. COST: The cost of constructing South African units may be paid by:
- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. One Atlantic transport must be used to send the required American BRPs to South Africa in any turn in which the U.S. pays for the construction of South African units. American expenditures for South African unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

27.473 AUSTRALIA:
A. LOCATION: Australian units may be constructed in Australian hexes or in the Australia box.

B. PER TURN LIMITS: The Australian construction limit is nine BRPs per turn and is subject to the following per turn limits:

- INFANTRY: Three infantry factors of any denomination.
- AIR: One AAF.
- SHIPBUILDING: One shipbuilding point if Britain and Japan are at war (27.731F). This may be used to construct a Western Allied transport factor or to rebuild one Australian destroyer factor. Australia may never have more than two destroyer factors in play.

C. COST: The cost of constructing Australian units may be paid:

- By Britain, with the construction cost counting against the British construction limit; or
- Starting in the first Allied player turn in which Australian units may be constructed following the outbreak of war between Japan and Britain, by the U.S., with the construction cost counting against the American construction limit. One Pacific transport must be used to send the required American BRPs to Australia in any turn in which the U.S. pays for the construction of Australian units.

27.474 INDIA:

A. LOCATION: Indian units may be constructed in Indian hexes or in the India box.

B. PER TURN LIMIT: The Indian construction limit is three BRPs per turn.

C. COST: Britain must pay for Indian unit construction. The cost of Indian unit construction counts against the British construction limit.

D. CHINDIT: The Chindit may be constructed in any eligible Indian hex or in the India box. The BRP cost of constructing the Chindit counts against the British, but not the Indian, construction limit.

27.475 CANADA:

A. LOCATION: The Canadian 4-5 armor unit and Canadian 3-4 infantry units are constructed in Canada.

B. SHIPBUILDING: Western Allied ASW and transports, and British destroyers and submarines, up to the limit of the Canadian shipbuilding capacity, may be constructed in Canada.

C. COST: The cost of unit construction in Canada may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. American expenditures for Canadian unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

27.476 RUSSIA:

Russia may construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost. Russian units may not be constructed in Mongolia or Tanna Tuva.

27.477 FRANCE:

The French 1-3 infantry units represent French colonial forces and may only be rebuilt in the colonies in which they began the campaign game (75.61).

27.478 FORTIFICATIONS: See 32.1.

27.5 FORCE POOLS AND INTER-THEATER TRANSFERS:

27.51 GROUND UNITS MAY NOT BE ALTERED: Britain, the U.S. and Russia may transfer units from one theater to another. Ground units may not be broken down into smaller denominations or combined into larger denominations when transferred between theaters. The movement factor (ground units) and range (air units) for both theaters is indicated on the unit counters.

27.52 AMERICAN CONSTRUCTION: American units may be constructed in either U.S. box, regardless of where they were lost. American ground and air units may also be transferred from one theater to another by SRing them from one U.S. box to the other at a maximum rate of six units per turn (28.751A, 28.752A) or by using Indian Ocean transports (20.645).

27.6 NAVAL AIR CONSTRUCTION:

27.61 NAVAL AIR TRAINING RATES: The number of factors of naval air which may be built each turn is limited for all major powers as follows: the U.S.: 4; Japan: 3; Britain: 2; Germany: 1; Italy: 1; France: 0. Japan’s naval air training rate is doubled once kamikazes have been formed (17.353D). These limits apply to both the construction of new force pool additions and the rebuilding of naval air units which have been eliminated. American construction of CVEs is limited by, but not counted against, naval air training rates (17.353B). Naval air training rates may be increased by the investment of RPs in production (42.22E). Russia and China may never build naval air units.

27.7 NAVAL CONSTRUCTION AND REPAIR:

27.71 SHIPBUILDING LOCATIONS:

27.711 Submarines, ASW and transports may be constructed in the following locations:

A. Any controlled, fully supplied port in the constructing major power’s home country.

B. Either U.S. box (U.S. only).

C. Canada (Britain only).

C. The Australia box (One transport per turn by Britain only, if Britain and Japan are at war).

27.712 Destroyers, CVEs, cruisers, and named naval units may be constructed in the following locations:

A. Any controlled, fully supplied port in the constructing major power’s home country which contains an anchor symbol.

B. Either U.S. box (U.S. and Britain only).

C. Canada (British destroyers only).

D. Australia (Australian destroyers only, if Britain and Japan are at war). No more than two Australian destroyer factors may be in play at any time.

27.713 USE OF CAPTURED SHIPYARDS: Cruisers and named naval units may be repaired in captured ports containing an anchor symbol, provided the major power which originally controlled the shipyard has surrendered. The Naval Construction Chart for that shipyard is used to keep track of repairs. Each captured shipyard has a shipbuilding rate of one and a shipyard capacity of two. If a shipyard is recaptured by its owning nation, the full shipyard rates and capacity are restored. If recaptured by an ally after the original country has surrendered, it is treated as a captured shipyard, with a shipbuilding rate of one and a shipyard capacity of two.

27.72 SHIPBUILDING AND BRP COSTS: Each naval factor requires one shipbuilding point and three BRPs to construct.

27.721 SUBMARINES, ASW AND TRANSPORTS:

27.7211 Submarines, ASW and transports are constructed immediately, at a cost of one shipbuilding point and three BRPs for each factor.

<table>
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<tr>
<th>Naval Repair and Construction Costs — 27.7221</th>
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<td>Status:</td>
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Cruisers and named ships which are sunk in port may be repaired by first expending one shipbuilding point and three BRPs to raise them to dam-aged status, after which they may be transferred to a shipyard for repairs in the normal manner. Destroyers and CVEs which are sunk in port are permanently eliminated. Only the U.S. may build CVEs.
27.7212 Transports are repaired immediately at no shipbuilding or BRP cost when they return to base.

27.722 DESTROYERS, CVEs, CRUISERS AND NAMED SHIPS:
27.7221 The number of turns and shipbuilding cost to build and repair destroyers, CVEs, cruisers and named ships are set out below. A cost of three BRPs is incurred for each shipbuilding point used. Only the U.S. may build CVEs.

27.7222 RESTRICIONS ON NAVAL CONSTRUCTION:
27.72221 FAST CARRIERS:
A. The U.S. and Japan may build CVs, CVBs and CVLs.
B. Germany, Italy and Britain may build only CVLs.
C. Russia, France and China may not build fast carriers.
D. For restrictions on American pre-war fast carrier construction, see 27.7325.

27.72222 CVEs:
A. Only the U.S. may build CVEs.
B. The U.S. may build British CVEs once USAT reach 28, with the cost of construction counting against the American BRP grant limit. Construction of British CVEs is limited by the British naval air training rate.
C. The U.S. may build American CVEs once CVEs reach 34. Construction of American CVEs is limited by the American naval air training rate.

27.72223 AMERICAN SHIPBUILDING:
A. Each turn no more than half (round up) of the American shipbuilding rate may be used to construct destroyers, CVEs, submarines, ASW and transports. This limit applies separately to each American shipyard.
B. There is no restriction on the proportion of American shipbuilding which may be used to construct cruisers and named ships.

27.72224 NOT LIMITED BY COUNTER MIX: The construction of naval units is not limited by the available counters.

27.723 THE NAVAL CONSTRUCTION CHART: The construction of destroyers, CVEs, cruisers and named ships, and the repair of cruisers and named ships, is tracked using the Naval Construction Chart on the owning major power’s scenario card. Each port or mapboard box in which cruisers and named ships may be repaired and constructed has its own Naval Construction Chart.

27.724 USING THE NAVAL CONSTRUCTION CHART: Each Naval Construction Chart sets out the following essential features of the port or mapboard box it represents:
A. SHIPBUILDING RATE: The shipbuilding rate represents the number of shipbuilding points which may be expended in that port or mapboard box in a single turn. The American prewar shipbuilding rate is determined by the extent to which it mobilizes its shipyards as USAT and USJT increase (36.34).
B. SHIPYARD CAPACITY: The shipyard capacity represents the number of destroyers, CVEs, cruisers and named ships which may be undergoing repair or construction in that port or mapboard box at any given time. Ships waiting for repairs do not count against shipyard capacity, but do count against the basing capacity of the port in which the shipyard is located. Submarines, ASW and transports do not count against shipyard capacity. The shipyard capacity is equal to twice the shipbuilding rate for each location (EXCEPTION: The starting shipyard capacity for each U.S. box is ten, even though the starting shipbuilding rate for each U.S. box is only one. Once the shipbuilding rate for a U.S. box exceeds five, the shipyard capacity of that U.S. box increases normally).
C. SHIPBUILDING LEVELS: Shipbuilding levels are used to track the progress of naval repairs and construction. As a naval unit nears completion, it is moved down the Naval Construction Chart towards the “Launch” row.
D. WAITING FOR REPAIR: Damaged ships are placed in the “Waiting for Repair” box until repairs are begun by placing them on the appropriate box of the Naval Construction Chart.
E. STARTING FORCES: The Fall 1939 status of partly-built ships is indicated on each Naval Construction Chart. After the counter corresponding to each such ship is placed on the Naval Construction Chart, these starting positions are ignored.

27.725 BEGINNING NEW CONSTRUCTION:
27.7251 A major power must expend one shipbuilding point and three BRPs to begin construction on a ship, regardless of the ship’s size or type:
A. Named ships are placed on the applicable Naval Construction Chart in the row corresponding to their size and in the column for that turn. Thus a 3-factor ship laid down in spring would be placed in the “3” row in the “Spring” column.
B. Cruisers are placed in the “2” row two columns from the column for the turn in which construction is begun. Cruisers must be constructed in two factor increments. Thus a cruiser laid down in spring would be placed on the “2” row in the “Fall” column.
C. DestROYers and CVEs are placed in the “Launch” row one column to the right of the column for the turn in which construction is begun. DestROYers and CVEs constructed in winter turns are placed in the “Launch” row of the spring column.

27.726 BEGINNING REPAIRS:
27.7261 DAMAGED SHIPS: Damaged cruisers and named ships may not be repaired until they are moved or redeployed to a location capable of carrying out their repairs. They are subject to interception while en route to their repair location and are sunk if damaged again. Once they arrive, they are placed in the “Waiting for Repair” box of the Naval Construction Chart for that location.
27.7262 SHIPS SUNK IN PORT: Cruisers and named ships which are sunk in port may be repaired by first expending one shipbuilding point and three BRPs during a unit construction phase to raise them to damaged status, after which they may be transferred to a shipyard for repairs in the normal manner. Otherwise ships sunk in port may not move. Repairs may not be started on a ship in the same player turn in which it is raised to damaged status. DestROYers and CVEs which are sunk in port are permanently eliminated.
27.7263 SOURCE OF SHIPBUILDING POINTS TO RAISE SHIPS: The shipbuilding point used to raise a ship sunk in port, which represents the transfer of technicians and workers to the ship’s location, is taken from any shipyard controlled by the owning major power. American Atlantic shipbuilding may only be used in the European theater; American Pacific shipbuilding may only be used in the Pacific theater. British shipbuilding may be used in either theatre. A major power may not use its shipbuilding points to raise a ship belonging to another major power.
27.7264 LOCATION OF REPAIRS: British ships may be repaired in Glasgow or, if the U.S. is at war with Germany, in either U.S. box. American ships in Europe are repaired in the Atlantic U.S. box and American ships in the Pacific are repaired in the Pacific U.S. box.
27.7265 VICHY FRENCH REPAIRS: Vichy French ships may be repaired in the Marseilles shipyard. There is no BRP cost for such repairs unless Vichy France has associated or activated.

27.7266 RESTRICTIONS ON REPAIRS:
A. ONE-TURN DELAY: Repairs may not be started on cruisers and named ships in the player turn in which they are damaged.
B. RUSSIA: Russian named ships and cruisers in the Pacific theater may not be repaired.
C. MINOR COUNTRIES: Minor country cruisers may be repaired in a shipyard belonging to a major power in their alliance faction, even if this would violate normal geographical restrictions for basing. Once repaired, such cruisers must again base in accordance with their geographical restrictions.

27.727 INITIATING REPAIRS: During its unit construction phase, a major power may, by expending a shipbuilding point and three BRPs, transfer a damaged named ship from the “Waiting for Repair” box of a Naval Construction Chart to a space which reflects the time required to effect repairs. For example, in the unit construction phase of a spring turn, a damaged named ship (which takes two turns to repair) would be placed in the “Launch” row in the “Fall” column. Cruisers, which may be repaired at no shipbuilding or BRP cost (and which take one turn to repair), are placed in the “Launch” row of the column for the turn following their repair. Shipbuilding capacity may impede the repair of damaged named ships and cruisers.
27.727 CONTINUING CONSTRUCTION AND REPAIRS:
27.7271 Once construction or repairs have begun, no distinction is made between naval units which are under construction and naval units which are being repaired.
27.7272 During each unit construction phase, the moving player has five options for each naval unit which appears in the column for that turn on each
of his Naval Construction Charts. Naval units in columns for other turns are ignored:

A. CONTINUING CONSTRUCTION: Construction or repair of a naval unit may be continued, at the cost of one shipbuilding point and three BRPs, by moving the naval unit down one row in the same column.

B. ACCELERATING CONSTRUCTION: The construction of three-, four- and five-factor ships may be accelerated by spending an extra three BRPs or six BRPs beyond the normal three BRP cost of use a shipbuilding point (27.7272A).

The expenditure of a total of six BRPs (including three BRPs for acceleration) and one shipbuilding point moves the accelerated ship down one row and one column to the left, so the next opportunity to advance the ship comes one turn earlier than would otherwise be the case. The expenditure of a total of nine BRPs (including six BRPs for acceleration) and one shipbuilding point moves the accelerated ship down one row and two columns over in either direction (a “knight’s move”, in chess terms), so the next opportunity to advance the ship comes two turns earlier than would otherwise be the case. Acceleration is subject to the following restrictions:

- acceleration is not allowed when naval units are first placed on a Naval Construction Chart.
- ships may be accelerated only when on the “5”, “4” or “3” row of a Naval Construction Chart.
- one- and two-factor naval units and ships may not be accelerated.
- Italy may not accelerate naval construction until it is at war with the Western Allies.
- Japan may accelerate naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may accelerate Pacific naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may accelerate Atlantic naval construction only if Germany and the U.S. are at war.

C. DEFERRING CONSTRUCTION: Construction or repair of a naval unit may be deferred, at no shipbuilding or BRP cost, by moving the ship counter along the same row one column to the right. Naval units in the “Winter” column are moved to the “Spring” column. Completion of construction or repairs is thereby delayed one turn. Provided the major power in question has sufficient BRPs at the start of its unit construction phase, deferring naval construction is subject to the following restrictions:

- Italy may not defer naval construction until it is at war with the Western Allies.
- France may not defer naval construction until the Allied player turn following any one of:
  - An Italian declaration of war against Britain or France;
  - The first Axis full offensive on the western front; or
  - The first German declaration of war against a minor country on the western front.
- Japan may defer naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may defer Pacific naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may defer Atlantic naval construction only if Germany and the U.S. are at war.

D. SCUTTLING: A player may voluntarily eliminate a naval unit in order to free shipyard capacity for other uses. Scuttling is subject to the same restrictions as deferring naval construction (27.7272C).

E. LAUNCHING SHIPS: When a naval unit enters the “Launch” row, it is immediately placed on the board, inverted, in the port or mapboard box corresponding to the Naval Construction Chart.

27.7273 DESTROYERS: Construction of new destroyers requires one shipbuilding point and three BRPs. After one turn, they are launched automatically, without further expenditure.

27.7274 CVEs: Construction of new CVEs requires one shipbuilding point and three BRPs. After one turn, they are launched automatically, without further expenditure. The number of American and British CVEs which the U.S. may construct each turn is limited by the American and British naval training rates (17.353B).

27.728 STATUS OF SHIPS UNDER REPAIR OR CONSTRUCTION:

27.7281 Ships in the “Waiting for Repair” box of a Naval Construction Chart may move or redeploy from their port. Partially-completed and damaged ships on a Naval Construction Chart in the “2” or “Launch” rows may not voluntarily move or redeploy from their port, but are displaced if their port is occupied by enemy ground units. In both cases, such ships may be intercepted by enemy air and naval units and the ships are considered to be damaged prior to resolving combat arising out of interception by enemy air or naval units. Ships which move or redeploy from a “Waiting for Repair” box or which are displaced from the “2” or “Launch” row of a Naval Construction Chart are treated as damaged ships and are placed in the “Waiting for Repair” box of any shipyard they enter.

27.7282 Partially-completed ships in the third or higher row of a Naval Construction Chart may not move and are eliminated if their shipyard comes under enemy control.

27.7283 Damaged ships in the “Waiting for Repair” box that are attacked by enemy air units while in port are considered to be damaged prior to resolving enemy air attacks. Partially completed ships and those presently undergoing repairs may only be attacked by strategic bombing (26.78).

27.73 SHIPBUILDING RATES:

27.731 The shipbuilding rates at the start of the game are set out below. These shipbuilding rates may be increased by the allocation of RPs to shipbuilding:

A. GERMANY: 2 (Kiel)
B. ITALY: 2 (Genoa, Trieste: 1 each)
C. JAPAN: 3 (Kagoshima)
D. RUSSIA: 2 (Leningrad, Sevastopol: 1 each)
E. BRITAIN: 5 (Rosyth (4), Canada (1))
F. AUSTRALIA: 1 (if Britain and Japan are at war)
G. FRANCE: 2 (Lorient, Marseilles: 1 each)
H. UNITED STATES: 2 (Atlantic (1), Pacific (1))

27.732 AMERICAN PREWAR SHIPBUILDING:

27.7321 The United States has a starting shipbuilding rate of one and a shipyard capacity of ten in each theater. The U.S. may increase its shipbuilding rate either by mobilization (36.34) or by production (42.23D):

A. American shipbuilding increases from mobilization must be assigned to the U.S. box in the theater in which tensions triggered the mobilization. No more than one shipbuilding increase may be generated by each mobilization.

B. American shipbuilding increases from production may be assigned to either U.S. box. American shipbuilding may not be increased through production in a theater until the U.S. is either at war in that theater or the U.S. tension level for that theater is 50 or greater.

27.7322 TRANSPORTS: The United States may use its shipyards to build transports prior to the outbreak of war between the United States and Germany if USAT are 28 or more. The BRP cost of such construction is paid for by the United States and counts against the limit for American BRP grants to Britain (one BRP for each USAT level over 25) and against the American construction limit.

27.7323 American ships built in the Pacific U.S. box prior to the outbreak of war with Japan do not become part of the Pacific Fleet if they are redeployed to the Atlantic U.S. box in the turn they are launched.

27.7324 If only one theater is being played, mobilization and production increases in that theater govern the American shipbuilding rate.

27.7325 RESTRICTIONS ON AMERICAN FAST CARRIER CONSTRUCTION: Prior to the outbreak of war between the U.S. and Japan, American construction of fast carriers is prohibited except as permitted by the events set out below. This restriction does not affect the continued construction of American fast carriers laid down prior to the start of the game. For each of the following events, the U.S. may begin the construction of one American fast carrier of any type:

A. The launch of the Hiryu (Fall 1939), Shokaku (Spring 1941) and Zuikaku (Summer 1941) (one fast carrier for each launching);
B. The laying down of any other Japanese fast carrier (one fast carrier for each Japanese fast carrier placed on the Japanese Naval Construction Chart).

27.73251 EUROPEAN SCENARIOS: In a European scenario, the U.S. may begin the construction of one American fast carrier of any type for each fast carrier laid down by the Axis (one fast carrier for each German or Italian fast carrier placed on the German or Italian Naval Construction Charts).
27.74 SHIPYARD CAPACITY:
27.741 The total shipyard capacity for each location capable of building destroyers, CVEs, cruisers and named ships or repairing cruisers and named ships is twice the shipbuilding rate for that location. The number of destroyers, CVEs, cruiser and named ship counters on the Naval Construction Chart at any moment for each shipbuilding location may not exceed the shipyard capacity for that location. New ships may not be laid down, and repairs may not be started of damaged ships, in excess of this limit.

27.742 When the completion of naval construction or repairs results in the transfer of a ship from a Naval Construction Chart to the board, the construction of a new ship or repair of a damaged ship may be started in the same unit construction phase.

27.743 AMERICAN PREWAR SHIPYARD CAPACITY: Prior to American entry into the war, the American shipyard capacity in each U.S. box is ten, unless the American shipbuilding rate for that U.S. box is more than five, to reflect the availability of shipyards, even though the tension effects on domestic politics govern mobilization and the American shipbuilding rate.

27.8 INVERSION OF NEWLY CONSTRUCTED AIR AND NAVAL UNITS:
27.81 AIR AND NAVAL UNITS INVERTED WHEN CONSTRUCTED: All air and naval units are inverted when they are constructed or repaired.

27.82 EFFECT OF REDEPLOYMENT:
A. AIR: Newly constructed air units may be uninverted at the end of the player turn in which they are constructed if sufficient oil is available for that purpose (33.7), unless they are redeployed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn.
B. NAVAL: Newly constructed or repaired naval units may be uninverted at the end of the player turn in which they are launched if sufficient oil is available for that purpose (33.7), unless they are NRed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn.

27.9 CONSTRUCTION OF SW UNITS:
27.91 INVERSION: SW units are constructed during the unit construction phase and are uninverted if placed in an SW box. Submarines redeployed on the mapboard in the player turn of construction remain inverted in the same manner as naval units (28.82).

27.92 PLACEMENT OF AIR UNITS: Newly constructed strategic bombers and interceptors are placed as follows:
A. GERMANY: In the Atlantic SW box, on any front.
B. JAPAN: In the Pacific SW box, on any front.
C. BRITAIN: In the Atlantic SW box, on any front.
D. U.S.: In either the Atlantic or Pacific SW box, on any front, once the U.S. is at war in the applicable theater. Newly constructed American strategic bombers and interceptors are placed in the U.S. box for a theater in which the U.S. is not at war.
E. RUSSIA: In either the Atlantic or Pacific SW box, on the eastern or Asian fronts.

27.93 PLACEMENT OF NAVAL UNITS: Newly constructed submarines, ASW and transports are placed as follows:
A. GERMANY: In any western front or Baltic port.

28. REDEPLOYMENT
28.1 REDEPLOYMENT PHASE
28.2 RESTRICTIONS ON REDEPLOYMENTS
28.3 REDEPLOYMENT MECHANICS
28.4 TACTICAL REDEPLOYMENTS
28.5 NAVAL REDEPLOYMENTS
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28.8 EFFECT OF REDEPLOYMENT ON AIR, NAVAL AND SW UNITS
28.9 VOLUNTARY ELIMINATION OF UNITS

28.1 REDEPLOYMENT PHASE:
28.11 REDEPLOYMENT PHASE: After unit construction, during the redeployment phase, each alliance may redeploy its ground, air, naval and SW units, as set out below.

28.12 TYPES OF REDEPLOYMENTS: There are three types of redeployments:
A. TACTICAL REDEPLOYMENTS (TRs): Ground units may move to the extent allowed by their movement capability and air units may stage.
B. NAVAL REDEPLOYMENTS (NRs): Naval units, ASW and transports may redeploy and ground and air units may be sea escorted.
C. STRATEGIC REDEPLOYMENTS (SRs): Ground and air units may move distances exceeding their normal movement and staging capabilities, up to the capacity of the objective to which they redeploy.

28.13 REDEPLOYMENT PHASE SEGMENTS: The redeployment phase consists of the following segments:
A. TRs.
B. SRs (only units which are attempting to NR).
C. NRs.
D. SRs.
E. TRs (only units which NRed or SRed).

28.2 RESTRICTIONS ON REDEPLOYMENTS:
28.21 ELIGIBLE UNITS: Each alliance may redeploy ground, air, naval and SW units belonging to major powers and minor allies in that alliance, subject to 28.22.

28.22 INELIGIBLE UNITS:
A. Isolated units may not be redeployed.
B. Ground units which are partially supplied or subject to an army oil effect may not be NRed.
C. Partisans and associated minor country units may not be redeployed.

28.23 REDEPLOYMENTS RESTRICTED TO CONTROLLED, SUPPLIED HEXES: Units being redeployed may only enter or pass through controlled, fully or partially supplied hexes, including those subject to oil effects (EXCEPTION: Air units may fly over unsupplied hexes—28.342).
In a multi-player game, units may be redeployed over hexes controlled by an alliance or coalition partner if the partner consents.

**28.24 REDEPLOYMENTS TO NEWLY-ACQUIRED HEXES PERMITTED:** Subject to the restrictions of 28.25, units may redeploy into and through hexes acquired during the preceding movement or combat phase if the hexes are fully or partially supplied during the post-combat supply phase which precedes the redeployment phase.

**28.25 REDEPLOYMENTS NEXT TO ENEMY COUNTERS PROHIBITED:** The redeployment of a ground, air, naval or SW unit, and the route of a BRP grant made during the unit construction phase, may not begin, end or pass adjacent to an enemy ground, air, naval or SW unit, partisan, airbase counter, rocket base, bridgehead, port counter, railhead, fortress, fortification, IC or secret installation, except as allowed by 28.26.

**28.26 WHEN REDEPLOYMENTS NEXT TO ENEMY COUNTERS PERMITTED:** A unit may redeploy from, through or into a hex adjacent to an enemy counter if:

A. The “enemy” major power is neutral, and therefore not at war, with the alliance redeploying the unit.

B. The enemy unit in the adjacent hex could not enter the redeployment hex for political reasons, such as when the redeployment is through neutral hexes, as permitted by certain diplomatic results.

C. The enemy counter is separated from the adjacent hex by water, including a hex connected by a crossing arrow. Lakes are sufficient to separate hexes; rivers are not.

D. Into or out of Gibraltar, regardless of the presence of enemy units in hex Z8 (73.41).

**28.27 NRs:** Units being redeployed by sea may pass by or through hexes containing enemy units (EXCEPTIONS: Gibraltar, the Turkish Straits, Copenhagen and the Skagerrak, the Strait of Malacca, the Sunda Strait, the Suez canal—21.211), but they may not begin or end the sea portion of their redeployment in a port adjacent to an enemy counter (EXCEPTION: Gibraltar: 28.26D).

**28.28 STACKING LIMITS:** Stacking limits apply at the end of the redeployment phase, but do not apply at the end of the various segments within the redeployment phase.

**28.3 REDEPLOYMENT MECHANICS:**

**28.31 SEQUENCE:**

**28.311 TRs:** All eligible units may TR prior to NRs and SRs.

**28.312 SRs PRIOR TO NRs:** Once all initial TRs are completed, eligible units may SR to ports in order to NR. Units which are not being NRed may not be SRed until after NRs are completed.

**28.313 NRs:** Eligible units may NR. All NRs, including sea escort, are announced to the opponent at the same time, then are conducted in the order desired by the moving player. Air and naval units which have been NRed, or which are committed to being NRed, may not be used to defend the NR of other units in the same redeployment phase.

Naval units which are NRed together fight together if intercepted. The TR of an air unit does not impair its ability to defend the NR of naval units later in the same redeployment phase, nor does this restriction prevent air units from being SRed after participating in naval combat arising out of the interception of an NR during the same redeployment phase. Air units which are SRed prior to being NRed may not defend NRs.

**28.314 SRs:** Once all NRs are completed, eligible units may SR, including units which SRed prior to being NRed.

**28.315 ADDITIONAL TRs:** Once all NRs and SRs are completed, units which NRed or SRed may TR again.

**28.32 SEPARATE NRs TO DIFFERENT BASES:** NRs to the same destination base, even if they originated in different locations, may be made simultaneously for protection against enemy interception. NRs to different destinations must be made separately and may not benefit from mutual protection even if they traverse the same sea hexes.

**28.321 GROUND UNITS:** Ground units may not cross any all-water hexside during redeployment without sea escort or air transport (EXCEPTIONS: Rivers and crossing arrows).

**28.33 ICs:** ICs may not be redeployed.

**28.34 AIR UNITS:**

**28.341 CHAIN OF BASES REQUIRED UNLESS SEA ESCORTED:** Air units may redeploy from an unsupplied air base, but only to or through a fully or partially supplied air base, including those subject to air oil effects. The basing capacity of intermediate bases is irrelevant. Air units may redeploy over water by tracing a path of no more than eight (Europe) or six (Pacific) hexes from a controlled air base to a fully or partially supplied, controlled air base on the far shore or by the use of sea escort for naval redeployment. TRs are limited to a maximum of eight (Europe) or six (Pacific) hexes; air units may SR more than eight (Europe) or six (Pacific) hexes total by using a chain of fully or partially supplied air bases. For naval air units, this required chain of air bases may include fully or partially supplied, controlled one-hex islands, and the air bases involved may be no more than six hexes apart in either theater. Air bases controlled by an alliance or coalition partner may be used unless prohibited by a cooperation restriction or lack of consent in a multi-player game.

**28.342 STATUS OF HEXES OVER WHICH AIR UNITS REDEPLOY:** Air units may redeploy over unsupplied hexes and partial land-sea hexes if the land portion is under friendly control or if the land portion is under neutral control and the air units do not cross any all-land hexes. Air units may not redeploy over hexes which are completely under enemy or neutral control, or over land-sea hexes if the land portion is under enemy control.

**28.343 REDEPLOYMENT TO OR FROM CARRIERS AT SEA PROHIBITED:** NAS may not redeploy to or from a fast carrier which is at sea being NRed.

**28.35 AIRBASES AND ROCKET BASES:** Airbases and rocket bases may not be redeployed.

**28.36 AIR TRANSPORT:**

**28.361 AIR TRANSPORT:**

A. Ground units which are eligible for air transport (18.543) may be redeployed up to eight (Europe) or six (Pacific) hexes by using an uninvited air transport factor in an operational air base (18.54).

B. If a ground unit is TRed by an air transport factor, both the ground unit and the air transport factor must begin the redeployment phase in the same air base. Similarly, if a ground unit is SRed by an air transport factor, both the ground unit and the air transport factor must begin the SR segment of the redeployment phase in the same air base.

C. An air transport factor used to redeploy a ground unit may remain in its base or redeploy to the destination base.

D. An air transport factor used for an air transport mission is inverted at the end of the redeployment segment in which the air transport mission is carried out. An air transport factor used to air transport a ground unit may redeploy further in a subsequent redeployment segment if otherwise eligible to do so.

E. The limit on the number of ground units and air factors which may be SRed to and from an objective (28.62) applies both to ground units SRed by air transport and the air transport factors used to SR them.

**28.4 TACTICAL REDEPLOYMENTS:**

**28.41 NORMAL MOVEMENT RESTRICTIONS APPLY:** Normal movement restrictions apply to TRs. The number of movement factors moved by ground units may be reduced by terrain, weather and other factors (13.4).

**28.42 OFFENSIVE OPERATIONS PROHIBITED:** Ground units which are TRing may not conduct offensive operations associated with movement (overruns, sea transport) during the redeployment phase.

**28.43 ALL ELIGIBLE UNITS MAY TR:** All, some or none of an alliance’s ground and air units may TR, provided they are otherwise eligible to do so (28.2).

**28.44 TRs NOT RESTRICTED BY FRONT BOUNDARIES:** Ground and air units may TR across front boundaries.

**28.45 TRs OFF THE BOARD:** TRs onto or off the board are permitted only into or out of the Australia, India and Urals boxes.

**28.46 AIR REMAINS INVERTED:** Air units which were used during their movement or combat phase arising out of the interception of an NR during the same redeployment phase in the same air base.

**28.5 NAVAL REDEPLOYMENTS:**

**28.51 RESTRICTIONS ON NRs:**

**28.511 LOCATION:** A unit may only NR if it begins the NR segment of the
28.512 SUPPLY: Naval units, transports and ASW may redeploy from an unsupplied port but only to and through fully or partially supplied ports or a mapboard box.

28.513 RANGE RESTRICTIONS: European and Pacific naval units NRing or performing sea escort are not limited by range or front boundaries, although they may not cross more than 20 sea hexes (Europe) or ten sea hexes (Pacific) without reaching a controlled, fully or partially supplied port (EXCEPTIONS: Japanese NRs from Japan and Western Allied NRs from Pearl Harbor have a range of 20 hexes. If Japan controls and fully supplies Wake and either Midway or Johnson Island, Japan may NR between Japan and Japanese-controlled Hawaiian Islands. The NR or sea escort must pass through the required islands, then proceed by the shortest route to the destination hex).

28.514 GIBRALTAR: Naval units may NR through the strait of Gibraltar only if Gibraltar is under friendly control (21.211B) (EXCEPTION: Submarines—25.15). Allied control of Gibraltar after a British surrender thus prohibits the redeployment of Axis fleets through the strait of Gibraltar. Hostile forces in any other hex adjacent to the strait (including AA9 and BB8) do not prevent NR into or through Gibraltar, so long as Gibraltar itself is controlled. Sea escort into and out of Gibraltar is similarly permitted.

28.515 TURKISH STRAITS: Naval units may NR through the Turkish straits only if all four hexes adjacent to the crossing arrows are under friendly control (21.1323).

28.516 COPENHAGEN AND SKAGERRAK STRAIT: Naval units may NR between the Baltic Sea and the North Sea only if Copenhagen and the Skagerrak strait are under friendly control (21.211C, D).

28.517 SINGAPORE: Naval units may NR through the Strait of Malacca (DD11, EE10) only if Singapore is under friendly control (21.211E).

28.518 SUNDA STRAIT: Naval units may NR through the Sunda Strait only if hexes II10 (Sumatra) and II11 (Java) are under friendly control (21.211F).

28.519 SUEZ CANAL: Naval units may NR through the Suez canal only if all the land hexes adjacent to the canal are under friendly control (88.342).

28.52 INTERCEPTION OF NRs:

28.521 INTERCEPTION PERMITTED: Units which redeploy by land or air may not be intercepted. Units which NR are subject to attack and interception as set out below.

28.522 INTERCEPTION RESOLVED NORMALLY: NRs may be attacked by uninvited enemy air units and intercepted by uninvited enemy naval units. NRs to and from mapboard boxes may only be attacked and intercepted on board sea hexes. The redeploying player may attempt counter-interceptions of intercepting enemy naval units. Naval combat is resolved normally.

28.523 EFFECT OF INTERCEPTION: If naval units which are NRing or conducting sea escort win their engagement with intercepting enemy naval forces, the NR or sea escort succeeds or returns to port, at the moving player’s option. If they lose the engagement, or if the redeploying player aborts the NR, the redeployment fails and the naval units involved return to their base of origin, as do any surviving ground or air units which were being sea escorted. Ground and air units may then be SRed or TRed elsewhere, but such units may not be sea escorted further in that redeployment phase. Naval units involved in a failed redeployment end their turn in their base of origin. If a failed redeployment results in the overstacking of any type of unit in the base of origin and that overstacking is not remedied by the end of the redeployment phase, the excess units are eliminated.

28.524 EFFECT OF ENEMY AIR AND NAVAL ATTACKS: For the effect of enemy attacks on destroyers and transports carrying cargo, see 20.58 and 20.59.

28.53 INTERCEPTION OF NRs TO AND FROM MAPBOARD BOXES: Air attacks on and naval interception of NRs to and from mapboard boxes are carried out as follows:

28.531 For NRs onto the mapboard, the redeploying player traces a path from the edge of the mapboard to the destination hex. Any enemy air attacks and naval interception must take place between the selected map-edge hex(es) and the destination, inclusive. For NRs to a mapboard box, the redeploying player traces a path from the port of origin to the edge of the mapboard. Any enemy air attacks and naval interception must take place between the port of origin and the edge of the mapboard, inclusive.

28.532 Naval units in an SW box may be counted toward the defense of any redeployment using transports in that SW box. Naval units in an SW box may protect a redeployment through that SW box even if they engaged enemy forces earlier that turn while protecting sea supply through that SW box.

28.533 Redeployments to the same destination may be protected as a single redeployment. Redeployments to more than one base must be protected separately, with the redeploying player indicating which naval units in an SW box will protect which redeployments before enemy air and naval interceptions are announced.

28.534 After naval combat is resolved, surviving undamaged naval units that were in the SW box remain in the SW box. Damaged naval units immediately return to any eligible base or mapboard box (25.371).

28.54 ADDITIONAL REDEPLOYMENTS: Units which NR, including failed NRs, may also SR and/or TR if eligible to do so (28.315).

28.6 STRATEGIC REDEPLOYMENTS:

28.61 TIMING: SRs are conducted during the SR segment of the redeployment phase, following the completion of NRs (EXCEPTION: Units which attempt to NR may SR prior to NRs).

28.62 RESTRICTIONS: Units which SR must begin and end their SR in an objective or mapboard box controlled by their alliance faction. Units which SR simply trace a path, subject to the normal restrictions on redeployments (28.2), from one objective or mapboard box to another, regardless of the distance involved. Air units which SR must have a chain of air bases between objectives (28.341). No more than two ground units and five air factors may be SRed to and from each objective.

NOTE: There is no limit on the number of units which may SR into or out of a mapboard box, other than the number of objectives at the other end of the SR. The only exception to this is SRs between the two U.S. bases; in no other instance may a unit be SRed from one mapboard box to another.

28.63 RUSSIAN WINTER EFFECTS: For each modified winter level in Russia east of the Nazi-Soviet Pact line and Finland, one objective of the owning alliance faction’s choice in the affected area may SR only one ground unit or five air factors, rather than two grounds units and five air factors.

28.64 ADDITIONAL REDEPLOYMENTS: Units which SR may TR from their destination objective (28.315).

28.65 RAILHEADS:

28.651 CONSTRUCTION: Railheads may be constructed by Germany, Italy, Japan, Russia, Britain and the U.S. during the unit construction phase. France, China and minor countries may not construct railheads.

28.652 COST: A major power must make the following expenditures to construct a railhead:

A. Five BRPs.
B. Two RPs, reduced to one RP by a military breakthrough.

28.653 ELIGIBLE HEXES: Railheads may be built only in fully supplied (supply from a Russian IC is not sufficient) non-objective cities controlled by the constructing major power at the start of its player turn.

28.654 RESTRICTIONS: Railhead construction is subject to the following restrictions:

A. Only one railhead may be built in each hex.
B. Railheads may not be built in an enemy ZoC.
C. Railheads may not be built in areas currently subject to a “5” or worse winter result. Winter preparation may offset this effect.
D. Each alliance faction may construct only one railhead per turn.

28.655 EFFECTS:

A. SRs: A city containing a railhead counter is treated as an objective for SR purposes.
B. ATTRITION OCCUPATION: Hexes containing railhead counters may not be selected for attrition occupation (14.62C).
C. GROUND COMBAT: Infantry and replacement units defending in railhead construction sites are reduced to one RP by a military breakthrough.

28.656 PERMANENCY: Railheads may not be moved or destroyed once built.
Captured railheads may be used by the side which controls them. Railheads which are isolated remain in play.

28.7 OFF-BOARD REDEPLOYMENTS:

28.71 MECHANICS: Off-board redeployments occur in three situations:
A. Redeployments from the board to a mapboard box.
B. Redeployments from a mapboard box onto the board.
C. Redeployments between mapboard boxes.

28.72 REDEPLOYMENTS OFF THE BOARD: Redeployments from the board to a mapboard box are subject to the following rules:
A. A unit redeployed into a mapboard box must end the redeployment phase in that box.
B. Sea escort for the redeployment must be provided by transports in the SW box through which the redeployment passes (EXCEPTIONS: 28.754E and 28.755E). NRs off the board are subject to interception in the on-board portion of their NR. The NR may be protected by naval units based in the base from which the NR is made and naval units in the SW box through which the NR passes.
C. Units may TR off the board only into the Australia, India and Urals boxes.

28.73 REDEPLOYMENTS ONTO THE BOARD: Redeployments from a mapboard box onto the board are subject to the following rules:
A. Units may TR onto the board only from the Australia, India and Urals boxes.
B. Units which SR onto the board from a mapboard box may NR from their destination objective, using destroyers based in that objective for sea escort. They may also TR if otherwise eligible to do so.
C. Units which NR onto the board from a mapboard box may continue to NR from their initial destination port, using destroyers based in that port for sea escort. Naval units which protected the NR from the mapboard box may not protect such NRs beyond the initial destination port. They may also SR or TR if otherwise eligible to do so.
D. Sea escort for the NRs from mapboard boxes must be provided by transports in the SW box through which the redeployment passes. NRs onto the board are subject to interception in the on-board portion of their NR. The NR may be protected by naval units in the mapboard box from which the NR originates and by naval units in the SW box through which the NR passes. American naval units may not protect Atlantic NRs until the U.S. is at war with Germany.

28.74 REDEPLOYMENTS BETWEEN MAPBOARD BOXES: Redeployment between mapboard boxes are subject to the following rules:
A. A unit redeployed into a mapboard box must end the redeployment phase in that box.
B. Sea escort for the NR must be provided by transports in the SW box(es) through which the NR passes. NRs which also pass through onboard hexes (such as NRs from the U.S. Atlantic box through the Mediterranean to the India box) also require sea escort from destroyers (28.73C).
C. NRs between mapboard boxes which only pass through an SW box may not be intercepted by enemy air or naval units. NRs which also pass through onboard hexes may be intercepted during that portion of their NR.

28.75 REDEPLOYMENTS TO AND FROM MAPBOARD BOXES: The following areas are connected to the specified mapboard boxes for redeployment purposes. Units must begin in or pass though one of the listed areas when redeploying to the mapboard box and must arrive in or pass through one of the listed areas when redeploying from the mapboard box. Units redeployed to a mapboard box may remain in that mapboard box indefinitely. The SW box through which such redeployments pass, if any, and the location of transports used for the redeployment (20.642, 20.644, 20.645, 20.646) is set out in brackets (‘[’ ‘]’):

28.751 ATLANTIC U.S. BOX: Only American, British and Canadian units may redeploy to and from the Atlantic U.S. box.
A. The Pacific U.S. box [no transports are used].
B. The South Africa box [Atlantic SW box transports].
C. A western front port, via any hex along the western edge of the European mapboard (A23 to EE1) [Atlantic SW box transports].

28.752 PACIFIC U.S. BOX: Only American, British and Canadian units may redeploy to and from the Pacific U.S. box.
A. The Atlantic U.S. box [no transports are used].
B. The Australia box [Pacific SW box transports].
C. Dutch Harbor, Pearl Harbor and Papeete (Tahiti), via any hex along the eastern edge of the Pacific mapboard (A59 to KK48) [Pacific SW box transports].

28.753 SOUTH AFRICA BOX: Only Western Allied units may redeploy to and from the South Africa box.
A. The Atlantic U.S. box [Atlantic SW box transports].
B. A western front port [Atlantic SW box transports].
C. Suez, Basra or Abadan [Indian Ocean SW box transports].
D. The India box [Indian Ocean SW box transports].
E. Ethiopia [Indian Ocean SW box transports].
F. The Australia box [Indian Ocean SW box transports].

28.754 INDIA BOX: Only Western Allied units may redeploy to and from the India box.
A. The South Africa box [Indian Ocean SW box transports].
B. Suez, Basra or Abadan [Indian Ocean SW box transports].
C. Ethiopia [Indian Ocean SW box transports].
D. A land hex along the western edge of the Pacific mapboard (Q9 to CC2) [no transports are used].
E. Colombo or Madras, via hex CC2. Naval units in the Indian Ocean SW box may not protect such redeployments [no transports are used].
F. The Australia box [Indian Ocean SW box transports].

28.755 AUSTRALIA BOX: Only Western Allied units may redeploy to and from the Australia box.
A. The Pacific U.S. box [Pacific SW box transports].
B. The India box [Indian Ocean SW box transports].
C. The South Africa box [Indian Ocean SW box transports].
D. Suez, Basra or Abadan [Indian Ocean SW box transports].
E. Land hexes NN15 and NN24 along the southern edge of the Pacific mapboard [no transports are used].
F. Townsville via hex NN24 or Noumea (New Caledonia) via hex NN31. Naval units in the Indian Ocean SW box and Pacific SW box may not protect such redeployments [no transports are used].

28.756 URALS BOX: Only Russian units may redeploy to and from the Urals box.
A. Any hex in Russia on the eastern edge of the European mapboard (A62-Z53) [no transports are used].
B. Any hex in Russia (A23-F18) or Communist China (initially G18-L15) on the western edge of the European mapboard [no transports are used].

28.757 MURMANSK BOX: Only German units may redeploy to and from the Murmansk box in anticipation of a Murmansk convoy (40.4). Western Allied units only enter the Murmansk box while escorting a Murmansk convoy.
A. The Atlantic U.S. box (Western Allied units) [Atlantic SW box transports].
B. Any port in Britain (Western Allied units) [Atlantic SW box transports].
C. Bergen, Oslo or Scapa Flow, but no further (German units) [no transports are used].

28.758 ETHIOPIA BOX: Redeployments to and from the Ethiopia box are permitted as set out in 88.42.

28.76 GENERAL RULES APPLY TO INITIAL DEPLOYMENTS: The term “initial deployments” is used to refer to the transfer of units and BRPs from the U.S. boxes to the European and Pacific theaters. While this is one of the most common and most important applications of the rules governing redeployments from mapboard boxes, all the general rules set out in 28.7 apply to initial deployments.

NOTE: The general rules provide that each Western Allied ground unit (with three non-mechanized factors being treated as a single unit), five air factors and 10 BRPs (round up) which sea transports, invades or redeploy from a U.S. box to the European or Pacific mapboard requires an Atlantic or Pacific transport (20.64C). Transports are not required for the transfer of naval units from the U.S. boxes to Europe or the Pacific, but naval units alone will not defeat Germany
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28.7 REDEPLOYMENTS TO AND FROM SW BOXES: Naval units, ASW and transports transfer to and from SW boxes as stated in 25.31. Naval units which NR out of an SW box are inverted and remain so for at least the remainder of their player turn and for the next opposing player turn (25.372B). Strategic bombers and interceptors are placed in SW boxes via 26.22. Transfers between SW boxes is governed by 24.52.

28.8 EFFECT OF REDEPLOYMENT ON AIR, NAVAL AND SW UNITS:

28.81 INVERSION OF AIR AND NAVAL UNITS CONTINUED, BUT NOT TRIGGERED, BY REDEPLOYMENT: Uninverted air and naval units which are redeployed are not inverted as a result and may therefore perform defensive missions during the next opposing player turn. However, inverted air and naval units which are redeployed remain inverted during the next opposing player turn.

EXAMPLES: An American air unit which initially deploys to Britain in Fall 1942 could provide defensive air support or intercept Axis naval units during the Axis Winter 1942 player turn, unless the American air unit were constructed during the Allied Fall 1942 unit construction phase. Even if constructed earlier, it could not attack Axis naval units which intercepted the sea escort of an Allied unit from Britain to Norway in the Fall 1942 Allied redeployment phase.

28.82 SW UNITS: Newly constructed SW units do not remain inverted if redeployed to an SW box in the turn of construction. Newly constructed ASW and interceptors may therefore be used to defend against enemy SW operations in the enemy player turn following their construction and redeployment to an SW box. This does not apply to newly constructed CVEs, which are naval units and therefore remain inverted if redeployed to an SW box in the turn in which they are launched. Inverted CVEs do not defend against submarine warfare (25.362).

28.9 VOLUNTARY ELIMINATION OF UNITS:

28.91 VOLUNTARY ELIMINATION AT THE END OF THE REDEPLOYMENT PHASE: At the end of the redeployment phase, a player may voluntarily eliminate units (13.2).

29. HEX CONTROL

29.1 INITIAL HEX CONTROL

29.2 HEX CONTROL BY OCCUPATION

29.3 HEX CONTROL BY ISOLATION

29.4 HEX CONTROL BY DIPLOMACY

29.5 MINOR COUNTRY CONQUESTS

29.6 MAJOR POWER CONQUESTS

29.7 ISLAND GROUPS

29.1 INITIAL HEX CONTROL:

29.11 The land hexes controlled by each major power at the start of each scenario are set out in the details of that scenario. Sea hexes are not controlled by anyone.

29.2 HEX CONTROL BY OCCUPATION:

29.21 ENTRY INTO HEXES: Once play begins, the control of enemy and neutral hexes is gained by occupying them or moving ground units through them. Placing an enemy-controlled hex in the ZoC of a friendly armor unit does not change the control of the hex. A ground unit must physically enter a hex in order to gain control of it.

29.22 MECHANICS OF HEX CONTROL: Each hex is controlled by the last major power to have ground units in it or to move ground units through it, subject to 29.21 and the following:

A. A major power gains control of a hex when its minor ally or associated minor country units move through the hex.

B. Hexes in a major power’s home country revert to that major power’s control if they are recaptured by an ally of that major power (EXCEPTION: Chinese hexes recaptured by Communist China or Russia become Communist Chinese-controlled; hexes recaptured by Nationalist China or other Western Allied units become Nationalist Chinese-controlled). This does not apply to Italian and French hexes after an Italian or French surrender.

29.23 ELIMINATION OF DEFENDER INSUFFICIENT FOR HEX CONTROL: The elimination of all the defending ground units from a hex by offensive or attrition combat does not give the attacker control of the hex. An attacked hex remains under the defender’s control unless the attacker advances a ground unit into the hex. Similarly, if an airborne unit drops on a defended hex and both the attacking airborne unit and the defending ground units are eliminated, the defender retains control of the hex.

29.24 TRANSFER OF HEX CONTROL TO ALLIES PROHIBITED: Hex control may not be transferred from a major power to an ally. The movement of friendly ground units through hexes controlled by a major power ally does not change the control of those hexes.

A. A major power may trace supply and redeploy through, and place airbases, rocket bases and port counters in, hexes controlled by an alliance faction partner.

B. The Western Allies and Russian may trace supply and redeploy through hexes controlled by the other, if it has their consent to do so, but may not place airbases, rocket bases and port counters in one another’s hexes.

29.25 JOINT BRITISH-AMERICAN CONTROL: Hexes controlled by Britain and the U.S. are jointly controlled by both countries once the U.S. is at war in that theater.

29.26 HEX CONTROL BY PARTISANS: Partisans only control enemy hexes while they occupy them (11.61). When a partisan moves to another hex or is eliminated, the hex it occupied reverts to the control of the major power which previously controlled the hex.

29.3 HEX CONTROL BY ISOLATION:

29.31 ISOLATED POCKETS EVAPORATE: The moving player gains control of an enemy hex at the end of the post-combat supply determination segment of his player turn if the enemy hex:

A. Did not receive full or limited supply during the opponent’s previous player turn;

B. Was not occupied by or adjacent to any enemy units including an enemy partisan, airbases, rocket bases, bridgeheads, railheads, port counters, fortress or fortification at the start of the moving player’s turn; and

C. Is adjacent to a supplied hex controlled by the moving player.

29.32 TIMING OF SUPPLY: Isolated enemy hexes which come under a player’s control without the need for actual occupation receive supply at the end of the post-combat supply determination segment of the moving player’s turn if a land supply line can be traced to them, although supply may not be traced through such newly-acquired hexes until the following turn. Hexes acquired in this manner may thus not be used by the moving player’s air or naval units during movement and combat, but come under the control of the moving player and receive supply prior to his redeployment phase.

EXAMPLE: In Summer 1941, German armor units encircle a large pocket of Russian infantry units. The Russian player is unable to break the encirclement, and the Russian infantry units are eliminated at the end of the Russian Summer 1941 post-combat supply determination segment. During the Fall 1941 German movement phase, no German airbases may be built in these hexes, as they are still controlled by Russia. The German player doesn’t bother to move units through the pocket. At the end of the German Fall 1941 post-combat supply determination segment, all of the encircled hexes adjacent to supplied German hexes come under German control, and the German player may redeploy units into or through these hexes. Were the pocket several hexes deep, the innermost hexes would not come under German control for another turn or two.

29.4 HEX CONTROL BY DIPLOMACY:

29.41 DIPLOMATIC RESULTS: A major power may obtain control of the hexes in a European minor country after a diplomatic result of “8” or more (Axis) or “-1” or less (Western Allies, Russia). When such a diplomatic result occurs, all hexes in the minor country, except for hexes occupied by units belonging to another alliance faction, immediately come under control of the alliance faction which obtained the diplomatic result (82.31).

29.42 ASSOCIATION: A major power gains control of a minor country’s
hexes when the minor country associates with the major power, either because of a diplomatic result or enemy attack (84.44). In the Pacific, Thailand may associate with Japan (89.5), the Dutch East Indies may associate with Britain (89.24) and the Philippines are associated with the U.S. (89.4).

29.43 ACTIVATION: A major power gains control of a minor country’s hexes when the minor country activates as a minor ally as a result of diplomacy. In the Pacific, Communist China may activate as a Russian minor ally (79.11).

29.44 PERSIA: The Western Allies may gain control of the Persian hexes by activating the Persian BRP route (40.524).

29.5 MINOR COUNTRY CONQUESTS:

29.51 EUROPE: In the European theater, the initial conquest of a minor country gives the conqueror control of all hexes in the conquered minor country at the end of the conquering major power’s player turn (83.22), unless the minor country survives the first turn of attack and its hexes come under the control of an enemy major power (84.21).

29.52 COOPERATIVE CONQUESTS: If two or more major power alliances cooperate in the conquest or reconquest of a major power, key economic area, minor country or colony, the senior alliance partner gains control of the hexes in the conquered area (83.5—EXCEPTION: 29.22B).

29.53 COLONIES: Colonies are treated as minor countries which were conquered prior to the start of the game, and therefore the capture of a colonial capital does not result in the automatic control of the other hexes in the colony.

29.54 PACIFIC—INITIAL JAPANESE CONQUESTS: Japan gains control of all hexes in the Dutch East Indies at the end of the first Japanese combat phase in which Japan has conquered Java, Sumatra and South Borneo, and gains control of all hexes in the Philippines at the end of the first Japanese combat phase in which Japan controls Manila. All surviving Allied ground units in the Philippines are considered to have surrendered and are eliminated; any American naval units in the Philippines are displaced. This rule applies only to the initial Japanese conquest. Normal hex control rules apply to the Allied reconquest of the Dutch East Indies and the Philippines (83.22A).

29.6 MAJOR POWER CONQUESTS:

29.61 MAJOR POWERS: Hex control of a conquered major power is determined according to the surrender rules which apply to that major power.

29.7 PACIFIC ISLAND GROUPS:

29.71 HEX CONTROL OF ISLAND GROUPS: The moving player gains control of all unoccupied enemy islands in a Pacific island group (4.74) at the end of the post-combat supply determination segment of his player turn without actually occupying them if:

A. At the end of his previous player turn, the moving player had at least one ground unit or uninverted air or naval unit on an island in the group and none of the other islands in the group was occupied by an enemy ground unit, air or naval unit, airbase, rocket base, bridgehead, railhead, port counter or fortification;

B. The opposing player did not trace sea supply to the island group during his player turn; and

C. No enemy ground unit or uninverted air or naval unit occupied any island in the island group during the opposing player turn.

29.72 EFFECTS: Isolated enemy islands which come under a player’s control without the need for actual occupation receive supply at the end of the post-combat supply determination segment of the moving player’s turn if sea supply was traced to that island group. Islands acquired in this manner may thus come under the control of the moving player and receive supply prior to his redeployment phase.

30. SUPPLY

30.1 OVERVIEW

30.2 SUPPLY SOURCES

30.3 SUPPLY LINES

30.4 SUPPLY DETERMINATION

30.5 UNIT SUPPLY

30.6 HEX SUPPLY

30.7 SPECIAL SITUATIONS

30.1 OVERVIEW:

30.11 To varying degrees, all units except partisans require supply. Units which are not supplied have their abilities impaired and may face elimination (30.5).

30.12 Hexes also must be supplied to allow unit, airbase, rocket base, port and fortification construction, the operation of air and naval units and redeployments (30.61).

30.13 Supply is traced from supply sources, along a land and/or sea supply line, to the units or hexes being supplied (30.3). Some supply sources are unlimited and may supply units of any type, while others are limited and may only supply certain types of units (30.2).

30.14 The supply status of ground units and hexes is determined twice during each player turn (30.4). The supply status of air and naval units is that of the hex in which they are based. Initial supply determination takes place during the movement phase, after the movement of air and naval units, but before the movement of ground units (30.42). Post-combat supply determination takes place during the post-combat adjustment phase, immediately before unit construction and redeployment (30.43).

30.15 Ground units which are out of supply are isolated. Hexes which are out of supply are unsupplied and limit the ability of air and naval units to operate from them. Both ground units and hexes may be partially supplied if they are able to draw supply from a limited supply source.

30.16 Ground units which are isolated at the end of initial supply determination may not move during the movement or combat phases. With some exceptions, ground units, airbases, rocket bases and bridgeheads which are still isolated at the end of post-combat supply determination are eliminated. Air and naval units which are based in isolated hexes may not carry out missions during the movement and combat phase of their player turn. Air and naval units are never eliminated because of isolation.

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30.2 SUPPLY SOURCES:

30.21 UNLIMITED AND LIMITED SUPPLY SOURCES: The type of supply which a supply source provides depends on whether it is an unlimited or limited supply source. Unlimited supply sources provide full supply; limited supply sources provide partial supply.

30.211 SUPPLY CAPACITY: A supply source may supply any number of units and hexes, unless expressly limited to supplying units only in its hex.

30.22 UNLIMITED SUPPLY SOURCES:

30.221 An unlimited supply source is capable of supplying all types of units.

30.222 EUROPEAN AXIS:
A. Berlin and Rome are unlimited supply sources for all German, Italian and Axis minor country units, even if Italy is neutral.
B. If Germany has created the National Redoubt (42.24F), Berchtesgaden is an unlimited supply source for all German, Italian and Axis minor country units.
C. Each undamaged synthetic oil plant is an unlimited supply source for all German, Italian and Axis minor country units.

30.223 JAPAN:
A. Tokyo, Osaka, Kagoshima and Seoul are unlimited supply sources for all Japanese units.

30.224 WESTERN ALLIES:
A. London and Paris are unlimited Western Allied supply sources.
B. The U.S. and South Africa boxes are unlimited Western Allied supply sources. Supply may be traced from these boxes. Sea supply may be traced from the U.S. box to western Europe even if the U.S. is not at war with the Axis, although it may then only be protected by British and French naval units. Sea supply may be traced from the South Africa box only through the Indian Ocean to Suez, Basra or Abadan.
C. The Australia box is an unlimited Western Allied supply source unless Australia has surrendered. The India box is an unlimited Western Allied supply source unless India has surrendered. Supply may be traced from these boxes (EXCEPTION: Supply may not be traced from the Australia or India boxes to Suez, Basra or Abadan).
D. Pearl Harbor, Manila and Colombo are unlimited Western Allied supply sources for all Western Allied units.

30.225 RUSSIA:
A. The Urals box is an unlimited Russian supply source.
B. Supply may be traced from the Urals box onto the European mapboard through the Russian hexes along the eastern edge of the European mapboard, as far north as A62 and as far south as Z53, and through the Persian hexes on the eastern edge of the European mapboard if they are under Allied control and the Persian BRP route is open.
C. Supply may be traced from the Urals box onto the Pacific mapboard through the Russian hexes on the western edge of the Pacific mapboard (A23 to F18) and through hexes G18 to L15 if Communist China is a Russian minor ally and the hexes are Russian-controlled. Communist China may receive supply from Russian supply sources whether or not it is a Russian minor ally.
D. Russian-controlled ICs may be used as unlimited supply sources to offset the effects of isolation for Russian and Russian minor country units in their hex only. Each turn an IC is used as a supply source, it is reduced in value by five BRPs. If an IC’s BRP value is reduced to zero, it is eliminated.
E. Vladivostok and Irkutsk are unlimited supply sources for Russian units in their hex only.
F. Moscow is not a Russian supply source.

30.226 NATIONALIST CHINA:
A. Chungking, Canton, Nanking, Peking and Shanghai are unlimited supply sources for all Nationalist Chinese units, including the Flying Tigers.
B. Nationalist China may draw unlimited supply from Western Allied and Russian supply sources.

30.227 ETHIOPIA: Units in Ethiopia are always in unlimited supply (88.45).

30.23 MAJOR POWER CAPITALS: Berlin, Rome, Paris and London cease to act as unlimited supply sources if Germany, Italy, France or Britain is conquered. If Britain surrenders and reenters the war, London remains a limited supply source even if under British control.

30.24 MINOR POWER CAPITALS: An unconquered minor country capital is an unlimited supply source for all the units of that minor country, but is only a limited supply source for units belonging to other countries, including a major power ally or conqueror.

30.25 BRIDGEHEADS: A bridgehead placed by seaborne invasion is an unlimited supply source during post-combat supply determination of the player turn in which it is placed. Bridgeheads do not act as supply sources in subsequent turns, although a sea supply line may be traced into land hexes through a bridgehead (30.331).

30.26 LIMITED SUPPLY SOURCES:

30.261 ONLY INFANTRY COMPONENT OF GROUND UNITS SUPPLIED: A limited supply source only supplies the infantry component of ground units. A limited supply source does not provide supply to air and naval units or the mechanized or airborne portion of ground units. All ground units in limited supply have their CTL reduced by one (30.522A).

30.262 NON-CAPITAL MAJOR POWER OBJECTIVES:
A. EUROPEAN AXIS: Breslau, Cologne, Essen, Leipzig, Genoa and Milan are limited European Axis supply sources.
B. WESTERN ALLIES: Birmingham, Manchester, Lyon and Marseilles are limited Western Allied supply sources.

30.263 CONQUERED MAJOR POWER CAPITALS:

30.264 MINOR COUNTRY CAPITALS:

30.265 COLONIAL CAPITALS:

30.27 SUPPLY SOURCES FOR SINGLE HEXES: Where a hex is a supply source only for the units in that hex, those units may move out of the hex once their supply status has been determined.

30.28 FORTS: Fortresses and fortifications are not supply sources, but they prevent the elimination of isolated ground units in them (32.241).

30.29 RESTRICTIONS ON SUPPLY SOURCES:

30.291 WESTERN ALLIED AND RUSSIAN SUPPLY SOURCES: Western Allied units may not be supplied from Russian supply sources, and vice versa (EXCEPTION: Nationalist Chinese units may draw supply from Russian supply sources). This prohibition extends to colonies and minor countries associated with, allied to or otherwise controlled by the Western Allies and Russia.

30.292 AXIS SUPPLY FROM RUSSIAN SUPPLY SOURCES: Axis units may not draw supply from captured ICs. Other Russian supply sources, such as minor country capitals controlled by Russia, become Axis supply sources once they come under Axis control.

30.293 JAPANESE SUPPLY FROM RUSSIAN SUPPLY SOURCES: Japanese units may not draw supply from Russian supply sources.
03.294 NATIONALIST CHINESE AND WESTERN ALLIED SUPPLY SOURCES: Western Allied supply sources may supply Nationalist Chinese units. Nationalist Chinese supply sources may provide only limited supply to Western Allied units (EXCEPTION: The Flying Tigers). Western Allied supply sources may supply Communist Chinese units if Communist China is not an ally of Russia. The ability of Communist and Nationalist China to draw supply from one another’s supply sources depends on the Chinese Resistance level at the end of the previous turn (78.923, 79.623).

30.3 SUPPLY LINES:

30.31 GENERAL: Units and hexes are supplied by tracing a supply line from a supply source.

30.311 ON BOARD HEXES ONLY: A land or sea supply line may not go off the board, although it may be traced from a mapboard box onto the board. Supply lines must be traced through hexes which appear on the board. (EXCEPTION: Supply between northern Sweden and Finland; Russian supply from hex A5 in Siberia off the northern edge of the Pacific mapboard to hexes A1 and A26 in Kamchatka; sea supply off the western edge of the European mapboard—21.218B).

30.312 LENGTH OF SUPPLY LINES: A supply line may be of unlimited length, subject to 30.31.

30.32 LAND SUPPLY:

30.321 LAND SUPPLY LINES: A land supply line consists of a line of controlled land hexes, free of enemy ZoCs, from a supply source to a unit or hex. The supply source or the unit or hex being supplied may be in an enemy ZoC, providing all hexes in the supply line itself are free of enemy ZoCs (EXCEPTION: Supply may not be traced from a bridgehead, even while it is a supply source, if it is in an enemy ZoC).

30.322 EFFECT OF ZoCs ADJACENT TO SUPPLY SOURCES: A unit or hex adjacent to a supply source may not trace a supply line directly from that supply source if both the supply source and the unit or hex are in the ZoC of the same enemy armor unit. A supply line may be traced out of the supply source to another hex or hexes not in an enemy ZoC, then to the unit or hexes. If the supply source were fortified, the enemy ZoC would not extend into the hex containing the supply source and this restriction would not apply. Similarly, a supply line may be traced through a hex containing a fortification.

30.323 SUPPLY MAY BE TRACED OVER ALLIED HEXES: A supply line may be traced over hexes controlled by the major power tracing the supply line, by any of its associated or allied minor countries, or by any of its major power allies or their associated or allied minor countries. A major power may not prevent an ally from tracing a supply line over hexes it controls.

30.323 PARTISANS: Supply lines may not be traced through enemy partisans. A supply line may be traced through a hex containing a friendly partisan, but only if the hex was already controlled by the supplying side before the partisan occupied it.

30.324 PERSIA: Russia may trace a supply line through Persia only if the Persian BRP route has been activated (30.225B, 40.5).

30.325 BURMA ROAD: The Western Allies may trace supply to China by land only from the India box to Mandalay, then from Mandalay to Kunming. This does not prevent the Western Allies from tracing sea supply to a controlled Chinese port, provided the requirements for such a sea supply line are met.

30.326 CROSSING ARROWS: A supply line may cross over water at a crossing arrow without risk of interception. This is not considered to be sea supply (30.33).

30.33 SEA SUPPLY:

30.331 SEA SUPPLY LINES: Supply lines may be traced over sea hexes as follows:

A. ORIGIN: Sea supply lines may originate in any one of the following locations:

- A mapboard box.
- A port which is a supply source.
- A port in a supply zone which, regardless of the supply status of that supply zone in the previous turn:
  - Receives supply by land from a limited or unlimited supply source in that supply zone or from another port in that supply zone which was supplied by sea in the same supply determination segment (a port may not both receive and send sea supply in the same player turn); and
  - Is not in an enemy ZoC.

B. DESTINATION: Sea supply lines may terminate in any one of the following locations:

- A port, provided sea supply is not being traced from that port in the same supply determination segment.
- A bridgehead placed as a result of seaborne invasion.
- A one-hex island.
- Two-hex islands without ports or crossing arrows such as New Ireland, Palawan and Halmahera. Sea supply may be traced through a city or beach hex on such an island as though it were a port. A bridgehead is not required.

C. RESTRICTION: Sea supply lines may not be traced to a mapboard box.

NOTE: This restriction prevents the Western Allies from circumventing the need to use oil reserves associated with a mapboard box by tracing sea supply to that mapboard box (33.4714).

30.332 SUPPLY FROM SUPPLY ZONES WHICH RECEIVE SEA SUPPLY:

A. LAND SUPPLY LINES: A land supply line may be traced from a port, bridgehead or one-hex island in which a sea supply line terminates. The supply line may consist of all land portions of a supply line which consist of controlled hexes free of enemy ZoCs (30.311) does not prevent units in a port or bridgehead in an enemy ZoC from receiving supply by sea, but the ZoC would prevent any continuation of the supply line past the port, one-hex island or bridgehead.

B. SEA SUPPLY LINES: Any number of sea supply lines may be traced from one or more ports in a supply zone which has itself been supplied by sea, other than the port into which sea supply to that supply zone was traced. Sea supply lines from such a supply zone do not provide supply if the sea supply traced to that supply zone is disrupted by enemy action (30.38).

C. TYPE OF SUPPLY: The type of supply (partial or full) provided by sea supply from a supply zone is that of the supply zone itself; a supply zone which is partially supplied provides only partial supply; a supply zone which is fully supplied provides full supply. This determination is made during the supply determination segment in which the various sea supply lines are traced.

EXAMPLE: The British control the Middle East, which contains various limited supply sources (30.265). During initial supply determination of the allied player turn, one Indian Ocean transport is used to provide full supply to Suez from the South Africa box and three separate sea supply lines are traced from Alexandria to Malta, Cyprus and a British bridgehead in Sicily. The sea supply through the Indian Ocean succeeds. The Middle Eastern supply zone is then fully supplied. Malta and Cyprus and the British bridgehead in Sicily will then also be fully supplied unless one or more of the sea supply lines to those locations are disrupted by enemy action.

Had sea supply from the South Africa box to Suez been disrupted by Axis air units, Malta, Cyprus and the British bridgehead in Sicily would be partially supplied at best.

30.333 SUPPLY CAPACITY: There is no limit to the number of units which may be supplied by sea or the number of sea supply lines which may be traced from an eligible location. Sea supply from a limited supply source (30.26) or a supply zone which has received only partial supply provides only partial supply.

30.334 LENGTH OF SEA SUPPLY LINES: A sea supply line may not cross more than 20 (Europe) or 10 (Pacific) sea hexes without passing through a controlled port (21.3613D) (EXCEPTIONS: Japanese sea supply from Japan and Western Allied sea supply from Pearl Harbor have a range of 20 hexes. If Japan controls and fully supplies Wake and either Midway or Johnson Island, Japan may sea supply Japanese-controlled Hawaiian Islands from Japan. The Japanese sea supply line must pass through the required islands, then proceed by the shortest route to the destination hex. For sea supply lines from the U.S. boxes, see 30.365). The eastern edge of the Pacific mapboard is considered to be a Western Allied port for this purpose. Otherwise a sea supply line may be of any length, subject to 30.331. A sea supply line which touches on a port does not provide supply to that port or its supply zone, nor does it prevent the tracing of sea supply from that port if otherwise permitted.

30.335 FRONT BOUNDARIES: Sea supply lines may cross front boundaries.

30.336 STRAITS: A sea supply line may not be traced through a strait containing a crossing arrow unless both land hexes connected by the crossing arrow are under friendly control. Control by a neutral is insufficient.
30.337 ZoCs HAVE NO EFFECT ON SEA SUPPLY LINES: ZoCs only affect the land portion of a supply line. Hostile armor in Calais or Harwich, for example, would not affect sea supply through the English Channel.

30.34 SUPPLY ZONES:
30.341 DEFINITION: Each area of contiguous, controlled hexes which can be supplied by land from the same port, bridgehead or one-hex island is considered to be a single supply zone.

30.342 RESTRICTIONS: The supplying player may attempt to trace only a single sea supply line to one designated port or bridgehead in each supply zone.

EXAMPLE: An Axis sea supply line is traced to Libya to supply Axis air and armor units in North Africa. The sea supply line must be traced to either Tripoli or Tobruk, but not both. The situation would be different if British armor units had invaded at LL19, splitting Libya into two supply zones. Both ports could then receive supply.

30.343 ISLAND GROUPS AS A SINGLE SUPPLY ZONE: Each Pacific island group is treated as a single supply zone. A player therefore traces a single sea supply line to each island group which he wholly or partially controls. Sea supply lines to island groups must, if possible, terminate at an island occupied by a unit belonging to the supplying player. If the sea supply succeeds, all islands in the island group controlled by the supplying player are supplied without the need for additional sea supply lines within the island group.

30.35 SEA SUPPLY PRESUMED:
30.351 SEA SUPPLY TO ALL SUPPLY ZONES PRESUMED: The moving player is presumed to supply all units and hexes in supply zones which are legally able to receive supply. A player may not refuse to provide sea supply to his or her own units or hexes to an ally’s units or hexes, although he is under no obligation to protect his sea supply lines (EXCEPTION: Sea supply from mapboard boxes is optional).

30.352 ONUS ON DEFENDER TO ATTEMPT INTERCEPTIONS: The burden is on the defending player to state any intention to disrupt a sea supply line. After the moving player has announced which air and naval units, if any, are protecting his sea supply lines (30.36), the opposing player may require the moving player to indicate the exact hexes through which each sea supply line is being traced so he may decide whether he will attempt interception (30.37).

NOTE: At times a certain amount of alertness is required to play A World at War well. If the defender fails to realize that sea supply is being traced to a supply zone and does not attempt to intercept that sea supply line, the sea supply to that supply zone succeeds. The moving player may tip off the defender when he assigns protection to his sea supply lines, but he is under no obligation to identify his unprotected sea supply lines or inform his opponent of their existence. It is up to the defender to identify the various supply zones which are receiving sea supply and ask for the additional information required for interception.

30.36 PROTECTION OF SEA SUPPLY:
30.361 PROTECTION OPTIONAL: Naval units are not required for a sea supply line to be traced on the mapboard. However, since sea supply may be intercepted, uninverted, fully supplied naval units not subject to naval oil effects may be designated to protect sea supply lines at no BRP cost. A naval force assigned to protect a sea supply line must contain at least one destroyer factor unless the sea supply is being carried by a transport. Losses from submarine attacks against destroyers protecting sea supply may be taken from destroyers based in any area eligible to provide protection for the sea supply line (22.9442). Naval units are eligible to provide protection for sea supply lines only if based in a port or mapboard box or operating in an SW box, as follows:

A. The port or mapboard box from which sea supply is being traced.
B. Any port touched by the sea supply line to meet the requirements of 30.334. Such naval units are added to the protection of the sea supply line only once it has reached their hex.
C. The Atlantic SW box, for sea supply lines traced from the Atlantic U.S. box.
D. The Pacific SW box, for sea supply lines traced from the Atlantic U.S. box.
E. The Indian Ocean SW box, for Western Allied sea supply lines traced on the Pacific or Asian front.
F. The Pacific SW box, for any Japanese sea supply lines.

30.3611 Naval units based in ports other than the port from which a sea supply line is being traced or through which it passes (30.361B) may not protect that sea supply line, although they may attempt to counter-intercept any enemy naval interception of that sea supply line.

30.3612 An undefended sea supply line is considered to have the Naval Nationality DRM of the major power which controls the port from which the supply line originates.

30.362 PROTECTION BY NAVAL UNITS IN AN SW BOX: If more than one sea supply line is being protected by naval units in an SW box, the moving player must indicate which naval units are protecting which supply line before enemy air, naval or submarine attacks on the sea supply line are announced or attempted.

30.363 SEA SUPPLY LINES DEFEND SEPARATELY: Sea supply lines are traced, attacked and defended separately. Even if two sea supply lines traverse the same sea hexes, they are considered to have passed through them at different times and are therefore distinct. The moving player assigns naval units to protect sea supply lines and announces the order in which his sea supply lines will be traced before the defender attempts any air and naval interceptions. Air and naval interceptions are then resolved sequentially for each sea supply line.

EXAMPLE: The Japanese player traces a sea supply line from Kagoshima through Manila and Manado to Hollandia, and traces a second sea supply line from Kagoshima through Manila, Manado and Hollandia to Rabaul. If the first sea supply line to Hollandia is disrupted and the second sea supply line (to Rabaul) is successful, then Hollandia and its supply zone is unsupplied and Rabaul and its supply zone is supplied.

30.364 AIR COVER: Uninverted air units in fully or partially supplied air bases may provide air cover for a sea supply line. Air units in bases which are not operational may provide air cover only in the hex in which they are based. Air units which provide air cover for a sea supply line are not considered to be performing a mission and no BRP expenditure is required. Air units which provide air cover for a sea supply line are inverted for the remainder of the player turn only if they engage in air combat with enemy air units.

30.365 SEA SUPPLY FROM MAPBOARD BOXES: Sea supply may be traced from a mapboard box onto the board as follows:

A. SUPPLY THROUGH THE ATLANTIC: Sea supply may be traced from the Atlantic U.S. box to a western front port. One Atlantic transport is required for each destination hex.
B. SUPPLY THROUGH THE PACIFIC: Sea supply may be traced from the Pacific U.S. box to the Pacific or Asian fronts. One Pacific transport is required for each destination hex.
C. SUPPLY THROUGH THE INDIAN OCEAN: Sea supply may be traced from the South Africa box to Suez, Basra or Abadan, or from the India box to the Southeast Asian front. One Indian Ocean transport is required for each destination hex. Supply originating in the South Africa box may not extend beyond the Mediterranean front. Supply originating in the India box may not extend into Australia or the Pacific front.
D. SEA SUPPLY FROM THE AUSTRALIA BOX: Sea supply may be traced from the Australia box to Townsville via hex NN24 or Noumea (New Caledonia) via hex NN31.

30.37 INTERCEPTION OF SEA SUPPLY:
30.371 INTERCEPTION BY ENEMY AIR AND NAVAL UNITS: After the supplying player has assigned naval units to sea supply protection, sea supply may be intercepted during supply determination, in the same manner as other naval activities, by uninverted enemy air and naval units unimpaired by supply or oil effects (EXCEPTION: Sea supply from Bergen to the Murmansk box may not be intercepted — 30.71).

30.372 COUNTER-INTERCEPTION NAVAL COMBAT: The intercepting player may attempt naval interception (22.1) in one of the sea hexes over which supply is being traced. If naval interception succeeds, the supplying player may attempt counter-interception of the intercepting enemy forces with available naval forces (22.16) and may also use uninverted air units to attack the intercepting naval units should they come within range (23.8). If the intercepting naval force defeats the counter-intercepting naval force in fleet combat, it may move to the indicated interception hex and attack the sea supply line or abort the interception and return to port, at the owning player’s option.
30.43 POST-COMBAT SUPPLY DETERMINATION: The status of all supply zones which receive sea supply from the original supply zone are also upgraded to full supply without the need to trace another sea supply line.

30.47 DURATION OF SUPPLY: Ground units and hexes which are supplied during either initial supply determination or post-combat supply determination of a player’s turn remain supplied until the end of initial supply determination of that player’s next player turn. Thus:

A. A ground unit which is supplied during initial supply determination may enter an unsupplied hex without adversely affecting its supply status.

B. Uninverted air and naval units may protect their own sea supply lines during initial supply determination by flying air cover and attacking enemy naval interceptions of sea supply lines, provided their bases were operational during their previous player turn.

C. Uninverted air and naval units in operational bases may intercept enemy naval activities during the opposing player turn.

30.5 UNIT SUPPLY:

30.51 FULLY SUPPLIED UNITS: Ground units which draw supply from an unlimited supply source are fully supplied and function without impairment unless subject to oil effects. Air and naval units based in hexes which draw supply from an unlimited supply source function without impairment unless the hex in which they are based is subject to oil effects. Throughout the rules, whenever reference is made to a requirement that a unit be “supplied”, this means supplied from an unlimited supply source.

30.52 PARTIALLY SUPPLIED UNITS:

30.521 A limited supply source only supplies the infantry component of ground units and only partially supplies air and naval units. Ground units which draw supply from a limited supply source and air and naval units based in hexes which draw supply from a limited supply source are partially supplied and suffer from the following impairments:

A. CTL REDUCED: All ground units of all types have their CTL reduced by one.

B. ARMOR AND MECHANIZED UNITS: Armor units in both theaters and British and American mechanized infantry units in Europe lose their mechanized component and act as infantry units, although they may conduct offensive operations and their combat factor for attrition and defensive purposes is unaffected. Such units:

• have their movement factor reduced to three factors in Europe and two factors in the Pacific;

• lose their ZoC; and

• are subject to a –1 DM if attacked by exploiting enemy armor in the same manner as infantry and replacements.

C. AIRBORNE UNITS: Airborne units may not airdrop.

D. NAVAL ACTIVITIES: Ground units may not sea transport, conduct seaborne invasions or be NRed.

30.53 UNIT SUPPLY: The supply status of ground units and hexes is determined twice during each player turn. This determination only applies to ground units belonging to and hexes controlled by the moving player. The supply status of ground units and hexes does not change during the opposing player’s turn.

30.42 INITIAL SUPPLY DETERMINATION: Supply status is initially determined during the movement phase, after the movement of air units, counterair attacks and the movement of naval units.

30.43 POST-COMBAT SUPPLY DETERMINATION: The status of all supply zones which receive sea supply from the original supply zone are also upgraded to full supply without the need to trace another sea supply line.

30.44 SECOND ATTEMPTS AT SEA SUPPLY PROHIBITED: During the post-combat supply phase, supply may not be traced to areas other than those referred to in 30.43. A player may not attempt sea supply to a supply zone during initial supply determination, then again try to supply that supply zone during post-combat supply determination (EXCEPTION: 30.45); nor may a player defer sea supply to a supply zone until post-combat supply determination if sea supply could have been attempted to that supply zone during initial supply determination.

30.45 EXPANSION OF SUPPLY ZONES: Once a supply zone has been supplied, the supply zone itself acts as a supply source during post-combat supply determination so that supply flows into newly-acquired areas contiguous to the supply zone. If a supply zone expands as a result of the capture of an additional port, the 30.44 prohibition against tracing sea supply to the same sea zone twice does not apply if sea supply is traced to the newly-acquired port.

30.46 UPGRAISING SUPPLY STATUS: Supply zones receiving sea supply from a supply zone in limited supply are also considered to be in limited supply. If, after initial supply determination, the movement of ground units or ground combat results allow the original supply zone to receive full supply during post-combat supply determination, the status of all supply zones which receive sea supply from the original supply zone are also upgraded to full supply without the need to trace another sea supply line.
E. ATTRITION LOSSES: Ground units may not be taken as attrition losses from a supply zone from which sea supply was last traced to their attrition zone (14.52A).

30.523 AIR UNITS:
A. LAND-BASED AIR UNITS: Air units may stage and redeploy freely from affected bases, and interceptors may defend partially supplied bases from enemy bombing. Air units based in partially supplied bases:
- may not conduct offensive operations;
- may not search, provide air cover, or attack enemy naval units at sea;
- have their Air Nationality DRM reduced by one; and
- may only conduct defensive air activities, including providing defensive air support, opposing enemy bombing and intercepting enemy air transport activities, in the hex in which they are based.

B. STRATEGIC WARFARE: Offensive strategic warfare by strategic bombers, flying bombs and rockets is prohibited from partially supplied bases.

30.524 NAVAL UNITS:
A. NAVAL UNITS: Naval units may base change and redeploy freely from partially supplied ports. Naval units based in partially supplied ports:
- may not conduct offensive operations;
- may not protect sea supply or provide or protect sea escort;
- have their Naval Nationality DRM reduced by one;
- initially roll two fewer dice for all naval interceptions; and
- are subject to a –1 modifier enemy for raider die rolls (this adverse modifier does not apply if the defender keeps such naval units in port, relying only on unimpaired naval units to attempt raider interception).

B. STRATEGIC WARFARE: Ports which are partially supplied may not be used and are not counted as modifiers for offensive submarine warfare. Partially supplied naval units may operate in an SW box.

30.525 AIRBASES, ROCKET BASES AND BRIDGEHEADS: Airbases, rocket bases and bridgeheads are not eliminated by partial supply.

30.53 UNSUPPLIED UNITS: All the impairments triggered by partial supply apply to unsupplied ground units and to air and naval units based in hexes which are unsupplied. In addition:

30.531 GROUND UNITS: Ground units may not move during the movement phase, and, if permitted to attack (30.522), may not advance after combat. Ground units are counted in attrition totals but may not advance into hexes gained from attrition. Ground units may not redeploy.

30.532 AIR UNITS: Air units may not redeploy to or through unsupplied bases.

30.533 NAVAL UNITS: Naval units may not redeploy to or through unsupplied ports.

30.54 ELIMINATION OF UNSUPPLIED UNITS:

30.541 ELIMINATION: Except as set out below, ground units, airbases, rocket bases and bridgeheads which are unsupplied during initial supply determination are eliminated at the end of the ensuing post-combat supply determination if still unsupplied. Hex control is unaffected by their removal.

30.542 EXCEPTIONS: Units are not eliminated by isolation in the following circumstances:
- A. Ground units in fortresses or fortifications, including West Wall and Maginot lines.
- B. Ground units in the Pacific theater which are in ports or one-hex islands.
- C. Japanese ground units in jungle or jungle/mountain hexes. This exception does not extend to Thai, Wang or Indian National Army units.
- D. Chinese ground units in China.
- E. Air and naval units.

30.543 The restoration of supply to isolated ground units must take place during a subsequent supply determination segment to take effect. Supply may not be traced to ground units or hexes at any other time.

EXAMPLE—SUPPLY BY LAND: In Summer 1941, Germany invades Russia and isolates a number of Russian ground units. During initial supply determination of the Russian Summer 1941 player turn, supply cannot be traced to these units. The units therefore suffer the impairments set out in 30.531.

If Russian counterattacks during the Russian Summer 1941 player turn break the encirclement, these units receive supply during post-combat supply determination, at the face value.

If a supply line could not be traced to the encircled units during either supply determination segment, the units would be removed at the end of post-combat supply determination of the Russian Summer 1941 player turn.

EXAMPLE—SUPPLY BY SEA: During the redeployment phase of the Summer 1944 Japanese player turn, Japan redeploys a number of air factors within range of New Britain in order to cut supply to an American 2-2 infantry unit in Rabaul and a second American 1-2 infantry unit in the beach hex southwest of Rabaul.

During initial supply determination of the Allied Fall 1944 player turn, the Allied player attempts to sea supply Rabaul, but the Japanese air units are too strong and the sea supply line is cut. Both American infantry units are isolated. The American 2-2 infantry unit in Rabaul would survive (30.542B), but the American 1-2 infantry unit, which is not in a port, would be eliminated at the end of post-combat supply determination of the Allied Fall 1944 player turn. An Allied invasion would not save the unit, because if the Allies invaded New Britain they could not place a bridgehead in it (31.221), and sea supply could not again be attempted to New Britain until the following player turn (30.44).

30.544 REBUILDING ISOLATED UNITS: Ground units which are eliminated due to isolation may be rebuilt in the game turn in which they are eliminated at double the normal BRP construction cost or in subsequent turns at the normal BRP construction cost (27.13).

30.545 EFFECT OF ISOLATION ON SURVIVING UNITS: Units which are not eliminated by isolation (30.542) survive indefinitely, although they suffer all other impairments associated with isolation. Ground units which are not eliminated by isolation (30.542A-D) have their DM of any fortification or fortress and any other terrain feature in their hex, reduced by one each turn until they defend at face value (32.244). Ground units which are not eliminated by isolation never defend at less than face value.

30.55 UNITS WHICH ARE AUTOMATICALLY SUPPLIED:

30.551 AUTOMATIC SUPPLY: Units are automatically supplied, without the need for supply lines, in the following circumstances:
- A. Exploiting armor units, even if they did not move during exploitation, are automatically in full supply during the game turn following their exploitation, even if weather conditions, terrain or army oil effects negate their mechanized component. Such units may not exploit during their next turn unless they are supplied normally.
- B. Partisans.
- C. Chindits are always in at least limited supply.
- D. Japanese units in Japan.
- E. Bridgeheads placed by seaborne invasion are in supply, and are unlimited supply sources, in the turn they are placed.

30.552 AUTOMATIC SUPPLY NEGATED BY REDEPLOYMENT: Armor units which are redeployed in the same player turn as their exploitation do not receive automatic supply during their next turn.

30.6 HEX SUPPLY:

30.61 Certain activities may not be carried out in or through hexes which are unsupplied:
- A. Airbases, rocket bases and port counters may only be constructed in fully supplied hexes.
- B. Air units operating from fully supplied bases may carry out missions and interceptions, modify an interception, search or surprise die roll, or protect a convoy route. Air units in partially supplied and isolated bases suffer the impairments set out in 30.523.
- C. Naval units operating from fully supplied bases may protect sea supply lines, carry out missions and provide and protect sea escort. Some Pacific naval activities also require fully supplied ports along their route (21.3613). Naval units in partially supplied and isolated ports suffer the impairments set out in 30.524.
- D. Units may only be constructed in fully supplied hexes.
- E. Ground units may only redeploy out of, into or through fully or partially supplied hexes.
- F. Air units may redeploy out of unsupplied or partially supplied air bases, but only into or through fully or partially supplied air bases.
31. BRIDGEHEADS

31.1 OVERVIEW:

31.11 BRIDGEHEAD COUNTERS: There is no limit to the number of bridgehead counters which may be used by each major power.

31.12 PLACEMENT: Bridgehead counters may be placed during the movement phase (overruns across rivers or crossing arrows) or the combat phase (seaborne invasions; cross-river or crossing arrow attacks), provided the requirements for placement are met (31.2 and 31.3).

31.13 REMOVAL: Bridgehead counters must be removed if their hex comes under enemy control, if they are isolated or when they are no longer relevant to play (31.4).

31.14 EFFECTS: Bridgeheads permit overstacking (31.5), affect combat in some circumstances (31.6) and allow supply if created by a seaborne invasion (31.7).

31.2 PLACEMENT OF BRIDGEHEAD COUNTERS:

31.21 REQUIREMENTS: A bridgehead counter may, at the attacker’s option, be placed on a hex in the following circumstances:

31.22 SEABORNE INVASIONS: A bridgehead counter may be placed on a beach hex or one-hex island occupied by a surviving, attacking invading unit (airdropped units, the advance of adjacent units and invasions of ports by commandos do not suffice); provided either of conditions 31.22A or B is met:

A. The hex was controlled by a hostile major power or minor country when invaded, whether or not it contained a defending unit; or
B. The hex was a friendly hex the invader could not possibly fully supply during initial supply determination of his player turn. A partially supplied hex would qualify because the placement of a bridgehead counter provides unlimited supply (30.25).

31.23 RIVER CROSSINGS: A bridgehead counter may be placed on a cross-river hex or crossing arrow hex successfully occupied by a ground combat attack, provided no attacking units were already across the river or crossing arrow adjacent to the hex in question (EXCEPTION: Dropped airborne units). A bridgehead counter may be placed in Maginot or West Wall hexes if all the non-airborne attacking units were on the other side of the Rhine. Bridgeheads may not be placed as a result of attrition combat.

NOTE: The effect of rule 31.23 is simple: bridgeheads may be placed when the defending units received a +1 DM for a river or crossing arrow, or where they failed to receive this +1 DM only because they were simultaneously attacked by dropped airborne units.

31.24 OVERRUNS: A bridgehead counter may be placed on a hex entered as a result of an overrun, provided the overrun was conducted across a river or crossing arrow.

31.3 WHEN BRIDGEHEADS ARE PLACED:

31.31 OVERRUNS: Where a bridgehead is created by an overrun, a bridgehead counter may be placed on the board immediately after the conclusion of the overrun.

31.32 ATTACKS: Where a bridgehead is created by a seaborne invasion, cross-river or crossing arrow attack, the attacker may place the bridgehead counter on the board immediately after his first ground unit advances into the eligible hex. The attacker may then continue to advance other eligible units into the bridgehead hex, up to the bridgehead stacking limit. An attacker who chooses not to place a bridgehead counter in an eligible hex may not later change his mind and place one there.

31.4 REMOVAL OF BRIDGEHEAD COUNTERS:

31.41 REMOVAL COMPULSORY: A bridgehead counter must be removed when:

A. The hex it occupies comes under enemy control.
B. It is not fully or partially supplied at the end of any post-combat supply determination segment following the turn in which it is placed.
C. No enemy units of any type are within air range (Europe: four hexes; Pacific: three hexes) of the bridgehead by land at the end of the owner’s player turn, and its removal would not worsen the owning player’s supply situation.

31.5 STACKING IN BRIDGEHEADS:

31.51 OVERSTACKING PERMITTED: Up to five ground units, plus any number of airborne units, Chindits, marines and commandos, may stack in a hex containing a bridgehead.

31.52 EFFECTS OF BRIDGEHEAD REMOVAL: Any ground units overstacked at the end of the owner’s player turn as a result of the removal of a bridgehead are eliminated. The owner chooses which units are eliminated.

31.6 COMBAT EFFECTS:

31.61 ATTACKS FROM BRIDGEHEADS: Only two ground units may attack out of a bridgehead during offensive ground combat (EXCEPTIONS: Airborne, Chindits, marines and commandos).

31.62 OVERSTACKED UNITS COUNTED FOR ATTRITION: All the ground units in a bridgehead are counted if otherwise eligible to participate in attrition combat. If a bridgehead is adjacent to two fronts, some of the units may make an offensive attack on one front while the remainder are counted for attrition on the other front.

31.63 DEFENSE AGAINST ATTACKS:

A. All the ground units in a bridgehead defend against enemy offensive attacks.
B. Infantry and replacement units defending in bridgeheads are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a “9” or higher winter effect (15.35G).

31.64 ATTRITION OCCUPATION: Bridgeheads may not be selected for attrition occupation (14.62C).
32. FORTIFICATIONS
32.1 CONSTRUCTION OF FORTIFICATIONS
32.2 EFFECTS OF FORTIFICATIONS
32.3 ELIMINATION OF FORTIFICATIONS
32.4 STARTING FORTIFICATIONS

32.1 CONSTRUCTION OF FORTIFICATIONS:

32.11 NATIONALITY: Fortifications may be constructed by Germany, Italy, Japan, Russia, Britain and the U.S. during the unit construction phase. France, China and minor countries may not construct fortifications.

32.12 COST: A major power must make the following expenditures to construct a fortification:

A. Five BRPs.
B. Two RPs, reduced to one RP by a military breakthrough (EXCEPTION: Japan does not pay an RP cost for fortification construction).

32.13 ELIGIBLE HEXES: Fortifications may be built only in the following hexes:

A. TYPES OF HEXES:
   • City hexes.
   • Hexes which are subject to seaborne invasion.
   • Jungle and jungle/mountain hexes (Japan only).
B. SUPPLY: Hexes which are fully supplied (supply from a Russian IC is not sufficient).
C. CONTROL: Hexes which were controlled by the constructing major power at the start of its player turn.

32.14 RESTRICTIONS: Fortification construction is subject to the following restrictions:

A. Fortifications may not be built in hexes which already contain a fortification counter or a fortress. West Wall hexes may be fortified (32.15).
B. Fortifications may not be built in an enemy ZoC.
C. Fortifications may not be built in areas currently subject to a “5” or worse winter result. Winter preparation may offset this effect.
D. The Western Allies may only construct fortifications in eligible hexes which are controlled by Britain or the United States.

NOTE: This rule prevents the construction of forts in French hexes unless France has fallen (29.22B).
E. In the Pacific, the Western Allies may not construct fortifications until the turn following a Japanese declaration of war against Britain or both Britain and the U.S., or until the USJT level has reached 40 or more.
F. Each alliance faction may construct only one fortification per turn.

32.15 FORTIFICATION OF WEST WALL HEXES: If a fortification is constructed in a West Wall hex, the directional fortification is upgraded to a fortress and the remaining hexes are fortified.

32.2 EFFECTS OF FORTIFICATIONS:

32.21 COMBAT:
A. Ground units defending in a hex containing an omnidirectional fortification receive a +1 DM.
B. Ground units defending in a hex containing an omnidirectional fortress receive a +2 DM.
C. Western Allied ground units defending in Maginot hexes against attacks from units in hexes faced by their fortifications or airdrops receive a +1 DM, but receive no benefit from their fortifications if any enemy units attack from the rear.
D. Axis ground units defending in West Wall hexes against attacks from units in hexes faced by their fortifications or airdrops receive a +2 DM, but receive no benefit from their fortifications if any enemy units attack from the rear.
E. Western Allied units in Singapore defending against seaborne invasion receive a +2 DM, but defend normally if any enemy units attack by land or airdrop.

32.22 ATTRITION:
32.221 Ground units may not attrition across a fortified enemy hexside, even if the defensive value of the fortification has been negated by isolation (EXCEPTION: Units which engage in attrition combat against Maginot and West Wall hexes across unfortified hexides). Ground units may attrition across their own fortified hexides.

32.23 ZoCs:
32.231 ZoCs extend out of, but not into, hexes across fortified hexides.

32.24 SUPPLY:
32.241 Ground units in fortifications and fortresses are not eliminated by isolation (30.542A).
32.242 The DM of a hex containing a fortification or fortress is reduced by one each turn in which the hex fails to receive full supply.
32.243 If a fortification which fails to receive full supply is in a hex which contains a limited supply source, such as a minor country capital, the DM of the hex is reduced only until the defensive value of the fortification is negated. Submarines may operate out of an isolated base containing a fortification or fortress until the defensive value of the fortification or fortress is negated by isolation (one and two turns, respectively—22.912A)
32.244 If a fortification or fortress is in a hex which does not contain a limited supply source, the DM of both the fortification or fortress and any other terrain features of the hex are reduced by one each turn. Regardless of the duration of such a siege, however, ground units in a hex containing a fortification or fortress:
   A. Are never eliminated due to isolation.
   B. Always defend at face value or greater, even if their net DM is zero or less.
32.245 Supply from an IC (37.71) or other unlimited supply source in the fortified hex itself is sufficient to counter the effects of a siege. If full supply to the fortified hex is re-established, the defensive value of the fortification or fortress is immediately restored to its full value.
32.246 Supplied ground units which enter a besieged fortification or fortress do not receive the full defensive benefit of the fortifications or fortress until full supply has been traced to the hex in a subsequent turn, and would be subject to whatever DM applied to ground units in the besieged hex.
32.247 Isolated fortifications and fortresses, while weakened against enemy attacks, may not be captured by attrition and are not penetrated by enemy ZoCs during a siege.

EXAMPLE: The Axis cut sea supply to Malta in Spring 1942. Malta’s DM is reduced from its normal +4 to +3 for the Axis Summer 1942 player turn. Unless full supply were restored, Malta’s DM would drop to +2 for the Axis Fall 1942 player turn and +1 for the Axis Winter 1942 player turn, although the Allied units would receive an additional +1 DM against an Axis seaborne invasion. If the Axis invaded Malta in their Spring 1943 player turn, the Allied units in Malta would defend with a +2 DM.

32.25 AIR DEFENSE:
32.251 FORTIFICATIONS: Fortifications, including directional fortifications,
increase the air defence level of their hex by one.

32.252 FORTRESSES: Fortresses increase the air defence level of their hex by two.

32.3 ELIMINATION OF FORTIFICATIONS:

32.31 ELIMINATED BY ENEMY OCCUPATION: Fortifications and fortresses are permanently eliminated if their hex comes under enemy control.

32.4 STARTING FORTIFICATIONS:

32.41 The following hexes are fortified at the start of the game (Fall 1939):

A. Gibraltar
B. Malta

32.43 DIRECTIONAL FORTRESSES:

A. The Maginot Line (the hexsides of P24, P25 and Q24 facing Germany and Luxembourg).
B. Sevastopol (the hexsides of V38 facing U38 and U39).
C. Singapore (against seaborne invasion only).

32.44 DIRECTIONAL FORTIFICATIONS:

A. The West Wall (the hexsides of M27, N26, O26 facing Belgium, Luxembourg and France).

33. OIL

33.1 OVERVIEW
33.2 OIL SOURCES
33.3 OIL PRODUCTION
33.4 OIL COUNTERS AND RESERVES
33.5 OIL CONSUMPTION
33.6 OIL EFFECTS
33.7 UNINVERSION AND EXPLOITATION

33.1 OVERVIEW:

33.11 Each alliance faction controls oil sources (33.2) which produce oil counters (33.4). Oil counters represent the oil resources available for use in the game. Oil production from certain oil sources may be affected if the oil source is damaged or destroyed (33.3).

33.12 Oil counters are used to offset oil effects and maximize the use of air, naval and armor units. Oil counters may be:

A. Moved to unlimited supply sources by land or sea to augment the oil reserve associated with that unlimited supply source;
B. Shipped by sea to a supply zone and then used in that supply zone; or
C. Used in the supply zone in which the oil counters are produced.

33.13 Units and hexes supplied from unlimited supply sources suffer any oil effects associated with the unlimited supply source itself. Oil effects may also reduce BRP growth and SRs (33.8).

33.14 Oil counters which are not used in the turn they are produced may be retained in an oil reserve for use in a future turn (33.422).

33.2 OIL SOURCES:

33.21 MAPBOARD BOXES: The following mapboard boxes produce the specified number of oil counters per turn:

B. URALS BOX: One. The oil production of the Urals box is increased by one for each IC diverted to oil production (37.65).

33.22 OIL CENTERS: The following oil centers produce the specified number of oil counters each turn unless their capacity is reduced by damage:

A. PLOESTI: Three.
B. MOSUL: Three.
C. ABADAN: Three.
D. AHWAZ: Three.

E. BAKU: Two
F. GROZNY: One
G. MAIKOP: One.
H. PALEMBANG: Three.
I. BRUNEI: Three.

33.23 SYNTHETIC OIL PLANTS:

33.231 OIL PRODUCTION CAPACITY: Each undamaged synthetic oil plant produces one oil counter each turn and is also an unlimited supply source (30.222C).

33.232 GERMANY ONLY: Only Germany may build synthetic oil plants, although Russia may divert ICs to oil production (37.65).

33.233 STARTING LEVEL: Germany begins the game with two synthetic oil plants, each of which must be placed in one of the five German objectives.

33.234 CONSTRUCTION: Germany may produce additional synthetic oil plants at a cost of five RPs per synthetic oil plant (reduced by one for each military breakthrough). Synthetic oil plants are produced at the start of the Axis player turn and may be used as an oil source in the turn in which they are produced. Newly constructed synthetic oil plants must be placed in a German objective or, if Germany has constructed the National Redoubt (42.24F), in Berchtesgaden. More than one synthetic oil plant may be placed in the same German objective or, if permitted, in Berchtesgaden.

33.24 THE INTERNATIONAL MARKET: The international market produces oil counters to which Japan has access, although this access may be impeded by an oil embargo (33.4521).

33.25 MINOR COUNTRY CAPITALS: Prior to association or activation, a minor country capital, which provides full supply to all units of the minor country (30.24), also provides oil to that minor country’s units (only). This oil supply is distinct from the oil used by alliance factions and is not represented by oil counters. After association or activation, minor country oil requirements are met using their major power’s oil counters.

33.3 OIL PRODUCTION:

33.31 MAPBOARD BOXES: The oil production capacity of mapboard boxes may not be damaged or destroyed.

33.32 OCCUPATION:

33.321 OIL CENTERS: An oil center incurs one level of damage whenever enemy forces occupy the hex in which it is located. Damage to oil centers is indicated by placing a damage marker on the hex containing the oil center. Each damage marker on an oil center reduces its oil production capacity by one. An oil center may have a maximum of one damage marker for each level of oil production capacity.

33.3211 EXCEPTIONS: Oil centers are captured without damage in the following situations:

A. NEUTRAL RUMANIA: If Rumania is not associated or allied with a major power, the capture of Ploesti does not damage the oil center. Gaining control of Rumania by diplomacy does not damage the Ploesti oil center.
B. SURPRISE EFFECTS (RUSSIA): If the RGT level is less than 40 when Germany declares war on Russia, Russian-controlled oil centers captured by the Axis in the first turn of the German attack are not damaged.
C. SURPRISE EFFECTS (PACIFIC): If the effective USJT level is less than 40 when Japan declares war on the U.S. or Britain, Palembang and Brunei are not damaged if captured by Japan during the first two turns of the Japanese attack.
D. SURRENDER: An oil center which comes under Axis control as part of a British or Russian surrender is not damaged.

33.322 SYNTHETIC OIL PLANTS: Synthetic oil plants are destroyed if their hex comes under enemy control.

33.33 BOMBING: Strategic bombing may damage or destroy synthetic oil plants and damage oil centers as set out in 26.72-26.74.

33.34 SCORCHING OF OIL SOURCES PROHIBITED: A player may not damage or destroy oil centers under his control.

33.35 REPAIRING OIL SOURCES: At the end of its player turn, each alliance faction may remove one damage marker from an industrial facility or oil center at no BRP cost (26.83).
33.4 OIL COUNTERS AND RESERVES:

33.41 OIL COUNTERS:

A. At the start of each player turn, during the oil adjustment phase, newly-produced oil counters are placed in each oil producing mapboard box and oil center controlled by the moving player.

B. Oil counters may be moved by land from an oil source to an oil reserve during the oil adjustment phase (33.43A).

C. Oil counters may be moved by sea from an oil source to an oil reserve during initial supply determination (33.43B).

D. Oil counters which remain in an oil center and are not used in the course of the moving player’s turn are eliminated at the end of that player’s turn.

33.411 USING OIL COUNTERS: Each oil counter may be used in one of the following ways:

A. TO OFFSET OIL EFFECTS: Oil counters may be used to offset oil effects (33.6) during the oil adjustment phase or initial supply determination (air, naval and army oil effects); or during the unit construction phase (construction and economic oil effects—33.52A, D).

B. UNINVINCING AIR AND NAVAL UNITS: Additional oil counters may be used at any time during a player turn to uninvert air and naval units (33.52B), subject to the restrictions set out in 33.74.

C. ARMORED EXPLOITATION: Additional oil counters may be used at the start of the exploitation phase to enable armor units to exploit (33.52C, 33.72).

33.412 Oil counters used to offset oil effects, uninvert additional air or naval units or enable additional armor units to exploit are immediately consumed and removed from play.

33.42 OIL RESERVES: Unused oil counters in an oil reserve remain in that oil reserve and may be used in a future turn. Each oil reserve is associated with one or more unlimited supply sources. Oil counters in an oil reserve are placed on the relevant major power force pool charts, mapboard boxes or city. As the game progresses, oil reserves may increase or decrease, depending on whether production exceeds consumption or vice versa. Oil counters in oil reserves are not subject to damage or destruction except as set out in 33.424.

33.421 OIL RESERVES AND SUPPLY SOURCES: Each oil reserve is associated with the following unlimited supply sources:

A. EUROPEAN AXIS: Berlin, Rome, Berchtesgaden (if Germany has created the National Redoubt) and each German objective containing an undamaged synthetic oil plant.

B. JAPAN: Tokyo, Osaka, Kagoshima and Seoul.

C. RUSSIA: The Urals box.


E. WESTERN ALLIES (India box): The India box.

F. WESTERN ALLIES (South Africa box): The South Africa box.

G. WESTERN ALLIES (Pacific): Pearl Harbor and the Australia box.

H. WESTERN ALLIES (Manila): Manila.

33.422 MAXIMUM OIL RESERVES: Each oil reserve may contain a maximum number of oil counters. These maximums apply to each oil reserve at the end of each player turn, and any oil counters in excess of the maximum are eliminated. The maximums and starting levels for each oil reserve are:

A. EUROPEAN AXIS:
   - Maximum: Two for each of Berlin, Breslau, Cologne, Essen and Leipzig under Axis control, for a total maximum of ten.
   - At Start: Ten.

B. JAPAN:
   - Maximum: Two for each of Harbin, Kagoshima, Mukden, Osaka and Tokyo under Japanese control, for a total maximum of ten.
   - At Start: Ten.

C. RUSSIA:
   - Maximum: Ten.
   - At Start: Three.

D. WESTERN ALLIES (Europe):
   - Maximum: Two for each of Birmingham, London and Manchester under Western Allied control, for a total maximum of six.
   - At Start: Six.

E. WESTERN ALLIES (India box):
   - Maximum: Three.
   - At Start: Three.

F. WESTERN ALLIES (South Africa box):
   - Maximum: Three.
   - At Start: Three.

G. WESTERN ALLIES (Pacific):
   - Maximum: Three for Pearl Harbor (unless Japanese-controlled) and three for the Australia box (unless Australia has surrendered), for a total maximum of six.
   - At Start: Three.

H. WESTERN ALLIES (Manila):
   - Maximum: Three.
   - At Start: Three.

33.423 CAPTURE OF OIL RESERVES PROHIBITED: Oil counters may not be captured. The capture or surrender of a location listed in 33.422 reduces the defender’s maximum oil reserve level but has no effect on the attacker’s current or maximum oil reserve level.

33.424 DESTRUCTION OF OIL RESERVES: Oil counters in an oil reserve may not be bombed or otherwise damaged or destroyed except by the capture of objectives which reduce the maximum capacity of an oil reserve to less than the number of oil counters in that oil reserve. (EXCEPTION: The Pacific oil reserve. If, during its initial surprise attack, Japan carries out a second air strike against Pearl Harbor, Japan may target the oil counters in the Pacific oil reserve, which are all considered to be in Pearl Harbor, for air attack. The Pacific oil reserve is attacked as a single target. On a “1” air attack result, one oil counter is destroyed. On a “2” air attack result, two oil counters are destroyed. On a “3” or greater air attack result, all three oil counters are destroyed.)

33.43 INCREASING OIL RESERVES: Oil reserves may be increased by moving oil counters from an oil source to any hex in the recipient in which unit construction is permitted, then by a land supply line to the objective containing the oil reserve or, for Russia, the Urals box. Oil counters may be moved as follows:

A. BY LAND: Immediately after the diplomatic phase of the owning player’s turn, by tracing a land supply line from an oil source to the destination hex.

B. BY SEA: During initial supply determination and in the construction and redeployment phases of the owning player’s turn, by tracing a sea supply line, or a combined land and sea supply line, from an oil source to the destination hex. One transport (Japan, Western Allies, Western Allied oil shipments to Russia) or three destroyer factors (European Axis) are required for each oil counter transported by sea. Oil counters transported to the South Africa box must remain there until the following Allied player turn.

NOTE: The use of European Axis destroyers to trace oil supply by sea will usually arise only in the rare instance where the Axis have captured Mosul or a Russian oil center but do not have a land route to the captured oil center.

33.431 OIL COUNTERS REMOVED AT THE END OF EACH PLAYER TURN: At the end of each player turn, all oil counters which are not in an oil reserve are removed from play. There is no exception for Western Allied oil counters which are intended to be shipped to another destination in a future turn.

NOTE: The maximum South African oil reserve is three oil counters. There may be no more than three oil counters in the South Africa box at the end of any Western Allied player turn, even if the Western Allies promise to ship any surplus oil counters to the India or Australia boxes in the next turn.

33.44 EUROPEAN AXIS:

33.441 OIL STATUS OF ALL UNLIMITED SUPPLY SOURCES IDENTI
cal: The oil status of all European Axis unlimited supply sources is determined by the oil consumed from the European Axis oil reserve.

33.442 EUROPEAN AXIS OIL RESERVES: Each turn the European Axis may augment its oil reserve with oil from the following sources if a supply line may be traced from the indicated oil source to any hex in Germany in which unit construction is permitted:

33.4421 PLOESTI: Three oil counters from Ploesti, including by tracing a supply line from a neutral or Axis-controlled Rumania over neutral minor country hexes. The European Axis may not draw oil from Ploesti if:
   A. Russia controls Ploesti and either Russia or Germany are at war or the RGT level is 45 or more; or
B. Ploesti is under Western Allied control.

**33.442 RUSSIA:** One oil counter from Russia until Germany and Russia are at war or the RGT level is 45 or more. The shipment of Russian oil to Germany has no effect on the use of oil counters by Russia or the size of the Russian oil reserve (33.4624).

**33.4423 SYNTHETIC OIL PLANTS:** One oil counter from each undamaged German synthetic oil plant.

**33.4424 CAPTURED OIL CENTERS:** Oil counters from Mosul, Maikop, Grozny and Baku if they are under Axis control. The Axis may not use oil produced in Abadan or Ahwaz, as no facilities existed for transporting it overland to the Mediterranean.

**33.45 JAPAN:**

- **33.451 OIL STATUS OF UNLIMITED SUPPLY SOURCES:** The oil status of Tokyo, Osaka, Kagoshima, Seoul and all Japanese naval and SW units in the Pacific and Indian Ocean SW boxes is determined by the oil consumed from the Japanese oil reserve.
- **33.452 JAPANESE OIL SOURCES:** Each turn Japan may augment its oil reserve with oil from the following sources if it can trace a supply line from the indicated oil source to any hex in Japan in which unit construction is permitted:
  - **33.4521 THE INTERNATIONAL MARKET:** Japan may obtain the indicated number of oil counters from the international market:
    - **A. NO EMBARGO:** Unlimited, if the U.S. has not imposed an oil embargo on Japan in a previous game turn. An oil embargo has no effect on Japan’s oil supplies in the game turn in which it is imposed.
    - **B. PARTIAL EMBARGO:** Three oil counters, if the U.S. imposed an oil embargo on Japan in the previous game turn.
    - **C. FULL EMBARGO:** None, if the U.S. imposed an oil embargo on Japan two or more game turns previously.
    - **D. WAR:** None, if Japan and the U.S. are at war.
- **33.45211 OIL EMBARGO:**
    - **A. CAMPAIGN GAME:** In a Global War game, an oil embargo may be imposed at any time during a turn, including before, during or after the Japanese player turn, when U.SJT reach 20. Once imposed, an oil embargo cannot be lifted.
    - **B. PACIFIC THEATER GAME:** In a Pacific theater Campaign Game, an oil embargo on Japan is considered to have been imposed in Summer 1941, before the start of the scenario. Japan is considered to have only used the three oil counters it received from the international market in Fall 1941 during that turn and therefore begins the scenario in Winter 1941 with an oil reserve of ten oil counters.
- **33.4522 BRUNEI AND PALEMBANG:** Three oil counters from each of Brunei and Palembang. Oil counters produced in Brunei and Palembang may be shipped to the Japanese oil reserve or used to meet the oil needs of the supply zone in which the oil center is located. Oil counters which are unused by the end of the Japanese player turn are eliminated. Japan may not create an oil reserve in Brunei or Palembang.
- **33.4523 ASSIGNING TRANSPORTS TO CARRY OIL:** During initial supply determination and in the construction and redeployment phases of the Japanese player turn, Japan may assign transports to carry oil. One transport is required to carry each oil counter produced in Brunei and Palembang. The number of transports which Japan may assign to carry oil each turn is limited by the number of transports available: 1-2 transports: 1 oil counter; 3-4 transports: 2 oil counters; 5-6 transports: 3 oil counters; and so on, up to a maximum of 6 oil counters per turn (the maximum oil production of Brunei and Palembang per turn). Transports which are not used to carry oil may be used for other purposes.
- **33.4524 INTERCEPTION OF TRANSPORTS ASSIGNED TO CARRY OIL:** Transports which Japan assigns to carry oil may be attacked by Allied air or intercepted by Allied naval units (25.952). If voluntarily aborted, any oil counters shipped from Palembang and Brunei are eliminated. Oil counters which were not shipped from Palembang and Brunei are not affected by the interception of Japan’s oil supply line.

**33.46 RUSSIA:**

- **33.461 OIL STATUS OF ALL UNLIMITED SUPPLY SOURCES IDENTICAL:** The oil status of all Russian unlimited supply sources is determined by the oil consumed from the Russian oil reserve.

**33.462 RUSSIAN OIL SOURCES:** Each turn Russia may augment its oil reserve with oil from the following sources if it can trace a supply line from the indicated oil source to any hex in Russia in which unit construction is permitted or to the Urals box off the eastern edge of the European mapboard as far north as A62 and as far south as Z53:
- **33.4621 URALS BOX:** One oil counter from the Urals box.
- **33.4622 RUSSIAN-CONTROLLED OIL CENTERS:** Oil counters from Maikop, Grozny, Baku, Abadan and Ahwaz (if the Persian BRP route is open), Mosul (if the Allies control Turkey) and Ploesti if they are under Russian control.
- **33.4623 WESTERN ALLIED OIL SHIPMENTS TO RUSSIA:** Oil counters may be shipped to Russia by the Western Allies, in addition to or instead of BRP grants. Provided the route in question is open, each turn a maximum of two oil counters may be sent via Murmansk and one oil counter via each of Persia, Turkey and Siberia. Each oil counter shipped counts as 10 BRPs against the limit of the BRP route used and the overall Western Allied-Russian BRP grant limit. Each oil counter shipped via Murmansk or Siberia requires a Western Allied transport; oil counters from Abadan or Ahwaz through Persia or from Mosul through Turkey do not. The Western Allied and Russian BRP levels are not affected by oil shipments. Western Allied oil counters shipped to Russia are added to the Russian oil reserve and may be used by Russia in any subsequent Russian player turn. See 40.24.
- **33.4624 INITIAL RUSSIAN OIL RESERVE:** Until Russia goes to war with Germany, Russia does not track its oil consumption and the Russian oil reserve is deemed to contain three oil counters (33.422C).

**33.47 WESTERN ALLIES:**

- **33.471 OIL STATUS OF UNLIMITED SUPPLY SOURCES VARIES:** The oil status of each Western Allied unlimited supply source is determined as follows:
  - **33.4711 LONDON AND PARIS:** By the number of oil counters consumed from the Western Allied (Europe) oil reserve.
  - **33.4712 PEARL HARBOR:** By the number of oil counters consumed from the Western Allied Pacific oil reserve.
  - **33.4713 MANILA:** By the number of oil counters consumed from the Western Allied Manila oil reserve.
- **33.4714 MAPBOARD BOXES:** Units that begin their turn in a Western Allied mapboard box are not subject to oil effects. In addition:
  - **A. The U.S. boxes have unlimited oil. The oil status of supply zones drawing supply from the U.S. boxes is determined as per 33.533.**
  - **B. The oil status of supply zones drawing supply from the South Africa box is determined as per 33.533.**
  - **C. The oil status of the India box and any supply zone drawing supply from it is determined by the number of oil counters consumed from the Indian oil reserve.**
  - **D. The oil status of the Australia box and any supply zone drawing supply from it is determined by the number of oil counters consumed from the Pacific oil reserve.**
  - **E. The Atlantic, Pacific and Indian Ocean SW boxes are not subject to oil effects.**
- **33.472 WESTERN ALLIED OIL SOURCES:** Each turn the various Western Allied oil reserves may obtain the indicated number of oil counters from the following sources if a supply line can be traced from that oil source to an unlimited supply source associated with the oil reserve in question:
  - **33.4721 U.S. BOXES:** Unlimited.
  - **NOTE:** During the war, the United States produced nearly two-thirds of the world’s oil supply. For the Western Allies, oil is not a question of production but rather a question of having the transports necessary to ship the oil to where it is needed.
  - **33.4722 MOSUL:** Three. These oil counters may only be used to meet the oil needs of the supply zone in which Mosul is located and any supply zones tracing sea supply from that supply zone. One Mosul oil counter may be shipped to Russia through Turkey each turn if this is otherwise permitted (40.24, 40.6). Oil counters produced in Mosul may not be shipped off the European mapboard in Indian Ocean transports.
  - **33.4723 ABDAN AND AHWAZ:** Three for each. These oil counters may only be used to meet the oil needs of units and hexes in Persia unless shipped...
out of Abadan in Indian Ocean transports. One Persian oil counter may be shipped to Russia through Persia each turn if this is otherwise permitted (40.24, 40.5).

33.4724 WESTERN ALLIED-CONTROLLED OIL CENTERS: Oil counters from Brunei, Palembang and Ploesti may be assigned to oil centers or an oil source requiring the inversion of transports (33.74G); or

33.473 ASSIGNING TRANSPORTS TO CARRY OIL: During the oil adjustment phase, after oil counters from oil centers from offset air, naval and army oil effects:

A. AIR, NAVAL AND ARMY OIL EFFECTS: Oil counters may be used to augment the supply traced into the supply zone containing that oil center, as well as supply traced from that supply zone into other supply zones.

B. UNINVERTING AIR AND NAVAL UNITS: Additional oil counters may be used at any time during a player turn to uninvert air and naval units, subject to the restrictions set out in 33.74.

C. ARMORED EXPLOITATION: Additional oil counters may be used at the start of the exploitation phase to enable armor units to exploit.

D. CONSTRUCTION AND ECONOMIC OIL EFFECTS: Oil counters may be assigned to carry oil to India each turn in Spring 1942 and thereafter.

33.51 DETERMINING OIL STATUS: The oil status of unlimited supply sources is determined prior to or during initial supply determination by the oil consumed from the oil reserve associated with the supply source (33.441, 33.451, 33.461, 33.471).

33.52 OIL IMPAIRMENT REFLECTED IN SUPPLY: If no oil effects are incurred by an unlimited supply source, the oil status of that supply source is unimpaired and the hexes and units supplied from that supply source are also unimpaired by oil effects (EXCEPTIONS: Supply zones receiving supply from the U.S. or South Africa boxes—33.533). However, if one or more oil effects are incurred by an unlimited supply source, all hexes and units supplied from that unlimited supply source are similarly impaired.

33.533 SUPPLY ZONES DRAWING SUPPLY FROM THE U.S. OR SOUTH AFRICA BOXES: The oil status of supply zones containing ports which draw supply from the U.S. or South Africa boxes, and of other supply zones supplied from such supply zones, is determined by the number of oil counters consumed in that supply zone. The oil counters consumed may be taken from an oil center in the supply zone or shipped on transports through the relevant SW box to a port in the supply zone.

EXAMPLE: At the start of the Western Allied Spring 1943 player turn, the Western Allied European oil reserve contains four oil counters. The Western Allies have 15 transports available in the Atlantic SW box.

The Western Allies also have a Western Allied armor unit, a motorized infantry unit and three AAF in Morocco, having invaded Casablanca in a previous turn.

In Winter 1942, Britain and Northern Ireland were supplied from London; Casablanca was supplied directly from the U.S.

In the Western Allied Spring 1943 oil adjustment phase, the Western Allies use three oil counters from the Western Allied European oil reserve to offset the air, naval and army oil effects in Britain and Northern Ireland. This permits the uninversion of air and naval units in Britain and Northern Ireland. Additional air and naval units could be uninverted using the remaining oil counter in the Western Allied European oil reserve.

Western Allied units and hexes in Morocco retain the supply and oil status from the previous turn until initial supply determination of the Western Allied Spring 1943 player turn. The uninversion of air and naval units in Morocco during the oil adjustment phase would require the use of one Atlantic transport for each American oil counter used.

During initial supply determination, the Western Allies use six Atlantic transports to send oil to Britain. These oil counters are placed in the Western Allied European oil reserve.

The Western Allies again trace sea supply directly from the Atlantic U.S. box to Casablanca, using one Atlantic transport for the sea supply line. If the Western Allies wished to fully utilize their ground and air units in Morocco, they must also use one additional Atlantic transport to offset each relevant oil effect in Morocco (which does not have a local oil source). As the Western Allies have ground and air, but no naval, units in Morocco, two additional Atlantic transports would be required to ship oil to Casablanca to offset the air and army oil effects in Morocco.

Had sea supply been traced from Britain to Casablanca, the oil status of London would have determined the oil status of Casablanca, saving the Western Allies three Atlantic transports.

33.534 LOCAL OIL SUPPLIES: Oil counters produced by an oil center may be used to augment the supply traced into the supply zone containing that oil center, as well as supply traced from that supply zone into other supply zones.
EXAMPLES: The Western Allies trace a sea supply line from the South Africa box to Basra using one Indian Ocean transport. Mosul is undamaged and controlled by the Western Allies. The three oil counters produced by Mosul meet the oil requirements of the Middle Eastern supply zone. Other Indian Ocean transports could be used to ship additional oil counters to the Middle East if the Western Allies needed additional oil counters to uninvert air or naval units or if Mosul were damaged or under Axis control.

During the oil adjustment phase, the Western Allies use three oil counters from the Pearl Harbor oil reserve to offset the air, naval and army oil effects in Pearl Harbor. During initial supply determination, the Western Allies trace a sea supply line from Pearl Harbor, through successive ports, to Townsville. Western Allied units in northern Australia, which received supply from Pearl Harbor through Townsville, would not be subject to oil effects, because the air, naval and army oil effects were offset in Pearl Harbor.

33.535 TIMING: A supply zone retains the supply and oil status of the previous player turn until the end of the initial supply determination segment of the current player turn. However, the uninversion of air and naval units in a supply zone requires the use of oil counters in the turn of uninversion; the oil counters used must either have been in an oil reserve or have been produced in the turn of uninversion.

33.6 OIL EFFECTS:

33.61 OIL EFFECTS: During his player turn, as set out in 33.52, the moving player determines which, if any, of the five oil effects set out below he wishes to offset. Oil effects apply to all members of an alliance faction within the affected supply zones. The effects are:

A. AIR:
• All air units have their Air Nationality DRM reduced by one.
• Land-based air units may not conduct offensive operations, search, provide air cover, or attack enemy naval units at sea.
• Offensive strategic warfare by strategic bombers, flying bombs and rockets is prohibited.
• Defensive air activities, including providing defensive air support, opposing enemy bombing and intercepting enemy air transport activities, are permitted only in the hex in which the air units are based. Interceptors may defend their base against enemy bombing.
• The restrictions on searching, providing air cover, attacking enemy naval units at sea and on defensive air activities do not apply to Japanese air units in Japan.
• Air units may stage and redeploy freely from affected bases.

B. NAVAL:
• All naval units have their Naval Nationality DRM reduced by one.
• Naval units may not conduct offensive operations, protect sea supply or provide or protect sea escort.
• Submarine warfare is prohibited.
• Two fewer dice are initially rolled for all naval interceptions.
• Raider die rolls are subject to a –1 modifier (this adverse modifier does not apply if the defender keeps affected naval units in port, relying only on unimpaired naval units to attempt raider interception).
• Naval units may stage and redeploy freely from affected ports.

C. ARMY:
• All ground units of all types have their CTL reduced by one.
• Ground units may not sea transport, conduct seaborne invasions or be NRed from a location subject to the army oil effect.
• Ground units may not be taken as attrition losses from a supply zone from which sea supply was last traced to their attrition zone (14.52A).
• Armor units, including those which exploited in the previous turn, and British and American mechanized infantry units in Europe lose their mechanized component and act as infantry units, although they may conduct offensive operations and their combat factor for attrition and defensive purposes is unaffected. Such units have their movement factor reduced to three factors in Europe and two factors in the Pacific, lose their ZoC, may not create breakthroughs or exploit, and may be subject to a –1DM if attacked by exploiting enemy armor. These effects do not apply to Japanese armor units in Japan.

NOTE: The air, naval and army oil effects have the same effect on air, naval and ground units as partial supply (30.52).

D. CONSTRUCTION: The unit construction limit of each affected major power is halved (round up).

E. ECONOMIC: The BRP base and BRP level of each affected major power is reduced by ten percent (round down) of its current BRP base or by 10 BRPs, whichever is greater, each turn.

33.62 RESTORATION OF OIL SUPPLIES TO ARMED FORCES: If the air, naval and army oil effects are negated, air, naval and army operations are immediately restored to normal.

33.63 REVERSAL OF CONSTRUCTION EFFECTS: If the construction oil effect is negated, the construction rates of the affected major powers are immediately restored.

33.64 NO REVERSAL OF ECONOMIC EFFECTS: If the economic oil effect is negated, further BRP base and BRP level reductions do not occur, but BRP base losses are not restored and lost BRPs are not regained.

33.65 APPLICATION OF CONSTRUCTION AND ECONOMIC OIL EFFECTS: Construction and economic oil effects are determined by the oil status of any supply zone in that major power’s home country, as designated by the owning player. No other supply zones need to offset the construction and economic oil effects. If a major power is completely occupied by enemy forces, construction and economic oil effects automatically apply, subject to 33.651.

33.651 BRITAIN: The construction and economic oil effects apply only to that part of the British BRP base associated with Britain itself (initially 80 BRPs after Britain’s Fall 1939 mobilization). The construction and economic oil effects do not apply to the BRPs (initially 40) associated with the Commonwealth.

33.7 UNINVERSION AND EXPLOITATION:

33.71 Subject to the restrictions set out in 33.74:

A. AIR: If an oil counter is used by an alliance faction to offset the air oil effect, that alliance faction may uninvert 25 air factors at any time during its player turn.

B. NAVAL: If an oil counter is used by an alliance faction to offset the naval oil effect, that alliance faction may uninvert 25 naval factors at any time during its player turn.

C. ARMY: If an oil counter is used by an alliance faction to offset the army oil effect, that alliance faction may exploit with 25 armor factors during the exploitation phase of its player turn.

33.72 USE OF ADDITIONAL OIL COUNTERS: Additional air and naval factors may be uninverted, or additional armor units used to exploit, beyond the limits associated with offsetting the air, naval and army oil effects (33.71) by the use of additional oil counters, provided the air, naval or armor units in question are not subject to oil effects. Each oil counter used by an alliance faction in addition to any oil counters used to offset air, naval and army oil effects allows the alliance faction to, at its option:

A. Uninvert additional air or naval factors, or exploit with additional armor factors, up to a total of 25 air, naval or armor factors, in any combination.

B. Uninvert all air factors.

C. Uninvert the naval units in two TFs.

NOTE: If the moving player elected to invoke 33.72A, one additional oil counter would allow him to uninvert all his air factors or uninvert the contents of two TFs. The most economical use of oil counters will depend on the circumstances.

33.73 VOLUNTARILY INCURRING OIL EFFECTS: An alliance faction may voluntarily incur one or more oil effects in order to use additional oil counters as set out in 33.72 or to increase its oil reserve.

33.74 RESTRICTIONS: The uninversion of air and naval units is subject to the following restrictions:

A. FULL SUPPLY REQUIRED: Air and naval units may only be uninverted if they are fully supplied and not subject to an oil effect.

B. UNINVERSION AFTER USE ONLY AT END OF PLAYER TURN: Air and naval units which engage in an activity which results in their inversion may not be uninverted until the end of the player turn, after the redeployment phase. During a player turn each air and naval unit may carry out only one air or naval operation (EXCEPTION: Naval units in a SW box).

C. NEW CONSTRUCTION: Air and naval units may not be uninverted until after the redeployment phase of the player turn in which they are constructed or launched. If redeployed to a new base during the redeployment phase, they
remain inverted through the following opposing player turn.

D. REDEPLOYMENT: Air and naval units which are redeployed may not be uninverted after they are redeployed. Inverted air and naval units redeployed to a new base during the redeployment phase remain inverted through the following opposing player turn.

E. OPPOSING PLAYER TURN: Air and naval units may not be uninverted during the opposing player turn.

F. ONLY WITHIN AFFECTED SUPPLY ZONES: Oil counters permit the uninversion of air and naval units only in the supply zone in which the oil counter was used, or in any supply zone deriving its supply status from that supply zone.

G. TIMING AND LOCATION: Oil counters used to uninvert air and naval units must be associated with an unlimited supply source, as follows:

- During the oil adjustments phase, the oil counters used must be associated with the unlimited supply source from which:
  - o supply was traced in the previous player turn; or
  - o a land supply line may be traced in the initial supply determination segment of the current turn.
- During or after initial supply determination, the oil counters used must be associated with the unlimited supply source from which supply was traced in the current player turn.
- If the supply/oil source was a U.S. box or the South Africa box, one transport may be assigned to carry oil each turn (33.473).

H. WESTERN ALLIED MAPBOARD BOXES: The uninversion of air and naval units in Western Allied mapboard boxes requires the use of oil counters from the oil reserve associated with that mapboard box (EXCEPTIONS: Air and naval units in the U.S. boxes may be uninverted without the use of oil counters). The first oil counter so used permits the uninversion of 25 air or naval factors, in any combination; each additional oil counter so used permits the uninversion of the naval units in two TFs.

33.741 RESTRICTION FOR EXPLOITING ARMOR: Oil counters permit the exploitation by armor units only in the supply zone in which the oil counter was used, or in any supply zone deriving its supply status from that supply zone.

33.75 THEATERS: Western Allied uninversion limits and limits on armor exploitation apply to each theater separately. Oil counters used in one theater have no effect on the other theater.

33.76 EXEMPTIONS FROM UNINVERSION LIMITS: Air and naval units in the following locations are uninverted at the end of the owning player’s turn without counting against the owning player’s uninversion limit:

A. SUBMARINES: All submarines (EXCEPTION: Submarines which were NRed on the mapboard).
B. ASW AND TRANSPORTS IN SW BOXES: All ASW and transports in an SW box.
C. WESTERN ALLIED NAVAL UNITS: All Western Allied naval units:
  - in the Atlantic and Pacific SW boxes, unless NRed into the SW box during the current player turn.
  - in the U.S. boxes, unless NRed into the U.S. box during the current player turn.
D. WESTERN ALLIED AIR UNITS: All Western Allied air units in the U.S. boxes, unless NRed into the U.S. box during the current player turn.
E. KAMIKAZES: Kamikazes (EXCEPTION: Kamikazes which were redeployed).

33.761 INVERSION OF NAVAL UNITS IN A U.S. BOX DURING THE ALLIED PLAYER TURN: Western Allied air and naval units in a U.S. box which are uninverted prior to the end of the Allied player turn count against the European or Pacific Western Allied uninversion limits, as the case may be.

NOTE: This rule prevents the Allied player from sidestepping transport shortages by uninverting naval units in a U.S. box “for free” at the start of his turn, changing base to Europe, carrying out a mission, then NRing the naval units back to the U.S., leaving them inverted until the process is repeated in the next turn. It also reflects the fact that early in the war the movement of oil within the United States relied on tankers which were vulnerable to Axis submarine attack. As the war progressed, an increasing amount of oil was moved by rail, so other naval units, including those launched or repaired in the U.S., may be uninverted without reliance on transports (33.76C).

33.77 ALLIANCE FACTIONS:
A. EUROPEAN AXIS: The European Axis uninversion limits apply to air and naval units belonging to Germany, Italy and any minor countries which have joined the European Axis as a whole. The number of air and naval factors which may be uninverted may be split between air and naval units belonging to different members of the European Axis.
B. WESTERN ALLIES: The Western Allied uninversion limits apply to air and naval units belonging to Britain, France, the U.S. and any minor countries which have joined the Western Allies as a whole. The number of air and naval factors which may be uninverted may be split between air and naval units belonging to different members of the Western Allies.

33.78 RUSSIA: Russian uninversion limits and limits on armor exploitation apply only to the European theater. There is no restriction on the number of Russian air and naval units which may be uninverted in the Pacific theater or on the number of Russian armor factors which may exploit in the Pacific theater.

34. WEATHER
34.1 OVERVIEW
34.2 WEATHER EFFECTS
34.3 AFFECTED AREAS
34.4 WINTER PREPARATION
34.1 OVERVIEW:
34.11 DIFFERENT TYPES OF WEATHER: There are four types of weather: clear, mud, winter and monsoons. Weather varies from turn to turn for certain areas of the European and Pacific mapboards.

34.2 WEATHER EFFECTS:
34.21 CLEAR: All areas of the mapboard have clear weather unless subject to mud, winter or monsoons. There are no clear weather effects.
34.22 MUD: Areas afflicted by mud are subject to the following effects:
A. FULL OFFENSIVES PROHIBITED: Full offensives may not be conducted.
B. OVERRUNS AND EXPLOITATION PROHIBITED: Overrun and exploitation, including exploitation attacks from non-afflicted hexes into hexes afflicted by mud, are prohibited.
C. BREAKTHROUGHS PROHIBITED: Breakthroughs may not be created in hexes afflicted by mud. Eligible armor units in hexes afflicted by mud may be placed in and exploit from breakthrough hexes created in hexes which are not afflicted by mud, with the BRP offensive cost being charged to the front containing the breakthrough hex.
34.23 WINTER: Areas affected by winter weather are subject to the following effects:
A. SEABORNE INVASIONS: Seaborne invasions which involve the naval movement of ground units through western and eastern front sea hexes, and seaborne invasions of the Aegean islands, are prohibited in winter turns.
B. BREAKTHROUGHS: Breakthroughs may not be created in mountains hexes and armor units may not exploit out of mountain hexes on the western and eastern fronts or in Siberia, Manchuria, Mongolia or Tannu Tuva in winter turns. This prohibition does not prevent armor units from exploiting into mountain hexes and advancing out of mountain hexes after exploitation combat.
C. FROZEN LAKES AND SWAMPS: All European lakes north of Leningrad (row D) and all eastern front swamp hexes are frozen in winter turns. Frozen swamp hexes are treated as clear hexes for all purposes; frozen lake hexes are treated as clear hexes solely for the purpose of tracing supply lines; ground units may not move or redeploy across lakes and air units may not base in hex C45 (Lake Ladoga).
D. WINTER DIE ROLLS: A winter die roll is made at the beginning of every winter game turn in Europe to determine weather conditions on eastern front hexes east of the Nazi-Soviet Pact line and in Finland. A separate winter die roll is made at the beginning of every fall and every winter turn in the Pacific to determine weather conditions in Siberia, Manchuria, Mongolia and Tannu
Tuva. Winter effects are determined by the Winter Table (34.41).

### 34.24 MONSOONS

Areas affected by monsoons are subject to the following effects:

A. **MOVEMENT**: Swamp, jungle and jungle/mountain hexes may not be entered by ground units during the movement or combat phase, including by seaborne invasion or airdrop. This prohibition applies to all ground units, including Japanese ground units, partisans and the Chindit. Unit construction in and redeployments to, from and through such hexes are permitted.

B. **COMBAT**: Ground units in swamp, jungle and jungle/mountain hexes may not attack or be attacked other than by attrition.

C. **ARMOR**: Armor units have their mechanized component negated (30.522B) in all types of terrain.

### 34.25 DIFFERENT TYPES OF WEATHER ON THE SAME FRONT

In winter and spring, areas of the eastern and Asian fronts are affected by different types of weather or different levels of winter weather. As a result, different restrictions on offensives operations may apply to different parts of the eastern and Asian fronts. The rules governing attritions and offensive operations for fronts apply to the front as a whole in such situations:

A. **RUSSIAN FRONT**: If a full offensive is conducted in a winter turn on the eastern front west of the Nazi-Soviet Pact line, up to 14 BRPs of limited offensive operations, but no attrition combat, may be conducted in Russia east of the Nazi-Soviet Pact line and in Finland at no additional BRP cost, if otherwise permitted by the Russian winter result.

B. **ASIAN FRONT**: If a full offensive is conducted in a winter or spring turn on the Asian front, limited offensive operations, but no attrition combat, may be conducted in the combined areas of Siberia, Manchuria, Mongolia and Tannu Tuva in winter and in spring at no additional BRP cost, if otherwise permitted by the winter result.

### 34.3 AFFECTED AREAS

#### 34.31 MUD

Mud occurs on spring turns on the eastern front east of the Nazi-Soviet Pact line, in Finland, and in Siberia, Manchuria, Mongolia and Tannu Tuva.

#### 34.32 WINTER EFFECTS

A. **MEDITERRANEAN FRONT**: Mediterranean front hexes in continental Europe are deemed to have a winter result of “4”. Spain, Portugal, Gibraltar, Italy, Yugoslavia, Rumania, Bulgaria, Albania, Greece and European Turkey are included; Mediterranean islands are not.

B. **POLAND AND THE WESTERN FRONT**: All eastern front hexes west of the Nazi-Soviet Pact line except Finland and all western front hexes are deemed to have a winter result of “6”.

C. **RUSSIA**: A winter die roll is made at the beginning of every winter game turn to determine winter effects on all eastern front hexes east of the Nazi-Soviet Pact line and in Finland. The Russian winter die roll is subject to a +5 modifier.

D. **SIBERIA, MANCHURIA, MONGOLIA AND TANNU TUVA**: A winter die roll is made at the beginning of every winter game turn to determine winter effects in Siberia, Manchuria, Mongolia and Tannu Tuva. The fall die roll is subject to a +2 modifier. The winter die roll is subject to a +5 modifier.

#### 34.33 MONSOONS

Monsoons occur in both summer (north of the equator) and winter (south of the equator). Monsoons affect the following areas in each season:

A. **SUMMER**: India, Ceylon, Burma, Thailand, French Indochina and the Philippines.

B. **WINTER**: Malay, Singapore, the Dutch East Indies, Sarawak, New Guinea, New Ireland, New Britain, Australia, the Solomon Islands (4.74N) and the New Hebrides Islands (4.74L).

#### 34.331 FIRST TURN EXEMPTION FOR JAPANESE FORCES

Japanese forces are not affected by monsoons in the turn Japan declares war on Britain or Britain and the U.S.

### 34.4 WINTER PREPARATION

#### 34.41 WINTER PREPARATION LEVELS

Winter effects in areas affected by winter are reduced by the winter preparation level of the affected alliance.

#### 34.42 WINTER PREPARATION INCREASES

The Axis, Western Allies and Japan may increase their winter preparation levels by production. Winter preparation production results are secret until used to ameliorate winter effects (42.24).

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#### Winter Table — 34.41

<table>
<thead>
<tr>
<th>Result</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No effect.</td>
</tr>
<tr>
<td>1</td>
<td>Movement of armor units during exploitation reduced by 1.</td>
</tr>
<tr>
<td>2</td>
<td>Movement of armor units during exploitation reduced by 2.</td>
</tr>
<tr>
<td>3</td>
<td>Movement of armor units during exploitation reduced by 3; airdrops prohibited.</td>
</tr>
<tr>
<td>4</td>
<td>Movement of armor units during exploitation is reduced by 4.</td>
</tr>
<tr>
<td>5</td>
<td>Movement of armor units during exploitation is reduced by 5; overruns prohibited; enemy ground units receive a +1 DM in ground combat.</td>
</tr>
<tr>
<td>6</td>
<td>Exploitation is prohibited.</td>
</tr>
<tr>
<td>7</td>
<td>Full offensives are prohibited; limited offensives are permitted.</td>
</tr>
<tr>
<td>9</td>
<td>INFANTRY units and replacements are subject to a –1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead.</td>
</tr>
<tr>
<td>10</td>
<td>Enemy units must expend only one, not two, movement factors to leave the ZoC of armor units.</td>
</tr>
<tr>
<td>11</td>
<td>Defensive air support is restricted to the hex in which the air factors are based.</td>
</tr>
</tbody>
</table>

#### Modifiers

- +5 winters east of the Nazi-Soviet pact line and in Siberia
- +2 Asian effects in fall turns
- –6 automatic Russian modifier
- –6 automatic Finnish and Swedish modifier
- –2 automatic Japanese modifier
- –# each level of winter preparation

#### Explanation

Each level of winter effects includes all the effects of all lower results.

**Effects of winter levels on attrition combat**: The difference in winter effect levels modifies attrition die rolls (+/−1 for each level).

**Effects of winter levels on offensive ground combat (winter effect 5)**: If units with different levels of winter preparation are involved in an attack, the least favorable winter preparation modifier governs for both the attacker and the defender.

**Exploitation**: Exploiting armor units may always move at least one hex.

**Pacific movement effects**: Movement reductions for exploiting armor for winter effects 1-5 are halved, round down, in the Pacific theater. Winter effect 10 does not apply in the Pacific theater.

**Russia east of the Nazi-Soviet Pact line and Finland**: One die is rolled, subject to a +5 modifier.

**Siberia, Manchuria, Mongolia and Tannu Tuva**: In winter turns, one die is rolled, subject to a +5 modifier. In fall turns, one die is rolled, subject to a +2 modifier.

**Poland and western front**: Automatic winter level of “6”.

**Mediterranean front hexes in continental Europe**: Automatic winter level of “4”.

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35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

35.1 THE YEAR START SEQUENCE (YSS)

35.11 YSS AT THE START OF EACH YEAR: The YSS takes place at the start of each year, after each winter turn and before the ensuing spring turn.

35.12 NO YSS AT THE START OF SCENARIOS: No YSS takes place at the start of a scenario, as the initial BRP, DP and RP levels for each major power taking part in the scenario have already been calculated and are set out in Appendix IV. At the start of each scenario, DPs and RPs are allocated after all units are placed on the map.

35.13 STEPS: The YSS consists of the following steps:
   A. BRP calculations (35.2-5).
   B. Determining each major power’s construction limit (27.3).
   C. Allotting and allocating DPs (49.1-3) and RPs (41.2-3).

35.14 U.S. ELECTION: A U.S. election (62) occurs after the 1945 YSS is completed.

35.2 BRP CALCULATIONS—OVERVIEW:

35.21 BRP BASES: At the start of the game, each major power has a BRP base, which represents the resources of its national economy. This BRP base may increase or decrease as the game proceeds (EXCEPTION: China’s BRP base may not change—35.33, 35.41, 35.42).

35.22 RUSSIAN ICs: Russian-controlled ICs are not considered part of the Russian BRP base when determining the reduction in Russia’s BRP base from economic oil effects or Russia’s permitted level of deficit spending (39.22B). Increases in the BRP value of Russian-controlled ICs are not counted when determining the number of RPs generated by BRP growth (35.35). The BRP value of Russian-controlled ICs are counted when determining the Russian construction limit (27.31).

35.23 BRP TOTALS: BRP totals are calculated separately for each major power during each YSS. Major power BRP totals are calculated by the sum of each major power’s BRP base and the value of their colonies, minor allies, associated minor countries, conquests and other areas with economic value (35.51). The BRP value of the Dutch East Indies is added to Britain’s BRP total only once Britain is at war with Japan (89.24). Territories which are classified as key economic areas (38.3) are included in the BRP base of the major power which originally controlled them.

35.24 ALLIED TOTALS: In Global War, the British, Russian and American BRP levels are represented for the world as a whole, with each country making its own decision as to how to allocate its resources between theaters. In European scenarios, the BRPs represent the resources devoted to the European theater. In Pacific scenarios, Allied BRPs are not tracked.

35.3 BRP BASE GROWTH IN THE YSS:

35.31 GROWTH RATES: During each YSS, unspent BRPs from the previous year, as determined at the end of the previous winter game turn, are multiplied by the major power’s growth rate. Fractions are dropped and the result is added to the major power’s BRP base. The remaining BRPs are lost. The major power growth rates are:
   A. Germany, Japan, U.S.: 50%
   B. Britain: 40%
   C. France: 30%
   D. Italy: 20%
   E. China: 0%
   F. Russia: The RGT level at end of the preceding winter game turn, up to a maximum of 50% (each RGT level equals one percentage point). Once war has broken out between Germany and Russia, the Russian growth rate remains at 50% for the remainder of the game.

35.32 EFFECT OF UNBUILT UNITS: The BRP value of unbuilt ground and air units, including combat losses and force pool additions from mobilization and production, is deducted from the number of unspent BRPs when determining BRP growth in the following situations:
   A. ALL MAJOR POWERS: For all major powers, in the 1940 YSS.
   B. NEUTRAL MAJOR POWERS: For neutral major powers, in all YSS (EXCEPTION: Japanese combat losses in China in winter turns). Japan is considered a neutral major power until it is at war with Russia, Britain, or the U.S.
   C. CHINA: China, which has a growth rate of zero, never increases its BRP base. China may improve its economic position only by recapturing Chinese objectives from Japan.

35.33 GENERATING RPs BY GROWTH: In each YSS, one additional RP is received for every 25 BRPs of growth (41.23). BRPs from mobilizations and increases in the BRP value of Russian ICs are not counted (36.21).

35.4 BRP BASE CHANGES DURING THE YEAR:

35.41 INCREASES: A major power’s BRP base may increase during the year through mobilization (36.21). This is distinct from BRP growth during a YSS (35.3).

35.42 DECREASES: A major power’s BRP base may decrease during the year as follows:
   A. DEFICIT SPENDING: Deficit spending which is not covered by a BRP grant in the player turn it occurs permanently reduces the spending major power’s BRP base by the amount of the deficit (39.21).
   B. OIL EFFECTS: Economic oil effects reduce an affected major power’s BRP base by 10% (round down) of its current BRP base or by 10 BRPs, whichever is greater, each turn they are incurred (33.61E).

35.43 LOSS OF KEY ECONOMIC AREAS: If an originally controlled key economic area is captured (38.2), firestormed or is the target of a successful strategic atomic attack, the BRP base of the major power which originally controlled that key economic area is unaffected (38.22) but the major power’s construction limit is reduced (27.31, 27.34C).

35.44 CHANGES IN BRP BASES AFFECT CONSTRUCTION LIMITS: Decreases in a major power’s BRP base (35.42) reduce that major power’s construction limit (27.31). Similarly, increases in a major power’s BRP base from mobilization (36.21) raise that major power’s construction limit (27.31).

35.45 OTHER LOSSES DO NOT AFFECT BRP BASES: BRP losses from other causes, such as bombing, insufficient transports, and the loss of conquests or colonies, do not reduce major power BRP bases.

35.46 BRP BASE MAY NOT DROP BELOW ZERO: A major power’s BRP base may not drop below zero (EXCEPTION: Regardless of what happens to the British BRP base associated with Britain itself, the 20 BRPs from Canada and South Africa are never lost, and the 20 BRPs for Australia and India are lost only if those countries surrender to Japan. Thus the British BRP base normally may not drop below 40 BRPs, reduced to 30 or 20 BRPs if one or both of Australia and India surrender).

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35.5 CALCULATION OF BRP TOTALS:
35.51 YSS CALCULATIONS: During each YSS, the total number of BRPs for each major power is calculated by adding to its BRP base for that year the BRP value of the following:
A. Conquered major powers.
B. Captured key economic areas.
C. Colonies and conquered minor countries.
D. Active minor allies.
E. Associated minor countries.
F. Economically penetrated minor countries.
G. Captured or controlled ICs.
and by subtracting the BRP value of:
H. Non-base BRP deficits from the previous year (35.53).
I. Originally controlled key economic areas (38.3) controlled by another alliance faction.

35.52 SUPPLY IRRELEVANT: The supply status of an area is irrelevant when counting its BRPs during the YSS.

35.53 BRP DEFICITS: If a major power incurs BRP losses from causes other than those set out in 35.42, such as the loss of minor allies, conquests or colonies, and that major power does not have sufficient BRPs to absorb the losses, that major power’s BRP base is unaffected. However, BRP losses of this sort which are not met in the year in which they occur, either by the immediate loss of available BRPs or by being offset by subsequent BRP additions prior to the next YSS, are subtracted from the BRPs available to that major power in the next YSS, before determining the number of RPs and DPs allotted to that major power. In contrast, BRP base reductions (35.42), which are reflected in a reduced base in the next YSS, do not result in any further reduction in the BRP total of the affected major power.

EXAMPLES: Britain has a 10 BRP deficit in at the end of 1940 as a result of German bombing. Britain’s BRP level is reduced by 10 BRPs in the 1941 YSS.
In the 1940 YSS, Britain has a BRP base of 105. In Winter 1940, Britain deficits spends to use its shipbuilding. The amount deficit spent was 6 BRPs and the British BRP base is reduced to 99 BRPs. In the 1941 YSS, Britain only receives 99 BRPs for its BRP base with no additional reduction in the British YSS BRP total for the Winter 1940 deficit spending.
If both of the above had occurred in 1940, in the 1941 YSS, Britain would receive 99 BRPs for its (reduced) BRP base and Britain’s 1941 YSS BRP level would be reduced by 10 BRPs due to the BRP deficit from bombing.

35.6 BRP GAINS AND LOSSES:
35.61 Major powers may gain or lose BRPs in the course of play.
35.62 BRP GAINS: BRPs are gained for minor countries which activate as minor allies, associate, or are economically penetrated and for conquests in the previous turn. Such BRP additions are prorated in summer, fall and winter turns. BRP gains from mobilizations are not prorated.
35.63 BRP LOSSES: BRPs are lost for minor countries which diplomatically withdraw from an alliance faction, the failure to recapture previously conquered areas, when an IC or key economic area comes under enemy control, or when a major power implements a scorched earth policy (35.8). Such BRP losses are prorated in summer, fall and winter turns. BRPs lost to enemy strategic bombing and flying bomb or rocket attacks are not prorated.
35.64 CONTESTED AREAS: If a minor ally capital, associated minor country capital or conquest for which an Axis major power received BRPs is captured by the Allies during the Allied Winter player turn, the controlling Axis major power receives the BRPs for the area in the following YSS and would lose the prorated BRPs for the area at the end of the combat phase of its Spring player turn if it failed to recapture the area. The Allied major power which gained control of the minor country would not include the BRPs for the area in its YSS, but would add the BRPs for the area in its Spring player turn if it retained control of it.
35.65 Each major power’s BRP base, conquests, minor allies and associated minor countries are set out for each scenario in the appropriate section of Appendix IV. If a minor country controlled by a major power at the start of a scenario (including its colonies) is captured by enemy forces, that major power loses the BRPs for the minor country if it does not recapture the minor country during its next player turn.

35.7 PRORATING AND TIMING:
35.71 PRORATING: BRP gains and losses (35.62, 35.63) are prorated as follows (round down):
A. Spring: 100%
B. Summer: 75%
C. Fall: 50%
D. Winter: 25%
35.72 All BRP additions and losses during the diplomatic phase are added together before prorating. Similarly, all BRP losses at the end of the combat phase are added together before prorating.
35.73 TIMING: The timing of BRP additions and losses is determined as follows:
A. CONQUESTS: BRPs for conquests in spring, summer and fall turns are received, respectively, at the end of the diplomatic phase of the conquering major power’s summer, fall and winter player turn with the prorating being based upon the turn in which the BRPs are received, not the turn in which the conquest occurred. BRPs for Axis conquests in a winter turn are received in the YSS which follows the winter turn.
B. MINOR COUNTRIES: BRPs received or lost because a minor country activates as a minor ally, associates with a major power, is economically penetrated by a major power or diplomatically withdraws from a major power are received or lost at the end of the diplomatic phase in which the event occurs. If the event occurs during the opponent’s diplomatic phase, the affected major power receives or loses the BRPs at the end of the opponent’s diplomatic phase.
C. LOSS OF CONQUESTS AND MINOR COUNTRIES: BRPs for conquests, minor countries and colonies are lost at the end of the combat phase in which the major power which received the BRPs fails to recapture the area. Recapture by an allied major power transfers hex control and the accompanying BRPs to the allied major power (EXCEPTION: Partisan-controlled hexes – 11.62).
D. CAPTURE OF KEY ECONOMIC AREAS AND ICs: BRPs lost due to the capture of key economic areas controlled by the originally controlling major power and Russian controlled ICs are lost at the end of the opposing player’s combat phase in which the key economic areas and ICs were captured.
35.8 SCORCHED EARTH:
35.81 SCORCHED EARTH: A major power may voluntarily eliminate the prorated BRP value of any conquest or colony in order to deny them to the enemy or to avoid losses from partisans. To implement this policy, the major power in question must have received the BRPs from the conquest or colony in or since the previous YSS, and may not have lost the BRPs for the conquest or colony since gaining the BRPs. Should the conquest or colony then be lost later in the year, no additional BRP losses are incurred.
35.82 TIMING: Scorched earth policies are announced and take effect during the unit construction phase of the major power which controls the area in question.
35.83 RESTRICTIONS: BRPs from minor allies, associated, economically penetrated or diplomatically co-opted minor countries, and originally controlled key economic areas may not be so designated.
35.84 NO EFFECT ON CONTROL OR FUTURE VALUE: The implementation of a scorched earth policy for a conquest or colony has no effect on the control of that conquest or colony or on the BRP value of the conquest or colony in subsequent years.
35.85 TEMPORARY BRP VALUE OF ZERO: Any area which has been subject to a scorched earth policy has no BRP value for the remainder of the year. No BRPs are gained for the conquest of an area which has been subject to a scorched earth policy.

EXAMPLE: Russia conquers the Baltic States in 1940. Germany attacks Russia in Summer 1941, but does not gain control of the Baltic States. Russia
may implement a scorched earth policy for the Baltic States during its Sum-
mer 1941 player turn, at a cost of 11 BRPs (75% of 15, the pro-rated value of
the Baltic States). If Germany captures the Baltic States in Fall 1941, Russia
would not incur any additional BRP losses for failing to recapture the Baltic
States and Germany would not receive any BRPs for the conquest of the Baltic
States until the 1942 YSS.

35.9 U.S. ECONOMY:

35.91 UNITED STATES: The conversion of the U.S. economy to war produc-
tion was one of the most important factors in the Allied victory in World War II.
The U.S. economy is therefore handled somewhat differently from that of other
major powers, to reflect this dramatic increase in American production.

35.92 U.S. STARTING BRP LEVELS: The U.S. begins all games with a
BRP base of 100 BRPs in Fall 1939. This applies to a Global War campaign
game and the European and Pacific scenarios.

35.93 SINGLE U.S. BRP TOTAL: In Global War games, the U.S. BRP total
is not kept separately for each theater and the U.S. is subject to a single, global
construction limit.

35.94 EFFECT OF AMERICAN MOBILIZATIONS: Each American mobi-
лизation adds 25 BRPs to the American BRP base and BRP level (36.21B).

35.95 AMERICAN BRP GROWTH: The U.S. calculates BRP growth nor-
mally during each YSS, beginning with the 1940 YSS.

36. MOBILIZATION

36.1 TIMING
36.2 ECONOMIC EFFECTS
36.3 FORCE POOLS
36.4 MOBILIZATIONS STAGGERED

36.1 TIMING:

Mobilization represents the conversion of civilian factories to military produc-
tion and has the economic and military effects set out below in each
turn in which mobilization occurs. Mobilization increments are triggered
for each major power in the following turns.

A. GERMANY: None.
B. ITALY: Fall 1939.
C. JAPAN: Fall 1939, and thereafter at the option of the Japanese player, but
in no event later than when the USJT level reaches 10, 20 and 30. If USJT
increases from status modifiers trigger a Japanese mobilization in the turn Japan
attacks the U.S., the USJT level increases by one prior to the Japanese declara-
tion of war, with a possible additional increase if Japan uses the mobilization
to increase its shipbuilding rate. If a Japanese mobilization is triggered by a
USJT increase during an Allied player turn, that mobilization is considered to
have occurred during the preceding Japanese player turn.

EXAMPLE: USJT reach 10 during the Allied Fall 1940 player turn. If Japan
has not already triggered its second mobilization, it must do so during the Fall
1940 game turn. Japanese air units mobilized in Fall 1940 may be constructed
in the Japanese Fall 1941 unit construction phase.

D. RUSSIA: When the RGT level reaches 10, 20, 30, 40 and 50. Each Russian
mobilization takes two turns to complete, and each Russian mobilization must
be completed before the next Russian mobilization occurs. Russia may thus
never mobilize faster than one mobilization every two turns. The RGT level is
considered to go to 50 when war breaks out between Russia and Germany.
E. BRITAIN: Fall 1939.

F. FRANCE: None.
G. U.S.: The U.S. mobilizes independently in each theater, according to the
USAT and USJT levels. American mobilizations occur when the following
effective tension levels are reached at the end of the Allied diplomatic phase,
immediately after a die roll is made to determine the effective tension level for
that turn (49.851A, 49.852A): Atlantic: when the USAT level reaches 10, 20,
30, 35, 40, 45 and 50, followed by five additional increments; Pacific: when the
USJT level reaches 10, 20, 30, 35, 40, 45 and 50, followed by five additional
increments. The USAT and USJT levels are considered to go to 50 when war
breaks out between the U.S. and Germany and Japan, respectively.
H. CHINA: None.

36.2 ECONOMIC EFFECTS:

36.21 BRP ADDITIONS: Each mobilization results in BRP increases to the
mobilizing major power’s BRP base and BRP level, as set out below. BRP
additions from mobilization are not prorated.
A. ITALY, JAPAN, BRITAIN: 10 BRPs per mobilization.
B. U.S.: 25 BRPs per mobilization.
C. RUSSIA: Russia constructs an IC and adds five BRPs to its BRP level in
the first turn of mobilization and five BRPs in each subsequent turn until the
full value of the IC is reached (37.62).

36.3 FORCE POOLS:

36.31 FORCE POOL INCREASES: Mobilization increases the force pool of
the mobilizing major power. In the turn of mobilization, the mobilizing major
power announces and records the types of units being mobilized and when they
enter its force pool, then places the units in the appropriate location on the turn
record track (EXCEPTIONS: Shipbuilding increases — 36.34; deferred force
pool additions — 36.35). The size of force pool increases from mobilization
is proportional to the mobilizing major power’s growth rate:
A. JAPAN, RUSSIA, U.S.: 20 BRPs of units for each turn of mobilization
(EXCEPTION: Russia adds 10 BRPs of units in the first turn it mobilizes an
IC and another 10 BRPs of units in the following turn).
B. BRITAIN: 16 BRPs of units for each turn of mobilization.
C. ITALY: 8 BRPs of units for each turn of mobilization.

36.32 ELIGIBLE UNITS: Force pool increases from mobilization, even
if deferred and combined with production, can only be used to generate the
following types of units:
A. Army air. A major power may mobilize no more than five AAF in one turn
(EXCEPTION: If the U.S. mobilizes in both theaters in the same turn, the U.S.
may mobilize up to ten AAF in that turn).
B. Naval air.
C. Armor:
• Italy may mobilize only one 2-5 armor unit.
• Britain may mobilize only one 4-5 armor unit. Britain may mobilize a 2-5
armor unit in the same turn it mobilizes an IC and another 5-6 armor units.
• The U.S. may mobilize only one 5-6 armor unit each European theater
mobilization. Pacific theater mobilizations may not be used to mobilize 5-6
armor units.
• Russia may not mobilize 5-6 armor units unless it has achieved a heavy
armor research result.
D. Infantry. Britain may mobilize only one 3-4 infantry unit.

36.33 PROHIBITED UNITS: The force pools of units other than those
listed in 36.32, including submarines, ASW, transports, strategic bombers,
interceptors, jets, air transports, specialized units, flak and partisans, may only
be increased by the investment of RPs in production or by the conversion of
destroyers to ASW or transports.

36.34 SHIPBUILDING: Subject to the restrictions in 36.341, a mobilizing
major power may increase its shipbuilding rate rather than its ground or air
forces pools. Each shipbuilding rate increase is equivalent to five BRPs of units.

36.341 RESTRICTIONS: Shipyard mobilization is subject to the following
restrictions:
A. Shipbuilding rates may not be increased more than once per turn, whether
by mobilization or production (42.23D) (EXCEPTION: Once the U.S. is at
war in a theater, including the turns in which war breaks out between the U.S.
and Germany and the U.S. and Japan, it may increase its shipbuilding twice per turn in that theater, whether by mobilization or production).
B. American shipbuilding increases from mobilization must be assigned to the theater in which the mobilization occurs.
C. American shipbuilding increases from production in a theater are prohibited until the U.S. is at war in that theater or U.S. tensions in that theater have reached 30.
D. Italian and British mobilizations may not be used to increase shipbuilding.
E. The Japanese Fall 1939 mobilization may not be used to increase shipbuilding.
F. Deferred mobilizations may not be used to increase shipbuilding rates (36.351).

36.35 TIMING OF FORCE POOL INCREASES: Force pool increases from mobilization are subject to the following delays:
A. SHIPBUILDING: None.
B. AIR: Four turns.
C. INFANTRY:
  • Italy, Japan, Russia: two turns.
  • Britain, U.S.: four turns.
D. ARMOR:
  • Italy, Japan, Russia: four turns.
  • Britain, U.S.: six turns.

36.351 DEFERRING FORCE POOL ADDITIONS: Mobilizations may not be postponed or declined, but Japan, Russia and the U.S. may defer up to five BRPs of force pool additions from mobilization. Deferred force pool additions from mobilization may be triggered on any of the four turns following the deferment. Force pool additions which are not triggered within this time are lost. The delay for deferred force pool additions is determined from the turn in which the force pool addition is announced. Force pool additions generated partly from mobilization and partly from production are subject to the delay associated with mobilization.

NOTE: This allows a major power to combine a portion of a mobilization with a subsequent mobilization or production so as to add units to its force pool which would otherwise be too costly to mobilize or produce. It also allows a neutral major power to avoid having its BRP base growth diminished in a YSS due to unbuilt units.

EXAMPLE: In Fall 1939, Japan mobilizes 3 AAF, 6 NAS and defers 5 BRPs of force pool additions from its mobilization. In Spring 1940, Japan uses the deferred mobilization to generate 5 more NAS. In Fall 1940, the 3 AAF and 6 NAS mobilized in Fall 1939 are added to the Japanese force pool. With Japan's naval air training rate of 3, all of the 6 NAS added to the Japanese force pool may be built before the 1941 YSS and there is no decrease in the number of unspent BRPs used to determine Japan's BRP base growth (35.32).

36.352 RESTRICTIONS: Britain and Italy may not defer force pool additions.

36.353 DELAYING FORCE POOL ADDITIONS: A major power may not voluntarily delay force pool additions from mobilization.

36.4 MOBILIZATIONS STAGGERED:
36.41 MOBILIZATION STAGGERED: Each major power may mobilize only once per turn, subject to the following exceptions:
A. RUSSIA: Russia may mobilize only every second turn.
B. U.S.: American mobilization in one theater does not affect American mobilization in the other theater.

36.42 If mobilizations are triggered more quickly than allowed by 36.41, the subsequent mobilizations are delayed until permitted.

EXAMPLES: In Fall 1941, USAT increase from 34 to 42 and USJT increase from 27 to 31. The random tension die rolls (49,831, 49,832) have no effect and the U.S. mobilizes once in Europe (USAT = 35) and once in the Pacific (USJT = 30). Although USAT passed 40 in Fall 1941, the American mobilization for USAT = 40 is postponed until Winter 1941, which in turn will almost certainly postpone the rest of the American European mobilizations.

RGT reach 10 in Fall 1940, Russia mobilizes. Its next mobilization may occur no sooner than Spring 1941, regardless of RGT increases in Winter 1940.
37.2 LOCATION OF ICs:
37.21 INITIAL LOCATION OF ICs: Russia begins the game with seven ICs, which are placed in Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov and Gorki.

37.22 LOCATION OF ADDITIONAL ICs: In addition to its seven starting ICs, Russia mobilizes one additional IC when the RGT level reaches 40, 30, and 20. These additional ICs, as well as ICs constructed by investing RPs in IC production (42.24H), must be constructed, if possible, in Kuibyshev, Magnitogorsk and Sverdlovsk, in that order, and then in any fully supplied, Russian-controlled city in European Russia which does not already contain an IC. The locations of the Russian ICs are shown on the mapboard in gray.

37.3 MOVEMENT OF ICs PROHIBITED:
37.31 LOCATION OF ICs FIXED: ICs may not be moved or redeployed.

37.4 CAPTURE OF ICs:
37.41 CAPTURE OF ICs: Russian-controlled ICs are captured by the Axis when the hex they occupy comes under Axis control.

37.42 EFFECTS OF CAPTURE: When a Russian-controlled IC is captured by the Axis, Russia immediately loses the prorated value of the IC from its current BRP level. The Russian construction limit is also reduced (27.31).

37.43 VALUE OF CAPTURED ICs: An IC under Axis control is treated as a conquest worth the BRP value of the IC at the time it is captured. Once an IC is captured by the Axis, its BRP value is fixed. If Russia regains control of a captured IC, the value of the IC does not increase in subsequent YSS.

37.44 EFFECTS OF RUSSIAN RECAPTURE: If Russia regains control of a captured IC, Russia’s construction limit increases (27.31). The IC is treated as a conquest for BRP purposes (35.73A).

37.5 ELIMINATION OF ICs:
37.51 RUSSIA:
37.511 TIMING: Russia may voluntarily eliminate ICs under its control:
A. Immediately prior to the Russian movement phase (13.2); or
B. Immediately after Axis bombing of a Russian-controlled IC (26.76).

37.512 EFFECTS:
A. BRPs: Russian voluntary elimination of an IC results in a prorated BRP loss to Russia equal to the current production value of the IC.
B. CREDITS TOWARDS THE PRODUCTION OF NEW ICs: For every IC voluntarily eliminated during the Russian player turn (37.511A), Russia receives a credit of two RPs towards the production of a new IC in the turn after it is received for ICs eliminated as a result of Axis bombing (37.511B). Credits reflect the transfer of industry from threatened areas to the Urals. No credit is received for ICs eliminated as a result of Axis bombing (37.511B). Credits from the voluntary elimination of ICs:
• Have same effect as RPs assigned to IC production.
• Do not count against the limit on RPs assigned to military production (41.31A).
• May be used to produce a new IC in the turn they are received or may be held for future use.
• May be combined with credits from other voluntarily eliminated ICs or with RPs assigned to IC production.

37.513 RESTRICTIONS: The voluntary elimination of ICs by Russia during its player turn (37.511A), is subject to the following restrictions:
A. Russia may not voluntarily eliminate ICs unless it is at war with the Axis.
B. Russia may not voluntarily eliminate the Moscow, Leningrad and Stalingrad ICs.
C. Russia may voluntarily eliminate no more than one IC each turn.

37.52 AXIS:
37.521 TIMING: An Axis major power may voluntarily eliminate ICs under its control immediately prior to the Axis movement phase (13.2).

37.522 BRP EFFECTS: Axis voluntary elimination of an IC results in a prorated BRP loss to the controlling Axis major power equal to the current production value of the IC.

37.6 NEW ICs:
37.61 CONSTRUCTION OF ADDITIONAL ICs: Russia may construct additional ICs in two ways: by mobilization (36.21C) or by investing RPs in their production (42.24H). New ICs must be built in fully supplied, Russian-controlled cities in Russia which do not already contain an IC. If no such location exists, new ICs must be placed in the Urals box and used to increase Russian oil production (37.65).

37.62 BRP ADDITIONS GRADUAL: When a new IC is constructed, Russia adds five BRPs to its BRP total at the start of its unit construction phase during the turn of construction and each turn thereafter until the IC reaches its full value as permitted by 37.13 or 37.14.

37.63 BRP VALUE OF NEW ICs IN THE YSS: The BRP value of a newly constructed IC in the preceding Russian winter player turn is used in the ensuing YSS. Additional increases in the IC’s value may occur in subsequent turns.

37.64 NEW ICs INCREASE THE RUSSIAN CONSTRUCTION LIMIT: The construction of a new IC increases the Russian construction limit each turn until it reaches its full production value.

EXAMPLES: Russia constructs a new IC after it declares war on the Axis. Russia receives five BRPs during the turn of construction and another five BRPs in its next turn, then adds ten BRPs to its BRP total in all future YSS.

The Axis have declared war on Russia and the present value of normal ICs is 15 BRPs. In its fall player turn, Russia constructs an IC. Russia receives five BRPs for the new IC in its fall turn, another five BRPs in its winter turn, 10 BRPs in the YSS, another five BRPs in its spring turn, and the final five BRPs in its summer turn.

37.65 ICs AS OIL SOURCES: When an IC is first constructed (37.61), Russia may increase the oil production of the Urals box rather than place an IC on the board (33.21B). Once this decision is made, it cannot be reversed; existing ICs may not be used for oil production and an earlier increase in oil production may not be converted into an IC. ICs used in this manner are forfeit and do not modify the Russian resistance level.

37.7 USE OF ICs FOR SUPPLY:
37.71 USING ICs FOR SUPPLY: Russian-controlled ICs may be used as unlimited supply sources for Russian and Russian minor country units in them only. The use of ICs for this purpose is announced by the Russian player during initial supply determination.

37.711 EFFECT ON IC: If an IC is used for supply, the value of the IC so used is reduced by five BRPs. The Russian BRP level is immediately reduced by five BRPs and the Russian construction limit is recalculated (27.31). If an IC’s BRP value is reduced to zero, it is eliminated. ICs which have had their BRP value reduced may regain their value at the rate of five BRPs per year if fully supplied in a subsequent YSS.

37.712 EFFECT ON UNITS: If an IC is used for supply, Russian and Russian minor country units in the hex occupied by the IC are fully supplied and suffer no oil effects.

37.72 INSUFFICIENT FOR UNIT CONSTRUCTION: Russian units may not be constructed in ICs which are unable to trace full supply from the eastern edge of the mapboard.

37.8 EFFECTS OF ICs ON COMBAT:
37.81 EFFECTS ON COMBAT: ICs have the following effects on combat:
A. ATTRITION: ICs may not be selected for attrition occupation (14.62C).
B. GROUND ATTACKS: Infantry and replacement units defending in ICs are not subject to a –1 DM when attacked by exploiting armor (15.33A).
38. KEY ECONOMIC AREAS

38.1 OVERVIEW

38.2 CAPTURE OF KEY ECONOMIC AREAS

38.3 KEY ECONOMIC AREAS BY COUNTRY

38.1 OVERVIEW:

38.11 KEY ECONOMIC AREAS INTEGRAL TO BRP BASE: Certain areas were essential to the economy or administration of the major power which originally controlled them (38.3). The BRP value of these originally controlled key economic areas is treated as an integral part of their major power’s BRP base.

38.2 CAPTURE OF KEY ECONOMIC AREAS:

38.21 CAPTURE: A key economic area is captured when its hex comes under enemy control, including control by enemy partisans.

38.22 EFFECTS OF CAPTURE: If a key economic area controlled by its originally controlling major power is captured, the originally controlling major power immediately loses the prorated value of the key economic area from its current BRP level. The originally controlling major power’s construction limit is also reduced (see 27.31) but its BRP base is unaffected (35.43).

38.23 KEY ECONOMIC AREAS AS NORMAL CONQUESTS: If a major power captures a key economic area which originally belonged to another major power, the captured key economic area is treated as a conquest. If the major power retains control of the key economic area during the opposing player turn, it receives the prorated BRPs for the key economic area in its next turn and the full BRP value of the key economic area as a conquest during the YSS (EXCEPTION: Key economic areas captured and retained by the Axis in a winter turn are simply added to the capturing Axis major power’s YSS total). If a captured key economic area for which the BRPs have been received is recaptured by enemy forces, the major power does not immediately lose the prorated value of the key economic area. Instead, the major power has one turn to try and recapture the key economic area to avoid any BRP loss (35.63, 35.73C).

38.24 RECAPTURE: If an enemy controlled, originally controlled key economic area is recaptured by the alliance faction of the major power which originally controlled the key economic area, the construction limit of its major power is immediately increased (27.31). If the key economic area is retained, the originally controlling major power regains the prorated BRP value of the area at the beginning of its next player turn (EXCEPTION: Winter turn conquests are included in the YSS total—35.64; French key economic areas after France surrenders and Italian key economic areas after Italy surrenders are always treated as normal conquests.)

38.25 NO DOUBLE JEOPARDY: If an originally controlled key economic area is bombed in the same player turn that it is captured, any BRP losses from bombing are deducted from the value of the key economic area before determining the prorated losses incurred by the defending major power because of the capture of the key economic area.

38.3 KEY ECONOMIC AREAS BY COUNTRY:

38.31 GERMANY:
A. Berlin: 50 BRPs.
B. Essen, Cologne, Leipzig, Breslau: 25 BRPs (each).

38.32 BRITAIN:
A. London: 30 BRPs.
B. Manchester, Birmingham: 15 BRPs (each).

38.33 ITALY:
A. Rome: 20 BRPs.
B. Milan, Genoa: 10 BRPs (each).

38.34 FRANCE:
A. Paris: 20 BRPs.
B. Marseilles, Lyon: 10 BRPs (each).

38.35 RUSSIA:
A. Vladivostok, Irkutsk: 10 BRPs (each).

38.36 JAPAN:
A. Tokyo: 30 BRPs.
B. Osaka, Kagoshima: 15 BRPs (each).
C. Mukden, Harbin (Manchuria): 10 BRPs (each).
D. Seoul (Korea): 10 BRPs.
E. Taipei (Formosa): 5 BRPs.

38.37 CHINA:
A. Chungking, Peking, Nanking, Shanghai, Canton: 5 BRPs (each).

38.371 In the 1939, Campaign and Pacific scenarios, Japan begins the scenario controlling Peking, Nanking, Shanghai and Canton.

39. SPENDING LIMITS

39.1 SPENDING LIMITS

39.2 DEFICIT SPENDING

39.3 CONSTRUCTION LIMITS

39.1 SPENDING LIMITS:

39.11 OVERALL SPENDING LIMIT ONLY FOR CHINA: A major power is not restricted in the number of BRPs it may spend in a single player turn, other than by the number of BRPs it has available, together with any limit on deficit spending (39.2) and its construction limit (39.3) (EXCEPTION: China may not spend more than half its YSS BRP total (round down) in a single player turn. This calculation is made during the YSS and is unaffected by events during the ensuing year. The Chinese spending limit should be recorded for future reference. Involuntary Chinese BRP losses from enemy action, such as bombing or the loss of key economic areas, do not count towards the Chinese spending limit).

39.2 DEFICIT SPENDING:

39.21 DEFICIT SPENDING: Germany, Japan, Russia, Britain and the U.S. may spend BRPs even if they do not have BRPs available to cover the deficit. Such expenditures reduce the spending major power’s BRP base unless covered by a BRP grant before the end of the player turn in which the deficit spending occurs.

39.22 RESTRICTIONS ON DEFICIT SPENDING: Deficit spending is subject to the following restrictions:
A. Deficit spending on unit construction may not exceed a major power’s construction limit.
B. Deficit spending may not exceed a major power’s BRP base. Russian ICs are not counted in making this determination. Russian deficit spending is limited by Russia’s off-board BRP base.
C. Italy, France and China may not deficit spend.
D. Deficit spending is prohibited in 1939.

39.3 CONSTRUCTION LIMITS:

39.31 CONSTRUCTION LIMITS: Each major power may use no more than one-third, rounded down, of its current BRP base each turn for unit construction. See 27.31 for details.
40. BRP GRANTS

40.1 OVERVIEW
40.11 GENERAL: BRPs may be granted from one major power to another at the start of the unit construction phase. BRP grants arrive during the recipient’s unit construction phase, whether in the same or a later turn.

40.12 INCOMPLETE BRP GRANTS:
40.121 BRPs in a mapboard box or Pearl Harbor may not be used by the granting Western Allied major power and are not subject to growth or reduction during a YSS. BRPs may remain in a mapboard box or Pearl Harbor indefinitely, although no more than 20 BRPs may be accumulated in any one location in this fashion. The accumulation of BRPs in a mapboard box or Pearl Harbor does not affect the limits on the number of BRPs which may be granted to a recipient major power each turn. If Pearl Harbor comes under Japanese control, any BRPs there are destroyed.

A granting Western Allied major power may cancel or divert a BRP grant and ship BRPs from a mapboard box to any eligible recipient or back to itself. The normal transport requirements apply to all such shipments.

40.2 MECHANICS:
40.21 SUPPLY LINE REQUIRED: BRP grants are made during the unit construction phase and require the tracing of a supply line from an unlimited supply source controlled by the grantor in its home country to any hex in the recipient in which unit construction is permitted or, for Russia, the Urals box. The required supply line for BRP grants may be traced by land (30.32) or by sea (40.22).

40.22 BRP GRANTS BY SEA:
40.221 SEA ESCORT REQUIRED: BRP grants by sea are made during the unit construction phase and require sea escort (21.6). Naval units, including transports, used to carry or protect BRP grants by sea may not be used for any other purpose during that player turn (21.31) (EXCEPTION: Naval units in the SW box through which the grant passes—25.36).

40.222 INTERCEPTION: BRP grants by sea are subject to interception by enemy forces as they trace a path on the mapboard. This may result in some or all of the granted BRPs not reaching the recipient. BRP grants from one mapboard box to another may not be intercepted.

40.223 TRANSPORT OR DESTROYER REQUIREMENTS: BRP grants by sea require:
A. One transport factor for every ten BRPs granted (round up) (EXCEPTION: Transports are not required once BRPs have arrived on the mapboard in the Middle East or Pearl Harbor—40.63, 40.821);
plus, for BRP grants which do not originate in a mapboard box and Murmansk convoys:
B. One destroyer factor for every three BRPs granted (round up).
40.224 TRANSPORT LOSSES: BRPs granted by sea are destroyed when all their escorting naval units are sunk (EXCEPTION: Each transport sunk as a result of enemy action during a grant eliminates 10 BRPs). Murmansk convoy BRPs may be attacked directly (40.453, 40.461). Additional losses to transports used in Murmansk convoys are incurred as follows: a loss of less than five BRPs, no transports are lost; a loss of between five and 14 BRPs, one transport is lost; a loss of 15 or more BRPs, two transports are lost. These additional transport losses do not result in the loss of BRPs.

40.23 EFFECT OF BRP GRANTS:
A. GRANTING MAJOR POWER: A major power announces its intention to grant BRPs at the start of its unit construction phase.
   • BRP LEVEL: The granting major power immediately deducts the amount of the BRP grant from its BRP total.
   • CONSTRUCTION LIMIT: For every three BRPs granted by a major power, its construction limit is reduced by one BRP in the turn the grant is made (round down).
   • CONSTRUCTION LIMIT: For every three BRPs received by a major power, its construction limit is increased by one BRP in the turn the grant is received (round down).

B. RECIPIENT MAJOR POWER:
   • BRP LEVEL: The recipient major power adds the amount of the BRP grant to its BRP total (immediately, if the grant was made by land; after any delay or enemy interception, if the grant was made by sea).
   • CONSTRUCTION LIMIT: For every three granted BRPs received by a major power, its construction limit is increased by one BRP in the turn the grant is received (round down).

40.24 WESTERN ALLIED OIL SHIPMENTS TO RUSSIA: Oil counters may be shipped to Russia by the Western Allies, in addition to or instead of BRP grants. Provided the route in question is open, each turn a maximum of two oil counters may be sent via Murmansk and one oil counter via each of Persia, Turkey and Siberia. Each oil counter shipped counts as 10 BRPs against the limit of the BRP route used and the overall Western Allied-Russian BRP grant limit. Each oil counter shipped via Murmansk or Siberia requires a Western Allied transport; oil counters from Abadan or Ahwaz through Persia or from Mosul through Turkey do not. The Western Allied and Russian BRP levels are not affected by oil shipments (33.4623).

40.241 DAMAGE TO OIL SHIPMENTS: If BRP damage is inflicted on an oil shipment to Russia, either by German opposition to a Murmansk convoy or by Persian partisans:
A. If five or less BRPs of damage is inflicted, the oil counter reaches Russia if Russia incurs the BRP losses.
B. If six to nine BRPs of damage is inflicted, the oil counter does not reach Russia and Russia instead receives ten BRPs, minus the BRP losses inflicted on the oil shipment.
C. If ten or more BRPs of damage is inflicted, the oil counter is destroyed. If more than ten BRPs are lost in a Murmansk convoy, the excess BRP losses are applied to the remainder of the convoy.

40.25 DELAY IN GRANTS THROUGH SOUTH AFRICA: Western Allied BRP grants to Russia through Persia and Turkey incur a one-turn delay if sent through the South Africa box (40.5, 40.6).

40.26 DELAY IN GRANTS TO CHINA: Western Allied BRP grants to China may incur a delay of two or more turns, depending on the route (40.8).

40.27 NO EFFECT ON SRS: BRP grants are made during the unit construction phase and have no effect on SR capabilities.

40.3 RESTRICTIONS ON BRP GRANTS:
40.31 GENERAL RESTRICTIONS: The restrictions on BRP grants for each major power are set out below. Major powers may only grant BRPs as specified.

40.32 GERMANY AND ITALY: Germany may grant BRPs to Italy. Italy may not grant BRPs. BRP grants may not be made between the European Axis and Japan.

40.33 AMERICAN BRP GRANTS:
40.331 EUROPE:
A. AMERICAN BRP GRANTS TO THE WESTERN ALLIES: American BRP grants to France and Britain, including Canada and South Africa, are limited to one BRP per turn for each USAT level above 25 at the moment the grant is sent (one BRP could be granted if the USAT level was 26, two BRPs could be granted if the USAT level was 27, and so on), up to a maximum grant of 25 BRPs per turn. Once the U.S. is at war with Germany, there is no limit on the number of BRPs the U.S. may grant to France and Britain, including Canada and South Africa, other than the logistics of the BRP grants themselves.

B. AMERICAN BRP GRANTS TO RUSSIA: The U.S. may not grant BRPs to Russia until the U.S. is at war with Germany and the Axis have taken a full offensive on the eastern front following the outbreak of war between Russia and Germany.

40.332 PACIFIC:
A. AMERICAN BRP GRANTS TO CHINA: American BRP grants to China are limited by the USJT level.
B. AMERICAN BRP GRANTS TO AUSTRALIA: The U.S. may not grant BRPs to Australia until the first Allied player turn in which Australian units may be constructed following the outbreak of war between Japan and Britain.

40.333 POST-ELECTION GRANTS: An election result of -6 or below in Europe prohibits BRP grants to Britain, Canada, South Africa, France and Russia. An election result of -6 or below in the Pacific prohibits grants to Australia and China. American BRP grants to Russia are prohibited if the U.S. is not at war with Germany.

40.334 MECHANICS:
A. AMERICAN BRP GRANTS TO BRITAIN AND FRANCE: American BRP grants to Britain and France must be made by sea, using one Western Allied Atlantic transport for every 10 BRPs granted.

B. AMERICAN BRP GRANTS TO CANADA: The U.S. may grant BRPs to Canada by land during the unit construction phase without using transports. BRPs granted in this manner are limited to the BRP expenditures for the construction of Canadian units, including Canadian shipbuilding, in the turn of the grant and count against the American construction limit. American BRP grants to Canada have no effect on the British BRP level or the British construction limit.

C. AMERICAN BRP GRANTS TO SOUTH AFRICA: The U.S. may grant BRPs to South Africa by sea during the unit construction phase by using one Western Allied transport. BRPs granted in this manner are limited to the BRP expenditures for the construction of South African units in the turn of the grant and count against the American construction limit. American BRP grants to South Africa have no effect on the British BRP level or the British construction limit.

D. AMERICAN BRP GRANTS TO AUSTRALIA: The U.S. may grant BRPs to Australia by sea during the unit construction phase by using one Western Allied Pacific transport. BRPs granted in this manner are limited to the BRP expenditures for the construction of Australian units in the turn the grant is received and count against the American construction limit. American BRP grants to Australia have no effect on the British BRP level or the British construction limit.

E. AMERICAN BRP GRANTS TO INDIA: The U.S. may not grant BRPs to India.

40.335 NO EFFECT ON AMERICAN MOBILIZATION: American BRP grants have no effect on American mobilization.

40.34 BRITAIN:
A. BRITISH BRP GRANTS TO FRANCE: Britain may grant BRPs to France only if all Anglo-French cooperation restrictions have been lifted and no Axis units are in Paris.

NOTE: Britain may not grant BRPs to France in the turn in which France surrenders.

B. BRITISH BRP GRANTS TO RUSSIA: Britain may grant BRPs to Russia only if the Axis have taken a full offensive on the eastern front following the outbreak of war between Russia and Germany.

C. BRITISH BRP GRANTS TO CHINA: Britain may grant BRPs to China once Britain and Japan are at war.

D. BRITISH BRP GRANTS TO THE U.S.: Britain may not grant BRPs to the U.S.

40.35 FRANCE: France may grant BRPs to Russia only if the Axis have taken a full offensive on the eastern front following the outbreak of war between Russia and Germany. France may not grant BRPs to Britain or the U.S.

40.36 RUSSIA: BRP grants may not be made to Russia by any Western Allied major power until the Axis have taken a full offensive on the eastern front following the outbreak of war between Russia and Germany. Once Russia has gone to war with Germany, Allied BRP grants may be made to Russia, even after a Russian surrender. Russia must grant BRPs to Germany if it surrenders (60.6). Russia may not grant BRPs to any Western Allied major power, including Nationalist China.

40.361 BRP grants to Russia must be made via Murmansk (40.4), Persia (40.5), Turkey (40.6) or Siberia (40.7).

40.362 The Western Allies as a whole may not grant Russia more than 50 BRPs per turn.

40.363 BRP grants to Russia must be made via Murmansk (40.4), Persia (40.5), Turkey (40.6) or Siberia (40.7).

40.364 MURMANSK CONVOYS:
40.41 The route for Western Allied aid to Russia with the greatest capacity is by Arctic convoy to Murmansk and Archangel. The drawbacks to this route are that Murmansk convoys are subject to attack from German air and naval units based in Norway and German submarines, and that the terminus of the Murmansk route may be cut by Axis advances in northern Russia.

40.411 CAPACITY OF MURMANSK ROUTE: The Russian portion of the Murmansk convoy route is traced as follows:

A. MURMANSK (year round): From hex A47 on the northern edge of the map-board, which represents the railroad from Murmansk, to Vologda. To receive a Murmansk convoy through Murmansk, Russia must control hex A47 and be able to trace a land supply line from hex A47 to a Russia-controlled Vologda.

B. ARCHANGEL (summer and fall turns only): From hex A50 on the northern edge of the map-board, which represents the railroad from Archangel, to Vologda. To receive a Murmansk convoy through Archangel, Russia must control hex A50 and be able to trace a land supply line from hex A50 to a Russia-controlled Vologda.

C. VOLOGDA: From Vologda to the eastern edge of the map-board. Murmansk convoys are prohibited if Vologda is under Axis control or if Russia is unable to trace a supply line from Vologda to the eastern edge of the map-board.

Murmansk and Archangel are both too far north to appear on the map-board. During winter and spring turns, ice prevents convoys to Archangel, which is connected to Vologda by a rail line passing through hex A50. Thus Russian control of hex A47 and the route to Vologda permits Murmansk convoys year round, while retention of the Archangel route permits Murmansk convoys only during summer and fall turns. The loss of Vologda itself prevents Murmansk convoys, regardless of the turn.

40.42 ALLIED NAVAL UNITS:
40.421 SHIPPING REQUIREMENTS: Murmansk convoys require one Atlantic Western Allied transport for every ten BRPs (round up) in the convoy and at least one destroyer factor for every three BRPs in the convoy. Destroyers must be based in Britain, the Atlantic U.S. box, or the U.S. is at war with the Axis, or, in rare cases, France, depending on the source of the BRPs.

40.422 ADDITIONAL NAVAL UNITS: Additional naval units, including carriers, but not ASW, may be assigned to protect a Murmansk convoy against German fleet, air and submarine attack. These additional naval units may be based in any western front port or the Atlantic U.S. box prior to their entry into the Murmansk box, or may be transferred from the Atlantic SW box. Naval units based in western front ports which protect a Murmansk convoy enter the Murmansk box by moving off the north edge of the board between hexes A23 and A34, inclusive, and are subject to interception as they do so. If more than one nation is sending BRPs by convoy, all such convoys merge into a single convoy as soon as they enter the Murmansk box. Naval units may perform no other functions during a player turn in which they protect a Murmansk convoy.

40.43 UNOPPOSED CONVOYS:
40.431 ALL BRPS ADDED TO RUSSIAN TOTAL: If a Murmansk convoy is unopposed, all the BRPs convoyed to Russia are added to the Russian total during the Russian unit construction phase.

40.44 GERMAN AIR AND NAVAL UNITS:
40.441 CONTROL OF BERGEN OR SCAPA FLOW REQUIRED: Germany gains control of the Murmansk box if it gains control of Oslo, and retains control of the Murmansk box as long as it holds Oslo or has units in the Murmansk box. Germany may move or redeploy air and naval units in Bergen, Oslo or Scapa Flow to the Murmansk box and vice versa during any German movement or redeployment phase (18.23, 21.226, 28.758). German submarines may also redeploy to the Murmansk box from the Atlantic SW box, Bergen,
Oslo or Scapa Flow during the redeployment phase provided the Axis control Bergen or Scapa Flow. German air and naval units may not move to or from hexes other than Bergen, Oslo and Scapa Flow during the phase in which they deploy to or from the Murmansk box (EXCEPTION: 40.442). Germany may place and/or use air and naval units in the Murmansk box only if it controls Bergen or Scapa Flow and can trace a supply line from an unlimited supply source to the convoy along the perimeter units of the board (A35, A36), or to Scapa Flow, as the case may be. If unlimited supply cannot be traced, German air and naval units in the Murmansk box need not leave, but they are prohibited from intercepting convoys until supply is provided. The movement and redeployment of German air and naval units to and from the Murmansk box may not be interrupted (EXCEPTION: 40.442).

40.442 LEAVING THE MURMANSK BOX: German air and naval units withdrawn from the Murmansk box normally reappear at Bergen or Scapa Flow (air and naval units) or Oslo (air units only). If the Allies control Bergen and Scapa Flow, German air and naval units in the Murmansk box must be moved out of the Murmansk box during the next Axis movement phase or be eliminated, and may not oppose Allied convoys in the inter war. If Germany was relying on control of Bergen, German naval units must move to the Axis-controlled port nearest to A34 and may be intercepted during such movement; and German air units must move to an Axis-controlled airspace within staging distance (18.21) of A34. If Germany was relying on Scapa Flow, German naval units must move to the Axis-controlled port nearest to Scapa Flow and may be intercepted during such movement; and German air units must move to an Axis-controlled airspace within staging distance (18.21) of Scapa Flow.

40.443 RESTRICTIONS ON MURMANSK FORCES: The Murmansk box has a basing capacity of five air factors. If Germany builds an airbase in the Murmansk box, its capacity is increased to ten air factors. Italian and Axis minor ally units may not enter the Murmansk box.

40.444 RESTRICTIONS ON SUBMARINE ATTACKS: Provided either Bergen or Scapa Flow are operational Axis ports:

A. ATLANTIC: For every ten German submarines in the Atlantic SW box (round up), one German submarine may attack a Murmansk convoy.

B. MURMANSK BOX: All German submarines based in the Murmansk box may attack a Murmansk convoy.

40.45 GERMAN ATTACKS ON MURMANSK CONVOYS:

40.451 SEQUENCE: Murmansk convoys may be attacked by German air units and naval units based in the Murmansk box. The effect of German submarines on the convoy is determined once all air attacks and naval combat have been resolved. The sequence is as follows:

A. The German player indicates which air and naval units in the Murmansk box will intercept the Allied convoy (40.452).
B. The first air attack is resolved (40.453).
C. The first round of naval combat is resolved (40.454).
D. Additional rounds of air and naval attacks against the convoy are resolved.
E. After all air and fleet combat is resolved, submarine attacks are resolved (40.46).

40.452 GERMAN AIR AND NAVAL INTERCEPTION: Murmansk combat begins with the German player announcing whether all, some or none of his air and naval factors in the Murmansk box will intercept the Allied convoy. Interception is automatic. If the German player is unwilling or unable to intercept the convoy with air and naval units, any submarine attacks on the convoy are resolved (40.46).

40.453 GERMAN AIR ATTACKS:

40.4531 UNLIMITED AIR ATTACKS PERMITTED: Germany may use air units in the Murmansk box to attack the Allied convoy. The German player may make as many air attacks as he desires. German air attacks cease when the convoy is destroyed, turns back, all attacking air units have been eliminated, or the German player no longer wishes to make air attacks.

40.4532 RESOLVING AIR ATTACKS: Air attacks are resolved normally, with the German player targeting either enemy named or light ships. One BRP is eliminated from the convoy for each hit inflicted on the defending light ships by air attacks.

40.454 NAVAL COMBAT: German naval units in the Murmansk box may automatically intercept the Allied convoy. If German air and naval units both attack a Murmansk convoy, one air attack is resolved before each round of naval combat. One BRP is eliminated from the convoy for each hit inflicted on the defending light ships by naval combat.

40.46 SUBMARINE ATTACKS: Submarine attacks on a Murmansk convoy are resolved once all air and naval combat has been resolved, regardless of the outcome of any naval combat.

40.461 RESOLVING SUBMARINE ATTACKS: Submarine attacks are resolved normally, using the Submarine Attack Table (22.942). The submarine defense level of the convoy is determined after naval combat and air attacks against the convoy have been resolved. One BRP is eliminated from the convoy for each hit inflicted on the defending light ships by submarine attacks.

40.47 RESULTS: After submarine attacks are resolved, all surviving BRPs in the convoy are added to the Russian BRP total. The number of BRPs reaching Russia can never exceed three times the number of surviving Allied escorting destroyer factors. Excess BRPs are eliminated. If the Germans defeated the Allies in fleet combat and forced the convoy to turn back, or if the convoy aborts, all surviving BRPs are returned to the grantor’s BRP total.

40.48 DISPOSITION OF UNITS AFTER COMBAT: After resolving any opposition to a Murmansk convoy:

A. GERMAN AIR AND NAVAL UNITS: Surviving German air and naval units are inverted and remain in the Murmansk box until moved or redeployed out of the Murmansk box in a subsequent Axis turn.
B. GERMAN SUBMARINES: Surviving German submarines return to the Atlantic SW box or the Murmansk box, depending on their original location.
C. WESTERN ALLIED NAVAL UNITS: Surviving Western Allied naval units, including CVEs, return to the port or mapboard box of origin of the convoy. Naval units which NR to the Atlantic SW box in the redeployment phase after they protect a Murmansk convoy remain inverted for the ensuing Axis player turn.

40.5 BRP GRANTS TO RUSSIA THROUGH PERSIA:

40.51 THE PERSIAN ROUTE: Allied BRP grants to Russia may be made through Persia into southern Russia. Such BRP grants are more difficult to intercept than Murmansk convoys (40.4), but the Persian route costs BRPs to open and BRP grants take longer to arrive. In addition, the capacity of the southern route is smaller, as no more than 10 BRPs may be sent each turn.

40.52 OPENING THE PERSIAN ROUTE:

40.521 25-BRP EXPENDITURE REQUIRED: To use the Persian route, one Western Allied major power at war with the Axis must pay 25 BRPs during its unit construction phase. This expenditure represents the cost of creating and improving transportation facilities in Persia and the exertion of political pressure, and does not count against the expending major power’s unit construction limit.

40.522 REDUCTION OF BRP EXPENDITURE: If either the Axis or Allies have declared war on Persia, the Allies may open the Persian BRP route by expending 15 BRPs. Otherwise an expenditure of 25 BRPs is required.

40.523 FRENCH OR BRITISH SURRENDER: If the Western Allied major power which paid to open the Persian BRP route surrenders, the Persian route remains open without the need for further BRP expenditures. Hex control passes to Britain after a French surrender and to the U.S. after a British surrender.

40.524 EFFECTS OF OPENING THE PERSIAN ROUTE: This action places all Persian hexes not occupied by Axis units under the control of the Western Allied major power which paid the BRPs to open the Persian route and allows off-board sea transports and NRs to and from Abadan. Any Persian hexes controlled by Russia pass to Western Allied control when the Persian route is opened. Axis units in Persia are considered to be in partial supply during the first Axis player turn following the opening of the Persian BRP route (88.642). The Allies may redeploy units through Persian hexes in the turn in which this BRP expenditure is made.

40.525 RESTRICTIONS ON OPENING THE PERSIAN ROUTE: The Allies may not open the Persian route:

A. Before Germany and Russia have gone to war. The Persian route may be opened if Russia has surrendered.
B. While Persia is conquered after an Allied declaration of war.
C. If the Axis control Tehran, including control by a Persian partisan.
40.526 If Persia is an Axis associated minor country or if the Axis control Tehran, Tehran must be captured by the Allies to permit the opening of the Persian route.

40.53 RESTRICTIONS ON PERSIAN BRP GRANTS: Allied BRPs may not be sent to Russia through Persia if there is no Allied on-board supply line from Basra or Abadan to Tehran, and from Tehran to the eastern edge of the mapboard in Russia or Persia.

40.531 RESTORING THE PERSIAN ROUTE: If the above condition arises, the Allies may reopen the Persian route, without the need for a second 25-BRP expenditure, by reestablishing the required supply line.

40.532 EFFECT OF PERSIAN PARTISANS: Each Persian partisan adjacent to Abadan, Ahwaz or Tehran reduces the capacity of the Persian BRP route by five BRPs. Persian partisans affect oil shipments through Persia as set out in 40.241.

40.54 MECHANICS: Western Allied BRPs granted to Russia through Persia take two turns to reach their destination:

A. In the first turn, which may be no sooner than the Allied player turn in which the Persian route is first opened, the BRPs are sent to the South Africa box, with sea escort from a Western Allied Atlantic transport and, for BRP grants from Britain or France, destroyers based in those countries.

B. In a subsequent turn, the BRPs are shipped from South Africa to Russia, with sea escort from a Western Allied Indian Ocean transport.

40.541 While in the South Africa box, BRPs do not exist in any major power’s BRP inventory and are not subject to growth or reduction during a YSS. BRPs may remain in the South Africa box indefinitely, although no more than 20 BRPs may accumulate there and no more than 10 BRPs may be sent from the South Africa box to Russia each turn.

40.542 The granting Allied major power may, for any reason, cancel a BRP grant to Russia by returning the granted BRPs from the South Africa box to its own BRP inventory. One Western Allied Atlantic transport must be used to sea escort every 10 BRPs returned from the South Africa box.

40.543 If the Persian route is cut while BRPs are en route, the BRPs remain in the South Africa box until the Persian route is reopened or the BRPs are returned to the granting major power.

40.6 BRP GRANTS TO RUSSIA THROUGH TURKEY:

40.61 CAPACITY: 10 BRPs may be granted to Russia through Turkey each turn if Turkey is controlled by the Allies.

40.62 ROUTE: Allied BRP grants to Russia may be made through Turkey if the Allies can trace a sea supply line to a Turkish port, then trace a land supply line through Turkey to the eastern edge of the mapboard in Russia. The land supply line may not pass through Egypt, Palestine, Transjordan, Lebanon-Syria, Iraq or Persia; or through any hexes under Axis control or in an Axis ZoC.

40.63 MECHANICS: BRPs may be granted through Turkey by two routes:

A. MEDITERRANEAN: The BRPs are sent through the Atlantic and Mediterranean to Istanbul, Izmir or Antioch, then through Turkey into Russia, all in one turn. Sea escort must be provided by a Western Allied Atlantic transport and destroyers based in either the Atlantic U.S. box or Gibraltar (for BRP grants from the U.S.) or in Britain or France (for BRP grants from those countries).

B. INDIAN OCEAN:

- In the first turn, which may be no sooner than the Allied player turn in which the Turkish route is first opened the BRPs are sent through the Atlantic to the South Africa box, with sea escort from a Western Allied Atlantic transport and, for BRP grants from Britain or France, destroyers based in those countries.

- In a subsequent turn, the BRPs are shipped from South Africa to Suez, with sea escort from a Western Allied Indian Ocean transport; then from Suez by sea through the Mediterranean to Istanbul, Izmir or Antioch, with sea escort from destroyers based in Suez; then into Russia.

40.64 INTERCEPTION: The Axis may prevent BRP grants through Turkey by intercepting them in the Atlantic or Mediterranean or by cutting the land portion of the SR route.

40.65 EFFECT OF TURKISH PARTISANS: Each Axis Turkish partisan on the board reduces the capacity of the Turkish BRP route by two BRPs.

40.66 NO ACTIVATION COST: In contrast to the Persian BRP route, no activation cost need be paid by the Western Allies to send BRP grants through Turkey.

40.7 BRP GRANTS TO RUSSIA THROUGH SIBERIA:

40.71 REQUIREMENTS: The U.S. may grant BRPs to Russia via Siberia provided all the following conditions are met:

A. The U.S. and Russia have both gone to war with Germany. A Russian surrender or adverse U.S. election result does not prohibit Siberian BRP grants.

B. The U.S. has spent 25 BRPs to build the Alaska highway.

40.72 CAPACITY:

A. 10 BRPs PER TURN: The U.S. may grant up to 10 BRPs per turn to Russia via Siberia if:

- Japan is not at war with Russia; and
- Japan controls neither Vladivostok nor Dutch Harbor.

B. 5 BRPs PER TURN: The U.S. may grant no more than 5 BRPs per turn to Russia via Siberia if:

- Japan is at war with Russia; or
- Japan controls either Vladivostok or Dutch Harbor.

40.73 THE ALASKA HIGHWAY: To use the Siberian BRP route, the U.S. must expand the transportation routes through the wilds of British Columbia and Alaska. Construction of the Alaska highway costs 25 BRPs, may not be undertaken until the U.S. and Germany are at war, and does not count against the American construction limit. BRP grants to Russia may not begin until the turn after the construction of the Alaska Highway.

40.74 TRANSPORT REQUIRED: One Western Allied transport in the Pacific SW box is required for sea escort for American BRP grants through Siberia. Siberian grants do not occur on the mapboard and may not be intercepted.

40.75 SIBERIAN GRANTS IN A EUROPEAN SCENARIO: In European scenarios, Russia receives 10 BRPs in American grants via Siberia each turn, beginning in either Spring 1943 or when Russia and Germany go to war, whichever occurs later. Siberian BRP grants count against the 50 BRP limit on grants to Russia in a single turn, but neither the cost of building the Alaska highway nor the cost of the BRP grants themselves come off the U.S. European BRP total.

NOTE: The “50 BRP limit” is the total capacity of the Murmansk, Persian, Turkish and Siberian routes.

40.8 BRP GRANTS TO CHINA:

40.81 BEFORE THE OUTBREAK OF WAR: Before the outbreak of war between Japan and Britain, the U.S. (only) may grant BRPs to China as permitted by the USJT level. American BRP grants to China may be made via a Chinese port, French Indochina and the Burma Road. Japan may cut off the French Indochina route by occupying the northern hexes of French Indochina (T16 and U16).

40.82 AFTER THE OUTBREAK OF WAR: After the outbreak of war between Japan and Britain, the U.S. and Britain may grant BRPs to China via a Chinese port, French Indochina, the Burma Road or by air over the Himalayas (the “Hump”).

40.821 MECHANICS: American and British BRP grants to China are made by sending the granted BRPs along one of the following routes, using Western Allied transports as indicated:
A. PACIFIC ROUTE (A):
- First turn: From the Pacific U.S. box to Pearl Harbor (using a Pacific transport), then (using destroyers in Pearl Harbor) to a port in China; or to a port in French Indochina, then to Kunming; or to a port in Burma, then to Kunming (via the Burma Road); or to a port in Burma or India, then to a city or airbase in Burma or India, then to a city or airbase in China (over the Hump).

B. PACIFIC ROUTE (B):
- First turn: From the Pacific U.S. box to the Australia box (using a Pacific transport);
- Second turn: From the Australia box through hex NN15, Townsville (hex NN24) or Noumea (hex NN31), then on to a port in China (using destroyers in the Australia box).

C. PACIFIC ROUTE (C):
- First turn: From the Pacific U.S. box to the Australia box (using a Pacific transport);
- Second turn: From the Australia box to the India box (using an Indian Ocean transport);
- Third turn: From the India box to Kunming (via the Burma Road); or to a city or airbase in China (over the Hump).

D. EUROPEAN ROUTE:
- First turn: From the Atlantic U.S. box or Britain to the South Africa box (using an Atlantic transport);
- Second turn: From the South Africa box to the India box (using an Indian Ocean transport);
- Third turn: From the India box to Kunming (via French Indochina or the Burma Road); or to a city or airbase in China (over the Hump).

**NOTE:** The fastest ways to get BRPs to China are Pacific routes (A) and (B). Needless to say, these routes are usually only available before the outbreak of war in the Pacific!

### 40.83 CHINESE PORTS AND FRENCH INDOCHINA

**Up to ten BRPs may be granted to China via a Chinese port or French Indochina each turn.**

#### 40.831 RESTRICTIONS:
- BRP grants may be made through a Chinese port only if the Chinese or Western Allies have recaptured such a port from Japan. American BRPs may be granted to China through French Indochina only if a supply line from Haiphong to Kunming exists. This supply line may not pass through Burma. This route is closed if Japan occupies the northern hexes of French Indochina. Once Japan is at war with Britain, BRP grants through French Indochina are prohibited.

#### 40.84 THE BURMA ROAD

**Up to ten BRPs may be granted to China via the Burma Road each turn.**

#### 40.841 COST:
- For each BRP granted to China via the Burma Road, Britain must spend one additional BRP, apart from the BRP grant itself, to reflect the maintenance and transport costs of making the grant. There is no BRP cost for using the air transport itself. This additional BRP cost does not count against Britain’s construction limit.

#### 40.842 RESTRICTIONS:
- The Burma Road is closed if there is no supply line from the India box to Mandalay, then from Mandalay to Kunming.

#### 40.85 THE HUMP

**Up to ten BRPs may be granted to China over the Himalayas each turn.**

#### 40.851 MECHANICS:
- One uninverted Western Allied air transport factor must be used to fly every five BRPs or fraction thereof to China. Each such air transport mission must leave from a different operational air base in India or Burma, and each such air transport mission must arrive at a different operational air base in China. The number of BRPs flown to China each turn is therefore limited by the available originating Western Allied cities and airbases and the destination Chinese cities and airbases. The air route of the grant may be traced over hexes adjacent to Japanese units, but not over hexes under Japanese control.

#### 40.852 COST:
- For each BRP flown to China over the Hump, the major power owning the air transport unit used must spend one additional BRP, apart from the BRP grant itself, to reflect the maintenance and transport costs of making the grant. There is no BRP cost for using the air transport itself. This additional BRP cost does not count against the owning major power’s construction limit.

#### 40.853 INTERCEPTION:
- BRP grants to China using air transport may be intercepted by Japanese air units (18.621), which can in turn be counter-intercepted by Allied air units (18.622).

#### 40.86 INDIAN SURRENDER:
- If India surrenders, Western Allied BRP grants to China through the India box are prohibited.
41. RESEARCH

41.1 OVERVIEW
41.2 RESEARCH POINTS (RPs)
41.3 ALLOCATION OF RPs
41.4 EFFECTS OF GENERAL RESEARCH
41.5 SECRECY
41.6 POOLING RPs
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41.8 RESEARCH RESULTS
41.9 NATIONALITY MODIFIERS AND CTLs

41.1 OVERVIEW:

41.11 Each major power except China receives Research Points (RPs) during the opening setup and in the 1940 and each subsequent YSS.

41.12 RPs are secretly assigned to specific research and production projects during the YSS and may be activated during the ensuing year. Any number of eligible production projects may be triggered in a single turn. RPs in a project which is not selected accumulate in that project and may be used in a subsequent year.

41.2 RESEARCH POINTS (RPs):

41.21 BASIC RP ALLOTMENTS: The basic allotment of RPs for each major power is:

A. GERMANY: 8.
B. ITALY: 2.
C. JAPAN: 6.
F. FRANCE: 3.
G. U.S.: 10 (once the U.S. is at war with both Germany and Japan).

41.211 AMERICAN RPs PRIOR TO ENTRY: During each YSS before it enters the war, the U.S. receives one RP for every ten USAT and USJT levels (combine both tension levels and round down). The effective tension levels for the winter turn are used.

EXAMPLE: At the end of 1941, the U.S. is at war with Japan and the effective USAT level is 39. In the 1942 YSS, the U.S. receives five RPs for the Pacific and three RPs for Europe, in addition to the RPs it receives for its BRPs and BRP growth.

41.212 CHINA: China never receives RPs, does not conduct research and may not use RPs for production.

41.22 ADDITIONAL RPs FROM BRP LEVELS: In addition to its basic RP allotment, in each YSS (but not during the opening setup of the Campaign game and 1939 scenarios) each major power receives one RP for every 50 BRPs in its BRP total.

41.221 AMERICAN RPs IN A EUROPEAN SCENARIO: In a European scenario, the U.S. receives one additional RP in the 1941 YSS, three additional RPs in the 1942 YSS, and five additional RPs in the 1943 and each subsequent YSS, to reflect RPs from the Pacific.

41.23 ADDITIONAL RPs FROM BRP GROWTH: Each major power receives one additional RP for every 25 BRPs of growth (round down) in each YSS. This additional RP is received for that year only. The BRP growth itself is unaffected. Increases in the BRP value of Russian ICs and base increases from mobilizations (36.21) are not counted.

41.24 USE OF DPs AS RPs FOR INTELLIGENCE: The intelligence category as a whole is considered an eligible project for DP allocation. DPs allocated to intelligence act as RPs. A player may therefore allocate up to half his RPs (41.31A) and one-third of his DPs (49.31) to intelligence. The limit on the number of points (the total of RPs and DPs) allocated to each intelligence project, including general research, still applies (41.31B).

41.3 ALLOCATION OF RPs:

41.31 RESTRICTIONS ON RP ALLOCATION: RPs may be allocated to the projects set out in the research and production tables as indicated, subject to the following restrictions:

A. CATEGORY LIMITS: No more than half (rounded up) of an alliance faction’s allotted RPs may be placed in a single category (air, naval, military, atomic or intelligence) each year.

B. PROJECT LIMITS: Each year an alliance faction may allocate up to three RPs in a single research or production project, including general research, subject to the restrictions set out in 41.31C-F. This basic limit of three RPs per project per year is increased as follows:

- four RPs may be allocated if the alliance faction has achieved one or more general research breakthroughs in that category and one of its members has 400+ BRPs during the YSS.
- five RPs may be allocated if the alliance faction has achieved two or more general research breakthroughs in that category and one of its members has 500+ BRPs during the YSS.
- six RPs may be allocated if the alliance faction has achieved three or more general research breakthroughs in that category and one of its members has 600+ BRPs during the YSS, and so on.

EXAMPLE: In the 1944 YSS, the U.S. has 650 BRPs. The Western Allies may assign up to six RPs to any project in a category where they have three general research breakthroughs, five RPs to any project in a category where they have two general research breakthroughs, four RPs to any project in a category where they have one general research breakthrough, and the normal three RPs to any project in a category where they have no general research breakthroughs.

C. HIGH TECHNOLOGY LIMITS: For high technology research projects (jets, anti-submarine warfare, submarines, rockets, atomic general research, radar, controlled reaction, uranium separation, plutonium production and the atomic bomb), no more than one RP may be placed in the first year in which RPs are placed in the project; no more than two RPs may be placed in the second year in which RPs are placed in the project; and so on, with the number of RPs permitted increasing by one for each year in which RPs are placed in the project until the normal limit of three or more RPs per year applies (41.31B). This limit also applies to such projects for which prewar research has been done, such as Axis jets and rockets.

D. ATOMIC RESTRICTIONS: No RPs may be allocated to controlled reaction, uranium separation, plutonium production and the atomic bomb, or to the construction of uranium plants or plutonium reactors, until the YSS following the first atomic general research breakthrough. RPs may not be placed in plutonium production research until a controlled reaction has been achieved.

E. DATE RESTRICTIONS: RPs may not be allocated to a project prior to the eligible dates indicated both in the research tables and the research record sheets. Prohibited allocations are indicated by shaded boxes on each alliance faction’s research record sheets.

F. WESTERN ALLIED AND JAPANESE RESTRICTIONS: Western Allied and Japanese RPs may not be assigned to the following research and production projects until the 1942 YSS, regardless of when war breaks out between Japan and the Western Allies:
• Western Allied torpedo research.
• Western Allied submarine research.
• Japanese ASW research and production.
• Western Allied and Japanese submarine production
• Western Allied and Japanese port production.

G. NATIONALITY RESTRICTIONS: RPs may not be placed in projects not listed on the research record sheets for the alliance faction in question. The alliance factions which may allocate RPs for specific projects and the major power to which results apply are indicated in the research tables. Similarly, nationality restrictions on production projects are set out in the description of each production project in rule 42 and in the research tables. All alliance factions may conduct general research if they may allocate RPs to at least one other research project in that category.

41.32 PREPARING PRODUCTION FACILITIES: Subject to the above restrictions, RPs may be allocated to the production of strategic bombers, jets, rockets, uranium production and plutonium production before the allocating alliance faction has achieved the research result required to begin production, but such RPs may not be triggered until the required research result has been achieved.

41.4 EFFECTS OF GENERAL RESEARCH:
41.41 Five of the research projects represent general research areas (air, naval, military, atomic and intelligence). The remaining research and production projects are specific programs, each of which is related to one of the five general research areas.
41.42 General research does not yield immediate dividends, but instead generates modifiers which increase the chances for success in related research projects for all pooling nations and reduces the cost of force pool additions and other production projects. This allows each player to channel his resources into one or more general areas, or into specific projects in the hope of a quick result which will yield immediate military, economic or political benefits. Breakthroughs in general research do not modify subsequent general research.

41.43 EFFECTS OF GENERAL RESEARCH BREAKTHROUGHS:
A. RESEARCH: Each breakthrough generates a +1 modifier for all research die rolls in that category.
B. PRODUCTION: Each breakthrough reduces the cost of force pool additions and unit production in that category by one. Because research takes place before production, breakthroughs reduce production costs in the turn in which they are achieved. Force pool additions and unit production always requires an investment of at least one RP for each increment of increase, regardless of the number of applicable breakthroughs.
C. ATOMICS: RPs may not be allocated to atomic research or production until one atomic breakthrough has been achieved (41.31D).

41.5 SECRECY:
41.51 CODE NAMES: Each player must assign a code name to each research project in which he places one or more RPs. Each such project retains the code name it is assigned for the entire game. Once assigned, code names may not be changed. Research die rolls are announced using these code names and are open for all players to see. Thus a player might announce a die roll for project “Rattlesnake”, after which he makes his research die roll openly (although the number of RPs he allocated to that project would remain secret until the end of the game). No code names are assigned to production projects.
41.52 IMPLEMENTATION: The simplest way to implement the use of code names for research projects is for each player to keep track of the die rolls made for each research project by code name. The opponent can consult this sheet whenever he likes. Alternatively, each player may record the other players’ code names and research die rolls as they are announced.
41.53 REVEALING RESEARCH RESULTS: General research results are never revealed. Other research results are announced when they actually affect play. The code name of successful research projects and the exact numerical result achieved are not revealed. For example, SW modifiers are revealed during the combat phase in which they apply. If one side develops the atomic bomb, this becomes known to the other side only when an atomic attack is made. For projects such as submarines and rockets, which are implemented gradually, the opponent learns of the highest research result achieved only when it comes into effect (41.84).

EXAMPLE: During the opening setup, Russia allocates 1 RP to covert opera-
tions, secretly assigning the project the code-name “Beria”. At the start of the Fall 1939 turn, the Russian player announces that he is rolling for project Beria and openly rolls a 5. The die roll of 5, plus 1 for the RP assigned to project Beria, yields a “6” result on the covert operations table, allowing Russia to negate one enemy DP. The Russian player does not reveal this result until Germany announces a diplomatic die roll in a target and the Russian player elects to use his covert operation. Even when the covert operation is used, the Russian player does not reveal that his covert operations project has been assigned the code name “Beria”.

41.54 If a player is able to deduce the true nature of an opponent’s projects from the pattern of die rolls, he may do so. A record sheet for enemy research is provided to assist in such detective work.

NOTE: It is sporting to assign code names which hint at the true nature of the project, but this is by no means mandatory. In any case, code names used for research projects reveal something of the personality of the player concerned.

41.6 POOLING RPs:
41.61 COOPERATION: German and Italian RPs are pooled and may be assigned to any eligible project. In some cases the benefits accrue to both Germany and Italy, while in other cases only one of the Axis major powers benefits. Similarly, Britain, France and the United States pool their RPs, with the benefits accruing to every Western Allied major power in some cases and to only one Western Allied major power in others. Russian and Japanese research is carried on separately.
41.62 The limits on the number of RPs which may be placed in any one category (41.31A) apply after RPs are pooled from the major powers in an alliance. Thus the Axis as a whole may never put more than half their RPs in one category.
41.63 Once pooled, RPs lose their specific major power association and may be allocated to any project which any of the pooling major powers is eligible to select.
41.64 EFFECTS OF SURRENDER: RPs from major powers which surrender remain in play. France and Italy receive no RPs if they are conquered. Britain and Russia continue to receive RPs even after they surrender. Russia may conduct research normally while neutral, even after a surrender. The Western Allies may use RPs to increase the British force pool after Britain surrenders, but may not bring back units which were removed from the British force pool as a result of Britain’s surrender.

41.7 ACTIVATION OF RPs:
41.71 SELECTION OF RESEARCH PROJECTS: Immediately before the Axis player turn, the Axis, Western Allies, Russia and Japan may each select one research project from each of the five research categories. For the restrictions on the activation of RPs in production projects, see 42.13.
41.72 AT LEAST ONE RP REQUIRED: A project may not be selected unless it has at least one RP in it.
41.73 AXIS RESEARCH ROLLS MADE FIRST: The Axis make their research die rolls first. All research die rolls for a given alliance are simultaneous, so one research result (such as espionage) doesn’t affect another research result (such as general research) until the following turn.
41.74 EFFECT OF BREAKTHROUGHS ON PRODUCTION: Because RPs in production projects are activated during the player turn, after research die rolls are made, breakthroughs affect production costs in the turn in which they occur (41.43B).
41.75 RESEARCH DIE ROLLS: Whenever the research rules refer to “die rolls”, the rolling player rolls three dice and disregards the highest and lowest die rolls. The remaining die roll is used to determine what level of research result is achieved. The following modifiers are applied to the die roll and the resulting number is used to determine the research result achieved:
A. +1 for each unused RP in the project;
B. +1 for each breakthrough in the project’s research category; and
C. +/-# for any modifier from a previous research result for the project, as indicated by a number in square brackets (“[]”) at the end of a research result (prewar results appear in square brackets in the 1939 column of the research record sheets).
41.76 UNUSED RPs: Any RPs which have not been activated by the end of the year, including DPs used as RPs for intelligence projects, remain in the assigned project and are carried over into the following year. All RPs in a
research project are eliminated when a die roll is made for that project. RPs in
a production project are eliminated when used, but a player may elect to use
only some of the RPs allocated, saving the remainder for future production.

41.77 RESTRICTIONS: Because only one project from each of the five
categories may be selected as a project for a research die roll each turn, a
player may not make a die roll for general research and a research project
in the same category in the same turn. It is also illegal to make two research
die rolls for the same project in one year, because the first die roll eliminates
all the RPs in the project (41.76) and a project may not be selected unless it
contains RPs (41.72).

4.1.8 RESEARCH RESULTS:

4.1.81 “*” RESULTS: If a result for a project does not have a “*” by it, a
player may continue research in that area to achieve additional results. Thus a
player may make continual progress in general research, increase his and
naval Nationality DRMs more than once, or increase submarine design and
ASW effectiveness repeatedly.

4.1.82 “[+#]” RESULTS: A “[+#]” by a result indicates the modifier which ap-
plies to future die rolls for that project. Such modifiers are not cumulative—the
modifier achieved from the most recent research result applies to the next die
roll for that project. A player may select a lesser result (41.86) in order to
preserve a higher modifier for a future research roll in a project.

4.1.83 IMMEDIATE IMPLEMENTATION: Research results are implemen-
ted immediately (EXCEPTIONS: 41.84).

4.1.84 GRADUAL IMPLEMENTATION: Results for jets (“13-14” and
greater), submarines (“8-10” and greater), anti-submarine warfare (“6-7” and
“8+”) and rockets (“12-14” and greater) are implemented gradually, at the
rate of one level per turn until the highest result achieved takes effect. Thus if
the German player rolled for rockets in Summer 1942 and achieved an “18+”
result, he could use flying bombs (“12-14” result) in Summer 1942, rockets
(a “15-17” result) in Fall 1942, and improved rockets (an “18+” result) in
Winter 1942.

4.1.85 RESULTS MUST BE ANNOUNCED TO BE EFFECTIVE: A
player need not employ jets, submarines, anti-submarine warfare, or flying
bombs/rockets for research improvements to apply, but turns in which such
results are not announced are not counted and delay the implementation of the
higher results. A player may thus not suddenly unleash advanced submarines
on his opponent without announcing the lesser versions of the final product on
previous turns. This reflects the development aspect of research. Submarine
and ASW modifiers must be announced whenever they modify a submarine
warfare, submarine attack or submarine harbor attack dice roll.

4.1.86 LESSER RESULTS: A player may choose to implement a lower-ranked
research result if he wishes, including a “No Effect” result if it is available.

4.1.87 PREWAR RESEARCH: At the start of the campaign game, the follow-
ing research results and modifiers apply:

A. GERMANY: Jets, rockets: [+2].
B. WESTERN ALLIES: Air range: [+2]; one strategic bomber result; radar
[+5].
C. RUSSIA: None.
D. JAPAN: Two torpedo results.

4.1.88 GENERAL APPLICABILITY OF WESTERN ALLIED RE-
SEARCH RESULTS: Jet, air range, torpedo, submarine, ASW technology
and rocket research tables list both Britain and the U.S. as eligible researching
major powers. The Western Allies may only roll for each of these projects once
per year, but the results apply to both Western Allied major powers.

4.1.9 NATIONALITY MODIFIERS AND CTLs:

4.1.91 AIR AND NAVAL NATIONALITY DRMs: When one side increases its
Air or Naval Nationality DRM, it raises that DRM for all major powers, active
minor allies and associated minor countries in that alliance. A minor country
which joins an alliance after a Nationality DRM research result is achieved
immediately gains the benefits of that research result. A minor country which
switches sides is affected only by the Nationality DRM research results of its
new alliance partners.

EXAMPLE: If both the Axis and the Western Allies increased their Air Nation-
ality DRM by one, there would be no net change in the air combat modifiers
between the two alliances, although air attacks on naval units by the Axis and
Western Allies would be more effective, and the Russians would fall behind
Germany, Italy and all Axis minors in air combat. Both Russian and Japanese
DRMs are distinct from those of the Axis and Western Allies, and their Air
Nationality DRMs would be unaffected.

4.1.92 CTLs:

4.1.921 STARTING LEVELS: Axis, Western Allied, Russian, Japanese and
Nationalist Chinese CTLs are distinct. At the start of the game, the follow-
ing CTLs are in effect:

A. TWO: Germany, Finland, Sweden, Japan and Communist China.
B. ONE: All other nationalities.
C. ZERO: Parthians.

4.1.922 INCREASING CTLs: Combat training level increases from research
increase the CTLs of all major powers, minor allies and associated minor
countries in an alliance faction. The CTL of minor countries which switch
sides is governed by the number of CTL increases that have been achieved by
their new alliance faction.

4.1.923 RESTRICTIONS IN CTL INCREASES: The Nationalist Chinese
CTL of one and the partisan CTL of zero may never be increased.

4.1.924 SUPPLY AND OIL EFFECTS: The CTL of ground units in partial
supply or subject to army oil effects is reduced by one. This reduction is not
cumulative if both conditions apply (30.522A, 33.61C).

4.2 PRODUCTION:

4.2.1 PRODUCTION

4.2.2 PRODUCTION COSTS

4.2.3 FORCE POOL INCREASES

4.2.4 SECRET INSTALLATIONS

4.2.1 PRODUCTION:

4.2.11 EFFECTS OF GENERAL RESEARCH: RPs invested in production
generate force pool increases or other results without the need for a die roll.
Production costs are reduced by one for each general research breakthrough
in the relevant category.

4.2.12 MINIMUM EXPENDITURE OF ONE RP REQUIRED: Regardless of
the number of general research breakthroughs achieved or other factors
reducing production costs (42.26D-F), at least one RP must be used for each
factor, increment of force pool increase or other result. For example, after two
air breakthroughs, the RP costs of air factor force pool additions (42.22A) in
a single year are: one RP for the first five BRPs of air units; one additional RP
for the next five BRPs of air units, two additional RPs for the next five BRPs
of air units, and so on. Thus 15 BRPs of air units would cost four RPs, while
20 BRPs of air units would cost seven RPs.

4.2.13 SELECTION OF PRODUCTION PROJECTS: During their player
turn (EXCEPTION: Ultra and Magic increases are triggered at the end of the
research phase), the Axis, Western Allies, Russia and Japan may each select
any number of production projects (EXCEPTIONS: No more than one of each
of the following may be produced each turn: airbases, naval air training, ship-
building, ports, fortifications, railheads, rocket factories, synthetic oil plants,
ICs, uranium plants and plutonium reactors).

4.2.14 RPs in production projects are activated when they take effect. In most
cases this will be during the unit construction phase.

4.2.15 A player may not name the same production project twice in the same
year (EXCEPTION: Airbases, ports, fortifications and railheads).

4.2.16 PRODUCTION IN 1939 PROHIBITED: RPs may not be allocated
to production in 1939.

4.2.17 REVEALING PRODUCTION RESULTS: Production results are
announced as follows:

A. FORCE POOL INCREASES: The triggering of RPs for force pool increases
are announced during the unit construction phase in which the RPs are triggered,
whether or not this results in an immediate force pool increase. A player may
not conceal the triggering of RPs for force pool increases, even if the force
pool increase itself is deferred (42.336).

B. NAVAL AIR TRAINING AND SHIPBUILDING: Increases in naval air
training and shipbuilding are announced in the unit construction phase in which they are first applicable, whether or not they are used.

C. WINTER PREPARATION: Winter preparation results are announced in the first winter to which they are applied.

D. FORTIFICATIONS: The use of RPs for fortifications is revealed when the fortification is constructed.

E. SECRET INSTALLATIONS: The construction of secret installations is not announced (42.4).

Otherwise they wouldn’t be very secret, would they?

42.2 PRODUCTION COSTS

42.21 EXPLANATION OF PRODUCTION COSTS: The first number listed is the RP cost of the first factor or other increment added to the force pool or the first production result generated, the second number the RP cost of the second factor or increment, and so on. Three dots indicate the production profile continues for the fifth and subsequent increments, as set out on the research record sheets. The costs apply each year; force pool additions during a previous year have no effect on the cost of subsequent force pool additions.

42.22 AIR:
A. AIR FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance fraction to add five BRPs of air force, naval air or interceptors, in any combination, to the force pool of one or more eligible major powers in that alliance fraction. Russia may not produce naval air units; France and Italy may not produce interceptors; China may not produce army air, naval air or interceptors. Remnants may be retained for future use (42.336).

B. STRATEGIC BOMBERS: 2, 3, 4, 5... only after a “9+” research result for strategic bombers. Each result allows the alliance fraction to add five BRPs of strategic bomber factors to the force pool of one or more major powers in that alliance fraction. Italy, France and China may not produce strategic bombers. See 24.262 and 42.331B for restrictions.

C. AIR TRANSPORTS: 3, 4, 5, 6... Each result allows the alliance fraction to add an air transport factor to the force pool of an eligible major power in that alliance fraction. Italy, France and China may not produce air transport units.

D. JETS: 4, 5, 6, 7...; only after a “13+” research result for jets. Each result allows the alliance fraction to add one jet factor to the force pool of an eligible major power in that alliance fraction. Jet force pool increases for Germany, Japan, Russia, Britain and the U.S. are unlimited. Italy, France and China may not produce jets.

E. NAVAL AIR TRAINING: 3, 4, 5, 6 for each level of naval air training, to a maximum increase of four per year, at the rate of one increase per turn. Germany, Italy, Japan, Russia, Britain and the U.S. only.

F. AIRBASES: 1, 1 for no more than two additional airbases each year, at the rate of one airbase per turn. Germany, Italy, Japan, Russia, Britain and the U.S. only.

42.23 NAVAL:
A. SUBMARINES: 1 submarine factor for each RP, no limit. Germany, Italy, Japan, Britain and the U.S. only.

B. ASW: 2, 3, 4, 5... Each result allows an eligible major power to add one ASW factor to its force pool. Japan, Britain and the U.S. only.

C. TRANSPORTS: 1 transport per RP, no limit. Japan, Britain and the U.S. only.

D. SHIPBUILDING: 2, 3, 4, 5 for each shipbuilding increase, to a maximum increase of four per year, at the rate of one increase per turn. Each shipbuilding increase must be assigned to a specific shipyard. American shipbuilding may not be increased through production (as opposed to mobilization) in a theater until the U.S. is either at war in that theater or the U.S. tension level for that theater is greater than 50. All major powers except Russia and China.

E. PORTS: 4, 4 for no more than two port counters each year, at the rate of one port counter per turn. Japan and the U.S. only.

42.24 MILITARY:
A. INFANTRY, ARMOR, AND FLAK FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance fraction to add five BRPs of infantry, armor and flak units, in any combination, to the force pool of one or more major powers in that alliance fraction. See 42.332 and 42.333 for restrictions. Remnants may be retained for future use (42.336).

B. SPECIALIZED UNIT FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance fraction to add one factor of airborne, Chindits, marines or commandos to the force pool of an eligible major power in that alliance fraction, up to the maximum allowed for each major power.

C. FORTIFICATIONS: 2 and five BRPs for each fortification, for a maximum of four fortifications per year, at the rate of one fortification per turn (EXCEPTION: Japanese fortifications do not require an RP expenditure). Germany, Italy, Japan, Russia, Britain, and the U.S. only.

D. RAILHEADS: 2 and five BRPs for each railhead, for a maximum of four railheads per year, at the rate of one railhead per turn. Germany, Japan, Russia, Britain, and the U.S. only.

E. ROCKET FACTORIES: 4 for each rocket factory, to a maximum of two rocket factories per year, at the rate of one rocket factory per turn; to a maximum of one rocket factory for every 250 BRPs (round up) in the owning major power’s YSS BRP total, and a maximum of five rocket factories per eligible major power. This maximum is adjusted during each subsequent YSS, although drops in YSS BRP levels do not eliminate existing rocket factories. RPs may be invested, but not activated, in rocket factories before a successful research result for rockets has been achieved. Each rocket factory allows the placement of one rocket base (26.61). Germany, Japan, Russia and the U.S. only.

F. NATIONAL REDOUBT: 8, once per game. Berchtesgaden becomes an unlimited Axis supply source, at no RP cost. Berchtesgaden is not automatically a fortress, although it may be fortified normally. The National Redoubt is constructed during the Axis construction phase and may be built only if Berchtesgaden is fully supplied and not in an Allied ZoC. Germany only.

G. SYNTHETIC OIL PLANTS: 5 for each oil plant, to a maximum of two plants per year, at the rate of one plant per turn. Synthetic oil plants are constructed at the start of the owning player’s turn and thus may be used as an oil source in the turn they are constructed. Germany only.

H. INDUSTRIAL CENTERS (ICs): 5 for each IC, to a maximum of two ICs per year, at the rate of one IC per turn. Credits from voluntarily eliminated ICs may be used to produce ICs (37.512B). Russia only.

I. WINTER PREPARATION: 4, once per year, up to a maximum winter preparation level of six. In addition, the European Axis automatically achieves a winter preparation result at the end of any winter turn in which Germany has forces at war with Russia in an area subject to a “7” or greater winter result. Similarly, Japan automatically achieves a winter preparation result at the end of any winter turn in which it has forces at war with Russia in an area subject to a “7” or greater winter result. An area is considered, for example, to be subject to a “7” or greater winter result: even if previous Axis winter preparation results reduce the effect on Axis troops to “6” or lower. Such automatic results do not count against the production limit of one winter preparation result per year. Winter preparation results apply to all members of the alliance faction which achieves the result. Germany, Japan and the Western Allies only.

42.25 ATOMIC:

A. URANIUM PLANTS: 8 for each uranium plant, at the rate of one plant per turn. RPs may not be invested in uranium plants until at least one atomic breakthrough has been achieved (41.31D). RPs may be invested in uranium plants before a successful research result for uranium separation has been achieved, but may not be activated until a successful research result has been achieved for uranium separation. The time required for each uranium plant to produce enough material for its first atomic bomb is determined by the research result for uranium separation. Germany, Russia and the U.S. only.

B. PLUTONIUM REACTORS: 6 for each plutonium reactor, at the rate of one plutonium reactor per turn. RPs may not be invested in plutonium reactors until at least one atomic breakthrough has been achieved (41.31D). RPs may be invested in plutonium reactors before a successful research result for plutonium production has been achieved, but may not be activated until a successful research result has been achieved for plutonium production. The time required for each plutonium reactor to produce enough material for its first atomic bomb is determined by the research result for plutonium production. Germany, Russia and the U.S. only.

EXAMPLE: Russia constructs a uranium separation plant in its Spring 1944 unit construction phase, having achieved a “10” research result for uranium separation. Russia receives material for an atomic bomb at the start of its Spring 1945, Fall 1945, Spring 1946 and Fall 1946 player turns.

42.26 INTELLIGENCE:

A. CODEBREAKING: European codebreaking (“Ultra”) and Pacific code-
breaking ("Magic") production results are achieved separately—the Western Allies may achieve one result of each type each year. Codebreaking production results are announced at the end of the research phase, immediately before Ultra and Magic cards are drawn (48.11).

B. ULTRA: 3, with one result permitted each year. Germany and Britain only.

C. MAGIC: 3, with one result permitted each year. Japan and the U.S. only.

D. RUSSIAN OCCUPATION POLICIES: 4, 5, 6, with a maximum of three results permitted each game. Each Russian occupation policies result permits Germany to build one Vlasov infantry factor each turn once Germany and Russia are at war. Germany only.

- The cost of Russian occupation policies is reduced by one if the Ukraine has activated as a German minor ally (a "10" diplomatic result for the Ukraine).

E. CHINESE OCCUPATION POLICIES: 4, with a maximum of one result permitted each game. A Chinese occupation policies result permits Japan to build one Wang infantry factor each turn. Japan only.

- The cost of Chinese occupation policies is reduced if the Chinese resistance level is below zero (a Chinese resistance level of –1 triggers a +1 modifier; a Chinese resistance level of –2 triggers a +2 modifier; and so on).

F. INDIAN SUBVERSION: 4, with a maximum of one result permitted each game. An Indian subversion result permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn, in addition to any Indian National Army units which have been added to the Japanese force pool as a result of Japanese control of Calcutta, Dacca, Colombo and Rangoon (72.93B). Japan only.

- The cost of Indian subversion is reduced by one for each of Calcutta, Colombo, Dacca and Rangoon under Japanese control (–2 for any of the four objectives, –2 for two of the four objectives, and so on).

G. MOSLEM UNREST: 3, 2, with two results permitted each year. Each Moslem unrest result allows Germany to add one Middle Eastern partisan to its force pool. Germany only.

H. WESTERN ALLIED PARTISANS: 2, 3, with two results permitted each year. Each Western Allied partisan result allows the Western Allies to add one Western Allied partisan to their force pool. Western Allies only.

I. RUSSIAN PARTISANS: 2, 3, with two results permitted each year. Each Russian partisan result allows Russia to add one Communist partisan to its or the Communist Chinese force pool. Russia only.

### 42.3 FORCE POOL INCREASES:

#### 42.31 FORCE POOLS:

Force pool increases may be generated either by mobilization (36.3) or by the investment of RPs in production (42.2).

#### 42.32 TIMING:

Force pool additions are announced during the unit construction phase following the result, whether or not they are constructed at that time.

#### 42.33 FORCE POOL LIMITS:

Each major power is limited to the number of units set out on its scenario card. In addition, the following restrictions apply:

- **AIR UNITS:** Army and naval air units may be added to force pools by either mobilization or production. Interceptor, strategic bomber, air transport and jet force pools may be increased only by production, subject to the following restrictions:
  - A. JETS: Jets may not be produced until a research result for jets of "13-14" or greater has been achieved.
  - B. STRATEGIC BOMBERS: Strategic bombers may not be produced by a major power which has not achieved at least one "94" result for strategic bombers. The Western Allies begin with one "94" result for strategic bombers and one British and one American strategic bomber factor already built. Western Allied strategic bomber force pool additions must be allocated so that the British and American strategic bomber force pools remain at equal strength, with any odd factor going to either major power at the Western Allied player’s discretion (24.262).

- **INFANTRY:** No more than three Italian infantry factors may be added per year from production.

- **WESTERN ALLIES:**
  - No more than three British infantry factors may be added per year from production and no more than three British infantry factors may be added from production and mobilization in the same turn.
  - The Australian and Indian infantry force pools may each be increased by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.
  - If France has been conquered, Britain may add one Free French 2-3 infantry unit to its force pool from production for each French colony under Western Allied control. Once added, these Free French units remain in the British force pool even if the total number of French colonies under Western Allied control later decreases.

- **ARMOR:**
  - A. AXIS: Germany may not add 5-6 armor units to its force pool from production until it has achieved an “8+” research result for heavy armor.
  - B. JAPAN: Japan does not require an “8+” research result for heavy armor to add 3-3 armor units to its force pool from either mobilization or production.
  - C. WESTERN ALLIES: If France has been conquered, Britain may add one Free French 3-5 armor unit to its force pool if Paris is under Allied control. The U.S does not require an “8+” research result for heavy armor to add 5-6 armor units to its force pool from either mobilization or production.
  - D. RUSSIA: Russia may not add 5-6 armor units to its force pool from either mobilization or production until it has achieved an “8+” research result for heavy armor.

- **NAVAL UNITS:**
  - A. JETS: Jets may not be produced until a research result for jets of “13-14” or greater has been achieved.
  - B. JAPANESE ASW FORCE POOL INCREASES: Western Allied and Japanese RPs may not be assigned to submarine production until the 1942 YSS.
  - C. JAPANESE ASW FORCE POOL INCREASES: Japanese RPs may not be assigned to ASW production until the 1942 YSS.
  - D. JAPANESE SUBMARINE FORCE POOL INCREASES: Japanese RPs may not be assigned to ASW production until the 1942 YSS.
  - E. JAPANESE SUBMARINE FORCE POOL INCREASES: Japanese RPs may not be assigned to ASW production until the 1942 YSS.

- **SURPLUS PRODUCTION:** An alliance faction may defer the use of up to five BRPs of force pool increases from production for each production project until a subsequent year. No more than five BRPs of production may be carried over from year to year for each production project. Deferred production is announced during the unit construction phase in which the RPs are triggered (42.17A). Deferred military production may be used to produce heavy armor units provided the required heavy armor research result is achieved before the deferred military production is actually used, even if the heavy armor research result was not achieved when the military production was deferred.

- **PRODUCTION AND MOBILIZATION:** The deferral of force pool increases from production may be used in two ways:
  - A. Some or all of the deferred production may be added to air or ground unit production for the same project in a subsequent year.
  - B. Some or all of the deferred production may be added to augment force pool
42.4 SECRET INSTALLATIONS:
42.41 LOCATION OF SECRET INSTALLATIONS: German rocket factories, uranium plants and plutonium reactors and Japanese rocket factories must be built in a controlled, fully supplied city or port hex, not in an enemy ZoC, in the owning major power’s home country, with no more than one such installation in each city (EXCEPTION: Japan may build rocket factories in Manchuria).

42.42 MOVEMENT OF SECRET INSTALLATIONS PROHIBITED: Secret installations may not be moved once they are built.

42.43 AMERICAN AND RUSSIAN SECRET INSTALLATIONS: American and Russian secret installations are built in the U.S. and Urals boxes, respectively, and are immune from Axis attack.

42.44 LOCATING SECRET INSTALLATIONS: The existence and location of rocket factories, uranium plants and plutonium reactors are secret and are only revealed to the opponent if:
A. Their hex comes under enemy control; or
B. An enemy spy ring is operating in the owner’s power’s military (rocket factories) or atomic (uranium plants and plutonium reactors) research.

42.45 BOMBING OF SECRET INSTALLATIONS PROHIBITED UNTIL DISCOVERED: Secret installations in onboard hexes may not be damaged by bombing, including by atomic bombs, until their location is known as a result of espionage.

42.46 DAMAGE TO SECRET INSTALLATIONS: Secret installations whose location is known may be damaged by strategic bombing as set out in 26.72. Damaged secret installations do not produce rockets or fissionable material, as the case may be, in the owner’s next player turn. Damage to a rocket factory prevents the use of one rocket base until the damage is repaired (26.83).

42.47 DESTRUCTION OF SECRET INSTALLATIONS: Secret installations whose location is known may be destroyed by strategic bombing as set out in 26.73. If a hex containing a secret installation comes under enemy control, the secret installation is eliminated, whether its location was previously known or not. Secret installations which are destroyed may not be rebuilt, although new secret installations may be produced by additional RP investment.

42.48 ROCKET FACTORIES:
42.481 FORCE POOLS: Rocket factories may not be produced until a rocket research result of “12-13” is achieved.

42.482 PLACEMENT: Each rocket factory must be placed in a controlled, fully-supplied city hex in the owning major power’s home country, not in an enemy ZoC, with no more than one rocket factory per hex. (EXCEPTION: Japan may build rocket factories in Manchuria).

42.483 TIMING AND EFFECT: Rocket factories are constructed during the owning player’s combat phase. Each rocket factory allows the placement of one rocket base. A rocket factory which is eliminated may not be rebuilt, although new rocket factories may be produced by additional RP investment.

43. ATOMICS
43.1 OVERVIEW
43.2 STRATEGIC ATOMIC ATTACKS
43.3 EFFECTS OF STRATEGIC ATOMIC ATTACKS
43.4 TACTICAL ATOMIC ATTACKS
43.5 MULTI-TARGET ATOMIC ATTACKS

43.1 OVERVIEW:
43.11 RESEARCH: Atomic bombs may only be constructed by Germany, Russia and the U.S. Atomic bomb production requires the research results set out below. All atomic research is subject to the restrictions on RP allocation which apply to high technology projects (41.31C):
A. ATOMIC GENERAL RESEARCH: RPs may not be allocated to other atomic research or production projects until one atomic general research breakthrough has been achieved (41.31D).
B. CONTROLLED REACTION: RPs may not be allocated to plutonium production research until a controlled reaction research result has been achieved (41.31D).
C. FISSIONABLE MATERIALS: One or both of uranium separation and/or plutonium production.
D. ATOMIC BOMB:
43.12 PRODUCTION OF FISSIONABLE MATERIALS: Atomic bombs require the production of fissionable material from uranium plants and/or plutonium reactors:
A. URANIUM PLANTS: Each uranium plant produces fissionable material for one atomic bomb from two to six turns after a research result for uranium separation is achieved (the time depends on the research result) and every two turns after that. RPs may be placed in uranium plant production before a research result for uranium separation is achieved (42.25A).
B. PLUTONIUM REACTORS: Each plutonium reactor produces fissionable material for one atomic bomb from two to six turns after a research result for plutonium production is achieved (the time depends on the research result) and every two turns after that. RPs may be placed in plutonium reactor production before a research result for plutonium production is achieved (42.25B).
C. GERMAN SECRET INSTALLATIONS: German uranium plants and plutonium reactors are secret installations which may be destroyed by the Allies (42.4).

43.13 USE: Once all research conditions are met and sufficient fissionable material is available, atomic bombs are immediately assembled and may be used against enemy strategic, military, air or naval targets. The method of delivery and effect depends upon the type of target selected.
NOTE: Each atomic bomb may only be used once. Is a rule required to make this clear? Disputes have arisen over more obvious points...

43.2 STRATEGIC ATOMIC ATTACKS:
43.21 TIMING: Atomic attacks against strategic targets are made by the moving player immediately after resolving SW combat.
43.22 DELIVERY: Strategic atomic attacks may be made only by strategic bomber, rocket or by German submarine against the Atlantic U.S. box.
43.221 STRATEGIC BOMBERS: Only strategic bombers may be used to
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- Strategic atomic attack against a hex in Japan, Britain or Russia permanently reduces the target’s resistance level by an additional three; the third such attack permanently reduces the target’s resistance level by an additional four; and so on.

- U.S. ELECTION: The first successful German strategic atomic attack against the Atlantic U.S. box permanently reduces future U.S. election results by two; the second such attack permanently reduces future U.S. election results by an additional three; the third such attack permanently reduces future U.S. election results by an additional four; and so on.

- TEMPORARY EFFECTS: In addition to the permanent effects outlined above, successful strategic atomic attacks trigger the following temporary political effects. These political effects last only until the atomic attack marker in question is removed.
  A. GERMAN SURRENDER LEVEL: The German surrender level is reduced by two for each atomic attack marker in Germany.
  B. RESISTANCE LEVELS: The Japanese, British and Russian resistance levels are reduced by two for each atomic attack marker in Japan, Britain or Russia, respectively.
  C. U.S. ELECTION MODIFIER: The U.S. election result is reduced by two for each atomic attack marker in the U.S.
  D. CONTROL: Any hex containing an atomic attack marker is considered to be controlled by the attacker for the purposes of resistance level determination, DP calculations and surrender, but not for other purposes.

- 43.33 DIPLOMATIC EFFECTS:
  A. The value of the key economic area or IC; or
  B. 25 BRPs.

- 43.32 TEMPORARY EFFECTS:
  A. GERMAN SURRENDER LEVEL: The German surrender level is reduced by two for each atomic attack marker in Germany.
  B. RESISTANCE LEVELS: The Japanese, British and Russian resistance levels are reduced by two for each atomic attack marker in Japan, Britain or Russia, respectively.
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  B. RESISTANCE LEVELS: The Japanese, British and Russian resistance levels are reduced by two for each atomic attack marker in Japan, Britain or Russia, respectively.
  C. U.S. ELECTION MODIFIER: The U.S. election result is reduced by two for each atomic attack marker in the U.S.
  D. CONTROL: Any hex containing an atomic attack marker is considered to be controlled by the attacker for the purposes of resistance level determination, DP calculations and surrender, but not for other purposes.
A major power which has been the target of a successful atomic attack may remove one enemy atomic attack marker from any hex it controls at the end of the game turn. The temporary effects associated with that atomic attack marker are then negated.

43.372 RESISTANCE EFFECTS DETERMINED PRIOR TO REMOVAL: Because atomic attack markers are removed only after resistance levels are determined, a successful atomic attack may trigger a surrender even though the removal of that atomic attack marker would increase resistance levels sufficiently to avoid a surrender. The benefits of removal would only be felt in the next game turn, if applicable.

43.373 REMOVAL OF FIRESTORM MARKERS: An atomic attack marker may not be removed in the same player turn a firestorm marker is removed (26.821).

43.374 ENEMY OCCUPATION: If a friendly hex containing an atomic attack marker comes under enemy control, the atomic attack marker is immediately removed.

43.4 TACTICAL ATOMIC ATTACKS:

43.41 NO RESTRICTION: Tactical atomic attacks may be made against any hex.

42.4 MILITARY ATTACKS:

43.421 OFFENSIVE: An atomic attack may be made by the moving player against enemy ground unit(s) during the regular combat phase immediately before making the combat die roll to resolve an offensive ground attack against those units. The defending units must be adjacent to a fully supplied attacking ground unit or in a hex which is the target of a seaborne invasion. Atomic attacks may not be made by airborne units which have airdropped or during exploitation.

43.422 DEFENSIVE: An atomic attack may be made by the defender immediately before the attacker makes the first combat die roll to resolve an offensive ground attack against the defender’s ground unit(s), after the attacker has announced any offensive tactical atomic attacks (43.421). The attacker must then complete the first combat round of the ground attack by making the combat die roll, despite the defensive tactical atomic attack. Defending atomic attacks are permitted against airdrops and exploitation attacks.

43.423 NO INTERCEPTION PERMITTED: Atomic attacks against adjacent ground units may not be intercepted.

43.424 EFFECTS: Tactical atomic attacks against enemy ground units have the following effects for all combat rounds of the ground combat for which they are made:

A. OFFENSIVE: The defender’s ground units are subject to a −1 DM for each atomic attack. The defender’s ground units may never defend at less than face value as a result of tactical atomic attacks.

B. DEFENSIVE: The defender’s ground units gain a +1 DM for each atomic attack.

43.43 SUBMARINE ATTACKS:

43.431 TACTICAL ATOMIC ATTACKS: Tactical atomic attacks against naval bases and shipyards may be made by submarine during the combat phase as set out below. Submarines may only make tactical atomic attacks if a “16” or greater research result for submarines is in effect.

43.432 SUBMARINE BASING: Submarines which attempt to make an atomic tactical attack must, at the start of their combat phase, be based in an operational port within 20 (Europe) or 10 (Pacific) hexes of the enemy base.

43.433 SUBMARINES IN AN SW BOX: Submarines operating in an SW box may not attempt tactical atomic attacks.

43.44 RESOLVING ATOMIC ATTACKS: Tactical atomic attacks by submarines are resolved in the manner in which submarine attacks against harbors, using the Harbor Attack Table. If the modified dice roll is “3” or more, the atomic attack is successful. A failed submarine attack (a modified dice roll of “2” or less) results in loss of the atomic bomb which was to have been used.

43.45 RESOLVING ATOMIC ATTACKS BY SUBMARINE: A successful tactical atomic attack by submarine permits the attacker to roll two dice using the “20” row for air squadrons on the Naval Attack Table (23.44) against ships in port, or the “20” row of the SW Combat Table (24.62) against ships under construction in a shipyard (26.78). A critical hit die roll is made for named ships damaged or sunk by an atomic attack (20.525E).

43.466 SUBMARINE ATTACKS AGAINST MAPBOARD BOXES PROHIBITED: German submarines may not make tactical atomic attacks against Allied naval units in mapboard boxes. For German strategic atomic attacks against the U.S. Atlantic box, see 43.2.

43.47 STRATEGIC BOMBER AND ROCKET ATTACKS:

43.471 RESOLVED AS ATOMIC ATTACKS AGAINST CITIES: Strategic bombers and rockets may make tactical atomic attacks against air and naval units in enemy bases or against naval units under construction in enemy shipyards. Atomic attacks against more than one of these three types of targets, or a second strategic atomic attack against the same hex, require more than one atomic bomb. The delivery of atomic bombs against such targets is handled in the same manner as strategic atomic attacks (43.2). Atomic attacks by submarine may only be directed against enemy naval units or shipyards. Attacks against air and naval targets may not be made by ground units or seaborne invasion.

43.48 EFFECTS AGAINST AIR AND NAVAL UNITS: For each successful atomic attack against enemy air or naval units, the attacker makes one unmodified dice roll using the “20” row for air squadrons on the Naval Attack Table (23.44) and applies the result as desired against any enemy air or naval units in the target hex. A critical hit die roll is made for named ships damaged or sunk by an atomic attack (20.525E).

43.49 EFFECTS AGAINST SHIPYARDS: For each successful atomic attack against an enemy shipyard, the attacker makes one unmodified dice roll using the “20” row of the Strategic Warfare Combat Table and applies the result as desired against any enemy naval units in the shipyard (26.78).

43.5 MULTI-TARGET ATOMIC ATTACKS:

43.51 TARGET ANNOUNCED IN ADVANCE: If an atomic attack is directed against a hex containing more than one type of target, the attacker must announce his target in advance.

NOTE: Hexes may be rich in atomic targets. For example, a German objective hex may also contain a synthetic oil plant and perhaps even a secret installation, as well as air units. When an atomic attack is made against such a hex, the attacker must announce whether he is attacking the hex strategically or is attacking the air units in a tactical atomic attack. In this example, the synthetic oil plant and any secret installation in the hex would be destroyed by a successful strategic atomic attack against the objective hex, but would be unaffected by a successful tactical atomic attack against the German air units based in the hex.

44. INTELLIGENCE

44.1 THE INTELLIGENCE CATEGORY

44.2 INTELLIGENCE RESEARCH PROJECTS

44.3 INTELLIGENCE PRODUCTION PROJECTS

44.1 THE INTELLIGENCE CATEGORY:

44.11 The intelligence category of research and production projects includes many of the traditional spying and signals intelligence projects, as well as projects of a more political nature.

44.2 INTELLIGENCE RESEARCH PROJECTS:

44.21 COUNTER-INTELLIGENCE: The rules relating to counter-intelligence are set out in rule 45.

44.22 ECONOMIC: The rules relating to espionage are set out in rule 46.

44.23 COVERT OPERATIONS: The rules relating to covert operations are set out in rule 47.

44.24 COMMUNIST SUBVERSION:

A. ELIGIBLE TARGETS: Each successful subversion research result allows Russia to apply a special modifier to one Axis or Russian diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece. Subversion may not be used to modify Western Allied diplomatic die rolls.

B. REPEATED SUBVERSION ALLOWED: Russia may subvert an eligible target more than once and may subvert more than one target in the course of the game, provided it achieves more than one subversion research result.

D. REACTION DIE ROLLS: The use of subversion to modify a diplomatic die roll permits a reaction die roll for the other potential subversion targets (49.634).

E. SUBVERSION RESULTS: A “3” subversion research result generates a -1 diplomatic modifier; a “4” subversion research result generates a -2 diplomatic modifier; and so on, up to a maximum subversion research result of “7+”, which generates a -5 diplomatic modifier.

44.24 WHEN RESULT REVEALED: Russia reveals a successful subversion research result when it applies the subversion modifier to a diplomatic die roll. This is done after the target has been announced and before the diplomatic die roll is made. The Axis may not decline to make a diplomatic die roll for an announced target in order to avoid a subversion modifier.

44.25 ANGLO-FRENCH COOPERATION:
A. A successful Anglo-French cooperation research project improves relations between Britain and France (53.2) and may affect the French Surrender level (58.21F).

44.251 WHEN RESULTS REVEALED: Any successful Anglo-French Cooperation result is revealed at the start of the Allied player turn following the research phase in which the result is achieved.

44.3 INTELLIGENCE PRODUCTION PROJECTS:

44.31 CODEBREAKING: The rules relating to codebreaking are set out in rule 48.

44.32 RUSSIAN OCCUPATION POLICIES:
A. VLASOV CONSTRUCTION: Each Russian occupation policies result permits Germany to build one Vlasov infantry factor each turn once Germany and Russia are at war, up to a maximum construction rate of three Vlasov factors per turn.

- Germany constructs Vlasov infantry factors (using 1-3, 2-3 or 3-3 counters) at the normal BRP cost.
- Vlasov units may only operate in those countries, and may not be rebuilt if eliminated.
- Germany may defer the construction of Vlasov infantry units in order to build a higher denomination Vlasov infantry unit in a subsequent turn. No more than two unbuilt Vlasov factors may be accumulated for future turns in this manner.
- Vlasov units are considered to be in their home country even when in Poland (15.33B).

B. PARTISANS: For each Russian occupation policies result the number of partisans allowed in Russia and eastern Poland is reduced by one, to a maximum reduction of three partisans. No Russian partisans are eliminated if Germany achieves one of these results once Russian partisans are on the board, but the result might prevent the rebuilding of one or more partisans once they are eliminated.

C. UKRAINE: For each Russian occupation policies result Germany receives a +1 modifier for the Ukraine diplomatic die roll, to a maximum modifier of +3.

44.321 WHEN RESULTS REVEALED: Russian occupation policies results are revealed during the Axis diplomatic phase if the Ukraine is selected for a diplomatic die roll or during the Axis unit construction phase in which Vlasov units are first constructed.

44.33 CHINESE OCCUPATION POLICIES:
A. WANG CONSTRUCTION: A Chinese occupation policies result permits Japan to build one Wang infantry factor each turn.

- Japan constructs Wang infantry factors (using 1-3 or 2-3 counters) at the normal BRP cost.
- Wang infantry may only operate in those countries, and may not be rebuilt if eliminated.
- Japan may defer the construction of a 1-3 Wang infantry unit in order to build a 2-3 Wang infantry unit in the next turn. No more than one unbuilt Wang factor may be accumulated for future turns in this manner.

44.331 WHEN RESULTS REVEALED: The Chinese occupation policies result is revealed during the Japanese unit construction phase in which Wang units are first constructed.

44.34 INDIAN SUBVERSION:
A. INDIAN NATIONAL ARMY AND PARTISAN CONSTRUCTION: An Indian subversion result (42.26F) permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn, in addition to any Indian National Army units which have been added to the Japanese force pool as a result of Japanese control of Calcutta, Daaca, Colombo and Rangoon (72.93A).

- For details of the Indian National Army, see 72.9.
- Japan may construct up to two Indian partisans in India, whether or not Japan and Britain are at war. Indian partisans may not be constructed in the India box.

44.341 WHEN RESULTS REVEALED: The Indian subversion result is revealed during the Japanese unit construction phase in which Indian National Army units or Indian partisans are first constructed.

44.35 MOSLEM UNREST:
A. INCREASED PARTISAN FORCE POOLS: Each Moslem Unrest result allows the Axis to increase their Middle Eastern partisan force pool by one (11.341A).

- At the start of the game, Axis construction of Middle Eastern partisans is prohibited. Each Moslem Unrest result increases the number of Axis Middle Eastern partisans which may be built by expanding the force pools for one or more of the three Middle Eastern areas in which Axis partisans may be built (Egypt; Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia; Persia). Once the force pool for an area is increased by a Moslem Unrest production result, the effect is permanent: the force pool cannot be reduced by Allied action and the Axis may not later switch the increase to another area.

- The Axis may build one Axis partisan in each of the three Middle Eastern areas each turn, provided there are partisans in the force pool for that area. Germany pays the construction cost for Middle Eastern partisans. Axis Middle Eastern partisans may not leave the areas in which they are built.

- The maximum size of the partisan force pool for each of the three Middle Eastern areas in which Axis partisans may be built is two per area.

- Axis partisans may be built in Persia only if the Allies have declared war on Persia or activated the Persian BRP route. Axis partisans may only be built and operate in Lebanon/Syria if it is Allied-controlled. Axis partisans may only be built and operate in Arabia if it has been attacked by the Allies.

44.351 WHEN RESULT REVEALED: A successful Moslem Unrest result is announced during the Axis unit construction phase in which the resulting Axis Middle Eastern partisan is first constructed.

44.36 WESTERN ALLIED PARTISANS:
A. INCREASED PARTISAN FORCE POOLS: Each Western Allied partisan result allows the Western Allies to add one partisan to their force pool.

- Additional Western Allied partisans may be built in any eligible location and, if eliminated, may be rebuilt in the same or a different location.

- The number of Western Allied partisans in each eligible location may not exceed the maximum limit set out in the Minor Country Forces Table.

44.361 WHEN RESULT REVEALED: A successful Western Allied partisan result is announced during the Western Allied unit construction phase in which the resulting Western Allied partisan is first constructed.

44.37 RUSSIAN PARTISANS:
A. INCREASED PARTISAN FORCE POOLS: Each Russian partisan result allows Russia to add one partisan to its force pool.

- Additional Russian partisans may be built in any eligible location and, if eliminated, may be rebuilt in the same or a different location.

- The number of Russian partisans in each eligible location may not exceed the maximum limit set out in the Minor Country Forces Table.

44.371 WHEN RESULT REVEALED: A successful Russian partisan research result is announced during the Russian unit construction phase in which the resulting Russian partisan is first constructed.
45. COUNTER-INTELLIGENCE
45.1 ELIGIBLE COUNTRIES
45.2 EFFECTS
45.3 TIMING
45.4 ACCUMULATION OF RESULTS PROHIBITED
45.5 RESTRICTIONS

A World At War

45.1 ELIGIBLE COUNTRIES:
45.11 COUNTER-INTELLIGENCE: Counter-intelligence is an intelligence project which may be researched by Germany, Britain, Russia and Japan.

45.2 EFFECTS:
45.21 EFFECTS: A counter-intelligence result may be used:
A. To eliminate an enemy major power or minor country spy ring (subject to 45.51A, B).
B. To negate an enemy covert operation (subject to 45.52).
C. To reduce the effect of an enemy harbor attack.

45.3 TIMING:
45.31 TIMING: A counter-intelligence result may be used at any of the following times:
A. At the end of any research phase, after both sides have announced the placement of any new spy rings and the initial effects of those spy rings (number of DPs in a minor country target, elimination of an enemy spy ring, code names of projects and location of secret installations in a major power research category) have been resolved. A counter-intelligence result may be held and used to eliminate an enemy spy ring at the end of a subsequent research phase.

EXAMPLE: If Germany placed a spy ring in British naval research in Spring 1941, Britain reveals the code names of all its current naval projects, whether or not Britain uses counter-intelligence to eliminate the spy ring.

If Britain placed a spy ring in German naval research in Spring 1941, after Germany had completed its research phase, Germany would reveal the code names of its naval projects, even if it used a counter-intelligence result to eliminate the British spy ring in Spring 1941.

In both cases the counter-intelligence result used could have been achieved in the Spring 1941 or any earlier research phase.
B. During either player’s diplomatic phase, or when resolving a French or Italian surrender, immediately after the attempted play of a covert operation.
C. During the opposing player turn, immediately before resolving an enemy harbor attack.

45.4 ACCUMULATION OF RESULTS PROHIBITED:
45.41 ONE RESULT MAY BE HELD IN RESERVE: A counter-intelligence result need not be used when it is first attained, but a major power may not make another research die roll for counter-intelligence until the counter-intelligence result being held has been used. A research roll for counter-intelligence is not allowed if the major power concerned holds a counter-intelligence result at the start of its research phase. RPs may be allocated to counter-intelligence in a YSS even if a counter-intelligence result is being held.

45.5 RESTRICTIONS:
45.51 SPY RINGS:
A. MAJOR POWER SPY RINGS: An alliance partner may use counter-intelligence to eliminate a spy ring which has been placed in a major power in a different alliance faction. Thus Russia may use counter-intelligence to eliminate Axis or Japanese major power spy rings placed in the Western Allies, and Japan may use counter-intelligence to eliminate major power spy rings placed in the Axis.
B. MINOR POWER SPY RINGS: Japanese counter-intelligence may not be used to eliminate minor country spy rings.

45.52 COVERT OPERATIONS:
A. Russian counter-intelligence may only be used to counter German covert operations in minor countries in which Russia may place DPs. This restriction is lifted once Russia and Germany have gone to war or the RGT level is 50 or more (47.52).
B. Japanese counter-intelligence may not be used against covert operations.

45.53 HARBOUR ATTACKS: Counter-intelligence results may not be used to oppose harbor attacks against another alliance faction.

46. ESPIONAGE
46.1 ELIGIBLE COUNTRIES
46.2 ESTABLISHMENT OF SPY RINGS
46.3 RESTRICTIONS
46.4 EFFECTS
46.5 ELIMINATION

A World At War

46.1 ELIGIBLE COUNTRIES:
46.11 ESPIONAGE: Espionage is an intelligence project which may be researched by Germany, Japan, Britain and Russia.

46.2 ESTABLISHMENT OF SPY RINGS:
46.21 PLACEMENT OF SPY RINGS: A successful espionage research result of “6+” permits the immediate establishment of a friendly spy ring in either a minor country or a potential or actual enemy major power (EXCEPTION: Japan may only operate major power spy rings). The decision as to which type of spy ring to place and its location may not be deferred. The location of a spy ring is indicated by placing an espionage counter of the appropriate nationality in the target country.

46.22 TIMING: Spy rings are announced and placed immediately after all research rolls for that turn are completed, in the following sequence:
A. The Axis place their spy rings.
B. The Allies may use counter-intelligence results to eliminate Axis spy rings.
C. The Allies place their spy rings.
D. The Axis may use counter-intelligence results to eliminate Allied spy rings.

46.23 LOCATIONS FIXED ONCE PLACED: Once established, spy rings continue to operate until eliminated, but may not be shifted from one country or research category to another.

46.3 RESTRICTIONS:
46.31 RESTRICTIONS:
A. MINOR COUNTRY SPY RINGS: Each major power may operate no more than one spy ring in a target minor country. Spy rings may be placed in the Ukraine prior to its activation.
B. MAJOR POWER SPY RINGS: The number of spy rings a major power may operate in an enemy alliance faction is limited only by the number of enemy research categories. A player may not establish spy rings in a current or potential major power ally. A major power may not assign more than one spy ring to each enemy research category at any given time.

Each alliance faction may place only one major power spy ring in each research category in an enemy alliance faction. Thus the Western Allies and Russia may each place a spy ring in Axis military research, for a maximum of two spy rings in Axis military research. This would not prevent either the Western Allies or Russia from also placing a spy ring in Japanese military research. No spy rings may be placed in Russian naval research, as there are no Russian naval secrets to steal.

46.32 JAPANESE AND RUSSIAN MINOR COUNTRY SPY RINGS:
A. JAPAN: Japan may not operate minor country spy rings.
B. RUSSIA: Russia may only operate spy rings in minor countries in which Russia may place DPs. This restriction is lifted once Russia and Germany have gone to war or the RGT level is 50 or more. For the effects of Russo-Allied cooperation restrictions, see 46.411C.
46.4 EFFECTS:

46.41 EFFECT OF SPY RINGS: Spy rings have the following effects:

46.411 MINOR COUNTRIES:
A. INITIAL PLACEMENT: When a spy ring is first placed in a minor country, even if it is immediately negated by enemy counter-intelligence, all enemy DP allocations to that minor country are revealed. During each YSS in which minor country spy rings are operating, each side must reveal its DP allocations to minor countries containing enemy spy rings before any other DP allocations are made.

B. DIPLOMATIC MODIFIER: Any diplomatic die rolls for that minor country, including die rolls modified by Russian subversion, are modified by one in favor of the major power operating the spy ring.

C. WESTERN ALLIED AND RUSSIAN COOPERATION: British minor country spy rings never modify Russian diplomatic die rolls and Russian minor country spy rings never modify Western Allied diplomatic die rolls. Before Russia and Germany have gone to war or the RGT level is 50 or more, British and Russian minor country spy rings do not combine to modify Axis diplomatic die rolls. If both countries had spy rings in the same minor country, an Axis diplomatic die roll for that minor country would only be reduced by one. Once Russia and Germany go to war or the RGT level is 50 or more, even if Britain or Russia has surrendered to Germany, British and Russian minor country spy rings are combined to modify Axis diplomatic die rolls.

46.412 MAJOR POWERS: When a spy ring is established in an enemy major power, the player establishing the spy ring assigns it to one of the enemy major power’s research categories, with the following effects, even if the spy ring is immediately negated by enemy counter-intelligence:

A. The opponent must reveal the code names of all projects, including general research, in the selected category to which RPAs have been assigned. The opponent may not reveal the actual names. The opponent's subsequent RPA assignments to that category must be revealed in the turn after the spy ring is placed.

B. The locations of all secret installations in that research category are revealed.

C. While the spy ring continues to operate, the player establishing the spy ring receives a +1 modifier for his own die rolls for general research in the selected category and inflicts a –1 modifier on the opponent’s die rolls for general research in the selected category. As all research rolls are made simultaneously, these modifiers do not take effect in the turn after the spy ring is placed, and the elimination of the spy ring by a counter-intelligence result achieved in the defender’s research phase does not remove the adverse modifier in the target category until the following turn.

46.42 CONTINUING EFFECTS: The effects of spy rings continue until they are eliminated. Thus a spy ring placed in a minor country requires the opponent to reveal his DP allocation to that minor country in each subsequent YSS, and a spy ring placed in a major power requires the opponent to reveal both the existence of new research projects in each subsequent YSS and the existence and location of new secret installations when they are constructed. Similarly, die roll modifiers continue indefinitely until the spy ring concerned is eliminated.

46.5 ELIMINATION:

46.51 ELIMINATION OF ENEMY SPY RINGS: Spy rings may be eliminated in three ways:
A. COUNTER-INTELLIGENCE: For spy rings operating in either a major power or a minor country, by the application of an enemy “5+” counter-intelligence result, either when the spy ring is first placed or at the end of the research phase, whether or not the opponent achieved the counter-intelligence result in that research phase (46.22).

B. OPPOSING MINOR COUNTRY SPY RINGS: For spy rings operating in a minor country, by the placement of a spy ring in the same minor country by an enemy major power. DPs placed by the opponent are revealed, then both spy rings are eliminated.

C. ENEMY CONTROL OF A TARGET MINOR COUNTRY: For spy rings operating in a minor country, if that minor country comes under control of an enemy major power, whether by diplomatic or military means. If the minor country was already under enemy control when the spy ring was placed, this method of eliminating minor country spy rings may not be used.

46.52 MARKER REMOVED: When a spy ring is eliminated, the counter-indicating its existence is removed.

46.53 WHEN SPY RINGS NOT ELIMINATED: Spy rings are not eliminated when:
A. MAJOR POWER SURRENDER: Their creating major power surrenders;
B. MINOR COUNTRY CONTROL: A minor country comes under the control of either the creating major power or one of its allies.

47. COVERT OPERATIONS

47.1 ELIGIBLE COUNTRIES

47.2 RESTRICTIONS AND EFFECTS

47.3 TIMING

47.4 COUNTER-INTELLIGENCE

47.5 RUSSO-ALLIED COOPERATION

47.6 ACCUMULATION PROHIBITED

47.1 ELIGIBLE COUNTRIES:

47.11 COVERT OPERATIONS: Covert operations are an intelligence project which may be researched by Germany, Britain and Russia.

47.2 RESTRICTIONS AND EFFECTS:

47.21 EMPLOYMENT: Covert operations allow a major power to trigger a favorable +1 modifier or change in:
A. A diplomatic target, regardless of which side selected the target;
B. The RGT level;
C. The USAT level;
D. The French and Italian surrender levels.

47.22 USE INDEPENDENT OF DPs:

A. Covert operations may be used to modify a diplomatic die roll whether or not DPs were placed in the target.
B. Covert operations may be used to affect tensions whether or not DPs were activated for RGT and USAT in the turn in question.
C. Covert operations may be used to modify the French and Italian surrender levels whether or not DPs were placed in France or Italy.

47.23 DPs NOT ELIMINATED: Covert operations only apply once. They do not eliminate enemy DPs and therefore do not affect subsequent diplomatic die rolls in the year in which they are used.

47.24 DIPLOMATIC DIE ROLLS MUST PROCEED: Once announced, a diplomatic die roll must be made, regardless of the application of enemy covert operations. Covert operations may not prevent a diplomatic die roll, even if the modifiers generated by covert operations offset the modifiers from the enemy DPs in the target.

47.3 TIMING:

47.31 TIMING: Covert operations are announced immediately before diplomatic die rolls are made, with the moving player announcing first, after:
A. Diplomatic targets are announced and DPs in USAT and RGT are activated;
B. DPs in those targets are revealed; and
C. Russia announces any subversion result it is applying in that diplomatic phase

47.4 COUNTER-INTELLIGENCE:

47.41 An enemy covert operation may be negated by the immediate use of counter-intelligence. Both the covert operation and the counter-intelligence research results are consumed and the covert operation has no effect.

47.5 RUSSO-ALLIED COOPERATION:

47.51 COOPERATION RESTRICTIONS: Before Russia and Germany have gone to war or the RGT level is 50 or more:
A. Britain and Russia may not both use a covert operation in the same target
in the same diplomatic phase.
B. Russian counter-intelligence may only be used to counter German covert operations in minor countries in which Russia may place DPs.
C. Russian covert operations may only be used in minor countries in which Russia may place DPs.

47.52 These restrictions are lifted once Russia and Germany go to war or the RGT level is 50 or more, even if Britain or Russia has surrendered to Germany.

47.6 ACCUMULATION PROHIBITED:
47.61 ACCUMULATION OF COVERT OPERATION RESULTS PROHIBITED: A major power’s covert operations capability may not exceed one. However, a major power could place RPs in covert operations during the YSS, in anticipation of employing its covert operations capability early in the year, then rolling for covert operations later in that or a subsequent year.

48. CODEBREAKING
48.1 OVERVIEW
48.2 MECHANICS
48.3 TIMING
48.4 SUBMARINE WARFARE AND ASW EFFECTS
48.5 TACTICAL EFFECTS
48.6 STRATEGIC EFFECTS
48.7 PEARL HARBOR
48.8 CARDS MAY ONLY BE USED ONCE

48.1 OVERVIEW:
48.11 INTELLIGENCE PRODUCTION PROJECT: Codebreaking is an intelligence production project. Each codebreaking result costs three RPs, reduced to two RPs after one breakthrough in general intelligence research, and reduced to one RP after two or more breakthroughs in general intelligence research.

48.12 TERMINOLOGY:
A. “Ultra” is used to describe codebreaking in the European theater.
B. “Magic” is used to describe codebreaking in the Pacific theater.

48.13 ULTRA: The European Axis and the Western Allies may both place research points in Ultra. Ultra results only affect naval operations in the European theater involving the European Axis and the Western Allies, including Italian and German naval activities in the Indian Ocean. Ultra does not affect Russian naval operations.

48.14 MAGIC: Japan and the Western Allies may both place research points in Magic. Magic results only affect naval operations in the Pacific theater involving Japan and the Western Allies, including Japanese naval activities in the Indian Ocean. Magic does not affect Russian naval operations.

48.15 WESTERN ALLIES: Ultra and Magic are separate projects for the Western Allies. RPs are allocated to them separately, and those RPs must be triggered in different turns. For clarity, throughout the rules Britain is referred to in relation to Ultra and the U.S. is referred to in relation to Magic.

48.2 MECHANICS
48.21 OVERVIEW: The European Axis, Japanese, British and American codebreaking ability in each theater is determined at the start of every game turn as follows:
A. The European Axis and Britain each have a distinct pool of Ultra cards, and Japan and the U.S. each have a distinct pool of Magic cards.
B. Each turn, at the end of the research phase, the German and British players draw four Ultra cards from their respective Ultra pools. Immediately after either Japan or the U.S. declares war on the other, and at the end of the research phase of each subsequent turn, the Japanese and American players draw four Magic cards from their respective Magic pools.
C. At the start of the game, the four Ultra and Magic card pools consist of eight Ultra or Magic cards each. Beginning in 1940, additional cards may be added to these pools by Ultra and Magic production.
D. Each type of Ultra or Magic card may be played by the owning player at specific times during either his or the opponent’s player turn.
E. The effect of an Ultra or Magic card may be negated by the immediate play of a corresponding card by the opponent (submarine warfare cards are negated by ASW cards).
F. At the end of each game turn, all Ultra and Magic cards are returned to their pools and the process is repeated in the following turn.

48.22 TYPES OF CARDS: There are six types of Ultra and Magic cards: submarine warfare, ASW, tactical, strategic, wild card and blank.
A. SUBMARINE WARFARE: Increases the effectiveness of submarine warfare in an SW box (Ultra: Britain only; Magic: Japan, U.S.).
B. ASW: Decreases the effectiveness of submarine warfare in an SW box (Ultra: Britain only; Magic: Japan, U.S.).
C. TACTICAL: Increases Fleet Nationality DRM or search results for one combat round, modifies harbor attacks.
D. STRATEGIC: Permits one additional die to be rolled for naval interceptions; increases or decreases raider die rolls by one; or permits automatic interception of Japanese offensive naval missions on the Pacific front (American Magic only).
E. WILD CARD (American Magic only): The American Magic wild card may be used as any other Magic card.
F. BLANK: Blank Ultra and Magic cards have no effect when drawn.

48.23 INITIAL COMPOSITION OF CARD POOLS: At the start of the game, the composition of the card pools for each alliance faction are as follows:

<table>
<thead>
<tr>
<th>Initial Codebreaking Cards — 48.23</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sub.</td>
</tr>
<tr>
<td>------</td>
</tr>
<tr>
<td>E. Axis (U)</td>
</tr>
<tr>
<td>Britain (U)</td>
</tr>
<tr>
<td>Japan (M)</td>
</tr>
<tr>
<td>U.S. (M)</td>
</tr>
</tbody>
</table>

The European Axis are prohibited from having ASW and wild cards. Britain is prohibited from having submarine and wild cards. Japan is prohibited from having wild cards.

48.24 ADDING CODEBREAKING CARDS:
48.241 CARDS ADDED BY PRODUCTION: Each Ultra or Magic production result allows a player to add one Ultra or Magic card of any permitted type to his card pool. The player does not announce the type of card he adds to his card pool.

48.242 RESTRICTIONS: The addition of Ultra and Magic cards is subject to the following restrictions:
A. The European Axis may not select an Ultra ASW card.
B. Britain may not select an Ultra submarine warfare card.
C. No one may select a wild card.
D. A card pool may never contain more than three codebreaking cards of any one type.
E. A player may not discard Ultra or Magic cards from his card pool; the addition of codebreaking cards by production increases the size of that player’s card pool.

48.3 TIMING:
48.31 Ultra and Magic cards are played immediately before the resolution of the action which they affect.
A. SUBMARINE WARFARE: Submarine warfare cards are played during the combat phase of the owning player, prior to the opponent’s play of ASW cards, immediately before the resolution of submarine warfare.
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The play of two or more submarine warfare cards, before the resolution of submarine warfare by the opponent.

C. TACTICAL: Tactical cards are played immediately prior to the resolution of fleet combat or an on-board submarine attack or, for search effects, immediately before search rolls are made, with the intercepting or counter-intercepting player playing his tactical cards first.

D. STRATEGIC: Strategic cards are played immediately prior to a naval interception attempt, immediately before a raider die roll (the raiding player plays his strategic cards first, followed by the defending player), or during the Japanese combat phase, immediately after Japan has announced its air and naval missions in the combat phase (U.S. only).

48.4 SUBMARINE WARFARE AND ASW EFFECTS:

48.41 NUMBER OF CARDS PLAYED COMPARED: The number of submarine warfare and ASW cards played are compared for each of the possible submarine warfare campaigns:

A. ATLANTIC AND INDIAN OCEAN (German submarines): European Axis Ultra submarine warfare cards vs. British Ultra ASW cards.


48.42 EFFECTS: The play of a submarine warfare card, unless offset by the play of an opposing ASW card, generates a +1 modifier for submarine warfare in the affected SW boxes for that turn. Similarly, the play of an ASW card, unless offset by the play of an opposing submarine warfare card, generates a –1 modifier for submarine warfare in the affected SW boxes for that turn.

48.43 MAXIMUM +/-1 MODIFIER: The play of two or more submarine warfare or ASW cards than the opponent still only generates a favorable +/-1 modifier for submarine warfare in the affected SW boxes for that turn.

48.5 TACTICAL EFFECTS:

48.51 ORDER OF PLAY: When played with respect to naval combat, the intercepting or counter-intercepting player plays his tactical cards first.

48.52 EFFECTS: Each tactical card may generate one of the following effects for a single naval combat round:

A. FLEET COMBAT AND SUBMARINE ATTACKS: For each tactical card in excess of the number of opposing tactical cards, the side with the greater number of tactical cards has its Naval Nationality DRM increased by one for that round of fleet combat or on-board submarine attacks.

B. HARBOR ATTACKS: For each tactical card in excess of the number of opposing tactical cards, the dice roll for harbor attacks is increased or decreased by one.

C. SEARCH: For each tactical card played at the start of a round of naval combat, that player makes one additional search die roll, and his opponent makes one fewer search die rolls. If both sides play a tactical card, the effects cancel out.

48.53 EFFECTS UNLIMITED: The effects of tactical cards are cumulative. There is no limit on the effects of tactical cards.

48.6 STRATEGIC EFFECTS:

48.61 NUMBER OF CARDS PLAYED COMPARED: The number of strategic cards played with respect to any given situation are always compared. The play of a strategic card by an opponent may thus always be countered.

48.62 EFFECTS: Each strategic card may generate one of the following effects:

A. NAVAL INTERCEPTIONS: If the intercepting player plays more strategic cards than the other with respect to naval interceptions, he rolls one additional die for all naval interception dice rolls for that player turn. A player does not roll more than one additional die if he played two or more strategic cards than his opponent. Strategic cards may not reduce the number of dice rolled by the opponent for naval interceptions.

B. RAIDERS: If one player plays more strategic cards than the other with respect to raiders, all raider die rolls for that SW box are increased or decreased one in favor of that player for that player turn. A player does not receive additional modifiers, even if he played two or more strategic cards than his opponent. The raiding player plays his strategic cards first, followed by the defending player.

C. MAGIC INTERCEPTIONS (U.S. Magic only): Immediately after Japan has announced its air and naval missions in the combat phase, the U.S. may play one or more strategic Magic cards in order to automatically intercept Japanese naval missions during that combat phase. Each Japanese strategic Magic card played in response negates one American strategic Magic card. For each American strategic Magic card which is not negated by the play of a Japanese strategic Magic card, one American TF may intercept a Japanese naval mission without the need for an interception dice roll, subject to the following:

• the interception hex and the base of the intercepting American TF must be on the Pacific front.
• the interception hex must be within three hexes of the target hex of the Japanese mission.
• the intercepting American TF must trace a path from an operational Western Allied port no more than ten hexes from the interception hex.
• the intercepting American TF may not be attacked by Japanese land-based air units or counter-intercepted by Japanese naval forces, although Japanese patrols within three hexes of the intercepted Japanese naval force may join in the ensuing naval combat (22.162).
• Magic interceptions may not be used to respond to Japanese patrols or sea transport missions, which occur in the movement, not the combat, phase.
• After naval combat is resolved, the intercepting American TF must return to its port of origin.
• Magic interceptions are prohibited if Japanese surprise effects apply (51.72G).

48.63 TACTICAL EFFECT OF MAGIC INTERCEPTIONS: For each American TF which automatically intercepts a Japanese naval mission using Magic, the American player makes one additional search die roll, and the Japanese player makes one fewer search die rolls in the first round of the ensuing naval combat (22.162).

48.64 MAXIMUM EFFECTS: Strategic cards may not modify raider die rolls by more that +/-1, may not increase the number of dice rolled for naval interceptions by more than one, and may not reduce the number of dice rolled for naval interceptions. There is no limit to the number American Magic interceptions each turn other than the number of unopposed strategic cards played by the American player.

48.7 PEARL HARBOR:

48.71 PEARL HARBOR: If Japan makes a surprise attack against Pearl Harbor (51.3), the Japanese player may, at his option, reveal his strategic Magic card draw for that turn in order to try to change the column used on the Pearl Harbor Surprise Table. The American player may then secretly play any strategic Magic cards he drew that turn. The USJT level used to determine the applicable column on the Pearl Harbor Surprise Table is decreased by one for each Japanese strategic Magic card played and increased by one for each American strategic Magic card played. Strategic Magic cards used in the Pearl Harbor attack may not be used for any other purpose.

48.8 CARDS MAY ONLY BE USED ONCE:

48.81 EACH CARD MAY BE USED ONLY ONCE: Each Ultra and Magic card may be used only once each turn.

48.82 DISCARDS: At the end of every game turn, all Ultra and Magic cards, whether they were used or not, are returned to their pools in preparation for the next turn’s draw.
49. DIPLOMACY

49.1 DIPLOMATIC POINTS (DPs)
49.2 ALLOCATION OF DPs
49.3 RESTRICTIONS ON DP ALLOCATIONS
49.4 ACTIVATION OF DPs
49.5 DIPLOMATIC RESULTS
49.6 REACTION DIE ROLLS
49.7 AUTOMATIC DIPLOMATIC DIE ROLLS
49.8 TENSION LEVELS
49.9 SPECIFIC DIPLOMATIC TABLES

49.1 DIPLOMATIC POINTS (DPs):

During the opening setup of each scenario, including the campaign game and 1939 scenario, and during each subsequent YSS, each major power receives an allotment of DPs, which may be allocated to eligible targets and intelligence projects, subject to the restrictions set out below.

49.12 BASIC ALLOTMENTS: The basic allotments are: Germany, Britain, Russia: 3 each; Italy and France: 2 each; U.S.: 1 for every 10 USAT levels (round down), to a maximum of 5. Japan and China do not receive DPs.

49.13 ALLOTMENTS DURING OPENING SETUP: No additional DPs are received for BRP levels (49.14) and control of territory (49.15) during the opening setup of the campaign game. The basic allotment of DPs during the opening setup of scenarios other than the campaign game may be supplemented by DPs received for BRP levels and control of territory.

49.14 ADDITIONAL DPs FOR BRPs: During each YSS, each major power which receives a basic allotment of DPs (49.12) is also allotted one additional DP for every 100 BRPs (round down) in its YSS BRP total. Additional DPs for BRPs are not allotted during the opening setup of the campaign game scenario.

49.15 ADDITIONAL DPs FROM OTHER SOURCES:

49.151 OTHER SOURCES: The DPs available to each major power are also increased or decreased according to the control of various territories and by various military and political developments, as set out in the first page of the diplomatic tables.

49.152 HEX CONTROL DETERMINES DP ALLOTMENT: The major power which controls the hex(es) at the end of a year receives the DPs for contested areas, even if opposing major powers both receive BRPs for the areas (35.64). BRPs and supply are irrelevant when determining DP allotments.

49.153 LOSS OF CONTROL IRRELEVANT AFTER YSS: Once a major power receives its YSS allotment of DPs for control of an area, the subsequent loss of that area has no effect on those DPs, although it will affect the DP allotment for the following YSS.

49.16 MINIMUM ALLOTMENT OF DPs IS ZERO: A major power cannot begin a year with a negative number of DPs. In such a case, there is no penalty to its allies and no DP deficit is carried forward to the next year. The major power simply cannot allocate any DPs during that year.

49.17 EFFECTS OF SURRENDER: Britain and Russia receive DPs after they have surrendered to Germany. The U.S. receives DPs after it has sued for peace. Other countries do not receive DPs after they have surrendered.

49.2 ALLOCATION OF DPs:

49.21 ALLOCATION OF DPs SECRET DURING YSS: After determining the total number of DPs available, each player secretly records his DP allocations, revealing them during the ensuing year (EXCEPTION: DPs allocated to minor countries containing enemy spy rings are announced during the YSS—46.411A).

49.22 TIMING OF ALLOCATIONS DURING OPENING SETUP: During the opening setup of the campaign game and 1939 scenario, DPs are allocated after all units are deployed.

49.23 TIMING OF ALLOCATIONS DURING YSS: During the YSS, DPs are allocated immediately after BRP calculations are completed.

49.24 GENERAL RULE REGARDING ALLOCATIONS: Subject to the restrictions set out below, DPs may be allocated to the various targets listed in the diplomatic tables, RGT, USAT and intelligence research projects.

49.25 MAJOR POWER MAY ALLOCATE DPs TO ITSELF: A major power may allocate DPs to itself. Russia may not allocate DPs to RGT.

49.26 NEUTRAL ITALIAN DPs: Italy is considered Axis even while it is neutral.

49.3 RESTRICTIONS ON DP ALLOCATIONS:

49.31 ONE-THIRD LIMIT: Each alliance faction (the European Axis, the Western Allies and Russia) may place no more than one-third (round up) of its DPs in a single diplomatic target, including intelligence research as a whole (EXCEPTIONS: RGT and USAT: 49.81). German and Italian DPs are combined in a single total to determine the diplomatic allocation limit for the European Axis, and British, French and American DPs are combined in a single total to determine the diplomatic allocation limit for the Western Allies. The diplomatic allocation limits for Russia are determined separately.

49.32 RUSSIAN DP ALLOCATIONS: Russia may allocate DPs only to Bulgaria, Finland, Greece, Hungary, Rumania, Sweden, Turkey, the Ukraine and Yugoslavia.

49.33 RGT: The European Axis and the Western Allies may each trigger one DP to modify RGT during the diplomatic phase of each turn during the year the DP is placed (49.82).

49.34 USAT: DPs may only be placed in USAT in 1939, 1940 and 1941. The European Axis and the Western Allies may each trigger one DP to modify USAT during the diplomatic phase of each turn during the year the DP is placed (49.82).

49.35 USJT: DPs may not be placed in USJT.

49.36 MINOR COUNTRIES:

A. BELGIUM AND LUXEMBOURG: Belgium and Luxembourg are considered to be one country for diplomatic purposes.

B. VICHY FRANCE: DPs may not be placed in Vichy France during a YSS in which France is still unconquered.

49.4 ACTIVATION OF DPs:

49.41 THE DIPLOMATIC PHASE: At the start of each player turn, the moving player may undertake each of the following diplomatic activities:

49.411 EUROPEAN AXIS:

A. The European Axis may select one target for a diplomatic die roll (EXCEPTION: The European Axis may also make die rolls for Bulgaria, Finland, Hungary, Rumania and Yugoslavia and may even name all five in the same turn, but may only name each once per year).

B. The European Axis may also make a reaction die roll for Norway, Spain and/or Vichy France if otherwise permitted to do so (49.6).

C. The European Axis may trigger DPs to reduce RGT and/or USAT.

49.412 WESTERN ALLIES:

A. The Western Allies may select one target for a diplomatic die roll.

B. The Western Allies may also make a reaction die roll for Norway if otherwise permitted to do so (49.6).

C. The Western Allies may trigger DPs to increase RGT and/or USAT.

49.413 RUSSIA:

A. Russia may select one target for a diplomatic die roll.

49.42 DIPLOMATIC DIE ROLLS:

49.421 NO BRP COST: Diplomatic die rolls are made at no BRP cost.

49.422 ALL TARGETS ANNOUNCED BEFORE DPs REVEALED: Each alliance faction making a diplomatic die roll selects and announces its target(s) before any major powers reveal their placement of DPs in any of the selected
targets and before any diplomatic die rolls are actually made.

49.423 TARGETS MUST HAVE FRIENDLY DPs IN THEM: An alliance faction may only select a target for a diplomatic die roll if it placed DPs in the target in the preceding YSS (EXCEPTIONS: The Axis may make diplomatic die rolls for Bulgaria, Finland, Hungary, Rumania and Yugoslavia even if no Axis DPs were allocated to them—49.411A; reaction die rolls—49.6).

49.424 RUSSIAN DIPLOMATIC DIE ROLLS PROHIBITED IF RUSSIA HAS SURRENDERED: Russia may not make any diplomatic die rolls while in a state of surrender to Germany, although it may allocate DPs during the YSS and its DPs remain in play after it surrenders.

49.425 MECHANICS: Once all targets are named by the moving players, all DPs placed in the targets in the preceding YSS are revealed. Russia then announces if it is applying a subversion modifier to the target, after which any covert operations are announced (47.31). One die is then rolled by the player who named the target.

49.426 MODIFIERS:

49.4261 DPs: Each diplomatic die roll is increased by the total number of Axis DPs in the target, and decreased by the total number of Allied DPs in the target:

A: AXIS DPs: German and Italian DPs are combined even if Italy is still neutral.

B. WESTERN ALLIED AND RUSSIAN DPs: Before Russia and Germany have gone to war or the RGT level is 50 or more, Western Allied and Russian DPs are not combined. If both the Western Allies and Russia allocated DPs to the same target, the Allied total is considered to be the greater of the Western Allied or Russian DPs, and the DPs allocated by the other are disregarded. Once Russia and Germany go to war or the RGT level is 50 or more, even if Russia has surrendered to Germany, Western Allied and Russian DPs are combined in targets selected by the Axis, but for targets selected by the Western Allies or Russia, only DPs allocated to the target by the alliance faction which selected the target modify the diplomatic die roll.

49.4262 SPY RINGS AND COVERT OPERATIONS: Each spy ring (46.411B) and covert operation (47.21A) modifies the diplomatic die roll by +/–1, as the case may be.

49.4263 COMMUNIST SUBVERSION: Russia may use subversion to modify a diplomatic die roll by up to –5, depending on the level of subversion research it has achieved (44.24).

49.4264 UNBUILT UNITS: Minor country units which have been permanently eliminated because that minor country switched sides (85.53A) are not counted when applying the diplomatic modifier for unbuilt units (“+/–1 For each unbuilt minor country air, armor or infantry unit”). Each unbuilt minor country air factor counts as one unbuilt unit.

49.4265 OTHER MODIFIERS: The modifiers set out in the applicable diplomatic table are applied to determine the diplomatic result.

49.4266 SEQUENCE: All diplomatic die rolls during the same diplomatic phase, including reaction die rolls, are considered to be simultaneous and therefore such diplomatic die rolls are not affected by diplomatic results which occur during the diplomatic phase in which they are made.

49.43 RESTRICTIONS ON DIPLOMATIC DIE ROLLS:

49.431 TARGETS MAY ONLY BE NAMED ONCE EACH YEAR: A target may only be named for a diplomatic die roll once each year, with the following exceptions. DPs placed in a target remain for the entire year and apply to all diplomatic die rolls for that target in that year:

A. REACTION DIE ROLLS: Reaction die rolls may occur every turn (49.6). A normal diplomatic die roll for the same target can be made in the same year in which a reaction die roll occurs.

B. FINLAND AND THE BALKANS: If the Western Allies or Russia name Bulgaria, Finland, Hungary, Rumania or Yugoslavia before Russia is at war with Germany, the European Axis may name that country later in the same year.

C. VICHY FRANCE: Vichy France may not be named for a diplomatic die roll in the year in which France surrenders.

49.433 WESTERN ALLIED AND RUSSIAN RESULTS: The Western Allies may not select a minor country as a diplomatic target if it is allied to or associated with Russia or if a diplomatic result of “–1” or “0” favoring Russia is in effect for that minor country. Similarly, Russia may not select a minor country as a diplomatic target if it is allied to or associated with the Western Allies or if a diplomatic result of “–1” or “0” favoring the Western Allies is in effect for that minor country. Pro-Allied modifiers for hex control (–1), association (–2) and alliance (–3) apply if the Axis name the minor country as a diplomatic target.

49.434 SWEDEN AND YUGOSLAVIA: Sweden and Yugoslavia may not be named by Russia for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Sweden and Yugoslavia before these conditions are met. This prohibition does not apply to the Western Allies.

49.44 FINLAND AND RUMANIA: Russia may not name Finland or Rumania for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more. Russia may, however, make territorial demands of Finland or Rumania. regardless of the RGT level, and thereby trigger a diplomatic die roll for the target country (49.71, 66.1, 67.1). Both the +2 modifier for such a demand and the modifier for Russian forces adjacent to the target country apply to diplomatic die rolls triggered by territorial demands. Such a demand may be made even if the Axis have named Finland or Rumania as a diplomatic target earlier in the same year, and the Axis may subsequently name Finland or Rumania as a diplomatic target later in a year in which Russia made a territorial demand against the target country.

49.45 UNUSED DPs ARE LOST: DPs may not be accumulated from year to year, either by the major power generating them or in a recipient, so there is no point in leaving DPs uncommitted. At the end of each year, all DPs are eliminated, even in recipients which were not selected for a diplomatic die roll (EXCEPTION: DPs used as RP's in intelligence projects—41.76).

49.46 CONQUEST AND SURRENDER HAS NO EFFECT: If a major power is conquered or surrenders, its DPs remain in play for the remainder of the year.

49.5 DIPLOMATIC RESULTS:

49.51 RESULTS: Once all diplomatic die rolls are made for the targets announced for a particular diplomatic phase, the diplomatic results are implemented as set out in the applicable diplomatic table.

A. When a minor country is economically penetrated by or grants hex control to the European Axis, associates with the European Axis, or activates as a European Axis minor ally, Germany benefits. B. When a minor country is economically penetrated by or grants hex control to the Western Allies, associates with the Western Allies, or activates as a Western Allied minor ally, the senior alliance partner benefits unless a junior alliance partner is already benefiting from a diplomatic result for that minor country (EXCEPTION: Britain always benefits from a Western Allied diplomatic result for Vichy France—77.95).

NOTE: The senior alliance partner for the Western Allies is the U.S. once it is at war. All Western Allied diplomatic results therefore benefit the U.S. (except for Vichy French results) unless Britain (or, in rare cases, France) has already achieved a diplomatic result for that minor country.

C. When Western Allied and Russian DPs are combined in a minor country and a pro-Allied result occurs, the alliance faction which placed the greater number of DPs in the target receives the benefit. Ties are resolved by agreement or a die roll.

49.52 PERMANENT RESULTS: A “+” beside a diplomatic result means the result is permanent and the target may not again be selected for a diplomatic die roll.

49.53 LESSER RESULTS: An alliance faction which achieves a favorable diplomatic result (i.e., a result on its side of a “3-4” “continues current policies” result) may choose to implement any lesser result, either to avoid a “*” result or to achieve a particular lower-ranked but, in the circumstances, more desired result. This rule may be invoked by whichever player achieved the favorable diplomatic result, regardless of which side selected the diplomatic target and made the diplomatic die roll. The selection of a lesser result must be made at the time the diplomatic roll is made, before any subsequent rolls.

EXAMPLE: Germany obtains a diplomatic result of “9” for Hungary (association). Germany makes another diplomatic die roll for Hungary in a subsequent year and obtains only a “7” result (BRPs). Germany may select a “3-4” or “5-6” result (continues current policies) to maintain its position in Hungary.

NOTE: Rule 49.53 may not be used by one player to inflict a nominally favorable result on an unwilling opponent. Otherwise both sides would impose “favorable” results on the opponent, and the game would be drawn by repetition!

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49.54 HEX CONTROL: When a diplomatic die roll for a minor country results in hex control, the alliance faction which gained control of the minor country’s hexes is deemed to have controlled those hexes from the start of its player turn. When a diplomatic result of “8” or “-1” permits units to enter a neutral minor country, no more than ten foreign naval/ground/air factors may be supplied through that minor country and no more than ten foreign naval/ground/air factors may be in that minor country at the end of any movement, combat or redeployment phase (82.32) (EXCEPTION: The limit for Axis units in Finland is five factors — 86.23).

49.55 MINOR COUNTRY ACTIVATION OR ASSOCIATION: After a minor country activates as a minor ally or becomes an associated minor country, future diplomatic die rolls for that minor country are made using the same table.

49.56 MINOR COUNTRY UNIT PLACEMENT: When a diplomatic die roll results in a minor country becoming associated with or allied to a major power, the minor country’s units are placed on the mapboard by the controlling major power immediately after the diplomatic die roll is made unless they are already on the mapboard.

49.57 PASSAGE THROUGH MINOR COUNTRIES: Whenever a major power is diplomatically permitted to place a certain number of factors of units in a given minor country, that is the maximum number of factors which may be present at the end of the movement, combat or redeployment phase. Factors in excess of the specified amount may move through the country during any given phase, but may not remain in the minor country at the end of that phase.

49.58 IF MINOR COUNTRY AT WAR: Germany may accept a diplomatic result which gives it control over the hexes of a minor country which is at war with Russia, even though Germany is not at war with Russia, but only if Germany declares war on Russia during that player turn. Similarly, Russia could retain hex control diplomatic results in such a situation only by declaring war on Germany.

49.58 IF MINOR COUNTRY ASSOCIATED, ALLIED OR AT WAR: Germany may accept a diplomatic result which gives it control over the hexes of a minor country which is associated to, allied with or at war with Russia, even though Germany is not at war with Russia, but only if Germany declares war on Russia during that player turn. Similarly, Russia may retain a diplomatic result giving control of a minor country’s hexes in such a situation only by declaring war on Germany.

EXAMPLES: Russia is at war with Rumania. Germany makes a diplomatic die roll for Rumania and achieves a “10+” result. Germany must declare war on Russia immediately after activating Rumania as a minor ally. If Germany is unwilling or unable to declare war on Russia, it must select a lesser diplomatic result for Rumania.

Germany declares war on Turkey but fails to conquer it. A neutral Russia makes a diplomatic die roll for Turkey and achieves a “-3” result. Russia may activate Turkey if it declares war on Germany. If Russia is unwilling or unable to declare war on Germany, it must select a lesser diplomatic result for Turkey.

49.59 DIPLOMATIC RESULTS IN THE OPPONENT’S DIPLOMATIC PHASE: If a player makes a diplomatic die roll which yields a favorable result for the opposing side, any hex control and tension effects occur immediately, although BRPs from such results are added to the major power beneficiary’s total at the start of its next player turn.

49.6 REACTION DIE ROLLS:

49.61 REACTION DIE ROLLS: Certain player actions permit the opposing player to make a reaction die roll for certain targets in either the diplomatic phase in which the action is taken (Russian subversion during the Axis diplomatic phase) or during the reacting player’s next diplomatic phase (Russian subversion during the Allied diplomatic phase, Allied mining of Norwegian waters, declarations of war, attacks on French colonies). Reaction die rolls may not be deferred. Reaction die rolls do not permit two diplomatic die rolls for the same target in the same diplomatic phase. Reaction die rolls may be made:

A. In addition to any normal diplomatic die rolls for other targets;
B. Even if a previous normal or reaction die roll for that target has already been made during the current year;
C. Whether or not the alliance faction in question placed DPs in the target during the preceding YSS;

49.62 ELIGIBLE TARGETS: Reaction die rolls may be made for the following diplomatic targets:

A. Norway (European Axis and Western Allies);
B. Spain (European Axis only);
C. Vichy France (European Axis only);
D. Hungary, Rumania, Bulgaria, Yugoslavia and Greece (European Axis only).

49.63 TRIGGERING A REACTION DIE ROLL: A reaction die roll may be made for an eligible target as set out below:

49.631 NORWAY:

A. EUROPEAN AXIS: The European Axis may make a reaction die roll for Norway during the Axis diplomatic phase following the triggering of one or more of the following modifiers:

+1 If the Allies mine Norwegian waters without a Norwegian diplomatic result of “0” or less being in effect.
+2 If Russia declares war on Finland.
+2 If Russia declares war on Sweden.

B. WESTERN ALLIES: The Western Allies may make a reaction die roll for Norway during the Allied diplomatic phase following the triggering of one or more of the following modifiers:

–2 If the Axis declare war on Sweden.
–1 If the Axis declare war on Denmark.

49.632 SPAIN:

The Axis may make a reaction die roll for Spain during the Axis diplomatic phase following:

+2 If the Western Allies declare war on Portugal.

49.633 VICHY FRANCE:

The Axis may make a reaction die roll for Vichy France during the Axis diplomatic phase following an Allied declaration of war on Vichy France or the triggering of the following modifier:

+1 For each French colony attacked by the Allies.

49.634 RUSSIAN SUBVERSION:

The Axis may make a reaction die roll for one or more of Hungary, Rumania, Bulgaria, Yugoslavia and Greece during any Axis diplomatic phase in which Russian subversion is used to modify an Axis diplomatic die roll, or during the Axis diplomatic phase following Russia’s use of subversion to modify one of its own diplomatic die rolls.

A. SUBVERSION DURING THE AXIS DIPLOMATIC PHASE: If Russian subversion is used during the Axis diplomatic phase, the following modifier will apply to any of Hungary, Rumania, Bulgaria, Yugoslavia and Greece. This modifier applies both to minor countries which were selected by the Axis player as a diplomatic target in the Axis diplomatic phase prior to the use of Russian subversion and to minor countries which were selected for a reaction die roll after the use of Russian subversion was announced by the Russian player; this modifier does not apply to the target of the subversion itself. The diplomatic die roll for the subverted minor country is made first.

B. SUBVERSION DURING THE ALLIED DIPLOMATIC PHASE: If Russian subversion is used during the Allied diplomatic phase, the Axis may make a reaction die roll for any of Hungary, Rumania, Bulgaria, Yugoslavia and Greece, other than the target of the subversion, during the Axis diplomatic phase following Russia’s use of subversion. The following modifier will apply to each eligible minor country’s reaction die roll.

NOTE: Modifiers which allow reaction die rolls are bolded in the diplomatic tables to assist players in identifying them.

49.64 MECHANICS: Every time a reaction die roll is made for a target, all DPs placed in that target for that year are counted. All other currently applicable modifiers are also applied for each reaction die roll.

49.65 RESULTS: Reaction die roll results are implemented immediately.

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49.7 AUTOMATIC DIPLOMATIC DIE ROLLS:

49.71 RUSSIAN TERRITORIAL DEMANDS: If Russia makes territorial demands of Rumania or Finland, a diplomatic die roll is made immediately to see whether Rumania or Finland are willing to resist the Russian territorial demands (66.1, 67.1).

49.8 TENSION LEVELS:

49.81 ALLOCATION OF TENSION DPs: Axis and Western Allied DPs may be allocated to increase or decrease tension levels as follows:

A. RGT: The Axis and Western Allies may both place DPs in RGT up to the following maximums: 1939: two DPs; 1940 and thereafter: four DPs. Russia may not place DPs in RGT.

B. USAT: The Axis and Western Allies may both place DPs in USAT up to the following maximums: 1939: two DPs; 1940 and 1941: four DPs. Russia may not place DPs in USAT.

C. USJT: DPs may not be used to modify USJT.

49.82 ACTIVATION OF TENSION DPs:

A. DPs ACTIVATED DURING DIPLOMATIC PHASE: DPs allocated to RGT and USAT may be activated by the owning alliance faction during any of its diplomatic phases during the year of allocation.

B. ACTIVATION INDEPENDENT OF DIPLOMATIC DIE ROLLS: DPs allocated to tensions may be activated even if the owning alliance faction makes a normal diplomatic die roll in the same turn.

C. ACTIVATION LIMITED TO ONE DP PER TURN: The Axis and Western Allies each activate no more than one DP in RGT and one DP in USAT each turn.

49.83 EFFECT OF DPs ON TENSIONS: Each DP may only be used once to decrease or increase tensions, but such decreases and increases are permanent, lasting beyond the end of the year.

49.84 OTHER TENSION MODIFIERS:

49.841 STATUS MODIFIERS: Tension changes from status modifiers for major powers being at war with one another are implemented at the start of the game turn if those major powers went to war on a previous game turn. Status modifiers for countries being at war do not apply in the same game turn in which war breaks out (although event modifiers do). Other status modifiers are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn. Tension increases from status modifiers are not negated if the indicated condition ceases to exist.

49.842 EVENT MODIFIERS: Event modifiers are implemented only when the indicated event occurs. Event modifiers based on the capture or control of territory are negated if the territory in question is recaptured and apply again if the territory changes hands a second time.

49.85 ACTUAL AND EFFECTIVE TENSION LEVELS:

49.851 USAT: A. The actual USAT level is determined by the USAT modifiers. The effective USAT level is the actual USAT level as modified by a die roll. This die roll is made at the end of each Allied diplomatic phase, after the Allies have had an opportunity to use a DP to modify the actual USAT level (EXCEPTION: If Germany declares war on the U.S., a final die roll is made immediately to determine the effective USAT level). This die roll does not change the actual USAT level.

B. This die roll may result in the effective USAT level being less than, the same as, or more than the actual USAT level, as follows: die roll of 3 or 4: no effect; die roll of 5: +1; die roll of 6: +2.

C. The effects of each die roll continue throughout the Allied player turn.

D. The effective USAT level governs American mobilizations, YSS RP allotments, BRP grants, conversion of destroyers to ASW and transports, construction of CVEs, when the U.S. may declare war on Germany, and any submarine warfare modifier Germany gains when it declares war on the U.S. The effective USAT level at the time an American action is carried out determines whether the action is permitted. The effective USAT level at the end of the Allied diplomatic phase (49.851A) is used to determine whether American mobilizations occur.

49.852 USJT:

A. The actual USJT level is determined by the USJT modifiers. The effective USJT level is the actual USJT level as modified by a die roll. This die roll is made at the end of each Allied diplomatic phase (EXCEPTION: If Japan declares war on the U.S., a final die roll is made immediately to determine the effective USJT level). This die roll does not change the actual USJT level.

B. This die roll may result in the effective USJT level being less than, the same as, or more than the actual USJT level, as follows: die roll of 1: –2; die roll of 2: –1; die roll of 3 or 4: no effect; die roll of 5: +1; die roll of 6: +2.

C. The effects of each die roll continue throughout the Allied player turn.

D. The effective USJT level governs American mobilizations, YSS RP allotments, BRP grants, conversion of destroyers to ASW and transports, construction of CVEs, when the U.S. may declare war on Japan. The effective USJT level at the end of the Allied diplomatic phase (49.851A) is used to determine whether American mobilizations occur.

49.86 ACTIONS NOT REVERSED BY A DROP IN TENSIONS: Once an action permitted by a tension level increase has been carried out, a subsequent decrease in applicable tension level does not negate the action. Thus a Russian declaration of war on a minor country or an American conversion of destroyers to ASW and transports, restrictions on the construction of American carriers and Japanese CVEs, fortification construction, Flying Tiger force pool additions, acceleration of and deferring of shipbuilding, the applicable column used on the Pearl Harbor Surprise Table, when the U.S. goes on alert, and when the U.S. may declare war on Japan. The effective USAT level at the time an American action is carried out determines whether the action is permitted. The effective USJT level at the end of the Allied diplomatic phase (49.851A) is used to determine whether American mobilizations occur.

49.87 TENSION INCREASES FROM OFFENSIVE OPERATIONS: The USAT and USJT levels increase by one for every 15 BRPs spent on offensive operations each turn by the European Axis and Japan, respectively. At the end of the Axis combat phase, a remnant of eight or more BRPs triggers an increase; a remnant of seven or fewer BRPs is ignored.

NOTE: The fronts on which offensive operations are conducted are irrelevant when determining the tension effect of such operations. The BRPs spent on offensive operations on all fronts in a theater are totaled, and tensions increase by one for every multiple of 15 BRPs spent. Once the tension increases, if any, from these expenditures are determined, a remnant of eight or more BRPs then triggers an additional tension increase; a remnant of seven or fewer BRPs does not. In either case, the remnant is then discarded and the BRP expenditures for offensive operations are recalculated for the next turn. Thus the tension effect of BRP expenditures on offensive operations is: 0-7 BRPs = no tension increase; 8-22 BRPs = +1; 23-37 BRPs = +2; and so on.

49.9 SPECIFIC DIPLOMATIC TABLES:

49.91 CLARIFICATIONS: Some diplomatic tables have idiosyncrasies which are clarified below:

A. BELGIUM/LUXEMBOURG:

- If the Axis declare war on either or both of Belgium and Luxembourg while a “–1” diplomatic result is in effect, association with the Allies is automatic and immediate. The either or both of the attacked countries if the attacked country is occupied by Allied forces.
- If France surrenders while a “–1” result is in effect, Belgium and Luxembourg are occupied by Germany.

B. BULGARIA, HUNGARY, RUMANIA, YUGOSLAVIA:

- A Russian war with Turkey is not a “war with [a] Balkan country”.
- The –2 modifier for Russia not having “entered any part of eastern Europe other than eastern Poland” is negated by Russian entry into the Baltic States, Bessarabia, the Finnish border hexes or a diplomatic result giving Russia control of any minor country.
- The +1 modifier for “Russia and Rumania fought over Bessarabia” applies after one turn of combat in a border war between Russia and Rumania, even if a border war over Rumania is still going on. In this case the +3 modifier for Russia being at war with a Balkan country also applies.
C. FINLAND:
- One turn of fighting between Russia and Finland triggers the +2 modifier for Russia and Finland having fought over the border hexes, even if the border war is still in progress.

D. IRELAND:
- If Germany declares war on Ireland, any pro-German partisans are immediately and permanently eliminated.

E. SPAIN:
- Inactive Vichy French units are not considered “Axis” units in Africa.

F. THE UKRAINE:
- The activation of the Ukraine as a German minor ally has no effect on the control of hexes in the Ukraine (68.31).
- When Germany achieves a diplomatic result of “5” of more for the Ukraine, one or more Ukrainian infantry units may be placed, at no BRP cost, in any Axis-controlled, fully supplied hex in the Ukraine not in a Russian ZoC. If eliminated, Ukrainian infantry units may be rebuilt in the same manner, and subject to the same restrictions, as other minor country infantry units (85.481A). Germany may also build Vlasov infantry units (if permitted to do so by a research result) in fully supplied, Axis-controlled Ukrainian cities, and Russia may build Russian units in fully supplied, Russian-controlled Ukrainian hexes. In all cases, the hexes must have been under friendly control at the start of the building player’s turn.
- Russian partisans inside the Ukraine when it activates must leave the Ukraine by the end of the next Russian player turn or be eliminated. They may not attack before leaving.
- If Russia conquers the Ukraine after it activates as a German minor ally, it receives the 10 BRPs for the Ukraine, but Russian partisans are still prohibited from operating inside the Ukraine.
- The Ukraine, even while active as a German minor ally, is still part of Russia for the purposes of Russian unit construction, weather, minor country geographical restrictions and the restrictions prohibiting Western Allied units from entering Russia.

G. VICHY FRANCE:
- The –2 modifier for each French colony which is Free French or Allied-controlled applies only to French colonies in Europe and includes French colonies conquered by the Allies.
- Inactive Vichy French units are not considered “Axis” units in Africa.
- If the Allies have a bridgehead in France and control a port in Belgium, both the –1 and –2 modifiers apply.
- Allied units may not invade Corsica while Vichy France is neutral without a declaration of war against Vichy France.
- After a “–2” result, Vichy France becomes an Allied associated minor country, and after a “–3” result, Vichy France becomes an Allied minor ally (77.96). In both cases, all Vichy French units which survive the change in sides and all Free French units are treated as French minor allied units and, if eliminated, may be rebuilt anywhere in continental France. France may be reconquered only if both Paris and Vichy city are Axis-controlled at the end of an Axis combat phase.

50. DECLARATIONS OF WAR

50.1 TIMING
50.2 COST
50.3 RESTRICTIONS
50.4 REQUIREMENTS
50.5 EFFECTS
50.6 EUROPE—INITIAL SITUATION
50.7 PACIFIC—INITIAL SITUATION

50.1 TIMING:
50.11 DECLARATIONS OF WAR MADE AFTER THE DIPLOMATIC PHASE: Declarations of war are made after the diplomatic phase and the placement of newly activated minor allies and associated minor countries. Declarations of war may not be made at any other time.

NOTE: Plan ahead! It is illegal to declare war on a minor country halfway through your move, when it suddenly turns out to be convenient. Always give your diplomats time to find a pretext for going to war.

50.12 DECLARATIONS OF WAR SIMULTANEOUS: Declarations of war made in the same player turn are considered to be simultaneous. Thus if the USAT level is 50 or more, the U.S. may declare war on Germany even if Britain declares war on a minor neutral in the same turn and this would have the effect of reducing the USAT level below 50 (50.53).

50.2 COST:

50.21 DECLARATIONS OF WAR ON MAJOR POWERS: A declaration of war against a major power costs 35 BRPs, subject to the following exceptions:
- A. GERMANY—U.S.: There is no BRP cost for a German declaration of war on the U.S. or an American declaration of war on Germany.
- B. JAPAN—U.S.: There is no BRP cost for a Japanese declaration of war on the U.S. or an American declaration of war on Japan, but Japan may not declare war on the U.S. without also being at or going to war with Britain, at a cost of 35 BRPs.

50.22 DECLARATIONS OF WAR ON MINOR COUNTRIES: A declaration of war against a minor country costs 10 BRPs, subject to the following exceptions:
- A. BELGIUM AND LUXEMBOURG: Any major power may declare war on Belgium and Luxembourg as a unit by making a single declaration of war at a cost of 10 BRPs. If a declaration of war is made against only one of Belgium or Luxembourg, the other remains neutral and a second declaration of war, requiring another 10 BRPs, must be made before it can be attacked.
- B. DENMARK AND NORWAY: Any major power may declare war on Denmark and Norway as a unit by making a single declaration of war at a cost of 10 BRPs. If a declaration of war is made against only one of Denmark or Norway, the other remains neutral and a second declaration of war, requiring another 10 BRPs, must be made before it can be attacked.
- C. BALTIC STATES: Estonia, Latvia and Lithuania are considered a single country for declaration of war purposes.

50.23 MINOR COUNTRIES CONTROLLED BY MAJOR POWERS: A major power which declares war on a colony or a minor country which is allied to, associated with or under the control of a major power pays the BRP cost for a declaration of war against that major power and is then at war with that major power.

50.24 ECONOMICALLY PENETRATED MINOR COUNTRIES: If Russia declares war on a minor country which Germany has economically penetrated (69.21), Germany must immediately announce whether or not it will support that minor country. If it does, Russia must declare war on Germany at an additional cost of 35 BRPs or back down and forfeit the 10 BRPs already spent on the initial declaration of war on the minor country.

50.25 COST MAY NOT BE SPLIT: The cost of a declaration of war may not be split between two major powers.

50.3 RESTRICTIONS:

50.31 GENERAL RESTRICTIONS:
- A. WAR BETWEEN POTENTIAL ALLIES PROHIBITED: A declaration of war may not be made which would result in war between the eventual Axis partners (Germany, Italy and Japan) or the eventual Allied partners (Britain, France, the U.S., Russia and China).
- B. JOINT WARS BY POTENTIAL ENEMIES PROHIBITED: A declaration of war may not be made against a minor country if that minor country is at war with a neutral major power. A potential enemy major power may only become involved in a war between a neutral major power and a minor country by declaring war on the neutral major power.

50.32 DECLARATIONS OF WAR ON MAJOR POWERS:
- A. GERMANY: Germany may declare war on the U.S. and Russia at any time (EXCEPTION: Germany may not declare war on the U.S. in the turn after the U.S. withdraws from the war in Europe following a British surrender—59.95A. A subsequent German declaration of war on the U.S. results in Germany being at war with both the U.S. and Britain—59.95B).
B. ITALY: Italy may not declare war on Britain or France in Fall 1939. Italy may not declare war on the Western Allies once the U.S. is at war with Germany. Italy may not declare war on Russia.

C. JAPAN: Japan and Nationalist China are at war in Fall 1939 without a declaration of war. Japan may declare war on Britain, the U.S. and Russia. Japan may declare war on Britain without declaring war on the U.S., but not vice versa: a Japanese declaration of war on the U.S. automatically puts it at war with Britain as well. The outbreak of war between Japan and Russia affects USJT, but does not automatically cause either the U.S. or Russia to go to war with any other major power, regardless of the situation in Europe. Similarly, the outbreak of war between Germany and Russia does not cause Japan to go to war with Russia or the Western Allies.

D. BRITAIN AND FRANCE: Britain and France may declare war on Italy. They may not declare war on Japan.

E. THE U.S.: The U.S. may declare war on Germany only if the USAT level is at least 50 (EXCEPTION: The U.S. may not declare war on Germany in the turn after the U.S. withdraws from the war in Europe following a British surrender—59.95A). The U.S. may declare war on Japan only if the USAT level is at least 50.

F. RUSSIA: Russia may declare war on Germany only if permitted to do so by the current RGT level. At the start of the Campaign Game scenario the RGT level is zero. Russia may not declare war on Italy without also declaring war on Germany. Russia may declare war on Japan only if the BRP value of the Siberian garrison is at least twice the BRP value of the Manchurian garrison (EXCEPTIONS: The BRP value of the Manchurian garrison is less than 30 BRPs or Germany has surrendered—81.51B).

50.33 DECLARATIONS OF WAR ON MINOR COUNTRIES:
A. GERMANY: Germany may not declare war on any minor countries in Fall 1939.

B. ITALY: The only minor countries on which Italy may declare war are Greece, Yugoslavia, Arabia, Persia and independent French colonies (58.532).

C. RUSSIA: Until Russia is at war with Germany, the only minor countries on which Russia may declare war are the Baltic States, Bulgaria, Finland, Greece, Hungary, Rumania, Turkey and Yugoslavia. Russia may always declare war on the Baltic States, provided Germany has not done so, as they are on the Russian side of the Nazi-Soviet Pact line. Otherwise Russian declarations of war on minor countries are allowed only if permitted by the current RGT level. At the start of the Campaign Game scenario the RGT level is zero.

D. U.S.: The U.S. is at war with Germany, it may not declare war on any minor countries.

E. BRITAIN: Britain may not declare war on any minor countries in the Pacific theater.

F. CHINA: China may not declare war on any minor country.

G. JAPAN: Japan may not declare war on any minor country. Japan and Communist China are at war in Fall 1939 without a declaration of war.

NOTE: All minor countries in the Pacific theater except Thailand, which is associated with Japan, are either colonies of or associated with Allied major powers. Japan therefore cannot attack any minor countries without also going to war with the major power with controls them. French Indochina, which can be occupied by Japan without attacking it, is a special case.

50.4 REQUIREMENTS:
50.41 DECLARATIONS OF WAR ON MAJOR POWERS: A major power which declares war on another major power must, on the turn it declares war, either move forces into territory controlled by that major power or conduct an offensive or attrition attack against that major power’s forces or forces of a minor country allied to or associated with that major power. (EXCEPTION: When the U.S. declares war against Germany or Japan, and vice versa, this requirement is ignored).

50.42 DECLARATIONS OF WAR ON MINOR COUNTRIES: A major power which declares war on a minor country must, on the turn it declares war, either move forces into that minor country or conduct an offensive or attrition attack against that minor country’s forces.

50.43 MEETING THE REQUIREMENTS: The requirements of 50.41 and 50.42 can be met in a number of ways. The flight of air units over land hexsides in the target country is sufficient, even if no attacks are made and no forces remain in the target at the end of the movement or combat phase. Similarly, unsuccessful ground attacks or sea transport or invasions which are intercepted and defeated are sufficient. Units belonging to minor countries allied to and associated with the major power which declared war may be used to meet the requirements, but alliance faction partner units may not.

50.44 PENALTY FOR FAILING TO MEET THE REQUIREMENTS: If a major power fails to meet the requirements of 50.41 or 50.42, its declaration of war is revoked at the end of its combat phase and the BRPs spent for the declaration of war are lost.

50.441 EFFECT OF REVOCATION: If a major power’s declaration of war is revoked, the targeted country returns to its prior status. If the target was a minor country, its units would be removed from the board. If Italian entry into the war as a German ally is revoked, any German units in Italy which do not leave Italy by the end of the Axis redeployment phase are eliminated.

50.442 ADVERSE POLITICAL EFFECTS REMAIN: A revoked declaration of war still affects tension levels and, where applicable, diplomatic die rolls.

50.5 EFFECTS:
50.51 VIOLATIONS OF NEUTRALITY PROHIBITED: A major power may not attack the forces of a neutral country, violate its territory by moving ground units into it or flying air units over it, or attack enemy forces in neutral country hexes. These restrictions extend to colonies and minor countries controlled by potential enemy major powers. Air and naval units may enter hexes which are part water and part neutral land through water or part water hexsides (18.22, 21.21).

50.52 POLITICAL EFFECTS:
50.521 WHO GOES TO WAR: A declaration of war places the declaring major power and all its major and minor allies, associated minor countries and colonies at war with the major power against which the declaration of war is made, all its major and minor allies, associated minor countries and colonies.

50.522 ALLIANCES: If a declaration of war is made by or against a previously neutral major power, it brings that major power into alliance with all major powers and minor countries at war with the major power against which or by whom the declaration of war is made. No BRP costs are incurred other than for the one declaration of war, no matter how many other nations are involved. A major power that is the subject of a declaration of war does not have to expend BRPs for a reciprocal declaration of war against the declaring major power.

50.523 MULTI-PLAYER GAMES: A declaration of war by one major power against a minor country allows an allied major power to attack that minor country. In a multi-player game, where alliance partners are controlled by different players, the second major power may only attack the minor country with the permission of the declaring major power. This permission may be granted either on the first turn of the declaration of war or any turn thereafter, but once given, it may not be revoked. If two allied major powers cannot agree on how to proceed against a minor country, the senior alliance partner decides.

EXAMPLE: In Fall 1939, a neutral Italy declares war on Yugoslavia, but fails to conquer it. In Winter 1939, Italy declares war on France. Because Germany is already at war with France, Germany becomes allied with Italy, and therefore also goes to war with Yugoslavia and may take action against Yugoslavia without requiring a separate declaration of war against Yugoslavia. In a multi-player game, German action against Yugoslavia would be allowed only with Italy’s permission.

50.524 NEUTRAL ALLIANCE PARTNERS: Germany and Italy may not attack the same minor country until Italy is at war with the Western Allies. Similarly, Russia and the Western Allies may not attack the same minor country until Russia is at war with Germany.

50.525 NO DECLARATION OF WAR REQUIRED FOR BRITISH ATTACKS ON VICHTY COLONIES: Britain may attack Vichy colonies without declaring war on Vichy France, although this triggers an adverse diplomatic modifier for Vichy France and therefore gives the Axis the option of making a reaction die roll for Vichy France during the next diplomatic phase (49.633). Britain may not attack French Indochina before the Western Allies are at war with Japan.

50.526 RUSSIAN ATTACKS ON VICHTY COLONIES: Russia may only attack Vichy colonies if Russia is at war with Germany. Russia would have to declare war on Vichy France to do so unless Vichy were already an Axis minor ally or associated minor country or had been deactivated.
50.53 USAT EFFECTS:
A. Axis declarations of war increase USAT, as set out in the USAT Table.
B. Western Allied declarations of war decrease USAT, as set out in the USAT Table.
C. If Belgium and Luxembourg, or Denmark and Norway, are subject to a single declaration of war, the USAT effect is either +1 (for an Axis declaration of war) or –2 (for a Western Allied declaration of war). If Belgium and Luxembourg, or Denmark and Norway, are subject to separate declarations of war, USAT are affected by both declarations of war.

50.54 GERMAN DECLARATION OF WAR ON THE U.S.: The lower the USAT level when Germany declares war on the U.S., the greater an advantage Germany gains in the submarine war in the Atlantic (25.66).

50.55 JAPANESE DECLARATION OF WAR ON BRITAIN:
50.551 AUSTRALIA, INDIA AND THE DUTCH EAST INDIES: A Japanese declaration of war on Britain places Japan at war with Britain, Australia, India and the Dutch East Indies, and causes the Dutch East Indies to associate with Britain at the start of the first British player turn following the Japanese declaration of war.

50.552 AMERICAN REACTION: A Japanese declaration of war on Britain does not automatically trigger war between Japan and the U.S., but it has the following effects:
A. At the moment Japan declares war on Britain, the USJT level immediately rises to 20 or by four, whichever yields the greater result. For the remainder of the turn in which Japan declares war on Britain, other USJT modifiers are applied normally. In each subsequent turn, all USJT modifiers are disregarded and the USJT level automatically increases by six at the start of each game turn.
B. American forces in the Far East are put on alert and the U.S. may ignore deployment limits in the Far East and deploy whatever forces it wishes in areas it controls. Both the U.S. and Japan may accelerate shipbuilding (27.7272B). These results do not affect the rate of American mobilization, which is based on the increases in USJT.
C. Australia and all British-controlled territories on the Pacific front, other than New Guinea and British island groups which have been attacked by Japan, come under American control at the start of the Western Allied player turn immediately following the Japanese attack against Britain and may not be attacked by Japan until Japan and the U.S. are at war.

50.56 AMERICAN DECLARATION OF WAR ON JAPAN: An American declaration of war on Japan automatically places Britain, Australia, India and the Dutch East Indies at war with Japan as well.

50.6 EUROPE—INITIAL SITUATION:
50.61 GERMANY AT WAR WITH BRITAIN, FRANCE AND POLAND: The campaign games and 1939 scenarios begin with Germany already at war with Britain, France and Poland. No declarations of war are required to reach this situation, no BRPs are expended, no USAT effects occur, and these declarations of war may not be revoked.

50.7 PACIFIC—INITIAL SITUATION:
50.71 JAPAN AT WAR WITH CHINA: The Global War and Pacific campaign game scenarios begin with Japan at war with Nationalist and Communist China and at peace with the Western Allies and Russia. Japan may not attack any British possessions in the Far East, French Pacific islands or the Dutch East Indies without declaring war on Britain.

UNPREPAREDNESS

51.1 PEARL HARBOR
51.2 THE U.S. NAVY
51.3 THE INITIAL AIR STRIKE ON PEARL HARBOR
51.4 THE SECOND AIR STRIKE ON PEARL HARBOR
51.5 THIRD AIR STRIKE PROHIBITED
51.6 AMERICAN NAVAL DISPOSITIONS AFTER PEARL HARBOR
51.7 ALLIED UNPREPAREDNESS

51.1 PEARL HARBOR:
51.11 HISTORICAL SIGNIFICANCE: The Japanese attack on Pearl Harbor on December 7, 1941, was a momentous event which transformed the world political situation. There is still debate as to whether it had any real impact on the strategic situation in the Pacific, especially since the American carriers were not in Pearl Harbor when the attack occurred.

51.12 JAPANESE STRIKE FORCE: As the first patrol mission of the turn in which Japan declares war on the U.S., Japan may attack Pearl Harbor by air with a naval force consisting of any number of CVs and CVBs, plus at least two fast three-factor battleships, one cruiser and three destroyers, without regard for the normal range limit on patrols (21.3612, 21.3613A). CVLs may not be used for the initial attack on Pearl Harbor. The Japanese strike force sails as a single TF, despite its size (the normal limit is 25 naval factors in a TF—20.162A) and composition (normally a TF must contain at least one fleet factor for each fast carrier factor—21.313), and counts as one TF for uninversion.

51.13 IMMEDIATE INVASION PROHIBITED: A Japanese invasion of Pearl Harbor on the first turn of the war is prohibited (21.3613C).

51.2 THE U.S. NAVY:
51.21 INITIAL THEATER ALLOCATIONS: All American naval units available in Fall 1939 begin the game in either the Pacific or Atlantic U.S. boxes:
B. ATLANTIC FLEET: The Atlantic fleet consists of the Yorktown (CV), Colorado (3), Idaho (3), Mississippi (3), New Mexico (3), New York (3), Texas (3), CA14, DD12.
51.22 RESTRICTIONS ON PREWAR DEPLOYMENTS:

51.221 ATLANTIC FLEET RESTRICTIONS: Naval units may be transferred from the Atlantic fleet to the Pacific fleet, but at least six 3-factor battleships and seven cruisers (14 factors) and 12 destroyer factors must remain in the Atlantic until war breaks out between the U.S. and Germany. Destroyers which are converted to ASW are counted in this total.

51.222 PACIFIC FLEET RESTRICTIONS: Naval units which have been assigned to the Pacific fleet may not be transferred to the Atlantic fleet until war breaks out between the U.S. and Japan.

51.23 ADDITIONAL NAVAL UNITS: American naval units constructed after the start of the game are assigned to either the Pacific or Atlantic fleets at the end of the Allied redeployment phase. A naval unit constructed in one theater therefore has the option of redeploying to the other theater before it is assigned to one of the two American fleets. A naval unit which is redeployed from the Atlantic U.S. box to the Pacific U.S. box prior to the outbreak of war between the U.S. and Japan is considered to be immediately assigned to the Pacific Fleet. If the Pacific Fleet is based in Pearl Harbor, the naval units are immediately placed there.

51.24 EFFECT OF TENSIONS:

51.241 Both the Pacific and Atlantic fleets must remain in their U.S. boxes unless permitted to leave by a USAT or USJT tension result.

51.242 If the USJT level is 8 or more, the U.S. must NR the Pacific fleet to Pearl Harbor. Once this is done, the Pacific fleet must remain in Pearl Harbor until the outbreak of war with Japan or until the USJT level reaches 45. All naval units assigned to the Pacific fleet are considered to be based at Pearl Harbor.

51.243 If the USJT level is 40 or more, the U.S. may convert three Pacific fleet destroyers into an ASW or transport each turn.

51.244 If the USAT level is 34 or more, the U.S. may convert three Atlantic destroyers into an ASW or transport each turn.

51.245 American ASW created before the outbreak of war must operate and be rebuilt in the theaters in which they were created until the U.S. is at war in both theaters.

51.25 FORMATION OF CARRIER TFs: Each American fast carrier assigned to the Pacific fleet must form a TF consisting of one operational fast carrier and enough fleet factors to create a 10-factor TF. Between six and eight fleet factors will be required, depending on whether the fast carrier is a CVL, CV or CVB. These carrier TFs may contain no more than ten naval factors, must each contain one fast carrier and, in addition to light ships, may contain no more than one four-factor battleship. Three-factor battleships may not be assigned to these American fast carrier TFs. If there are not enough TF markers, four-factor battleships or light ships available to create the required TFs, new fast carriers must be assigned to the Atlantic fleet.

51.3 THE INITIAL AIR STRIKE ON PEARL HARBOR:

51.31 PEARL HARBOR SURPRISE TABLE: If the Pacific Fleet is based in Pearl Harbor when Japan attacks the U.S., the Pearl Harbor Surprise Table is used to determine the location of the American carriers assigned to the Pacific fleet and the modifier which applies to the Japanese surprise die roll against Pearl Harbor itself.

51.311 DETERMINING WHICH COLUMN TO USE: The column used on the Pearl Harbor Surprise Table is determined by the USJT level at the moment Japan declares war on the U.S., less one for each strategic Magic card played by Japan and plus one for each strategic Magic card secretly applied by the U.S. in the turn in which Japan attacks. Strategic Magic cards used in the Pearl Harbor attack may not be used for any other purpose.

51.312 AMERICAN CARRIER LOCATIONS: If the Pacific Fleet is based in Pearl Harbor when Japan attacks the U.S., the location of each American fast carrier TF in the Pacific fleet at the moment of the Japanese attack is determined by a secret roll of two dice for each fast carrier TF. The possible results are set out below. Results 51.312B, C, D and E are not revealed until the Japanese attack on Pearl Harbor, including a possible second air strike, is completed.

A. PEARL: The carrier TF is in port in Pearl Harbor and may be attacked in the initial Japanese air strike.
B. ATLANTIC: The carrier TF is in the Atlantic U.S. box for refitting.
C. PACIFIC: The carrier TF is in the Pacific U.S. box for refitting.
D. NUMBER: A number result indicates the distance in hexes the carrier TF is assigned to the Pacific fleet. If the Pacific Fleet is based in Pearl Harbor, the naval units are immediately placed there.

51.313 THE INITIAL AIR STRIKE ON PEARL HARBOR:

51.314 PEARL HARBOR SURPRISE TABLE—51.31

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Pearl: Carrier TF in Pearl Harbor.
Atlantic: Carrier TF in the Atlantic U.S. box.
Pacific: Carrier TF in the Pacific U.S. box.
Number: Distance of carrier TF from Japanese patrol hex.
Auto: Interception of Japanese patrol automatic.

Explanation: Consult the appropriate column and roll two dice for each American carrier TF. The column used is determined by the USJT level at the moment Japan declares war on the U.S., less all strategic Magic cards played by Japan and plus all strategic Magic cards (secretly) applied by the U.S. in the turn in which Japan attacks (48.71).

The result indicates the location of each American carrier TF at the time of the Japanese attack. A numerical result means the American carrier TF is at sea (the larger the number, the further the distance from the Japanese striking force).

If the Japanese striking force launches a second air strike against Pearl Harbor, the U.S. player may try to intercept it. American carrier TFs in Pearl Harbor or a U.S. box may not attempt interceptions; American carrier TFs which achieved an Auto result intercept automatically; otherwise one die is rolled for each American carrier TF. The interception attempt succeeds if the result is equal to or greater than the numerical result for that American carrier TF.

“DRM” indicates the modifier applied to the die roll made by the Japanese to determine the level of surprise achieved against Pearl Harbor in the first round of their attack.

In all cases, apart from any other modifiers, American air defense dice level is reduced by one and Japanese air attack dice rolls against enemy naval units and surprised land-based air units receive a +1 DRM.

American air units which are surprised on the ground are attacked as naval units (One AAF and three NAS are the equivalent to one naval factor). Army and naval air units are attacked separately.
from the patrol hex of the Japanese strike force. This determines how likely the carrier TF is to intercept the Japanese strike force if it remains in the vicinity of Pearl Harbor to launch a second strike.

E. AUTO: The carrier force is adjacent to the patrol hex of the Japanese strike and interception is automatic if the Japanese player elects to launch a second strike against Pearl Harbor.

51.31 THE SURPRISE LEVEL OF THE PEARL HARBOR ATTACK: Once the locations of the American carrier TFs are determined, the Japanese player determines the surprise level of his initial air strike against Pearl Harbor by rolling one die, adding the modifier at the bottom of the applicable column on the Pearl Harbor Surprise Table, and consulting the surprise results on the Pearl Harbor Surprise Table. No other modifiers, including defending air factors and radar, apply to the Pearl Harbor surprise die roll.

NOTE: The lower the USJT level when Japan attacks, the greater the chances that the U.S. will be unprepared at Pearl Harbor and that one or more American carriers will be caught in Pearl Harbor. But a good Magic draw by the American player, or high dice rolls when determining the American carrier TF locations, may offset the effects of a low USJT level. Whether Japan should forego shipbuilding increases or opportunities in China, or attack the U.S. prior to Winter 1941, in order to increase the likelihood of sinking American carriers is a difficult strategic question.

51.32 THE INITIAL JAPANESE AIR STRIKE: Once the American player has secretly determined the location of his carriers and the Japanese player has determined the surprise level achieved at Pearl Harbor, the Japanese player launches an air strike against Pearl Harbor.

51.33 NAVAL INTERCEPTION PROHIBITED: Naval interception of the Japanese strike force is prohibited until one air strike has been resolved. All the naval air units in the Japanese strike force are used in the initial air strike against Pearl Harbor, as there is no need for the Japanese player to hold naval air units back for combat air patrol or air strikes against American naval units at sea.

51.34 RESOLVING THE INITIAL PEARL HARBOR ATTACK: The initial Japanese air strike against Pearl Harbor is resolved normally, with the Japanese player assigning his attacking naval air units separately to any American AAF, NAS, NAS, named ships and light ships in Pearl Harbor as he wishes. Oil counters in Pearl Harbor may not be attacked in the initial Japanese air strike against Pearl Harbor.

51.35 STATUS OF AMERICAN AIR UNITS IN PEARL HARBOR: During the first Japanese air strike against Pearl Harbor, the status of American air units in Pearl Harbor, including naval air units on carriers which are in Pearl Harbor, is determined by the Japanese surprise result at Pearl Harbor.

51.36 EFFECT OF SURPRISE ON AIR UNITS: Defending American air units which are surprised in the first round of carrier air strikes in the Pacific theater are not counterattacked, but instead are subject to attack in the same manner as naval units with a Naval Nationality DRM equal to the Western Allied Air Nationality DRM. Each Naval Attack Table result eliminates one AAF or three NAS, as the case may be.

51.4 THE SECOND AIR STRIKE ON PEARL HARBOR:

51.41 THE SECOND JAPANESE AIR STRIKE: Once the first air strike against Pearl Harbor is resolved, the Japanese player may either withdraw his strike force or launch a second air strike against Pearl Harbor with some or all of his available naval air units. If the Japanese player launches a second air strike, no surprise die roll is made and any American air units in Pearl Harbor which survived the initial Japanese air strike without being damaged are available to defend Pearl Harbor. A second Japanese air strike on Pearl Harbor may target any American air units, naval units or oil counters (33,424) in Pearl Harbor.

51.42 NAVAL INTERCEPTION PERMITTED: Once the second Japanese air strike is resolved, any American carrier TFs which achieved a numbered result may attempt to intercept the Japanese strike force by rolling one die. Each American carrier TF makes a separate naval interception dice roll. American carrier TFs which achieved an “Auto” result may intercept automatically. American naval units in Pearl Harbor or a U.S. box may not intercept the Japanese strike force. The American player is not required to attempt interception of the attacking Japanese TF.

51.43 NAVAL COMBAT RESOLUTION: If one or more American carrier TFs intercept the Japanese strike force, naval combat is resolved as follows:

A. A single round of naval combat is resolved, after which the Japanese strike force must withdraw.

B. Japanese naval air units used for a second strike against Pearl Harbor are not available for offensive or defensive operations against the intercepting American carrier TFs.

C. Each American carrier TF must form a separate combat group.

D. Japanese and American search rolls are made normally, with the U.S. deemed to have rolled an automatic “1” search result in addition to any results achieved by the U.S. search rolls. Thus any American carrier TFs not found by the Japanese may make a surprise die roll or engage in fleet combat.

NOTE: The first difficult decision of the war for the Japanese: Genda, the genius behind the Pearl Harbor attack, understood the true spirit of the operation and urged a second strike, but Admiral Nagumo erred on the side of caution by withdrawing the Japanese strike force in order to preserve it intact for future operations. If the Japanese can nullify some American carriers at Pearl Harbor, or if the American player has deliberately kept some carriers in the Atlantic, a second strike requires little courage; but if several American carrier TFs are at large, the character of the Japanese player will quickly become apparent.

51.5 THIRD AIR STRIKE PROHIBITED:

51.51 ONLY TWO AIR STRIKES ALLOWED: Japan may make no more than two air strikes against Pearl Harbor in the first turn it attacks the U.S. After all Pearl Harbor related air and naval combat is resolved, all surviving attacking Japanese naval units in the Pearl Harbor strike force return together to either Japan or Truk and are inverted.

51.6 AMERICAN NAVAL DISPOSITIONS AFTER PEARL HARBOR:

51.61 DURING THE JAPANESE TURN: Once the Japanese striking force has returned to base, all surviving American carrier TFs which were not caught in Pearl Harbor are placed in the Atlantic U.S. box (an “Atlantic” result), the Pacific U.S. box (a “Pacific” result), or Pearl Harbor (a numbered or “Auto” result). Undamaged American naval units in Pearl Harbor and American carrier TFs in Pearl Harbor which did not intercept the Japanese striking force in naval combat may attempt to intercept Japanese invasions of Midway and Johnston Islands or subsequent Japanese NRs to those islands.

51.7 ALLIED UNPREPAREDNESS:

51.71 JAPANESE SURPRISE EFFECTS: The initial Japanese onslaught in December 1941 achieved complete strategic and tactical surprise, despite many indications that a Japanese attack was imminent. This Allied misjudgment of Japanese intentions and capabilities was a significant factor in Japan’s early successes. The following effects apply in the Pacific theater during the game turn in which Japan declares war on Britain, or on both Britain and the U.S., provided the USJT level has not reached 40 or more at the moment Japan declares war. If the U.S. declares war on Japan, or if the USJT level is 40 or more when Japan declares war, the Japanese lose the advantage of surprise and these rules do not apply. Magic is not taken into account in determining the USJT level for Japanese surprise effects, although strategic Magic cards may affect the Japanese attack on Pearl Harbor (51.311).

The USJT level for Pearl Harbor and for surprise effects is determined at the time of the Japanese declaration of war, after USJT increases at the start of the game turn are taken into account.

51.72 SURPRISE EFFECTS DURING THE JAPANESE PLAYER TURN:

A. GROUND UNITS: All Western Allied infantry and replacement units are subject to a –1 DM. This does not apply to marines, commandos, airborne, Chiindit and Nationalist and Communist Chinese units.

B. AIR UNITS: Western Allied and Dutch air units are uninvited and defend normally (EXCEPTION: American air units surprised in Pearl Harbor — 51.36).

C. NAVAL UNITS: British, Australian and Dutch naval units may intercept Japanese naval activities normally. American submarines are inverted. For American naval units which survive the Pearl Harbor attack, see 51.61.

D. SEA TRANSPORT: Japanese ground units which sea transport do not incur the basic movement cost for debarking, although they must use a movement factor to debark in hexes containing mountain, jungle/mountain or swamp.
E. INVASIONS: Japanese units which invade undefended beaches and one-
  hex islands may move, conduct overruns and attack inland, just as though
  they sea transported. No movement cost for debarking is incurred for such
  invasions (51.72D).

F. AIR TRANSFER: Japanese ground units which air transport do not incu-
  r the basic movement cost for debarking, although they must use a movement
  factor to debark in hexes containing mountain, jungle/mountain or swamp.

G. INTELLIGENCE FAILURE: American strategic Magic cards may only be
  used at Pearl Harbor (51.311) and may not be used for any other purpose.

H. MONSOONS: Japanese forces are not affected by monsoons.

51.73 SURPRISE EFFECTS DURING THE ALLIED PLAYER TURN: The fol-
  lowing restrictions do not apply to Russia and China (but do apply to
  lend Chinese units):
A. OFFENSIVES AND ATTRITION PROHIBITED: The Western Allies
  may not conduct offensive operations or attrition on any front in the Pacific
  theater.
B. MOVEMENT: The movement of ground, air and naval forces is prohib-
  ited, including base changes of naval units from the Atlantic U.S. box to
  the Pacific U.S. box.
C. UNIT CONSTRUCTION: The construction of British, Australian, Indian
  and Filipino units, and Western Allied ports and fortifications, is prohibited
  in the Pacific theater.
D. REDEPLOYMENTS: British, Australian, Indian and Dutch onboard rede-
  ployments are prohibited in the Pacific theater. British, Australian and Indian
  units may be NRed between mapboard boxes. American redeployments are
  restricted as follows:
  • American ground and air units may NR from the Pacific U.S. box to
    Pearl Harbor, Dutch Harbor, Tahiti and the Australia box; or to the Pacific
    U.S. box from Pacific territories or the Atlantic U.S. box.
  • Up to five factors of air units may NR, using destroyers in Pearl Harbor
    for sea escort, to any eligible destination on the Pacific front, including
    Townsville. These air factors may have been in Pearl Harbor at the start of
    the Allied redeployment phase or may have NRed to Pearl Harbor from the
    Pacific U.S. box.
  • American ground and air units may not SR or TR.
  • American naval units may NR freely.
  • American submarines, ASW, transports and naval units may be deployed
    into the Pacific SW box.

52. LENT UNITS
52.1 WHEN LENDING PERMITTED
52.2 MECHANICS
52.3 EFFECTS
52.4 LENT ITALIANS
52.5 LENT SPANISH AND VICHY FRENCH
52.6 LENT NATIONALIST CHINESE
52.7 LENT AUSTRALIANS

52.1 WHEN LENDING PERMITTED:
52.11 RESTRICTIONS: Units may be lent only as set out in 52.4 to 52.7.

52.2 MECHANICS:
52.21 UNITS LENT WHEN REQUIRED: Units are lent during the player
  turn, as they are used. For example, the Allied player may decide which Chi-
  nese units to lend to the U.S. as he decides on his attacks during the Allied
  combat phase. Once the number of factors lent has reached the allowable
  limit in the course of a player turn, no additional factors may be lent that turn,
  even if the lender intends to regain control of some lent units before the end
  of the player turn.

52.22 RETURNING CONTROL TO LENDER: Lent units may be returned
  to the lender’s control at any time during the player turn in which they are
  lent.

52.23 CLEAN SLATE AT THE START OF EACH PLAYER TURN: All
  lent units return to the lender’s control at the start of its player turn.

52.24 EFFECTS OF CONQUEST: When Australia, Spain or Vichy France
  is conquered, lent Australian, Spanish and Vichy French units are removed
  from play in the same manner as units which are not lent.

52.25 CHANGE IN STATUS: If alignments, resistance levels or diplomatic
  results change so that lending is no longer allowed, all lent units affected by
  the change must move or redeploy back to permitted territory in their next
  player turn or be eliminated. These units may not conduct offensive operations
  or attrition in the interim.

52.3 EFFECTS:
52.31 CONTROL: The recipient controls lent units as if they were his own,
  paying for offensive operations in which they participate.

52.32 PARTICIPATION IN OFFENSIVES: Lent units may participate in
  full offensives of the alliance faction partner to which they are lent without
  the need to pay the normal BRP cost for the participating units (9.63).

52.33 HEX CONTROL: Hexes gained by lent units are controlled by the
  recipient.

52.34 REBUILDING LENT UNITS: Lent units which are eliminated return
  to the lender’s force pool and the lending country must pay the BRP cost of
  their reconstruction.

52.4 LENT ITALIANS:
52.41 LENDING OF ITALIAN UNITS PROHIBITED: Italian units may
  not be lent to Germany.

52.5 LENT SPANISH AND VICHY FRENCH:
52.51 DIPLOMATIC RESULT REQUIRED: A diplomatic result for Spain
  or Vichy France of “5-6” or greater allows a neutral Spain or Vichy France
  to lend ground units to Germany for use on the eastern front against Russia,
  as follows:
  A. “5-6” RESULT: One 2-3 infantry unit;
  B. “7” RESULT: Two 2-3 infantry units;
  C. “8” RESULT: Three 2-3 infantry units.

52.52 LENT UNITS NOT SUBJECT TO ADVERSE DM: Lent Spanish
  and Vichy French units are not subject to the normal −1 DM for minor infantry
  units fighting outside their home country.

52.53 EFFECT OF ELIMINATION: Lent Spanish and Vichy French units
  which are eliminated may be rebuilt at the rate of one unit per turn, at no BRP
  cost, but another diplomatic result for Spain or Vichy France is required before
  Spanish or Vichy French units may again be sent to the eastern front.

52.54 CHANGE IN DIPLOMATIC RESULT: If a subsequent diplomatic
  result decreases the number of lent Spanish or Vichy French units which may
  be used on the eastern front, the provisions of 52.25 apply.

52.6 LENT NATIONALIST CHINESE:
52.61 NATIONALIST CHINESE RESISTANCE LEVEL MAY NOT
  BE NEGATIVE: If the current Nationalist Chinese resistance level is “0”
  or greater, up to five Nationalist Chinese ground or air factors may be lent
  to the U.S. Nationalist Chinese units may only be lent after the U.S. is at
  war with Japan.

52.62 OPERATIONS OUTSIDE CHINA: Nationalist Chinese units may only
  move, participate in attritions or conduct offensive operations outside China
  if they are lent or if the Chinese resistance level is “+2” or greater. Otherwise
  Nationalist Chinese units may only attack Japanese units inside China and
  Nationalist Chinese units outside China must remain in their hex(es) without
  moving or attacking.

52.63 INTERNAL LENDING PROHIBITED: Lent Nationalist Chinese units
  may not make offensive attacks against enemy units inside China.

52.7 LENT AUSTRALIANS:
52.71 ALL AUSTRALIAN UNITS MAY BE LENT: Australian units may be
  lent to the United States once both countries are at war with Japan. There is no
  limit to the number or types of Australian units which may be lent.
53. MAJOR POWER COOPERATION RESTRICTIONS

53.1 OVERVIEW

53.2 ANGLO-FRENCH COOPERATION RESTRICTIONS

53.3 GERMAN-ITALIAN COOPERATION RESTRICTIONS

53.4 RUSSO-ALLIED COOPERATION RESTRICTIONS

53.5 NATIONALIST-COMMUNIST CHINESE COOPERATION RESTRICTIONS

53.2 ANGLO-FRENCH COOPERATION RESTRICTIONS:

53.21 COOPERATION RESTRICTIONS TEMPORARY: Friction between Britain and France early in the war limits cooperation between the two powers as set out below. Some or all of the Anglo-French cooperation restrictions can be lifted by a successful Anglo-French cooperation research result. Regardless of the current Anglo-French cooperation level from research, all Anglo-French cooperation restrictions are lifted at the earliest of the following three times:

A. The start of the second Allied player turn following any one of:
   • An Italian declaration of war against Britain or France;
   • The first Axis full offensive on the western front;
   • The first German declaration of war against a minor country on the western front.

B. The start of the Allied Spring 1941 player turn.

C. The start of the Allied player turn after France surrenders.

53.22 RESTRICTIONS ON ANGLO-FRENCH COOPERATION: While Anglo-French cooperation restrictions are in effect, the following rules apply unless negated by a specific Anglo-French cooperation research result:

53.23 PROHIBITED HEXES: British units may not occupy:

A. Paris;
B. Marseilles;
C. The city of Vichy;
D. Any Maginot hex. Once a Maginot Line hex has been occupied by Axis forces, British forces may enter it, even if France has not fallen and Anglo-French cooperation restrictions are still in effect.

53.231 PASSAGE THROUGH PROHIBITED HEXES PERMITTED: Passage through these prohibited hexes during movement, sea transport, air missions, exploitation or redeployment is allowed, but British units may not end the movement, combat or redeployment phase in any of the prohibited hexes and are eliminated if forced to retreat into such hexes after attrition combat.

53.24 FRENCH UNITS MAY NOT ENTER BRITISH AREAS: French ground, air and naval units may not enter British colonies or possessions, including Gibraltar (EXCEPTIONS: French units may participate in an Allied reconquest of a British colony which has been conquered by the Axis. French naval units may temporarily base in British-controlled ports if forced to do so—53.243. French naval units may always NR past a British-controlled Gibraltar). French units may never enter Britain itself, regardless of Anglo-French cooperation restrictions (75.31).

53.241 FRENCH AIR ACTIVITY PERMITTED: The restriction in 53.24 does not prevent French air units from flying missions over or into Britain or British colonies or possessions, provided the air units are not based in such areas. French air units may redeploy through such areas.

53.242 FRENCH NAVAL UNITS: French naval units may only base in France, French colonies or captured, French-controlled ports.

53.243 DISPLACED FRENCH NAVAL UNITS: Displaced French naval units which have no French base available within range may temporarily move to the nearest vacant British-controlled port outside Britain that is within range. Until the end of the player turn in which the French naval units return to a French-controlled port or the applicable Anglo-French cooperation restrictions are lifted, the French naval units are inverted and no British units may enter the port they occupy.

53.25 STACKING: British and French units may not stack together under any circumstances.

53.251 PROHIBITED ACTIVITIES: The restriction in 53.25 prohibits the following:

A. EXPLOITATION: British armor may not exploit a French breakthrough. If British and French units combine in an attack, and a British unit advanced into the enemy hex, British armor could exploit, even if the British armor were adjacent only to French units, and even if the only armor unit involved in the original attack were French.

B. OVERRUNS: British and French units may not combine to execute an overrun.

C. AIR BASING: British air units may not base on a French airbase counter. British ground units and naval units may not stack with a French airbase counter.

D. DEFENSIVE AIR SUPPORT: British air units may not provide defensive air support for French units.

E. GROUND SUPPORT AND AIR INTERCEPTION: British and French air units may not combine to provide ground support for an attack directed against enemy units on a single hex, nor may France provide ground support in a hex in which a British airdrop is made. Similarly, British air units may not intercept Axis defensive air support in a hex in which French air units were providing ground support, nor may British and French air units combine to intercept German air supply, air transports or airdrops, or combine to counter-intercept an Axis interception of a Western Allied air transport activity.

F. AIR COVER AND AIR ATTACKS ON NAVAL UNITS: British air units may not provide air cover for French naval units. British air units and French naval units may not intercept an Axis naval activity in the same hex. British and French air units may not attack Axis naval units in the same hex.

G. CARRYING TROOPS: British destroyers may not carry or sea escort French units. British naval units may not provide shore bombardment for a French invasion. British units may not stack on a French bridgehead. British air transport units may not air transport French units.

H. NAVAL INTERCEPTIONS: British and French naval units may not attempt to intercept the same enemy naval activity.

I. NAVAL COUNTER-INTERCEPTIONS: British naval units may not counter-intercept Axis naval units in a hex where French naval units have been intercepted.

53.252 PERMITTED ACTIVITIES: The following activities are permitted while Anglo-French cooperation restrictions apply:

A. GROUND ATTACKS: British and French ground units may combine to attack enemy units, provided they do not stack together.

B. GROUND SUPPORT FOR OTHER’S GROUND UNITS: British air units may provide ground support for French ground attacks, provided the attacked enemy units are not in a hex prohibited by 53.23. British air units may also provide ground support for French overruns and invasions.
C. GROUND SUPPORT AND INTERCEPTION WHEN TWO HEXES AT-ACKED: British and French air units may combine to provide ground support for an attack directed against enemy units on more than one hex if British air units fly over one of the attacked hexes and French air units fly over another attacked hex. Similarly, British air units may intercept Axis defensive air support over one of the attacked hexes, even if French air units were providing ground support over the other attacked hex.

D. BRITISH BASSING IN FRENCH CITIES AND PORTS: British air and naval units may base in French cities and ports, other than those prohibited by 53.23, unless French units or other French counters are in the hex.

E. PROTECTION OF SEA SUPPLY: British naval units may protect sea supply to French units.

F. ASSISTING NAVAL INTERCEPTION: British air factors modify French naval unit interception die rolls.

G. INTERCEPTION OF AIRDROPS AND AIR TRANSPORT: British air units may not intercept Axis airdrops and air transport missions in the prohibited hexes set out in 53.23A-D or in hexes in which French air units are providing defensive air support. British and French air units may not combine to intercept an Axis airdrop or air transport.

53.253 The restrictions set out in 53.251 and 53.252 do not affect the movement of ground units, the flight of air units or the operation of naval units. Units may pass over one another freely for these purposes. However, British and French naval forces passing through the same sea hexes engage in naval combat separately while Anglo-French cooperation restrictions are in effect (22.143).

53.26 BRITISH BRP GRANTS TO FRANCE PROHIBITED: Britain may not grant BRPs to France while Anglo-French cooperation restrictions are in effect (40.34).

53.27 RESTRICTIONS RECIPROCAL: The restrictions in 53.24 to 53.26 apply equally with respect to France and Britain. British units may not enter French colonies, French armor may not exploit a British breakthrough, etc.

53.28 RESTRICTIONS DO NOT APPLY TO FREE FRENCH UNITS: There are no restrictions on the stacking of or cooperation between British and Free French units, nor are there ever any restrictions between American and any type of French units.

53.3 GERMAN-ITALIAN COOPERATION RESTRICTIONS:

53.31 RESTRICTIONS BEFORE ITALIAN ENTRY: Until Germany and Italy are both at war against the Western Allies, their units may not enter each other’s controlled territory and their fleets may not embark each other’s units.

53.32 WHEN COOPERATION RESTRICTIONS LIFTED: Once actively allied, German and Italian units may stack together and cooperate fully.

53.4 RUSSO-ALLIED COOPERATION RESTRICTIONS:

53.41 STACKING PROHIBITED: Russia and the Western Allies were equally suspicious of the other’s war aims. All stacking restrictions contained in 53.25 apply equally to the stacking of Russian and Western Allied units throughout the game. In addition, the following Russo-Allied cooperation restrictions apply:

53.42 AIR AND NAVAL SUPPORT PROHIBITED: Russia may not give air or naval support to any Western Allied ground attacks, air or naval missions, and vice versa. Russian and Western Allied fleets may not carry one another’s ground and air units for invasions, sea transport or sea escort. Russian and Western Allied air transports may not carry or provide air supply to one another’s ground units. Russian air units may not modify Western Allied interception, search or surprise die rolls.

53.43 COMBINED GROUND ATTACKS PROHIBITED: Russian and Western Allied ground units may not combine to attack the same hex. Should they both wish to attack the same hex, whichever side brings the larger number of combat factors to bear (this will not necessarily be the side with the better odds) gets to attack first (a die roll if both sides intend to attack with the same number of factors). If the first attack fails to eliminate the defending Axis or Japanese units, the other side may try a second attack. Any Axis or Japanese defensive air support which survives the first attack remains in place for the second attack and may not be withdrawn or supplemented prior to the second attack.

53.44 COOPERATION RESTRICTIONS APPLY TO MINOR COUNTRIES: The restrictions in 53.41, 53.42 and 53.43 apply equally to Russian and Western Allied minor allied, associated minor country and partisan units. For example, communist partisans may not stack with Western Allied partisans or other Western Allied units, nor may the two combine to attack the same hex or hexes in a single attack. Western Allied partisans are under similar restrictions.

53.45 SUPPLY: Russian supply and oil sources, including captured minor capitals controlled by Russia, may not supply Western Allied units (EXCEPTION: Nationalist Chinese units – 30.226B).

53.46 USE OF BASES, PORTS AND RAILHEADS PROHIBITED: Russian naval and air units may not base in ports and cities controlled by the Western Allies, nor may Russian units use Western-Allied ports, cities or railheads during redeployment. Russian air units may not base on a Western Allied airbase counter, nor may Russian ground or naval units stack with a Western Allied airbase counter. These restrictions apply equally to Western Allied supply sources supplying Russian units, the use of Russian ports, cities and railheads by Western Allied units, and the use of ports to meet range requirements (21.36C).

53.47 WESTERN ALLIED UNITS MAY NOT ENTER RUSSIA: Western Allied units may not enter Russia (EXCEPTION: Western Allied units may enter Russian hexes under Axis control if Russia has surrendered or if the Axis rejected a Russian surrender offer at the end of the previous game turn. If Russia reenters the war against the European Axis or subsequently does not offer to surrender, the Western Allies retain control of any Russian hexes they have captured, but may not enter additional Russian hexes).

53.5 NATIONALIST-COMMUNIST CHINESE COOPERATION RESTRICTIONS:

53.51 EFFECT OF CHINESE RESISTANCE LEVEL: Friction between Nationalist and Communist China throughout the war limits cooperation between them as set out below unless the Chinese resistance level from the previous Chinese player turn was “+2” or greater.

53.52 RUSSO-ALLIED COOPERATION RESTRICTIONS APPLY: The cooperation restrictions set out in 53.4 apply to Nationalist and Communist China.

53.53 PROHIBITED HEXES: In addition to the cooperation restrictions set out in 53.4, Nationalist Chinese units may not enter Hexes controlled by Communist China, and Communist Chinese units may not enter hexes controlled by Nationalist China. Passage through such hexes during movement is prohibited, and units forced to retreat into such hexes by attrition combat are eliminated. Chinese units caught in a prohibited hex as a result of a drop in the Chinese resistance level are immediately eliminated.

53.54 ENTRY INTO JAPANESE CONTROLLED HEXES PERMITTED: Both Nationalist and Communist Chinese units may enter hexes which are under Japanese control. Once the Nationalist or Communist Chinese gain control of a Japanese-controlled hex, the other is prohibited from entry.

53.55 COMMUNIST CHINA AS A RUSSIAN MINOR ALLY: The activation of Communist China as a Russian minor ally has no effect on Nationalist-Communist Chinese cooperation restrictions, unless it increases the Chinese resistance level to “+2” or greater.

53.56 RUSSIAN FORCES: Nationalist-Communist Chinese cooperation restrictions also apply to Nationalist China and Russia, unless the Chinese resistance level from the previous turn is “+2” or greater. These restrictions apply whether or not the U.S. and Japan have gone to war.
54. SURRENDER OF MAJOR POWERS

54.1 DETERMINING MAJOR POWER SURRENDERS
54.2 DP CALCULATIONS
54.3 EFFECTS OF MAJOR POWER SURRENDERS

54.1 DETERMINING MAJOR POWER SURRENDERS:

54.11 SURRENDER CONDITIONS: The conditions which lead to the surrender of the various major powers, and the specific results of such surrenders, are set out in rules 55 through 60. Nationalist China never surrenders, although it may effectively disintegrate (61). The U.S. never surrenders, but it may sue for peace in one or both theaters (62). In Pacific scenarios, Britain and Russia never surrender.

54.12 TIMING: Major power resistance levels are calculated and surrenders determined at the end of each Allied player turn. Thus Allied major powers in danger of surrendering have their player turn to attempt to rectify the situation; Axis major powers do not.

54.2 DP CALCULATIONS:

54.21 DP CALCULATIONS REQUIRED: DP calculations are required to determine the German, Italian, British and Russian resistance levels, and to determine U.S. election results.

54.22 WHEN DP CALCULATIONS NECESSARY: DP calculations for surrender purposes are only made at the end of a player turn in which a surrender by the major power concerned is possible. Usually it is obvious when such calculations are necessary. German DP calculations are not required unless Berlin (55.11A) and possibly Berchtesgaden (55.11B) are controlled by the Allies or contain an atomic attack marker (55.12).

54.23 DPs CALCULATED NORMALLY: DP calculations for surrender purposes are made normally, using all the modifiers in Appendix II, including the major power’s basic allotment and the addition of one DP for every 100 BRPs.

54.24 BRP LEVEL USED: The BRP level used for surrender purposes is calculated in the same manner as during a YSS (35.51A-1), although no BRP base growth is calculated, as this occurs only during an actual YSS. The current BRP total does not have any direct effect on this calculation. BRP base reductions since the previous YSS due to deficit spending and economic oil effects are taken into account when making this calculation.

54.25 SURRENDER PURPOSES ONLY: DP calculations made for surrender purposes do not result in the allocation of any DPs.

54.26 OTHER MAJOR POWER DPs IGNORED: The DP levels of allied major powers are ignored when determining the surrender level of a specific major power. Thus the Italian DP level is disregarded when determining the German resistance level, and vice versa.

54.3 EFFECTS OF MAJOR POWER SURRENDERS:

54.31 SURRENDER EQUIVALENT TO CONQUEST: When a major power surrenders, it is considered to have been conquered. The effects on the units, hexes, colonies, minor allies, associated minor countries and conquests of the conquered major power are set out in the rules applying to the surrender of each major power.

55. GERMAN SURRENDER

55.1 DETERMINING GERMAN SURRENDER
55.2 EFFECTS OF A GERMAN SURRENDER
55.3 UNITS
55.4 HEXES
55.5 MINOR COUNTRIES
55.6 BRPs

55.1 DETERMINING GERMAN SURRENDER:

55.11 GERMAN SURRENDER CONDITIONS: Germany surrenders at the end of any Allied player turn in which all of the following conditions are met:

A. Berlin is either under Allied control or has an atomic attack marker in it (a firestorm marker is insufficient); and
B. If Germany has researched a National Redoubt in Berchtesgaden (42.24E), Berchtesgaden is either under Allied control or has an atomic attack marker in it (a firestorm marker is insufficient); and
C. The German resistance level is zero or less. The German resistance level is Germany’s DP total as calculated at the end of the current Allied player turn:
   –1 for each German city that has been firestormed (26.773A).
   –2 for the first atomic attack against Germany; an additional -3 for the second attack; an additional -4 for the third attack; and so on (43.321A).
   –2 for each atomic attack marker in Germany (43.322A).

55.12 GERMAN COLLAPSE: Germany also surrenders if every hex in Germany is under Allied control or contains an atomic attack marker.

55.2 EFFECTS OF A GERMAN SURRENDER:

55.21 PEACE: If Italy has already surrendered or never went to war with the Allies, Germany’s surrender ends the war in Europe.

55.22 ITALY: After a German surrender, Italy and its associated minor countries fight on.

NOTE: Of course Italy won’t last very long on its own, but if Italy can hang on for even a few turns after Germany surrenders, this might affect the outcome of the game by improving the Axis victory level. In practice, this gives the Allies a reason to develop pressure in the Mediterranean as well as against Germany directly, as eventually Italy does have to be forced to surrender.

55.23 GLOBAL WAR: If Germany surrenders in a Global War game, Japan fights on.

55.24 POLITICAL EFFECTS: A German surrender modifies the U.S. election result for the Pacific and affects USJT increases following an unfavorable election result in the Pacific.

55.25 OTHER EFFECTS: The specific effects of a German surrender are
**55.3 UNITS:**

55.31 UNITS: All German units are removed from play.

55.4 HEXES:

55.41 HEXES: German-controlled hexes are controlled by no one and come under control of the first major power to occupy them.

55.5 MINOR COUNTRIES:

55.51 MINOR COUNTRIES: All German minor allies and associated minor countries surrender and their units are removed from play.

55.52 CONQUESTS: German conquests are controlled by no one and come under control of the first major power to occupy them.

55.6 BRPs:

55.61 BRPs: Germany has no BRP value to the conquering major powers.

### 56. ITALIAN SURRENDER

**56.1 DETERMINING ITALIAN SURRENDER**

**56.2 EFFECTS OF AN ITALIAN SURRENDER**

**56.3 UNITS**

**56.4 HEXES**

**56.5 MINOR COUNTRIES**

**56.6 BRPs**

#### 56.1 DETERMINING ITALIAN SURRENDER:

**56.11 ITALIAN SURRENDER CONDITIONS:** Italy surrenders at the end of any Allied player turn in which the Italian DP total is zero or less and one of the following conditions is met:

A. Rome is under Allied control; or

B. There are no Axis units (EXCEPTION: Wafdhist partisans) in Africa (including Egypt east of the Suez canal).

**56.12 ITALY’S DP TOTAL:** Italy’s DP total is calculated according to Appendix II at the end of the Allied player turn. In addition, the following modifiers apply:

A. If the Western Allies declared war on Italy, a +2 modifier applies.

B. If Italy declared war on the Western Allies in 1941, a –1 modifier applies; if Italy declared war on the Western Allies in 1942, a –2 modifier applies; and so on.

**56.13 GERMAN SURRENDER HAS NO EFFECT:** A German surrender does not cause Italy to surrender.

**56.2 EFFECTS OF AN ITALIAN SURRENDER:**

**56.21 PEACE:** If Germany has already surrendered, Italy’s surrender ends the war in Europe.

**56.22 EFFECTS:** Italy’s surrender is implemented as set out below.

**56.3 UNITS:**

**56.31 ITALIAN SURRENDER LEVEL:** The Italian surrender level is Italy’s DP total, as calculated at the end of the current Allied player turn and modified by Axis and Allied DPs in Italy and any covert operations. The Italian surrender level may never exceed +/-2. An Italian surrender level which is greater than +2 or less than –2 is treated as +2 or –2, respectively. The Italian surrender level is the key modifer for determining the disposition of the Italian units:

A. AIR UNITS: All Italian air units are permanently removed from play.

B. FOLGORE AIRBORNE: Regardless of the Italian surrender level and the respective DP allocations, the 1-3 Folgore airborne unit, representing fanatical Fascist recruits to the SS, is added, unbuilt, to the German force pool, whether or not it was previously added to the Italian force pool by production, whether or not it is on the board at the time of the Italian surrender, and regardless of the post-surrender Italian diplomatic result. It may overlap and may be used anywhere on the board, but may not airdrop.

C. GROUND UNITS: All Italian ground units are removed from the board. Italian infantry units are then added, unbuilt, to the German and American force pools as detailed in the Post-Surrender Italian Forces Table.

D. ITALIAN NAVY: All damaged Italian naval units and all Italian naval units on the 2 or higher row on a Naval Construction Chart are permanently removed from play. All remaining Italian naval units are allocated to Germany and the United States as detailed in the Post-Surrender Italian Forces Table. Any Italian naval units in excess of those allocated to Germany and the United States are permanently removed from play. If there are not enough cruisers or destroyers available, the remainder of any insufficient type is lost. Ships from any port may be selected, but ships which join the Western Allies immediately relocate to the closest Western Allied controlled port(s) and are subject to interception in the same manner as displaced naval units. Italian naval factors continue to use the Italian fleet nationality DRM if they engage in naval combat, may be repaired if damaged or sunk in port, but may not be reconstructed if lost.

**56.311 AXIS FORCES HAVE PRIORITY:** The Axis player selects the composition of any post-surrender Italian forces before the Allied player. This may only occur if the Italian surrender level is zero.

**56.312 FORCES TABLE:** In the Post-Surrender Italian Forces Table, infantry and destroyer force levels are listed in factors; named ship and cruiser force levels are listed by unit.

#### Post-Surrender Italian Forces Table — 56.32

<table>
<thead>
<tr>
<th>ISL</th>
<th>Inf</th>
<th>Named</th>
<th>CA</th>
<th>DD</th>
<th>Inf</th>
<th>Named</th>
<th>U.S.</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td>9</td>
<td>1*</td>
<td>2</td>
<td>2</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>+1</td>
<td>6</td>
<td>1*</td>
<td>1</td>
<td>1</td>
<td>-</td>
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<td>-</td>
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<tr>
<td>0</td>
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<td>1</td>
<td>3</td>
<td>-</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>–1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>6</td>
<td>1*</td>
<td>1</td>
</tr>
<tr>
<td>–2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>9</td>
<td>1*</td>
<td>2</td>
</tr>
</tbody>
</table>

One named ship of the selecting player’s choice. Unfinished or damaged ships in the “2” or “Launch” row of an Italian Naval Construction Chart may be selected.

**Explanation:** The Italian Surrender Level (ISL) determines the level of post-surrender Italian forces.

**56.33 CONSTRUCTION OF ITALIAN GROUND UNITS:** The Folgore airborne unit and Italian ground units may be built in any fully supplied, German- or American-controlled hex in Italy, as the case may be, and may be rebuilt in the same manner if lost.

**56.4 HEXES:**

56.41 HEXES: All Italian-controlled hexes in Italy, Sicily and Sardinia immediately pass to German control, along with any fortifications and railheads in them.

**56.5 MINOR COUNTRIES:**

56.51 ASSOCIATED MINOR COUNTRIES: All Italian associated minor countries surrender and their units are removed from play.

56.52 COLONIES AND CONQUESTS: Italian colonies and conquests are controlled by no one and come under the control of the first major power to occupy them.

**56.6 BRPs:**

56.61 ITALY’S BRP VALUE: After Italy surrenders, Rome, Genoa and Milan remain key economic areas worth 20, 10 and 10 BRPs, respectively. The BRP value of Italy as a conquest is the Italian BRP base at the time Italy surrenders minus 40 BRPs for the Italian key economic areas. Italy’s BRP base at the start of the Campaign Game and 1939 scenarios is 60 BRPs. Thus, if the Italian BRP base does not change during play, Italy is worth 20 BRPs as a conquest. This value is used for all scenarios which begin with Italy already conquered.
If the Italian BRP base increases or decreases once the game begins, the value of Italy as a conquest will change accordingly. The Italian BRP base does not change once Italy is conquered.

56.62 WHEN ITALIAN BRPS ACQUIRED: The major power which conquered Italy receives the prorated BRP value of Italy as a conquest at the start of its next player turn (35.7). During each subsequent YSS, that major power receives the BRP value of Italy as a conquest, provided it controls at least one city in mainland Italy.

56.63 COOPERATIVE CONQUEST: If two or more Allied major powers cooperate in conquering Italy, as is almost always the case, the senior alliance partner receives the Italian BRPs (83.51).

57. JAPANESE SURRENDER

57.1 DETERMINING JAPANESE SURRENDER
57.2 EFFECTS OF A JAPANESE SURRENDER
57.3 UNITS
57.4 HEXES
57.5 THAILAND
57.6 CONQUESTS AND COLONIES
57.7 BRPs
57.8 EUROPEAN THEATER SCENARIOS
57.9 PACIFIC THEATER SCENARIOS

57.1 DETERMINING JAPANESE SURRENDER:

57.11 JAPANESE SURRENDER CONDITIONS: Japan surrenders at the end of any Allied player turn in which the Japanese resistance level, as determined by the Japanese Resistance Table, is zero or less.

57.2 EFFECTS OF A JAPANESE SURRENDER:

57.21 GLOBAL WAR: If Japan surrenders in a Global War game, the European Axis fights on.

57.22 POLITICAL EFFECTS: A Japanese surrender modifies the U.S. election result for Europe and affects USAT increases following an unfavorable election result in Europe.

57.23 EFFECTS: Japan’s surrender is implemented as set out below.

57.3 UNITS:

57.31 UNITS: All Japanese units, including Wang and Indian National Army units, are removed from play.

57.4 HEXES:

57.41 HEXES: Japanese-controlled hexes are controlled by no one and come under control of the first major power to occupy them (EXCEPTION: Siberian hexes under Japanese control revert to Russian control—57.61).

57.5 THAILAND:

57.51 THAILAND SURRENDERS: Thailand surrenders and its units are removed from play.

57.6 CONQUESTS AND COLONIES:

57.61 CONQUESTS AND COLONIES: Japanese conquests and colonies, including Manchuria, are controlled by no one and come under control of the first major power to occupy them (EXCEPTION: Siberian hexes under Japanese control revert to Russian control without the need for Russian units to occupy such hexes).

57.7 BRPs:

57.71 BRPs: Japan proper has no BRP value to the conquering major powers.

57.8 EUROPEAN THEATER SCENARIOS:

57.81 EUROPEAN THEATER SCENARIOS: In European theater scenarios, Japan is considered to surrender in Spring 1946. Japan’s surrender is accelerated by one turn for each atomic bomb used against Japan, as follows: one atomic bomb: Winter 1945; two atomic bombs; Fall 1945; three atomic bombs; Summer 1945; and so on.

57.82 FORCES: In each of the three Allied player turns following Japan’s surrender, the following units (if present in the Pacific) may be redeployed from the Pacific U.S. box to the Atlantic U.S. box, for use in Europe:

A. Ten AAF (for a total of 30 AAF);
B. Two 1-3 marine units (for a total of six 1-2 marine units);
C. Three 3-4 infantry units (for a total of nine 3-4 infantry units);
D. Three CVs, including their naval air component, two 4-factor battleships and three destroyer factors (for a total of nine CVs, with their naval air component, six 4-factor battleships and nine destroyer factors).

57.83 STRATEGIC BOMBERS: During the redeployment phase of the Allied player turn following Japan’s surrender, four strategic bomber factors are placed in the Atlantic SW box.

57.9 PACIFIC THEATER SCENARIOS:

57.91 PACIFIC THEATER SCENARIOS: If a Pacific scenario is being played, a Japanese surrender ends the game.

Japanese Resistance Table—57.11

<table>
<thead>
<tr>
<th>Effect</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+20</td>
<td>Basic Japanese resistance level.</td>
</tr>
<tr>
<td>+1</td>
<td>For every two Pacific front objectives under Japanese control (round up: 1 or 2: +1; 3 or 4: +2; 5 or 6: +3; etc.).</td>
</tr>
<tr>
<td>+1</td>
<td>Japanese control of Singapore, Manila, Chungking, Calcutta, Dacca, Colombo, Cairns, Darwin, Irkutsk or Vladivostok (one for each).</td>
</tr>
<tr>
<td>+1</td>
<td>For each Hawaiian island controlled by Japan.</td>
</tr>
<tr>
<td>+1</td>
<td>For each Aleutian island controlled by Japan.</td>
</tr>
<tr>
<td>+2</td>
<td>If Australia or India has surrendered (+2 for each).</td>
</tr>
<tr>
<td>–3</td>
<td>Allied control of Tokyo.</td>
</tr>
<tr>
<td>–2</td>
<td>Allied control of Kagoshima or Osaka (–2 for each).</td>
</tr>
<tr>
<td>–1</td>
<td>Allied control of each non-objective hex in Japan.</td>
</tr>
<tr>
<td>–1</td>
<td>Allied control of Peking, Shanghai, Nanking, Canton, Harbin, Mukden, Seoul or Okinawa (–1 for each).</td>
</tr>
<tr>
<td>–#</td>
<td>For each atomic attack against Japan (–2 for the first attack; an additional –3 for the second attack; an additional –4 for the third attack; and so on).</td>
</tr>
<tr>
<td>–2</td>
<td>For each atomic attack marker in Japan.</td>
</tr>
<tr>
<td>–1</td>
<td>For each Japanese city firestormed (cumulative).</td>
</tr>
<tr>
<td>–1</td>
<td>For each oil effect currently applicable to Japan.</td>
</tr>
<tr>
<td>–1</td>
<td>For every ten unbuilt Japanese ground/army air factors.</td>
</tr>
</tbody>
</table>

Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Japan surrenders and the war in the Pacific ends.
58. FRENCH SURRENDER

58.1 DETERMINING FRENCH SURRENDER

58.11 WHEN FRANCE SURRENDERS: France surrenders at the end of the Allied player turn if:
A. Paris is controlled by the Axis; or
B. France voluntarily surrenders when it would not otherwise do so. France may not voluntarily surrender until Fall 1940 or later.

58.12 TIMING: The French surrender is resolved at the end of the Allied player turn in which France surrenders, although the French player turn effectively ends at the end of the Allied combat phase in which Paris is controlled by the Axis: French forces may be eliminated due to isolation (30.54), but no French units may be rebuilt or redeployed.

58.2 FRENCH SURRENDER LEVEL:

58.21 CALCULATING THE FRENCH SURRENDER LEVEL: The French surrender level is the key modifier for determining the size of Vichy and Free French forces and the political alignment of the French colonies. If France voluntarily surrenders (58.11B), the French surrender level is automatically +1. Otherwise the French surrender level is the cumulative total of the following modifiers (positive modifiers favor the Axis):
A. TERRITORY: +2 for Axis control of Paris; +1 for Axis control of Lyon. Marseille: (+1 for each); –1 for each objective under French control other than Lyon and Marseilles.
B. FRENCH GROUND UNITS: –1 for every ten French ground factors in France (round up) at the end of the Allied combat phase when France surrenders, after isolated units are removed. No French unit construction is permitted prior to making this calculation. French air units are ignored.
C. FRENCH FLEET: +1 for every five naval factors the French fleet is below 42 fleet factors, which reflects its Fall 1939 naval at start forces and allowable builds (38 or more factors: no modifier; 33-37 factors: +1; 28-32 factors: +2; and so on). Uncompleted named ships on the “3” row or higher are not counted in determining the strength of the French fleet. Damaged ships and ships on the “2” or “Launch” rows of French shipyards are discounted at a 2:1 ratio, rounded down (two damaged naval factors are counted as one naval factor for surrender purposes; a remnant damaged naval factor is ignored).
D. TURN OF SURRENDER: Spring 1940 or earlier: +2; Summer 1940: no modifier; Fall 1940: –2; Winter 1940 or later: –4.
E. DFs: DFs, as reduced by covert operations (47.21D).
F. ANGLO-FRENCH COOPERATION RESEARCH RESULT: –1 if the Western Allies achieved a “74” Anglo-French cooperation research result.
EXAMPLE: France falls (+2 for Paris) in Fall 1940 (~2 for the turn), the Axis control Marseilles (+1), and France has 18 ground forces in France (~2). The French surrender level is –1, unless modified by DFs and covert operations.

58.22 MAXIMUM FRENCH SURRENDER LEVEL: The French surrender level may never exceed +3/3. A French surrender level which is greater than +3 or less than –3 is treated as +3 or –3, respectively, for all purposes.

58.3 ESTABLISHMENT OF VICHY FRANCE:

58.31 AXIS OPTION: Once the French surrender level is determined at the end of the Allied player turn, the Axis player has the option of establishing Vichy France:
A. VICHY FRANCE ESTABLISHED: If the Axis player establishes Vichy France, the southern part of France and Corsica become a neutral minor country (Vichy France) worth 20 BRPs, plus the value of any Vichy colonies.
B. VICHY FRANCE NOT ESTABLISHED: If the Axis player does not establish Vichy France, the Axis gain control of all hexes in France and Corsica and receive what would otherwise have been the Vichy BRPs, but not the BRPs of those colonies which would have otherwise been Vichy (58.532).

58.4 HEXES:

58.41 HEX CONTROL: At the end of the Allied player turn in which France surrenders, all non-Vichy hexes in France pass to Axis control. All non-French Allied ground units and airbases still in France are eliminated, and all non-French air and naval units are displaced to British-controlled bases. Western Allied units in France may operate freely in France, including that part of France which may constitute Vichy France and French colonies which may come under Vichy control, until the end of the Allied player turn in which France surrenders.

58.42 EFFECT ON AXIS FORCES: Axis forces in Vichy France or Vichy France colonies when Vichy France is established may only trace supply through Vichy French territory during initial supply determinations of the Axis player turn following the French surrender. They must leave Vichy territory by the end of the Axis player turn following the French surrender or be eliminated, and may not move into enemy-controlled hexes, attrition or conduct offensive operations from Vichy territory, although they may do so if they first move out of Vichy territory. Additional Axis units may not enter Vichy territory unless the Axis declares war on Vichy France.

58.43 EFFECT ON ALLIED FORCES: Allied forces which are in Vichy France or Vichy colonies at the end of the Allied player turn in which France surrenders are eliminated.

58.5 FRENCH MINOR COUNTRIES AND COLONIES:

58.51 MINOR COUNTRIES: All French minor allies and associated minor countries become British minor allies and associated minor countries.

58.52 FRENCH CONQUESTS: French conquests and other French-controlled hexes become Axis-controlled unless they are occupied by a British ground unit or are able to trace a land supply route to a Free French colony and are closer to the Free French colony than to Vichy France or a Vichy colony.

58.53 FRENCH COLONIES:

58.531 After Germany has announced whether or not it is establishing Vichy France, the political alignment of the French colonies is determined by one die roll for Lebanon-Syria and one die roll for Tunisia-Algeria-Morocco. The die roll for the French colonies is modified by the French surrender level and by +3 if Vichy France was established:
A. French colonies become Free French on a modified die roll of 3 or lower. Britain receives the prorated BRPs for Free French colonies at the start of the next Allied player turn. All Free French colonial hexes become British-controlled, with the exception of Axis-controlled hexes, which remain under Axis control.
B. French colonies become Vichy French on a modified die roll of 4 or higher.

58.532 If Vichy France was not established, each French colony which would otherwise have become Vichy overthrows its colonial administration and becomes an independent, neutral minor country with a force pool consisting of one 2-3 infantry unit, which is placed in its capital. These newly formed minor countries may only be attacked after a declaration of war costing 10 BRPs, with its attendant effect on the USAT level. Allied forces which are in former French colonies at the end of the Allied player turn in which France surrenders are eliminated. If there are Axis units in a former French colony at the start of the Axis player turn immediately following the French surrender, the Axis must either declare war on the former French colony, or the Axis units must leave the former French colony by the end of that Axis player turn, may not make any attacks while still in the former French colony and are eliminated if they fail to leave.

58.533 French colonies controlled by the Axis when France surrenders are unaffected by the French colonial die rolls. They are treated as Axis conquests until captured by the Allies.

58.534 French colonies controlled by Britain when France surrenders are unaffected by the French colonial die rolls. Such colonies become Free French. This may occur only if a French colony were conquered by the Axis and reconquered by Britain prior to the fall of France.
58.6 VICHY AND FREE FRENCH FORCES:

58.61 FRENCH FORCES REMOVED FROM BOARD: Once the political alignment of the French colonies is established, the French fleet and ground and air units in Free French colonies and British-controlled hexes remain on the board. All other French ground and air units are removed from the board. Free French and Vichy France forces are then established.

58.611 FREE FRENCH HAVE PRIORITY: The Allied player selects the composition of any Free French forces before the Axis player selects the composition of the Vichy French forces.

58.612 FRENCH FORCES TABLES: In the Free French and Vichy France Forces Tables, infantry, army, and destroyers force levels are listed in factors; armor, battleship and cruiser force levels are listed by unit.

58.62 FREE FRENCH FORCES:

58.621 LEVEL OF FREE FRENCH FORCES: The level of Free French forces is set as detailed in the Free French Forces table:

<table>
<thead>
<tr>
<th>Vichy France Forces Table—58.621</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vichy France Established</td>
</tr>
<tr>
<td>FSL</td>
</tr>
<tr>
<td>+3</td>
</tr>
<tr>
<td>+2</td>
</tr>
<tr>
<td>+1</td>
</tr>
<tr>
<td>0</td>
</tr>
<tr>
<td>-1</td>
</tr>
<tr>
<td>-2</td>
</tr>
<tr>
<td>-3</td>
</tr>
</tbody>
</table>

*The indicated number of named ships of the selecting player’s choice. Unfinished or damaged ships in the “2” or “Launch” row of a French Naval Construction Chart may be selected.

Explanation: The French Surrender Level (FSL) determines the level of the Vichy French forces. If Vichy France is not established, there are no Vichy French forces.

58.622 REDUCTION IN FREE FRENCH FORCES IF VICHY FRANCE ESTABLISHED: If Germany established Vichy France, the level of Free French forces is less than if Vichy France was not established.

58.623 PLACEMENT OF FREE FRENCH FORCES: The British player may select all, some or none of the French units in Free French colonies and in British-controlled hexes as Free French forces. French units in these areas which are not selected are removed from play. If additional Free French units are required, the British player then adds the necessary French ground and air units, unbuilt, to the British force pool as Free French forces. See 58.64 for the placement of Free French naval units.

58.624 STATUS OF FREE FRENCH UNITS: Free French units are treated as British units for all purposes but retain their air and fleet nationality modifiers (EXCEPTIONS: Free French ground and air units may not operate in the Pacific theater; Free French destroyers may not be converted to ASW or transports; the production of Free French units is subject to the restrictions set out in 42.332B and 42.333C). Britain pays for offensive operations involving Free French forces and may construct Free French units in Britain. Objective hexes controlled by Free French units count as British-controlled objectives.

58.63 VICHTY FRANCE:

58.631 LEVEL OF VICHTY FRANCE FORCES: The level of Vichy France forces is set as detailed in the Vichy France Forces table:

58.632 PLACEMENT OF VICHTY FORCES: One Vichy 2-3 infantry unit must be placed and remain in Vichy city and in the capital of each Vichy French colony until Vichy France associates or allies with one side or the other, regardless of which side controls Vichy France. The remaining Vichy French ground and air forces are placed in Vichy France. See 58.64 for the placement of Vichy France naval units.

Vichy France Forces Table—58.631

<table>
<thead>
<tr>
<th>FSL Inf 3-5</th>
<th>Army</th>
<th>Air AAF</th>
<th>Naval CA DD</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>15</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>+2</td>
<td>12</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>+1</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>-1</td>
<td>12</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>-2</td>
<td>12</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>-3</td>
<td>10</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

*The indicated number of named ships of the selecting player’s choice. Unfinished or damaged ships in the “Launch” row of a French Naval Construction Chart may be selected.

Explanation: The French Surrender Level (FSL) determines the level of the Vichy French forces. If Vichy France is not established, there are no Vichy French forces.

58.633 STATUS OF VICHTY FRANCE: Vichy France is a neutral minor country whose hexes are controlled by neither side. For the rules relating to Vichy France, see 77.

58.64 THE VICHTY FLEET:

58.641 ALLOCATION OF VICHTY NAVAL UNITS: French naval units remain at their bases when France surrenders. If there are too few French naval units based in British-controlled ports to make up the Free French navy (58.621), the required number of French naval units based in Axis-controlled ports move to any British-controlled port(s) within range with the basing capacity to receive them, but may be intercepted by Axis air and naval units as they do so. Similarly, if there are too few French naval units based in Vichy French-controlled ports to make up the Vichy navy (58.631), the required number of French naval units based in British-controlled ports move without impediment to any Vichy-controlled port.

58.642 FREE FRENCH AND VICHTY FRANCE FLEETS LIMITED BY EXISTING UNITS: The size of the Vichy and Free French fleets is limited by the size of the French fleet when France surrenders. French ships which are damaged or are unfinished on the “Launch” row of a French Naval Construction Chart may be selected and are counted at their full, undamaged value.

58.643 NO SUBSTITUTIONS: If there are not enough named ships, cruisers or destroyers available to fulfill the levels shown in 58.621 or 58.631, the remainder of any insufficient type is lost.

58.7 BRPs:

58.71 FRANCE’S BRP VALUE: After the fall of France, Paris, Lyon, and Marseilles remain key economic areas worth 20, 10 and 10 BRPs, respectively. The BRP value of France as a conquest is the French BRP base at the time France surrenders minus 40 BRPs for the French key economic areas. France’s BRP base at the start of the Campaign Game and 1939 scenarios is 60 BRPs. Thus, if the French BRP base does not change during play, France is worth 20 BRPs as a conquest. This value is used for all scenarios which begin with France already conquered. If the French BRP base increases or decreases once the game begins, the value of France as a conquest will change accordingly. The French BRP base does not change once France is conquered.

58.72 WHEN FRENCH BRPS ACQUIRED: The major power which conquered France receives the prorated BRP value of France as a conquest at the start of its next player turn (35.7). During each subsequent YSS, that major power receives the BRP value of France as a conquest, provided it retains control of at least one city in France.

58.73 COOPERATIVE CONQUEST: If two or more major powers cooperate in conquering or reconquering France, the senior alliance partner receives the French BRPs (83.51).
59. BRITISH SURRENDER

59.1 OVERVIEW
59.2 DETERMINING BRITISH RESISTANCE
59.3 GERMANY REJECTS A BRITISH SURRENDER OFFER
59.4 GERMANY ACCEPTS A BRITISH SURRENDER OFFER
59.5 EFFECTS OF A BRITISH SURRENDER
59.6 GERMAN-BRITISH NEGOTIATIONS
59.7 GERMAN FORBEARANCE
59.8 U.S. ELECTION TRIGGERED
59.9 AFTER A BRITISH SURRENDER

59.1 OVERVIEW:
59.11 At the end of each game turn, the British resistance level is determined to see whether Britain surrenders. As is evident, on most turns the possibility of a British surrender will not arise and this calculation can be safely omitted.
59.12 If the British resistance level is zero or less, Britain offers to surrender. The Axis may accept or decline this offer.
59.13 If the Axis accept a British offer to surrender, the size of the British ground and air force pools is adjusted and portions of the Royal Navy may be eliminated. Commonwealth force pools are unaffected.
59.14 The Axis then determine their policy towards Britain, either by taking concessions or returning conquered territories to British control.

59.2 DETERMINING BRITISH RESISTANCE:

59.21 THE BRITISH RESISTANCE TABLE: At the end of each game turn, the British Resistance Table is consulted to determine whether Britain offers to surrender. No die roll is made—if the net result on the British Resistance Table is zero or less, Britain offers to surrender.

59.22 BRITISH RESISTANCE MODIFIERS:

A. BRITISH DP LEVEL: The British DP level is calculated as though a YSS were taking place. This level may be negative.

B. HEX CONTROL: Objectives controlled by Axis partisans are not controlled by either side and therefore may reduce the British DP level. Hexes which contain Axis atomic attack markers are considered Axis-controlled when calculating the British resistance level. When calculating the British resistance level in a European scenario, Singapore is considered to have been captured by Japan in Winter 1941.

C. OIL EFFECTS: Only oil effects against Britain (excluding Ulster) are counted; oil effects in the Mediterranean and Southeast Asian fronts are ignored.

NOTE: If no oil counters can be shipped to Britain, either because of Atlantic transport problems or because the Axis control every British port, excluding Belfast, Britain will incur all five oil effects unless some are offset by oil counters in the Western Allied European oil reserve. If the Axis have also captured London, Birmingham and Manchester, eliminating the Western Allied European oil reserve (33,422D), Britain will automatically incur all five oil effects.

D. ATLANTIC TRANSPORT LEVEL: The Atlantic transport level is determined at the end of the game turn, after the Western Allies have had an opportunity to replace transport losses. Repaired and newly constructed transports are counted when determining the Atlantic transport level.

E. UNBUILT BRITISH UNITS: Commonwealth units, Free French units, and ground and air units added to the British force pool by research are included when making this determination. Minor ally and associated minor country units are not.

F. NAVAL FORCE RATIO: American and Russian naval factors are included only if they are at war with Germany. Italian naval factors are only included if Italy is at war with Britain. Naval units in the Atlantic and Indian Ocean SW boxes and in the U.S. Atlantic and South Africa boxes are included; naval units in the Pacific, submarines, ASW and transports are not. Uncompleted named ships on the “3” row or higher are not counted; damaged ships and ships on the “2” or “Launch” rows of shipyards are discounted at a 2:1 ratio, rounded down (two damaged naval factors are counted as one naval factor; a remnant damaged naval factor is ignored). A 4:3 ratio yields a +/-1 modifier; a 5:3 ratio yields a +/-2 modifier; a 2:1 ratio yields a +/-3 modifier; a 3:1 ratio yields a +/-4 modifier; and a 4:1 or greater ratio yields a +/-5 modifier. The naval force ratio modifier may not exceed +/-5. Always round toward a 1:1 ratio.

G. LOCATION OF RUSSIAN FORCES: The Nazi-Soviet Pact line and 1944 Start Line are considered to run along the Russian border with Turkey and Persia. A Russian unit in Turkey or Persia therefore affects these modifiers.

British Resistance Table—59.21

<table>
<thead>
<tr>
<th>+/-#</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>British DP level as calculated at the end of the current Allied player turn. The British DP level may be negative.</td>
</tr>
<tr>
<td>-1</td>
<td>Axis control of Malta or Singapore (–1 for each).</td>
</tr>
<tr>
<td>-2</td>
<td>If Australia or India has surrendered (–2 for each).</td>
</tr>
<tr>
<td>-#</td>
<td>For each atomic attack against Britain (–2 for the first attack; an additional -3 for the second attack; an additional -4 for the third attack; and so on).</td>
</tr>
<tr>
<td>-2</td>
<td>For each atomic attack marker in Britain.</td>
</tr>
<tr>
<td>-1</td>
<td>For each British city firestormed (cumulative).</td>
</tr>
<tr>
<td>-1</td>
<td>For each oil effect currently applicable to Britain.</td>
</tr>
<tr>
<td>-#</td>
<td>If there are less than ten Western Allied transports in the Atlantic SW box (–1 for each missing transport, up to a maximum of –10).</td>
</tr>
<tr>
<td>-1</td>
<td>If there is no Russian armor or infantry unit in eastern Europe.</td>
</tr>
<tr>
<td>-1</td>
<td>For every ten unbuilt British and Commonwealth ground/army air factors (round down).</td>
</tr>
<tr>
<td>+/-#</td>
<td>Ratio of Allied/Axis naval factors (4:3: +/-1; 5:3: +/-2; 2:1: +/-3; 3:1: +/-4; 4:1 or greater: +/-5). Damaged and uncompleted ships on the “2” or Launch row of a shipyard are considered to be at half strength. Naval units in the Pacific are not counted.</td>
</tr>
<tr>
<td>+1</td>
<td>For each major power other than Britain at war with the European Axis.</td>
</tr>
<tr>
<td>+1</td>
<td>If the USAT level is between 30 and 39 (inclusive).</td>
</tr>
<tr>
<td>+2</td>
<td>If the USAT level is 40 or more and the U.S. is not at war with Germany.</td>
</tr>
<tr>
<td>+1</td>
<td>For every five Western Allied ground/army air factors on the western front. Units in the U.S. box are not counted.</td>
</tr>
<tr>
<td>+1</td>
<td>If there is a Western Allied armor or infantry unit in Germany.</td>
</tr>
<tr>
<td>+1</td>
<td>If there is a Russian armor or infantry unit in western Poland or Rumania.</td>
</tr>
<tr>
<td>-1</td>
<td>For every two concession points of territory returned to Britain or not taken by Germany in a previous British surrender.</td>
</tr>
</tbody>
</table>

Explanation: Check at the end of each Allied player turn. If the net result is

59.23 GERMAN RESPONSE TO A BRITISH SURRENDER OFFER:
Germany has the option of accepting a British surrender offer or rejecting it in the hope of imposing more severe terms on Britain later in the game. However, Germany must accept a British surrender offer if the British resistance level is –10 or lower.

59.3 GERMANY REJECTS A BRITISH SURRENDER OFFER:

59.31 PLAY CONTINUES: If Germany rejects a British surrender offer, Britain and Germany remain at war and play continues normally. At the end of each subsequent game turn, the British resistance level is again calculated...
59.32 REFUSED SURRENDER OFFER LAPSES: If a British surrender offer is rejected, Germany may not later change its mind and accept the offer; it must await a new offer at the end of another game turn and accept or reject the new offer as it wishes.

59.4 GERMANY ACCEPTS A BRITISH SURRENDER OFFER:

59.41 BRITISH SURRENDER PROCEDURE: If Germany accepts a British surrender offer, Britain surrenders and the British resistance level at the moment of surrender becomes the British surrender level. Germany then decides on the precise terms of surrender it wishes to impose on Britain. The following procedure is then implemented:
A. The size of the British ground and air force pools and Royal Navy is adjusted.
B. The Axis exact territorial and economic concessions from the British; or
C. The Axis decline to exact concessions and may return territory to Britain following negotiations.

59.5 EFFECTS OF A BRITISH SURRENDER:

59.51 BRITISH FORCE LEVELS:
59.511 NO REDUCTION AFTER A “0” SURRENDER: A “0” surrender level has no effect on the level of British forces.
59.512 REDUCTION OF BRITISH FORCES: For each level of surrender below “0”, Britain removes two AAF and four BRPs of ground units or NAS from its force pool and eliminates ten naval factors. A British surrender level of –1 thus results in the removal of two AAF; four BRPs of other British units and 10 naval factors; a British surrender level of –2 results in the removal of four AAF; eight BRPs of other British units and 20 naval factors; and so on.

59.513 IMPLEMENTING BRITISH FORCE REDUCTIONS: British force reductions following a “–1” or lower British surrender are implemented as follows:
A. BRITISH PLAYER SELECTS: Subject to 59.512, the British player selects the ground and air units to be removed from the British force pool and the naval units to be eliminated.
B. GROUND UNITS: Unbuilt ground units, ground units in Asia and ground units of any type added to the British force pool through mobilization or production are subject to removal. Canadian, South African, Australian and Indian ground units remain in the British force pool.
C. AIR UNITS: Unbuilt air units, air units in Asia and AAF or NAS added to the British force pool through mobilization or production are subject to removal. British strategic bombers, interceptors and jets and Australian AAF remain in the British force pool.
D. NAVAL UNITS: For each level of surrender below “0”, ten factors of British naval units must be eliminated. Submarines, naval units in Asia and incomplete, damaged, sunk in port and salvageable naval units are subject to elimination. ASW, transports and Australian naval units are not subject to elimination. Incomplete, damaged, sunk in port and salvageable naval units count are discounted as follows:
• damaged naval units: –1 factor;
• naval units sunk in port: –2 factors;
• naval units on the British Naval Construction Chart: on the Launch row: full value; on the 2 row: –1 factor; on the 3 row: –2 factors; on the 4 row: –3 factors; on the 5 row: –4 factors.
E. ELIMINATION OF ONE TYPE OF UNIT: If all the existing British ground, air or naval units are eliminated, this has no effect on the remaining British force levels (for example, if no ground units are available for removal, this does not result in the removal of additional air units from the British force pool).
F. REQUIREMENTS MUST BE MET: The total value of ground and air units removed from the British force pool and naval units eliminated must at least equal the requirements of the British surrender level (59.512). If the right denominations of ground, air or naval counters are not available, the British player may be forced to eliminate excess units in order to meet the requirements of a British surrender. Thus four 3-factor battleships could be eliminated to meet the requirement to eliminate ten naval factors.

59.514 UNITS NOT SUBJECT TO ELIMINATION: The following units are not subject to elimination following a British surrender:
A. Strategic bombers, interceptors and jets (59.513C).
B. ASW and transports (59.513D).
C. Canadian, South African, Australian and Indian ground and naval units (59.513B, C and D).
D. Free French units.
E. Minor ally and associated minor country units, unless their political status is changed by surrender negotiations.

59.52 HEX CONTROL:
59.521 HEXES IN BRITAIN: In Britain, each side retains the hexes it controls, except that any hexes which cannot be fully supplied are transferred to the other side. ZoCs, possible air and naval interception of sea supply lines and air supply are not taken into account in determining the supply status of such hexes. The British determine hex control before the Axis. British units on such hexes are eliminated and returned to the British force pool; Axis units on such hexes are repatriated to the nearest supplied, Axis-controlled hex, subject to stacking limits. American units on such hexes are unaffected by the surrender process, even if the hexes they occupy cannot be supplied at that moment; their presence prevents such hexes from passing to Axis control.
59.522 HEXES OUTSIDE BRITAIN: In all other British-controlled areas, the side which controls the area for BRP purposes gains control of all hexes in the area, regardless of supply, and the other side must withdraw all its units from that area, repatriating them to the nearest supplied hex under friendly control, subject to stacking limits. Areas which have no BRP value are considered to be controlled by the side which controls the capital or, if there is no capital, the most cities in the area. Once hex control is determined, some areas may change hands as a result of the terms of the British surrender, as outlined below. If both sides control an area because control is shifting back and forth, the area is treated as being Allied.

59.6 GERMAN-BRITISH NEGOTIATIONS:
59.61 BRITISH CONCESSION TABLE: The territorial and economic concessions Germany may obtain from Britain are determined by the British surrender level. Each surrender level is worth two concession points. The value of each territorial and economic concession is set out in the British Concession Table.
59.62 TERRITORIAL DEMANDS: Germany may select any combination of eligible territorial and economic concessions up to the value allowed, subject to the restrictions that only European territories which do not contain American units may be selected (59.62A) and a higher priority territory may only be selected if all eligible lower priority territories have been selected as well or are already under Axis control when Britain surrenders. Concessions are implemented as follows:
A. AREAS CONTAINING AMERICAN UNITS: Areas which contain an American ground, air or naval unit may not be ceded to the Axis. Areas containing only other types of American counters, such as airbases, artificial ports, bridgeheads and rocket bases, may be taken by the Axis as concessions.
B. AREAS CONTAINING RUSSIAN UNITS: Russian units do not prevent an area from being ceded to the Axis. Russian units in areas ceded to the Axis are immediately placed in the nearest Russian-controlled hex outside the ceded area, subject to stacking limits.
C. EFFECT ON BRITISH UNITS: All British units in ceded areas are immediately placed in the nearest hexes remaining under British control, subject to stacking limits, then to mapboard boxes (the U.S. Atlantic box or South Africa—Britain’s choice) if no onboard map hexes are available. Supply status, transport and sea escort requirements are not considered when relocating British units from ceded areas.
D. DISPUTED AREAS IN BRITAIN: If areas in Britain contain both British-controlled and Axis-controlled hexes, each side retains control of those hexes. If Germany wishes to obtain control of the entire area, it must pay the full concession price.
E. MINOR COUNTRIES: Neutralized minor countries return to their original status. British minor allies and associated minor countries that are not neutralized or transferred to Axis control retain their status. Minor countries transferred to Axis control are treated as conquests.
F. WAIFDISTS: If Britain surrenders prior to U.S. entry into the war and retains
control of Egypt, all Wafdist partisans are eliminated and no new Wafdist partisans may be built by the Axis until they are at war with the U.S. If the Axis take Egypt as a concession or if the U.S. is at war with Germany, the Wafdist partisans remain in play.

G. ITALIAN ACQUISITIONS: Territories in the Mediterranean front ceded to the Axis may, if Germany permits, come under Italian control.

H. USAT EFFECTS: Areas obtained by the Axis as concessions have the same effect on USAT as though they were obtained by conquest.

### British Concession Table—59.61

<table>
<thead>
<tr>
<th>Priority</th>
<th>Concession (value)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Lebanon/Syria, Tunisia, Algeria, Morocco, Libya, Albania (one each)</td>
</tr>
<tr>
<td>2</td>
<td>British minor allies, associated minor countries or conquests (neutral: one for every five minor BRPs; Axis control: two for every five minor BRPs)</td>
</tr>
<tr>
<td>3</td>
<td>Malta, Palestine, Transjordan (one each)</td>
</tr>
<tr>
<td>4</td>
<td>Egypt, Iraq, (two each); Gibraltar (three)</td>
</tr>
<tr>
<td>5</td>
<td>Ulster (two: becomes part of Ireland); Ireland (two); Scapa Flow (three)</td>
</tr>
<tr>
<td>6</td>
<td>Scotland (four: hex rows C to F)</td>
</tr>
<tr>
<td>7</td>
<td>Central England, including Birmingham and Manchester (five: hex rows G to J)</td>
</tr>
<tr>
<td>8</td>
<td>Southern England, including London (six: hex rows K and L)</td>
</tr>
</tbody>
</table>

**Indemnity, to a maximum of 30 BRPs. (One for each 10 BRPs)**

**Explanation:** The British Concession Table sets out the value of territorial and economic concessions that may be demanded by Germany if Britain surrenders. The same values are used if Germany returns British territory which is under Axis control at the time of surrender.

For concession purposes, Cyprus is considered to be part of Palestine and Kuwait is considered to be part of Iraq.

All priority 1 territories must be conceded or under Axis control before any priority 2 territories are taken; all priority 2 territories must be conceded or under Axis control before any priority 3 territories are taken; and so on. An indemnity of 10, 20 or 30 BRPs may be imposed without restriction.

**59.63 INDEMNITIES:** Each time Britain surrenders, Germany may impose a one-time indemnity of 10, 20 or 30 BRPs on Britain in the same manner as it obtains territory. Britain immediately transfers the required BRPs to Germany. If this results in a deficit, the British BRP base is reduced accordingly. The size of the indemnity is limited to the size of the British BRP base.

**59.64 THE TERMS OF SURRENDER:** The reductions in the British force pool set out in 59.51 are automatic and are not negotiable. The territorial and economic concessions Britain may be compelled to make to the Axis are limited by the British surrender level. The total concession value of all British territories acquired by the Axis and any indemnity imposed on Britain may not exceed the number of concession points for the British surrender level.

### 59.7 GERMAN FORBEARANCE:

59.71 GERMAN CONCILIATION: Germany may pursue a conciliatory policy with respect to Britain and the United States by limiting its territorial and economic demands to less than the maximum allowed by the British surrender level. In addition, territories already controlled by the Axis may be returned to British control.

59.72 RETURNING TERRITORY TO BRITISH CONTROL: Territories controlled by the Axis when Britain surrenders may be returned to Britain as part of a conciliatory policy. Germany may return to Britain any territory it wishes; it is not restricted to returning territories with higher priority values first. Britain may not refuse to accept the return of territories.

59.73 RESTRICTIONS ON THE RETURN OF TERRITORY: The return of territory to Britain is subject to the following restrictions:

A. The territories must be listed on the British Concession Table.
B. The territories must have been controlled by Britain at the start of the game or have come under British control in the course of play other than as a result of an Axis declaration of war.
C. A territory may only be returned to Britain once per game. Territories returned to Britain during a previous British surrender, then reconquered by the Axis, may not be returned to Britain again during a subsequent British surrender.
D. To return southern England to Britain as part of a conciliatory policy, the Axis must control London.
E. To return central England to Britain, the Axis must control Birmingham and Manchester.
F. Scotland, which does not contain a key economic area, must be completely controlled by the Axis before it can be returned to Britain.
G. Germany may not exchange territories already controlled by the Axis for territories controlled by Britain at the moment of surrender. If Germany returns territory to Britain, it may not acquire other territory and must content itself with economic and political concessions.

59.74 FORCE REDUCTIONS UNAFFECTED BY CONCILIATION: A German policy of conciliation does not affect any reduction in British forces required by the British Surrender Table.

59.75 EFFECTS OF A CONCILIATORY POLICY: The value of the concessions not taken by Germany, as well as the value of any territories returned to Britain by Germany during negotiations, is determined by reference to the British Concession Table. The diplomatic effects of a conciliatory German policy depend on whether the U.S. is at war with Germany or not:

A. BRITISH RESISTANCE LEVEL REDUCED: The British resistance level for future turns is reduced by one for every two concession points (round down) of territory returned to Britain or not taken by Germany. This effect is only relevant if the U.S. is at war with Germany or later declares war on Germany, so that Britain is again at war (59.96). If Britain surrenders more than once, only the resistance effects of concessions during the most recent British surrender apply to subsequent calculations of the British resistance level. The resistance effects of concessions during previous British surrenders are ignored.

B. U.S. NEUTRAL: If the U.S. is not at war with Germany when Britain surrenders, the USAT level is reduced by two for each concession point of territory returned to Britain or not taken by Germany.

C. U.S. AT WAR WITH GERMANY: If the U.S. is at war with Germany when Britain surrenders, the U.S. election triggered by a British surrender is modified by –1 for every two concession points (round down) of territory returned to Britain or not taken by Germany during that British surrender.

59.8 U.S. ELECTION TRIGGERED:

59.81 U.S. PARTICIPATION IN WAR RECONSIDERED: If the U.S. is at war with Germany when Britain surrenders, a U.S. election calculation is made immediately at the end of the game turn in which Britain surrenders, after the British surrender procedure is concluded (62.21A). This reflects a reassessment of the American involvement in the European war by the Executive Branch and Congress. The British surrender level and German conciliation are U.S. election modifiers.

59.82 EUROPE ONLY: A post-British surrender election occurs only in Europe. No U.S. election is resolved for the Pacific and relations between the U.S. and Japan are unaffected by the U.S. election for Europe.

59.9 AFTER A BRITISH SURRENDER:

59.91 BRITAIN CONTINUES AS A MAJOR POWER: After a British surrender, Britain continues the game as a major power, with its own BRP base and level, force pool, RPs, DPs and airbase counters. Britain’s BRP base may not drop below the 40 BRPs associated with the Commonwealth, reduced to 30 or 20 BRPs if one or both of Australia and India surrender (35.46).

59.92 BRITAIN GOVERNED BY RESTRICTIONS ON U.S.: Once it has surrendered, British participation in the war is subject to whatever political restrictions govern American participation. If the U.S. is still neutral, or has left the war or restricted its participation as a result of a U.S. election result, British forces are also neutral or are subject to the same restrictions as American forces.
59.93 DEPLOYMENTS BY A NEUTRAL BRITAIN: While the U.S. and Britain are neutral, British and Commonwealth, but not American, units may deploy to Europe. A neutral Britain may not redeploy units past an Axis-controlled Gibraltar or through Axis-controlled territory, nor may it declare war on neutral minor countries.

59.94 CONTINUATION OF THE WAR: If the U.S. remains in the war following a British surrender, the U.S. and Britain continue to be at war with the Axis.

59.95 RESUMPTION OF THE WAR: If the U.S. withdraws from the war in Europe following a British surrender, the following rules apply to the resumption of the war:

A. IMMEDIATE RESUMPTION OF WAR PROHIBITED: Neither Germany nor the U.S. may declare war on the other in the turn following a British surrender.

B. GERMAN DECLARATION OF WAR: A German declaration of war on the U.S. in the second or any subsequent turn after a British surrender puts Germany at war with the U.S. and Britain and allows Axis attacks on British territory and forces. Germany may not declare war on Britain alone.

C. AMERICAN DECLARATION OF WAR: If the USAT level reaches 50 in the second or any subsequent turn after a British surrender, the U.S. may declare war on Germany. This puts the U.S. and Britain at war with Germany.

59.96 ADDITIONAL BRITISH SURRENDERS:

59.961 ONLY IF THE U.S. DECLARES WAR ON GERMANY: If Britain has surrendered and the U.S. remains at war with or later declares war on Germany (59.95C), British resistance level calculations are made normally at the end of each turn and Britain may surrender again if its resistance level drops below the level of the initial surrender. No British resistance calculations are made following a German declaration of war on the Western Allies after a British surrender (59.95B); in such a case, Britain may not again surrender.

59.962 CALCULATING THE BRITISH RESISTANCE LEVEL: British units which were removed from the British force pool when it first surrendered are considered to be rebuilt when calculating the British resistance level for a second surrender. If Germany adopted a conciliatory policy towards Britain during previous surrender negotiations, an additional modifier may apply to the British resistance level (59.75A).

59.963 EFFECTS OF A SECOND SURRENDER: If Britain surrenders a second time, the concession level and value of forces removed are determined by the difference between the new and old surrender levels.

59.964 REPEATED SURRENDERS POSSIBLE: Theoretically, there is no limit to the number of times Britain may surrender.

59.97 BRITISH PARTISANS: The Western Allies, if at war with Germany, may build two (increased to a maximum of four by Western Allied partisan production—11.22B) partisans in Axis-controlled territory in Britain.

59.98 BRITISH SURRENDER EFFECTS IN THE FAR EAST:

59.981 If, when Britain surrenders to Germany, Japan:

A. Is not at war with either Britain or the U.S., Japan may not go to war with Britain without also going to war with the U.S.

B. Is at war with both Britain and the U.S., the British surrender takes effect only in Europe and Britain continues to fight Japan in conjunction with the U.S.

C. Is at war with Britain, but not with the U.S., Japan may either end hostilities with Britain or continue fighting. The Japanese player makes this decision at the moment of surrender.

59.982 If Japan adheres to the peace treaty between Germany and Britain:

A. Hex control is determined according to 59.522.

B. No British concessions are made in the Far East. Australia and India remain British minor allies.

C. In the second or any subsequent turn following a British surrender, Japan may declare war on Britain and the U.S. and resume fighting.

59.983 British ground, air and naval units in Asia are subject to the normal British force pool reductions, whether or not Japan adheres to the peace treaty between Germany and Britain.

59.984 If Japan declines to adhere to a German-British treaty, fighting between Japan and Britain continues indefinitely unless Britain reenters the European war and then surrenders to Germany a second time.

60. RUSSIAN SURRENDER

60.1 DETERMINING RUSSIAN SURRENDER

60.2 EFFECTS OF A RUSSIAN SURRENDER

60.3 UNITS

60.4 HEXES

60.5 MINOR COUNTRIES

60.6 BRPs

60.7 JAPANESE PARTICIPATION

60.8 RUSSIA AFTER A SURRENDER

60.9 PACIFIC THEATER SCENARIOS

60.1 DETERMINING RUSSIAN SURRENDER:

60.11 RUSSIAN SURRENDER CONDITIONS: Russia offers to surrender at the end of any Allied player turn in which the Russian resistance level, as determined by the Russian Resistance Table, is zero or less. Germany has the option of accepting the Russian surrender offer or rejecting it in the hope of imposing more severe terms on Russia.

### Russian Resistance Table — 60.11

<table>
<thead>
<tr>
<th>+/-#</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+/−#</td>
<td>Russian DP level as calculated at the end of the current Allied player turn. The Russian DP level may be negative.</td>
</tr>
<tr>
<td>−#</td>
<td>For each atomic attack against Russia (−2 for the first attack; an additional −3 for the second attack; an additional −4 for the third attack; and so on).</td>
</tr>
<tr>
<td>−1</td>
<td>For each Russian city firestormed (cumulative).</td>
</tr>
<tr>
<td>−1</td>
<td>For each oil effect currently applicable to Russia.</td>
</tr>
<tr>
<td>−1</td>
<td>For Axis forces control at least one hex in Britain (Scapa Flow is included, Ulster is not).</td>
</tr>
<tr>
<td>−1</td>
<td>For every ten unbuilt Russian ground/army air factors.</td>
</tr>
<tr>
<td>−1</td>
<td>For each IC controlled by Russia below 5 (4 ICs: −1; 3 ICs: −2; 2 ICs: −3; 1 IC: −4; no ICs: −5).</td>
</tr>
<tr>
<td>+1</td>
<td>For each IC controlled by Russia above 5 (6 ICs: +1; 7 ICs: +2; 8 ICs: +3; and so on).</td>
</tr>
<tr>
<td>+1</td>
<td>For each Western Allied major power at war with Germany.</td>
</tr>
<tr>
<td>+1</td>
<td>If the Western Allies control at least two hexes in European France.</td>
</tr>
</tbody>
</table>

**Explanation:** Check at the end of each Allied player turn. If the net result
offer, it cannot change its mind but must await a new offer at the end of a later Russian player turn, which it can accept or reject as it wishes.

**60.2 EFFECTS OF A RUSSIAN SURRENDER:**

**60.21 GERMANY ACCEPTS A RUSSIAN SURRENDER OFFER:** If Germany accepts a Russian surrender offer, Russia surrenders, with the results set out below.

**60.3 UNITS:**

**60.31 UNITS REMAIN IN PLAY:** All Russian units except partisans remain in play.

**60.32 UNITS IN UNSUPPLIED HEXES:** Russian units in hexes which pass to German control (60.42) are eliminated and returned to the Russian force pool as allowable builds.

**60.33 RUSSIAN UNITS IN WESTERN ALLIED HEXES:** Russian units in Western Allied-controlled hexes are repatriated to the nearest Russian-controlled hex, subject to stacking limits.

**60.34 RUSSIAN PARTISANS:** All Russian and communist partisans, including those in minor countries, are eliminated (EXCEPTION: Communist Chinese partisans are unaffected by a Russian surrender).

**60.35 WESTERN ALLIED PARTISANS:** The Western Allies may not construct partisans in Europe after a Russian surrender until Russia reenters the war. Western Allied partisans which are on the board when Russia surrenders remain in play.

**60.36 POLITICAL EFFECTS:** If the U.S. is at war with Germany when Russia surrenders, a U.S. election calculation is made immediately at the end of the game turn in which Russia surrenders, after the Russian surrender procedure is concluded. A post-Russian surrender election occurs only in Europe. No U.S. election is resolved for the Pacific and relations between the U.S. and Japan are unaffected by the U.S. election for Europe.

**60.4 HEXES:**

**60.41 RUSSIAN-CONTROLLED HEXES REQUIRE SUPPLY:** Russia retains control of all hexes it controlled when it surrenders, provided it can fully supply such hexes by tracing a supply line from the eastern edge of the board to them. Axis ZoCs and possible air and naval interception of sea supply lines are not taken into account in determining the supply status of Russian-controlled hexes. Supply from an IC and air supply, which provides only partial supply, are insufficient to retain hex control.

**60.42 UNSUPPLIED HEXES:** Russian-controlled hexes which cannot trace a supply line from the eastern edge of the board come under German control.

**60.43 NO EXCEPTIONS:** There are no exceptions to the hex control rules set out in 60.41 and 60.42: Russian ICs and objective hexes, including Moscow, are transferred to German control if they cannot trace a supply line from the eastern edge of the board. Russian fortifications and fortresses in such hexes are eliminated.

**60.44 ISOLATED AXIS HEXES:** After unsupplied Russian-controlled hexes have passed to German control, Axis-controlled hexes which cannot receive at least limited supply from an Axis supply source revert to Russian control and any Axis units in such hexes are repatriated to the nearest supplied, Axis-controlled hex. Russian ZoCs, air supply and possible air and naval interception of sea supply lines are not taken into account in determining the supply status of Axis-controlled hexes.

**60.45 PARTICIAN CONTROL OF HEXES DISREGARDED:** Russian partisans are not taken into account in determining hex control or tracing supply when implementing a Russian surrender.

**60.5 MINOR COUNTRIES:**

**60.51 SUPPLY REQUIRED:** Russia retains its minor allies, associated minor countries, diplomatically controlled minor countries and conquests after surrendering, provided it can fully supply their capitals by tracing a supply line from the eastern edge of the board to them. Axis ZoCs and possible air and naval interception of sea supply lines are not taken into account in determining the supply status of Russian-controlled minor countries. Supply from an IC and air supply, which provides only partial supply, are insufficient for this purpose. Otherwise Russian-controlled minor countries come under German control as conquests and their units are permanently eliminated.

**60.6 BRPs:**

**60.61 RUSSIAN BRP GRANTS TO GERMANY:** During each Russian unit construction phase, beginning in the next Russian player turn after a Russian surrender, Russia must grant to Germany BRPs equivalent to the current production value of Russia’s most valuable IC (10 BRPs per turn if Russia has no ICs).

**60.62 BRP GRANTS COMPULSORY:** Russian BRP grants to Germany must be made whether or not Russia has any ICs remaining, and even if the BRPs are not available. BRP grants which result in a deficit decrease Russia’s BRP base, unless covered by Western Allied BRP grants in the same phase.

**60.63 AID FROM THE WEST:** After it surrenders, Russia may receive aid from the Western Allies, subject to the normal rules relating to the manner in which BRP grants are made to Russia and the means by which the Axis may interfere with or prevent such grants (40). The Persian BRP route may be opened after a Russian surrender.

**60.7 JAPANESE PARTICIPATION:**

**60.71 JAPANESE PARTICIPATION OPTIONAL:** If Japan is at war with Russia when Russia surrenders to Germany, Japan may either end hostilities with Russia or continue fighting. The Japanese player makes this decision when Russia surrenders.

**60.72 PEACE:** If Japan adheres to the peace treaty, rules 60.3 and 60.4 are applied to the Pacific theater (EXCEPTION: Communist Chinese partisans are unaffected). Japan may later declare war on Russia and resume fighting.

**60.73 WAR:** If Japan declines to adhere to a German-Russian treaty, fighting between Japan and Russia continues indefinitely.

**60.8 RUSSIA AFTER A SURRENDER:**

**60.81 RUSSIA CONTINUES PLAY:** After surrendering, Russia remains in the game and continues to take its turns normally. Russian BRP totals are calculated each YSS, Russian RPs and DPs are allocated and activated (EXCEPTION: Russia may not name diplomatic targets while in a state of surrender), and Russian ICs increase in value normally. Western Allied units are still prohibited from entering any hex inside Russia.

**60.82 RESUMPTION OF HOSTILITIES:** Russia may declare war on the European Axis or Japan after it has surrendered if the Russian resistance level at the end of the preceding Russian player turn was greater than zero. Germany and Japan may declare war on Russia at any time after Russia has surrendered. All such declarations of war have the normal BRP cost and affect USAT and USJT normally.

**60.83 EFFECTS OF A SECOND RUSSO-GERMAN WAR:** If a second German-Russian war breaks out, Germany no longer receives BRP grants from Russia. If Russia declared war on the Axis after a Russian surrender, Russian resistance level calculations continue to be made, and a second Russian surrender is possible. If Germany declared war on Russia after a Russian surrender, no second Russian surrender is possible and no further Russian resistance level calculations need be made.

**60.9 PACIFIC THEATER SCENARIOS:**

**60.91 In Pacific theater scenarios, Russia never surrenders.**
61. CHINESE SURRENDER
61.1 DETERMINING CHINESE SURRENDER
61.2 MODIFIERS
61.3 RESULTS

61.1 DETERMINING CHINESE SURRENDER:

61.11 CHINA NEVER SURRENDERS: Nationalist China never formally surrenders, but the Nationalist Chinese government can disintegrate under Japanese pressure. At the end of each Chinese player turn, the Chinese Resistance Table is consulted. The result applies from the beginning of the next Japanese player turn and until the end of the next Chinese player turn, when the other determination of the Chinese resistance level is made.

61.2 MODIFIERS:

61.21 UNBUILT UNITS: Unbuilt partisans do not affect Chinese resistance levels.

61.22 FLYING TIGERS: The Flying Tigers do not count as American air factors.

61.3 EFFECTS:

61.31 REFERENCE: Details as to the specific application of the various Chinese resistance results are found in rules 78-80.

62. U.S. ELECTIONS
62.1 OVERVIEW
62.2 WHEN U.S. ELECTIONS OCCUR
62.3 DETERMINING U.S. ELECTION RESULTS
62.4 U.S. ELECTION RESULTS
62.5 POST-ELECTION TENSIONS
62.6 A SEPARATE PEACE
62.7 AMERICAN REENTRY INTO THE WAR
62.8 ATOMIC WAR

62.1 OVERVIEW:

62.11 The U.S. may not be conquered. It may, however, be pressured by adverse military and political developments into scaling back its efforts or even signing separate peace agreements in one or both theaters of conflict.

62.12 "U.S. ELECTION" A BROAD TERM: In most games the only "U.S. election" will occur after the 1945 YSS, which represents the U.S. presidential election held in November 1944, the results of which take effect in January 1945. However, a British or Russian surrender or a German atomic attack against the U.S. also triggers a "U.S. election", which represents a complete Congressional review of American involvement in the war.

62.2 WHEN U.S. ELECTIONS OCCUR:

62.21 TRIGGERING EVENTS: A U.S. election occurs at the following times:

A. IF BRITAIN OR RUSSIA SURRENDERS: At the end of any game turn in which Britain or Russia surrenders, if the U.S. is at war with Germany.

B. IF THE U.S. IS SUBJECT TO ATOMIC ATTACK: At the end of any game turn in which the continental U.S. is subject to a successful German atomic attack.

C. AFTER THE 1945 YSS: Immediately after the 1945 YSS, in every game.

62.3 DETERMINING U.S. ELECTION RESULTS:

62.31 CALCULATION MADE FOR EACH THEATER: The U.S. election result is determined by making a calculation for each theater, using the following modifiers. If the election is triggered by the 1945 YSS, then the results from both theaters are combined; if the election is triggered by a surrender or an atomic attack, only the European theater calculation is made. If the result is 1 or greater, there is no effect on American policies or actions. If the net result is zero or less, a pro-Axis U.S. election result has occurred.

NOTE: U.S. elections are usually simple, because you just compare each side’s DP totals as calculated when the U.S. election occurs. But the complication which arises after a British surrender is intriguing: a low level British surrender, say at –2 or -3, reduces the normal +5 modifier for British participation in the war, while a higher level British surrender, such as -7 or -8, gives the Axis a favorable modifier in place of the normal +5 modifier. German conciliation following a British surrender can give the Axis an even greater chance of winning a future U.S. election, but unless Germany can conquer Russia and force a U.S. election while it is doing well, and before Japan is conquered, this may only result in a kindly American post-war policy towards Germany...

62.4 U.S. ELECTION RESULTS:

62.41 THEATER RESULTS COMBINED: At the end of the 1945 YSS, the U.S. election results in each theater are added together. For all U.S. elections,
if the total result is positive, President Roosevelt wins reelection (or Congress endorses his leadership) and U.S. policy is unchanged. However, if the total is zero or less, U.S. policy shifts in favor of disengagement and the appropriate level of result is implemented separately for each theater. Each result includes all higher number results.

62.411: SINGLE THEATER GAMES: In single theater games, the election result for the theater not being played is considered to be zero and thus has no bearing on U.S. policy in the theater that is being played.

62.42 RESULTS APPLIED TO EACH THEATER SEPARATELY: The U.S. election result is applied to each theater separately and the determination of whether the U.S. disengages from the European war, the Pacific war, or both, and to what extent, is therefore made separately for each theater.

62.421 BRP GRANTS: The extent to which American BRP grants are allowed after an election result of -7 or below is governed by the USAT or USJT level in the relevant theater.

62.422 ASW: American ASW units may be used in the Atlantic and Indian SW boxes provided the post-election USAT level is 34 or more.

62.43 HIGHER RESULT MAY BE TAKEN: Germany and Japan may select a higher result in their theater if they feel it would be to their advantage to do so. For example, after a -9 result, Germany could impose a -6 result instead, allowing the U.S. to remain in the war on a restricted basis.

62.44 ELECTION RESULTS APPLY ONLY TO AMERICAN UNITS: The restrictions set out for U.S. election results 0 to -5 apply only to American units, including American-built partisans (EXCEPTION: If Britain has surrendered, U.S. election results 0 to -4 also apply to Britain.)

62.5 POST-ELECTION TENSIONS:

62.51 TENSIONS AGAIN RECORDED: After an adverse U.S. election result, USAT and USJT (as the case may be) are again recorded to determine the extent to which the U.S. resumes involvement in the war in that theater. Increases in the USAT or USJT levels reflect the impact which continued Axis or Japanese aggression has on American public opinion, even if the U.S. has signed a separate peace with Germany or Japan.

62.52 FOUR TENSION POINTS = ONE ELECTION RESULT LEVEL: For every four points the applicable tension level increases, the U.S. election result increases by one level in the corresponding theater, until eventually the U.S. can again participate in the war in that theater without restriction. Thus after an election result of “-3” for the European theater, USAT would have to increase by four before American forces could carry out offensive operations; by another four before the U.S. could conduct full offensives; by another four before attacks at less than 2:1 were allowed; and by another four before the final restriction, the prohibition against offensive economic warfare, was lifted and the U.S. could fully participate in the war in Europe.

62.53 POST-ELECTION TENSION MODIFIERS: U.S. tension modifiers which apply only after an adverse election result are listed distinctly from the normal modifiers. All normal tension modifiers also apply (EXCEPTION: The normal status modifiers for the number of major powers at war with the Axis are superseded a +1 modifier for each major power other than the U.S. at war with Germany). The American oil embargo on Japan is considered to be lifted, but unless the U.S. signs a separate peace with Japan and the USJT level drops below 20, the U.S. may reimpose an oil embargo on Japan in the following turn, triggering a +1 increase in tensions in that and each subsequent turn.

62.6 A SEPARATE PEACE:

62.61 EUROPE: After signing a separate peace with Germany following a “-7” or worse election result, American units in Europe are removed from the board and placed in the U.S. box (Atlantic) during each ensuing Allied redeployment phase until none remain in Europe. The number of American units removed each turn is determined by the number of Western Allied transports in the Atlantic SW box, regardless of any other use to which these transports are put. The order in which American units are removed is decided by the Axis player. Prior to their return to the U.S., American units remain in play, may not enter Axis- or neutral-controlled hexes and may not be attacked without a declaration of war by Germany. American units may remain in and pass through the South Africa box if the U.S. signs a separate peace with Germany.

62.62 PACIFIC: After signing a separate peace with Japan, all American units in the Pacific are instantly moved by the American player to whatever pre-war American possessions in the Pacific are still under American control or to the

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the tension level would be set at 46; if the election result were –8, the tension
level would be set at 42, and so on.

62.66 AMERICAN REENTRY GOVERNED BY TENSION LEVEL: The
extent of American involvement in the war after a separate peace is governed
by the applicable tension level. As tensions rise, American involvement short
of war increases according to the tension results, just as it did earlier in the
game, subject to the following qualifications:
A. Mobilizations which have already occurred are not triggered again.
B. Tension results do not override U.S. election result restrictions. For example,
USJT results which permit the deployment of American units to the Pacific
mapboard are prohibited by a -5 election result.

62.67 AMERICAN MOBILIZATION CONTINUES: Even if the U.S. is
neutral:
A. GROUND AND AIR FORCE POOL INCREASES: The mobilization of
American ground and air forces continues.
B. BRPs: The U.S. receives 25 BRPs for each mobilization.
C. DPs AND RPs: The U.S. receives DPs and RPs in each YSS as though it
were still at war. The U.S. may continue diplomacy, research and production
while neutral.

62.7 AMERICAN REENTRY INTO THE WAR:
62.71 RESTRICTED REENTRY PERMITTED: The U.S. may reenter the
war in either theater if tensions increase sufficiently, just as is the case prior to
the initial U.S. entry into the war. However, the restrictions associated with the
U.S. election results apply after the U.S. reenters the war, so tensions continue to
be tracked to determine when the U.S. moves from the -6 election result to the
–5 election result, and so on, until it is no longer subject to any restrictions.

62.72 NO RESTRICTIONS IF GERMANY OR JAPAN DECLARE WAR:
If Germany or Japan declares war on the U.S. while it is neutral, the U.S. im-
mediately resumes full participation in the war in that theater and the restrictions
associated with the U.S. election results do not apply. Germany does not receive
any modifiers for submarine warfare as a result of a declaration of war on the
U.S. if the U.S. has already participated in the European war.

62.8 ATOMIC WAR:
62.81 GERMAN ATOMIC ATTACKS: A U.S. election result for the Eu-onean theater is calculated at the end of any game turn in which Germany
successfully detonates an atomic device in the U.S.

62.82 U.S. DEFEAT: If the U.S. signs a separate peace with Germany as a
result of a German atomic attack, it is considered defeated. The U.S. signs a
separate peace with both Germany and Japan, even if the election result for
the Pacific would normally mandate a continuation of the Pacific war, and the
U.S. may not reenter or take part in the war in any manner in either theater for
the remainder of the game. In most circumstances, this means Germany and
Japan will win a decisive victory, but it does not preclude other Allied major
powers from fighting on.

62.83 FAILURE TO DEFEAT THE U.S.: If a German atomic attack fails
to force the U.S. to sign a separate peace with Germany, it has no effect on
American participation in the war. Similarly, if Germany makes an atomic
attack against the U.S. when the U.S. is subject to U.S. election result restric-
tions, and the U.S. does not sign a separate peace, all restrictions on U.S
participation in the European theater are lifted. An atomic attack on the U.S.
is an all-or-nothing affair.

NOTE: The U.S. may not make atomic attacks unless it is fighting without
restriction, and a German atomic attack on the U.S. lifts all restrictions on
American participation in the European war. If the Germans, moving first,
make an atomic attack against the U.S., the U.S. may try to retaliate, and the
success of the retaliation may determine whether the U.S. keeps fighting or
not. The Germans might want to think twice before making such an attack, for
a German atomic attack on Britain or Russia does not automatically allow a
U.S. response in kind, because of the American fear of German retaliation.
Atomic war is a dangerous business!
63. EASTERN EUROPE

63.1 DEFINITION

63.11 DEFINITION OF “EASTERN EUROPE”: Eastern Europe consists of:

A. Eastern Poland (10 BRPs);
B. The Baltic States (15 BRPs);
C. Bessarabia (Rumania east of the eastern front boundary — 5 BRPs); and
D. The Finnish border hexes (A46/B45/ C44 — 5 BRPs).

63.12 RULES RELATING TO EASTERN EUROPE: The details relating to the four parts of eastern Europe are found in rules 64-67.

63.13 EASTERN EUROPE DISTINCT FROM RUSSIA: The Russian occupation of a part of eastern Europe does not make that area part of Russia for the purposes of weather, movement, unit construction or partisans (EXCEPTION: Russian partisans may be built and may operate in Eastern Poland — 11.33C).

63.2 NAZI-SOVET PACT LINE

63.21 NAZI-SOVET PACT LINE: The dotted line running from the north edge of the board to the Black Sea is the partition line agreed to in the Nazi-Soviet pact of August 1939. The location of the Nazi-Soviet Pact line remains the same for the entire game. For game purposes, the Nazi-Soviet Pact line is considered to extend along the Russian border with Turkey and Persia.

63.3 SEPARATE CONQUESTS:

63.31 SEPARATE AREAS FOR CONQUEST PURPOSES: All four parts of eastern Europe are treated as separate areas for the determination of conquest and reconquest.

63.4 ENTRY INTO EASTERN EUROPE:

63.41 PACT LINE IGNORED ONCE WAR BREAKS OUT: Once Germany and Russia are at war, either side may enter any part of eastern Europe controlled by the other.

63.42 DECLARATION OF WAR REQUIRED TO ENTER BALTIC STATES: A declaration of war costing 10 BRPs is required to enter the Baltic States if they are neutral, even if Germany and Russia are at war.

63.43 BORDER AREAS: Bessarabia and the Finnish border hexes, if unconquered by Russia when war breaks out between Germany and Russia, remain part of Rumania and Finland, respectively, for the rest of the game. After Germany and Russia go to war, Russia may not enter Bessarabia and the Finnish border hexes without a separate declaration of war costing 10 BRPs against Rumania or Finland unless Rumania or Finland have allied or associated with Germany.

63.5 RESTRICTIONS ON RUSSIAN ACTIVITIES

63.51 RGT RESTRICTIONS: Russian actions are limited by the RGT level, as follows:

A. COMMUNIST SUBVERSION: If the RGT level is 15 or greater, Russia may attempt to subvert a neutral Balkan minor country.
B. RUSSIAN DECLARATION OF WAR ON NEUTRAL MINOR COUNTRIES: If the RGT level is 25 or greater, Russia may declare war on bordering minor countries which are not controlled by the Axis and in which Germany has no economic interest.
C. RUSSIAN DECLARATION OF WAR ON ECONOMICALLY PENETRATED MINOR COUNTRIES: If the RGT level is 35 or greater, Russia may declare war on bordering minor countries in which Germany has an economic interest but not on bordering minor countries which Germany controls.
D. RUSSIAN ALERT: Until the RGT level is 40 or greater, in the first Axis player turn of a German invasion:
   • Russian infantry units, on all types of European hexes, are subject to a −1 DM (15.33G).
   • The following impairments apply to all Russian armor units in the European theater, wherever placed:
     o Until the Axis execute an overrun or resolve a ground attack in the combat phase, Russian armor units have no ZoC.
     o Once Russian armor units have a ZoC, Axis ground units must expend only one additional movement factor to leave a hex in the ZoC of Russian armor units, or to move from one such hex to another.
E. GERMAN OIL SUPPLIES: If the RGT level is 45 or greater, Russia stops direct oil shipments to Germany and may cut off Germany’s oil supplies if it controls Ploesti or any minor country through which Germany must trace an oil supply line.
F. RUSSIAN DECLARATION OF WAR ON GERMANY: If the RGT level is 50 or greater, Russia may declare war on Germany.

64. POLAND

64.1 GERMANY AND POLAND AT WAR

64.2 BRITAIN CONTROLS POLISH FORCES

64.3 EASTERN POLAND

64.4 POLISH SURVIVAL

64.1 GERMANY AND POLAND AT WAR:

64.11 NO DECLARATION OF WAR OR FREE OFFENSIVE OPERATIONS: The Campaign Game and 1939 scenarios begin with Germany at war with Britain, France and Poland. This situation exists without the need for any declarations of war or their associated BRP costs and USAT effects. Germany must pay for offensive operations against Poland.

64.2 BRITAIN CONTROLS POLISH FORCES:

64.21 BRITAIN CONTROLS POLISH FORCES: Britain sets up and controls the Polish forces.

64.3 EASTERN POLAND:

64.31 DISTINCT FROM WESTERN POLAND: Eastern Poland consists of that part of Poland east of the Nazi-Soviet partition line. Eastern Poland is treated as a separate entity from western Poland throughout the game.

64.32 EASTERN POLAND WORTH 10 BRPs: Eastern Poland has a value of 10 BRPs, distinct from the 20 BRPs for Poland. Eastern Poland is conquered when Vilna, Brest-Litovsk and Lvov are all controlled by the conquering major power, even if Poland itself remains unconquered.

64.33 CONTROL FOR BRP PURPOSES: Once one side has obtained control of all three cities in eastern Poland, it continues to receive the BRPs for eastern Poland until all three cities come under enemy control and the original controlling major power fails to recapture any one of the three cities
during its next player turn.

64.34 FALL 1939 GERMAN OCCUPATION PROHIBITED: In Fall 1939, German units may move across the partition line into eastern Poland, but German units may not remain in eastern Poland at the end of the Axis player turn. Compliance with this restriction may require the voluntary elimination of German units (28.91). Incursions into eastern Poland during the Axis Fall 1939 player turn do not affect the RGT level.

64.35 RUSSIAN ENTRY INTO EASTERN POLAND: In Fall 1939, Russia may occupy eastern Poland. Russian entry into eastern Poland does not require a declaration of war or offensive operations. Russian units may not move across the Polish partition line unless Russia is at war with Germany. German and Russian units ignore each other’s ZoCs. Once Russia has conquered eastern Poland, hex control in Poland is automatically determined by the partition line.

64.36 DELAYED RUSSIAN OCCUPATION OF EASTERN POLAND: If Russia does not occupy eastern Poland in Fall 1939, either Germany or Russia may do so on any subsequent turn. Neither side need make a declaration of war to carry out this action. Once one side has entered eastern Poland, the other side may not do so until Germany and Russia are at war.

64.4 POLISH SURVIVAL:

64.41 If Poland survives Germany’s initial attack, Poland becomes a British minor ally and may conduct independent offensive operations or attrition on the eastern front at no BRP cost. These attacks may only be directed against the Axis, even if Russia has occupied eastern Poland. The Nazi-Soviet partition line has no effect on Polish units or their movement. Polish units may enter any hex in Germany or remain in Poland.

64.42 RUSSIAN ACTIONS: If Russia enters eastern Poland, it may make an attrition die roll against Poland only if one or more Russian units are adjacent to a Polish unit east of the partition line. Russia may not intervene on Poland’s behalf. Russian troops may cross the partition line and enter western Poland if Russia is at war with Germany, but this does not constitute intervention. All Russo-Allied cooperation restrictions (53.4) apply.

65. THE BALTIC STATES

65.1 CONSIDERED ONE MINOR COUNTRY

65.2 CONQUEST OF THE BALTIC STATES

65.11 BALTIC STATES WORTH 15 BRPs: The Baltic States are treated as a single minor country worth 15 BRPs. They are conquered when Riga, Parnau and Tallinn are all controlled by the conquering major power.

65.12 CONTROL FOR BRP PURPOSES: Once one side has obtained control of all three cities in the Baltic States, it continues to receive the BRPs for the Baltic States until all three cities come under enemy control and the original controlling major power fails to recapture any one of the three cities during its next player turn.

65.2 CONQUEST OF THE BALTIC STATES:

65.21 DECLARATION OF WAR REQUIRED: Occupation of the Baltic States requires a declaration of war costing 10 BRPs, but no offensive operations are necessary for their conquest. The Baltic States do not deploy forces if attacked.

65.211 If the Baltic States are still neutral when Germany and Russia go to war, their occupation must still be preceded by a declaration of war.

65.22 FALL 1939 GERMAN OCCUPATION PROHIBITED: Germany may not declare war on the Baltic States in Fall 1939. Subject to 65.23, Russia may declare war on the Baltic States at any time, regardless of the RGT level.

65.23 DELAYED RUSSIAN OCCUPATION OF THE BALTIC STATES: If Russia does not declare war on the Baltic States in Fall 1939, either Germany or Russia may do so on any subsequent turn. Once one side has declared war on and entered the Baltic States, the other side may not enter the Baltic States until the Axis and Russia are at war.

66. BESSARABIA

66.1 RUSSIAN TERRITORIAL DEMANDS

66.2 BORDER WAR

66.3 CONQUEST OF BESSARABIA

66.4 RUSSO-RUMANIAN WAR

66.1 RUSSIAN TERRITORIAL DEMANDS:

66.11 RUSSIAN DEMANDS: Russia may demand territorial concessions from Rumania during any Russian diplomatic phase, provided the Axis do not control any Rumanian hexes, regardless of the current RGT level.

66.12 RUMANIAN RESPONSE: Russian demands on Rumania trigger an immediate diplomatic die roll for Rumania, which, along with the normal consequences of the diplomatic result, determines the Rumanian response to the Russian demand for Bessarabia:

A. RUMANIA COLLAPSES: On a Rumanian diplomatic result of “0” or less, in addition to gaining Bessarabia, Russia gains five Rumanian BRPs (“0”), ten Rumanian BRPs and control of the Rumanian hexes (“-1”), Rumanian association (“-2”) or Rumanian alliance (“-3”).

B. RUMANIA MAKES LIMITED CONCESSIONS: On a Rumanian diplomatic result of “1-2”, Rumania concedes Bessarabia to Russia, no war breaks out between Russia and Rumania, and Russian units may freely enter Bessarabia.

C. RUMANIA RESISTS: On a Rumanian diplomatic result of “3-4” or “5-6”, Rumania may choose to resist the Russian demands. If it does, a Russo-Rumanian border war breaks out, without the need for a formal Russian declaration of war costing 10 BRPs and without any effect on the USAT level. The German player decides whether Rumania resists.

D. RUMANIA SEEKS GERMAN ASSISTANCE: On a Rumanian diplomatic result of “7” or greater, a pro-Axis diplomatic result for Rumania is implemented, unless the Axis choose to take a lesser result, Rumania refuses to concede Bessarabia, and a border war between Rumania and Russia breaks out. On a Rumanian diplomatic result of “8” or greater (hex control, association or alliance), Russia must abandon its demands unless it declares war on Germany.

66.13 DEMAND AND RESPONSE MUST BE IMPLEMENTED: Once Russia makes territorial demands of Rumania, the Rumanian response must be determined by a diplomatic die roll for Rumania and implemented accordingly. Russia may not withdraw its demands until the Rumanian response has been determined.

66.14 BESSARABIA: Bessarabia consists of the five Rumanian hexes east of the eastern front boundary line and is worth five BRPs.

66.2 BORDER WAR:

66.21 RUMANIAN DEPLOYMENT: If Russia engages in a border war with Rumania for Bessarabia, at least six Rumanian ground units, including the two 2-3 Rumanian infantry units, must deploy in Bessarabia. Rumania may deploy all its units in Bessarabia at the start of a border war if it wishes; it need not deploy a ground unit in Bucharest.

66.22 RESTRICTIONS ON RUSSIAN UNITS: During a border war, Russian units are subject to the following restrictions:

A. Russian units may enter Bessarabia, but not Rumania proper.
B. Russian ZoCs do not extend into Rumania proper.
C. The Rumanian air force may not be counterattacked unless it is based in Bessarabia.

66.23 FIGHTING A BORDER WAR: Rumanian units may attrition and/or conduct offensive operations at no BRP cost during a border war.

66.24 ENDING A BORDER WAR: A border war between Russia and Rumania ends when either side renounces its claim to Bessarabia at the start of its player turn or when Russia controls all of Bessarabia at the end of a Rumanian combat phase.

66.25 RENOUNCING A CLAIM TO BESSARABIA: Either Russia or Rumania may renounce its claim to Bessarabia only at the start of its player turn (EXCEPTION: 66.28). After Russia has completed its player turn following its demand for Bessarabia, Rumania may either renounce its claim to Bessarabia at the start of its turn or continue fighting, taking an independent player turn at the same time as the Axis. This procedure is repeated for the duration of
the border war, with each country announcing its decision to continue or to yield at the start of its turn. If Rumania does not have any units in Bessarabia at the end of its movement phase, it is considered to have renounced its claim to Bessarabia, the border war ends, and no Rumanian offensive or attrition combat takes place in that turn.

66.26 EFFECT OF RENUNCIATION: If either side renounces its claim to Bessarabia, it may not conduct any attacks against enemy units during that turn and any of its units which remain in Bessarabia at the end of its player turn are eliminated. If Russia renounces its claim to Bessarabia, it may later renew its claim and make a second demand and possibly fight a second border war.

66.27 RECONSTRUCTION OF RUMANIAN UNITS: Once a border war with Russia breaks out, Rumania may rebuild one infantry unit each turn. This process continues each turn, even if the border war has ended, and all Rumanian units remain on the board and are controlled by the German player. (EXCEPTION: If the Axis declare war on Rumania after a border war, the British player redeploys the Rumanian units which are on the board).

66.28 EFFECT OF GERMAN CONTROL OF RUMANIA DURING A BORDER WAR: If Rumania and Russia are fighting a border war and Germany gains control of Rumania diplomatically (a diplomatic result of “8” or greater for Rumania), and if neither side immediately renounces its claim to Bessarabia, then the provisions of 85.341 apply. Germany either must declare war on Russia to preserve the diplomatic result or pick a lesser result.

66.3 CONQUEST OF BESSARABIA:
66.31 CONQUEST: Bessarabia is conquered when all five Bessarabian hexes are controlled by the conquering major power.

66.32 BESSARABIA AS PART OF RUMANIA: If Russia conquers Bessarabia, the eastern front boundary line becomes the new Rumanian frontier and the remainder of Rumania is worth 10 BRPs. Should the Axis later reconquer Bessarabia, it is reincorporated into Rumania and Rumania is restored to its full value of 15 BRPs if Rumania is associated with or allied to the Axis. If Rumania is neutral when Bessarabia is reconquered by the Axis, Bessarabia is treated as an Axis conquest worth five BRPs until Rumania associates or allies with the Axis. If Russia later conquers the rest of Rumania, Rumania and Bessarabia remain separate until a later Axis reconquest of both. If Bessarabia is conquered by Russia when Germany and Russia go to war, it remains part of Rumania permanently and it may not be entered by Russia without a separate declaration of war against Rumania unless Rumania comes under Axis control.

66.4 RUSSO-RUMANIAN WAR:
66.41 RUSSIAN ATTACK ON RUMANIA PROPER: Russia may only attack Rumania proper if allowed to do so by the RGT level. An attack on Rumania proper requires a declaration of war costing 10 BRPs. If Russia attacks Rumania before it has occupied Bessarabia, Rumanian units may set up in Bessarabia.

66.42 Rumania does not automatically associate with Germany unless Russia declares war on Rumania proper.

67. THE FINNISH BORDER HEXES

67.1 RUSSIAN TERRITORIAL DEMANDS
67.2 BORDER WAR
67.3 CONQUEST OF THE FINNISH BORDER HEXES
67.4 RUSSO-FINNISH WAR

67.1 RUSSIAN TERRITORIAL DEMANDS:
67.11 RUSSIAN DEMANDS: Russia may demand territorial concessions from Finland during any Russian diplomatic phase, provided the Axis do not control any Finnish hexes, regardless of the current RGT level.

67.12 FINNISH RESPONSE: Russian demands on Finland trigger an immediate diplomatic die roll for Finland, which, along with the normal consequences of the diplomatic result, determines the Finnish response to the Russian demand for the Finnish border hexes:
A. FINLAND COLLAPSES: On a Finnish diplomatic result of “0” or less, in addition to gaining the Finnish border hexes, Russia gains the Finnish BRPs (“0”), control of the Finnish hexes (“-1”), Finnish association (“-2”) or Finnish alliance (“-3”).
B. FINLAND MAKES LIMITED CONCESSIONS: On a Finnish diplomatic result of “1-2”, Finland cedes the Finnish border hexes to Russia, no war breaks out between Russia and Finland and Russian units may freely enter the Finnish border hexes.
C. FINLAND RESISTS: On a Finnish diplomatic result of “3-4” or “5-6”, Finland may resist the Russian demands. If it does, a Russo-Finnish border war breaks out, without the need for a formal Russian declaration of war costing 10 BRPs and without any effect on the USAT level. The German player decides whether Finland resists.
D. FINLAND SEEKS GERMAN ASSISTANCE: On a Finnish diplomatic result of “7” or greater, a pro-Axis diplomatic result for Finland is implemented, unless the Axis choose to take a lesser result, Finland refuses to concede the Finnish border hexes, and a border war between Finland and Russia breaks out. On a Finnish diplomatic result of “8” or greater (hex control, association or alliance), Russia must abandon its demands unless it declares war on Germany.

67.13 DEMAND AND RESPONSE MUST BE IMPLEMENTED: Once Russia makes territorial demands of Finland, the Finnish response must be determined by a diplomatic die roll for Finland and implemented accordingly. Russia may not withdraw its demands until the Finnish response has been determined.

67.14 FINNISH BORDER HEXES: The Finnish border hexes consists of the three Finnish hexes east of the Nazi-Soviet pact line and are worth five BRPs.

67.2 BORDER WAR:
67.21 FINNISH DEPLOYMENT: If Russia engages in a border war with Finland for the Finnish border hexes, at least three Finnish 2-3 infantry units must deploy in the Finnish border hexes. Finland may deploy all its units in the Finnish border hexes at the start of a border war if it wishes; it need not deploy a ground unit in Helsinki.

67.22 RESTRICTIONS ON RUSSIAN UNITS: During a border war, Russian units are subject to the following restrictions:
A. Russian units may enter the Finnish border hexes, but not Finland proper.
B. Russian ZoCs do not extend into Finland proper.
C. The Finnish air factor may not be counteraired.

67.23 FIGHTING A BORDER WAR: Finnish units may attrition and/or conduct offensive operations at no BRP cost during a border war.

67.24 ENDING A BORDER WAR: A border war between Russia and Finland ends when either side renounces its claim to the Finnish border hexes at the start of its player turn or when Russia controls all the Finnish border hexes at the end of a Finnish combat phase.

67.25 RENOUNCING A CLAIM TO THE FINNISH BORDER HEXES: Either Russia or Finland may renounce its claim to the Finnish border hexes only at the start of its player turn (EXCEPTION: 67.28). After Russia has completed its player turn following its demand for the Finnish border hexes, Finland may either renounce its claim to the Finnish border hexes at the start of its turn or continue fighting, taking an independent player turn at the same time as the Axis. This procedure is repeated for the duration of the border war, with each country announcing its decision to continue or to yield at the start of its turn. If Finland does not have any units in the Finnish border hexes at the end of its movement phase, it is considered to have renounced its claim to the Finnish border hexes, the border war ends, and no Finnish offensive or attrition combat takes place in that turn.

67.26 EFFECT OF RENUNCIATION: If either side renounces its claim to the Finnish border hexes, it may not conduct any attacks against enemy units during that turn and any of its units which remain in the Finnish border hexes at the end of its player turn are eliminated. If Russia renounces its claim to the Finnish border hexes, it may later renew its claim and make a second demand and possibly fight a second border war.

67.27 RECONSTRUCTION OF FINNISH UNITS: Once a border war with Russia breaks out, Finland may rebuild one infantry unit each turn. This process continues each turn, even if the border war has ended, and all Finnish units remain on the board and are controlled by the German player. (EXCEPTION: If the Axis declare war on Finland after a border war, the British player redeploys the Finnish units which are on the board).

67.28 EFFECT OF GERMAN CONTROL OF FINLAND DURING A BORDER WAR: If Finland and Russia are fighting a border war and Germany...
gains control of Finland diplomatically (a diplomatic result of “8” or greater for Finland), and if neither side immediately renounces its claim to the Finnish border hexes, then the provisions of 85.341 apply. Germany either must declare war on Russia to preserve the diplomatic result or pick a lesser result.

67.3 CONQUEST OF THE FINNISH BORDER HEXES:

67.31 CONQUEST: The Finnish border hexes are conquered when all three hexes are controlled by the conquering major power.

67.32 THE FINNISH BORDER HEXES AS PART OF FINLAND: If Russia conquers the Finnish border hexes, the Nazi-Soviet pact line becomes the new Finnish frontier and the remainder of Finland is worth five BRPs. Should the Axis later reconquer the Finnish border hexes, they are reincorporated into Finland and Finland is restored to its full value of 10 BRPs if Finland is under Axis control. If Finland is neutral when the Finnish border hexes are reconquered by the Axis, they are treated as an Axis conquest worth five BRPs until such time as Finland also comes under Axis control. If Russia later conquers the rest of Finland, Finland and the Finnish border hexes remain separate until a later Axis reconquest of both. If the Finnish border hexes are unconquered by Russia when Germany and Russia go to war, they remain part of Finland permanently and it may not be entered by Russia without a separate declaration of war against Finland unless Finland comes under Axis control.

67.4 RUSSO-FINNISH WAR:

67.41 RUSSIAN ATTACK ON FINLAND PROPER: Russia may only attack Finland proper if allowed to do so by the RGT level. An attack on Finland proper requires a declaration of war costing 10 BRPs. If Russia attacks Finland before it has occupied the Finnish border hexes, Finnish units may set up in the Finnish border hexes.

67.42 Finland does not automatically associate with Germany unless Russia declares war on Finland proper.

68. THE UKRAINE

68.1 THE UKRAINE
68.2 THE UKRAINE AS A DIPLOMATIC TARGET
68.3 THE UKRAINE AS A GERMAN MINOR ALLY

68.1 THE UKRAINE:

68.11 DEFINITION: The Ukraine is a Russian colony worth 10 BRPs consisting of that part of Russia between rows N and T, inclusive, west of the River Don. Its capital is Kiev.

68.2 THE UKRAINE AS A DIPLOMATIC TARGET:

68.21 KIEV MUST BE CONTROLLED BY THE AXIS: The Ukraine may be named as a diplomatic target by either side, but only if the Axis control Kiev.

68.22 EFFECT OF OCCUPATION POLICIES: For each Russian occupation policies result Germany receives a +1 modifier for the Ukraine diplomatic die roll, up to a maximum modifier of +3.

68.23 RESULTS: Ukrainian diplomatic results are implemented as set out in the Ukrainian diplomatic table.

68.3 THE UKRAINE AS A GERMAN MINOR ALLY:

68.31 HEX CONTROL: The activation of the Ukraine as a German minor ally has no effect on the control of hexes in the Ukraine.

68.32 UNIT PLACEMENT: When the Ukraine activates as a German minor ally, Germany places the Ukrainian infantry units permitted by the diplomatic result in fully supplied, Axis-controlled Ukrainian hexes.

68.33 UNIT CONSTRUCTION: After the Ukraine activates as a German minor ally, Germany may build Ukrainian infantry units and Vlasov infantry units (if permitted to do so by a research result) in fully supplied, Axis-controlled Ukrainian cities; and Russia may build Russian units in fully supplied, Russian-controlled Ukrainian hexes. In all cases, the hexes must have been under friendly control at the start of the building player’s turn.

68.34 PARTISANS: Russian partisans inside the Ukraine when it activates must leave the Ukraine by the end of the next Russian player turn or be eliminated. They may not attack before leaving. Russian partisans may not be built in or enter the Ukraine unless a diplomatic result of ‘5’ or less is in effect for the Ukraine.

68.35 THE UKRAINE REMAINS PART OF RUSSIA: The Ukraine, even while active as a German minor ally, is still part of Russia for the purposes of Russian unit construction (EXCEPTION: Partisans—68.34), weather, USAT, and the restrictions prohibiting Western Allied units from entering Russia (53.47).

68.36 RUSSIAN RECONQUEST: If Russia conquers the Ukraine after it activates as a German minor ally, it receives the 10 BRPs for the Ukraine, but Russian partisans are still prohibited from operating inside the Ukraine.

69. GERMAN ECONOMIC INTERESTS

69.1 GERMAN ECONOMIC INTERESTS
69.2 RUSSIAN DECLARATIONS OF WAR
69.3 GERMAN DECLARATIONS OF WAR

69.1 GERMAN ECONOMIC INTERESTS:

69.11 Germany begins the Campaign Game with an economic interest of 10 BRPs in Russia. This economic interest has no effect on the Russian BRP level and is terminated in the turn after Germany and Russia go to war or the RGT level reaches 45. Thus if Germany declared war on Russia in Summer 1941, Germany loses the prorated value of the economic interest (5 BRPs) in Fall 1941.

69.2 RUSSIAN DECLARATIONS OF WAR:

69.21 RUSSIAN DECLARATIONS OF WAR: Once Germany has an economic interest in a minor country, Russia may only declare war on that minor country, without declaring war on Germany itself, if the RGT level is 35 or greater. Germany may then announce its support for the minor country, whereinupon Russia must either declare war on Germany at a cost of an additional 35 BRPs or back down and lose the 10 BRPs it spent for the declaration of war against the minor country. A German economic interest does not prohibit Russian aggression against Bessarabia or the Finnish border hexes.

69.22 GERMAN LOSS OF ITS ECONOMIC INTEREST: If Germany has an economic interest in a minor country and fails to support it against a Russian attack, then Rumania and Finland in a border war, it immediately loses the prorated BRPs it received from that minor country.

69.23 ECONOMIC INTEREST WITH HEX CONTROL: If Germany obtains both an economic interest in a Balkan minor country and control of that minor country’s hexes, Russia may not attack that minor country without a declaration of war against Germany. German control of Rumania or Finland thus prevents Russian aggression against Bessarabia or the Finnish border hexes.

69.3 GERMAN DECLARATIONS OF WAR:

69.31 ECONOMIC INTEREST ONLY: If Germany obtains an economic interest without hex control in a minor country which is at war with Russia, other than a Russo-Rumanian or Russo-Finnish border war, Germany must declare war on Russia or choose a lower diplomatic result.

69.32 ECONOMIC INTEREST AND HEX CONTROL: If Germany gains control of the hexes in a minor country which is at war with Russia, including a Russo-Rumanian or Russo-Finnish border war, it must declare war on Russia or choose a lower diplomatic result.
70. CANADA AND SOUTH AFRICA

70.1 CANADA
70.2 SOUTH AFRICA

70.1 CANADA:

70.11 OVERVIEW: Canada is part of the British Commonwealth and has its own units.

70.12 LOCATION: Canada is represented on the mapboards by both U.S. boxes. Canadian and British units may SR between the Atlantic and Pacific U.S. boxes.

NOTE: Since Canada is larger than the United States, a strong argument can be made the U.S. boxes should really be called the “Canadian boxes”.

70.13 BRPs: Canada is worth 10 BRPs. The Canadian BRPs are included in the British base and contribute to the British construction limit.

70.14 FORCES:
A. Canada begins the game with one 3-4 infantry unit in the Atlantic U.S. box. This unit may be NRed to Europe in Fall 1939.
B. One 3-4 infantry unit is added, unbuilt, to the Canadian force pool in Fall 1940.
C. One 4-5 armor unit is added, unbuilt, to the Canadian force pool in Spring 1941.
D. No additional Canadian units may be mobilized or produced.

70.15 UNIT CONSTRUCTION:
A. GROUND UNITS: The Canadian 4-5 armor unit and 3-4 infantry units are always constructed in Canada, and are placed in either U.S. box.
B. NAVAL UNITS: Western Allied submarines, ASW, transports and British destroyers may be constructed in Canada. Naval units constructed in Canada are launched in the Atlantic U.S. box.
C. CONSTRUCTION COSTS: The cost of constructing Canadian units may be paid by:
   • Britain, with the construction cost counting against the British construction limit; or
   • The U.S., with the construction cost counting against the American construction limit. American expenditures for Canadian unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

70.16 CANADA AFTER A BRITISH SURRENDER: Canadian forces and BRPs are unaffected by a British surrender (59.513B).

70.2 SOUTH AFRICA:

70.21 OVERVIEW: South Africa is part of the British Commonwealth and has its own units. These include African units which are considered South African for game purposes only.

70.22 LOCATION: South Africa is represented on the mapboard by the South Africa box.

70.23 BRPs: South Africa is worth 10 BRPs. The South African BRPs are included in the British base and contribute to the British construction limit.

70.24 FORCES: South Africa begins the game with one 3-4 infantry unit and three 1-2 infantry units in the South Africa box. These units may be NRed to Europe in Fall 1939. No additional South African units may be mobilized or produced.

70.25 UNIT CONSTRUCTION:
A. LOCATION: South African units are always constructed in South Africa.
B. CONSTRUCTION COSTS: The cost of constructing South African units may be paid by:
   • Britain, with the construction cost counting against the British construction limit; or
   • The U.S., with the construction cost counting against the American construction limit. One Atlantic transport must be used to send the required American BRPs to South Africa in any turn in which the U.S. pays for the construction of South African units. American expenditures for South African unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

70.26 SOUTH AFRICA AFTER A BRITISH SURRENDER: South African forces and BRPs are unaffected by a British surrender (59.513B).

71. AUSTRALIA

71.1 OVERVIEW
71.2 THE AUSTRALIA BOX
71.3 COMBAT INVOLVING THE AUSTRALIA BOX
71.4 JAPANESE FORCES ADJACENT TO THE AUSTRALIA BOX
71.5 AUSTRALIAN SURRENDER
71.6 SUPPLY
71.7 NAVAL OPERATIONS FROM THE AUSTRALIA BOX
71.8 OUTBACK
71.9 NEW ZEALAND

71.1 OVERVIEW:

71.11 BRP VALUE: Australia is part of the British Commonwealth and has its own units. The Australia box is worth 10 BRPs and is counted as part of the British BRP base.

71.12 FORCES:
A. Australia begins the game with one 2-2 and three 1-2 infantry units, two CAs (four cruiser factors) and two DDs.
B. Two 2-2 infantry units, one 1-2 infantry unit and two AAF are added, unbuilt, to the Australian force pool in Fall 1940.
C. Western Allied military production may be used to increase the Australian infantry force pool by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.

71.13 GEOGRAPHICAL RESTRICTIONS: Australian units are placed on the mapboard at the start of the game and are subject to the deployment limits set out in the table below until war breaks out between Britain and Japan. Once war breaks out between Britain and Japan, the restriction in 71.14 continues to apply, but Australian units may deploy and operate without restriction in the Pacific theater.

<table>
<thead>
<tr>
<th>Australian Deployment Limits</th>
<th>Australia</th>
<th>British possessions on the Pacific front</th>
<th>Europe, Burma, Malaya and Singapore</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum</td>
<td>4</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Maximum</td>
<td>10</td>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

Deployment limits refer to the number of Australian infantry factors. The two Australian AAF and six Australian fleet factors must remain in Australia until the outbreak of war between Britain and Japan.

71.14 USE IN EUROPE LIMITED: In Fall 1939, one Australian 1-2 infantry
unit may be NRed to Europe; the other four Australian infantry factors must remain in Australia. In Fall 1940 or thereafter, one Australian 2-2 infantry unit may be constructed by Britain and NRed to Europe. Australian units which are eliminated may be rebuilt using British BRPs and NRed to Europe. Australian units are restricted to the Mediterranean front and Ethiopia.

71.15 UNIT CONSTRUCTION:

71.151 LOCATION: Australian units may be constructed in Australian hexes or in the Australia box.

71.152 PER TURN LIMITS: The Australian construction limit is nine BRPs per turn and is subject to the following per turn limits. The nine BRP limit may be reduced by up to three BRPs per turn by Japanese bombing of the Australia box (71.321) or by the presence of Japanese ground units adjacent to the Australia box (71.42):

A. INFANTRY: Three infantry factors of any denomination.
B. AIR: One air or sea transport.
C. SHIPBUILDING: One shipbuilding point if Britain and Japan are at war (27.731F). This may be used to construct a Western Allied transport factor or to rebuild one Australian destroyer factor. No more than two Australian destroyer factors may be in play at any time. Additional Australian cruisers may not be constructed.

71.153 COST: The cost of constructing Australian units may be paid:

- By Britain, with the construction cost counting against the British construction limit; or
- Starting in the first Allied player turn in which Australian units may be constructed following the outbreak of war between Japan and Britain, by the U.S., with the construction cost counting against the American construction limit. One Pacific transport must be used to send the required American BRPs to Australia in any turn in which the U.S. pays for the construction of Australian units.

71.2 THE AUSTRALIA BOX:

71.21 THE AUSTRALIA BOX: The Australia box represents that part of Australia which does not appear on the board.

71.211 BASING: The Australia box has an unlimited basing capacity for Western Allied air and naval units.

71.22 ENTERING THE AUSTRALIA BOX: Western Allied units may enter the Australia box in the following ways:

71.221 DURING THE MOVEMENT PHASE:
A. GROUND UNITS: By moving from an Australian hex off the southern edge of the board or by air or sea transport. Movement across outback hexesides is prohibited.
B. AIR UNITS: By staging from an Australian hex off the southern edge of the board or by sea transport.
C. NAVAL UNITS: By changing base into the Australia box (71.71).

71.222 DURING THE COMBAT PHASE:
A. ARMOR AND AIRBORNE UNITS: By exploitation movement or airdrop from an Australian hex off the southern edge of the board.

71.223 DURING THE REDEPLOYMENT PHASE:
A. By TR or SR off the southern edge of the Pacific mapboard, or by NR from the Pacific U.S. box, the India box, off the southern edge of the Pacific mapboard through hexes NN15, NN24 (Townsville) or NN31 (Noumea), or from Suez, Basra or Abadan.
B. NRs between the Australia box and the Pacific U.S. and India boxes may not be intercepted by Japanese units.

71.224 JAPANESE UNITS PROHIBITED: Japanese units may not enter the Australia box (EXCEPTION: Japanese bombing — 26.462).

71.23 LEAVING THE AUSTRALIA BOX: Western Allied units in the Australia box may move, stage, sea transport, seaborne invade or redeploy onto the board. Western Allied ground units may move out of the Australia box onto a non-outback Australian hex adjacent to the southern edge of the board, provided this does not result in there being fewer ground factors in the Australia box than there are Japanese ground factors adjacent to the Australia box along the southern edge of the mapboard. Naval air units based on carriers in the Australia box may not stage onto the mapboard.

71.24 AIR MISSIONS: Japanese air units may not fly missions into the Australia box (EXCEPTION: Japanese bombing — 26.462). Western Allied air units in the Australia box may not fly missions onto the mapboard.

71.25 GROUND ATTACKS: Ground attacks from the Australia box onto the mapboard, or from the mapboard into the Australia box, are prohibited.

71.3 COMBAT INVOLVING THE AUSTRALIA BOX:

71.31 ATTRITION COMBAT ONLY: For attrition combat purposes, the Australia box is considered to be part of all adjacent northern Australian attrition zones. Japanese ground units adjacent to the Australia box may attrition, and be attritioned by, Western Allied ground units in the Australia box. Hex results achieved in attrition combat against the Australia box have no effect, nor can Western Allied ground units capture hexes by attrition advance from the Australia box. No offensive operations involving ground units are permitted in the Australia box.

71.32 AIR OPERATIONS: The only offensive air operation permitted into the Australia box is Japanese bombing. Air combat between Japanese air units which are bombing the Australian box and Western Allied air units in the Australia box is resolved normally. For offensive operation purposes, the Australia box is considered part of the Southeast Asian front. Air attacks against Western Allied air units in the Australia box are prohibited.

71.321 JAPANESE BOMBING EFFECTS: For every three BRPs lost as a result of Japanese bombing of the Australia box, the Australian construction limit (71.152) and the overall British construction limit are reduced by one BRP.

71.33 INTERCEPTION OF NAVAL ACTIVITIES: Sea transport, seaborne invasions and NRs to and from the Australia box may only be intercepted if they pass through mapboard hexes.

71.4 JAPANESE FORCES ADJACENT TO THE AUSTRALIA BOX:

71.41 BRITISH BRPs: For each Japanese ground factor adjacent to the California box in excess of the number of Western Allied ground factors in the California box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless Australia has surrendered.

71.42 AUSTRALIAN CONSTRUCTION: For every three British BRPs (round down) lost because of Japanese ground factors adjacent to the Australia box, the Australian construction limit (71.152) and the overall British construction limit are reduced by one BRP.

71.43 AUSTRALIAN SURRENDER: Australia surrenders if, at the end of any Allied player turn, there are at least ten more Japanese ground factors adjacent to the Australia box than there are Western Allied ground factors in the Australia box.

71.431 Australia may voluntarily surrender at the end of any Allied player turn.

71.5 AUSTRALIAN SURRENDER:

71.51 EFFECTS OF AUSTRALIAN SURRENDER: If Australia surrenders:

- A. All Australian units are permanently removed from the board.
- B. All non-Australian Western Allied units in the Australia box are eliminated.
- C. Western Allied units may not enter or draw supply from the Australia box.
- D. All construction in the Australia box is prohibited.
- E. Britain’s BRP base is reduced by 10 BRPs and Britain loses the prorated value of the Australia box. The BRP penalty for Japanese units being adjacent to the Australia box no longer applies (71.41).
- F. Hex control of Australian hexes is unaffected. Australian hexes may be entered by either side.
- G. The British resistance level is reduced by two.

71.52 JAPANESE BRPs FOR AUSTRALIA: If Australia surrenders, Aus-
A World At War

In Fall 1939, one Indian 2-2 and one Indian 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.

In game in Asia and remain there until the outbreak of war between Britain and Japan. Their deployment is restricted as set out in the applicable scenario.

For game purposes, New Zealand is considered to be part of Australia. Of the Australian units, two 1-2 infantry units are identified as New Zealand units. These units are subject to the same construction and deployment restrictions as Australian units.

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72.224 JAPANESE UNITS PROHIBITED: Japanese units may not enter the India box (EXCEPTION: Japanese bombing — 26.462).

72.23 LEAVING THE INDIA BOX: Western Allied units in the India box may move, stage, sea transport, seaborne invade or redeploy onto the board. Ground units moving out of the India box may enter vacant enemy-controlled hexes on the edge of the mapboard if the moving player controls the India box, but Western Allied units may not leave the India box if this results in there being fewer ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the mapboard. NAS based on carriers in the India box may not stage onto the mapboard.

72.24 AIR MISSIONS: Japanese air units may not fly missions into the India box (EXCEPTION: Japanese bombing — 26.462). Western Allied air units in the India box may not fly missions onto the mapboard.

72.25 GROUND ATTACKS: Ground attacks from the India box onto the mapboard, or from the mapboard into the India box, are prohibited.

72.3 COMBAT INVOLVING THE INDIA BOX:

72.31 ATTRITION COMBAT ONLY: For attrition combat purposes, the India box is considered to be part of all adjacent Indian attrition zones. Japanese ground units adjacent to the India box may attrition, and be attritioned by, Western Allied ground units in the India box. Hex results achieved in attrition combat against the India box have no effect, nor can Western Allied ground units capture hexes by attrition advance from the India box. No offensive operations involving ground units are permitted in the India box.

72.32 AIR OPERATIONS: The only offensive air operation permitted into the India box is Japanese bombing. Air combat between Japanese air units which are bombing the India box and Western Allied air units in the India box is resolved normally. For offensive operation purposes, the India box is considered part of the Southeast Asian front. Air attacks against Western Allied air units in the India box are prohibited.

72.321 JAPANESE BOMBING EFFECTS: For every three BRPs lost as a result of Japanese bombing of the India box, the Indian construction limit (72.162) and the overall British construction limit are reduced by one BRP.

72.33 INTERCEPTION OF NAVAL ACTIVITIES: Sea transport, seaborne invasions and NRs to and from the India box may only be intercepted if they pass through mapboard hexes.

72.4 JAPANESE FORCES ADJACENT TO THE INDIA BOX:

72.41 BRITISH BRPs: For each Japanese and Indian National Army ground factor adjacent to the India box in excess of the number of Western Allied ground factors in the India box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless India has surrendered.

72.42 INDIAN CONSTRUCTION: For every three British BRPs (round down) lost because of Japanese and Indian National Army ground factors adjacent to the India box, the Indian construction limit (72.162) and the overall British construction limit are reduced by one BRP.

72.43 INDIAN SURRENDER: India surrenders if, at the end of any Allied player turn, there are at least ten more Japanese and Indian National Army ground factors adjacent to the India box than there are Western Allied ground factors in the India box.

72.431 India may voluntarily surrender at the end of any Allied player turn.

72.5 INDIAN SURRENDER:

72.51 EFFECTS OF INDIAN SURRENDER: If India surrenders:
A. All Indian units are permanently removed from the board.
B. All non-Indian Western Allied units in the India box are eliminated.
C. Western Allied units may not enter or draw supply from the India box.
D. All construction in the India box is prohibited.
E. Britain’s BRP base is reduced by 10 BRPs and Britain loses the prorated value of the India box. The BRP penalty for Japanese units being adjacent to the India box no longer applies (72.41).
F. Hex control of Indian hexes is unaffected. Indian hexes may be entered by either side.
G. The British resistance level is reduced by two.
H. Western Allied BRP grants to China through the India box are prohibited.

72.52 JAPANESE BRPs FOR INDIA: If India surrenders, India is considered a Japanese overseas conquest worth 10 BRPs.

72.53 RECONQUEST PROHIBITED: The effects of an Indian surrender are permanent and may not be reversed.

72.6 SUPPLY:

72.61 ALLIED CONTROL: The India box is an unlimited supply source for Western Allied units unless India has surrendered. Supply may be traced from the India box onto the mapboard through the Indian hexes along the western edge of the board south of the Himalayas.

72.7 NAVAL OPERATIONS FROM THE INDIA BOX:

72.71 NAVAL OPERATIONS FROM THE INDIA BOX: Naval units based in the India box may carry out naval activities, including interceptions. Such naval units appear on the board at hex CC2, where the coast of India intersects the western edge of the Pacific mapboard. This hex is eight hexes from the ports in the India box (72.71).

72.8 INDIAN AND BURMESE OBJECTIVES:

72.81 CALCUTTA AND DACCA: Calcutta and Dacca are each worth five BRPs. If Britain loses control of Calcutta or Dacca and fails to regain control of the city in the following Allied player turn, Britain loses the prorated BRP value of the city and Japan gains the prorated BRP value of the city as a conquest.

72.82 COLOMBO: Colombo has no BRP value, but may be used as a base for Japanese raiders into the Indian Ocean SW box, and gives Japan a favorable modifier for submarine warfare in the Indian Ocean SW box.

72.83 RANGOON: Rangoon is the capital of Burma, which is a British colony (74.11A).

72.84 BRITISH INDIAN ARMY: If Japan gains control of Calcutta, Dacca, Colombo or Rangoon, and Britain fails to regain control of the city in the following Allied player turn, one infantry factor is removed from the British Indian Army for each objective captured by Japan. This reduction in the British Indian Army occurs during the British unit construction phase following Britain’s failure to recapture the objective (remove unbuilt infantry units first). If the Western Allies recapture the objective, the effect on the British Indian Army is reversed and the infantry units are returned to the British force pool, unby, in the Allied player turn following the recapture.

72.9 INDIAN NATIONAL ARMY:

72.91 INDIAN NATIONAL ARMY: The Indian National Army is a Japanese-controlled force which historically was intended to assist the Japanese in overthrowing British rule in India.

72.92 CONSTRUCTION:
A. Indian National Army infantry units may be constructed in any fully supplied city in India or Burma controlled by the Japanese at the start of their player turn.
B. Japan may construct one 1-2 Indian National Army infantry unit each turn, or may defer the construction of a 1-2 Indian National Army infantry unit in order to build a 2-2 Indian National Army infantry unit in the next turn. No more than one unbuilt Indian National Army factor may be accumulated for future turns in this manner.
C. Japan pays the BRP cost of constructing Indian National Army units.
D. Indian National Army 1-2 infantry units may be rebuilt provided the number of such infantry units on the board does not exceed the number of Japanese-controlled Burmese and Indian objectives (72.93A). Additional Indian National Army units created by an Indian subversion result (72.93B), including Indian National Army 2-2 infantry units, may not be rebuilt.

72.93 FORCE POOL:
A. JAPANESE-CONTROLLED OBJECTIVES: One Indian National Army 1-2 infantry unit is added to the Japanese force pool for each of Calcutta, Dacca,
Colombo and Rangoon under Japanese control. These additions to the Indian National Army occur during the Japanese unit construction phase following Japan’s capture of the objective, are unaffected by a subsequent British recapture of the city, and may occur only once per city per game.

B. INDIAN SUBVERSION: In addition to any Indian National Army 1-2 infantry units created by the Japanese capture of Calcutta, Dacca, Colombo and Rangoon, Japan may build one additional Indian National Army infantry factor each turn if it has achieved an Indian subversion production result (42.26f, 44.34a).

72.94 GEOGRAPHICAL RESTRICTIONS: Indian National Army units may operate only in Burma or India.

73. GIBRALTAR
73.1 BRITISH POSSESSION
73.2 DEFENSIVE VALUE
73.3 NAVAL ACTIVITIES
73.4 REDEPLOYMENTS
73.5 OIL SUPPLY
73.6 DISPLACEMENT OF NAVAL UNITS
73.7 SUBMARINE WARFARE

73.1 BRITISH POSSESSION:
73.11 BRITISH POSSESSION WITH NO BRP VALUE: Gibraltar is a British possession with no BRP value.

73.2 DEFENSIVE VALUE:
73.21 DEFENSIVE VALUE: Gibraltar contains a fortress, mountain and beach. Allied units in Gibraltar therefore have a +5 DM when defending against land attack and a +6 DM when defending against seaborne invasion, unless the defensive value of the Gibraltar fortress has been reduced by siege.

73.3 NAVAL ACTIVITIES:
73.31 INVASIONS: Gibraltar, as a two-front port, may be invaded by naval units based in both the Mediterranean and the western front, provided there are fewer than ten naval factors in Gibraltar at the moment of invasion. The cost of the invasion is paid on the Mediterranean front.
73.32 SEA TRANSPORT: The cost of sea transport to Gibraltar is paid on the Mediterranean front.
73.33 INTERCEPTION: A naval activity to or from Gibraltar may only be intercepted on the front in which the activity occurs (21.1324).

73.4 REDEPLOYMENTS:
73.41 REDEPLOYMENTS INTO AND OUT OF GIBRALTAR: The side which controls Gibraltar may NR units into and out of Gibraltar regardless of the presence of enemy units on any adjacent hex (28.26D). The converse is not true; units may not redeploy into or out of Z8, the land hex adjacent to Gibraltar, if Gibraltar is in enemy hands (28.25).
73.42 NRs THROUGH THE STRAIT OF GIBRALTAR: NRs past Gibraltar between the Atlantic and the Mediterranean are prohibited if Gibraltar is not under friendly control. (EXCEPTION: If Gibraltar is under enemy control, Germany may transfer one submarine factor between the western front or the Atlantic SW box and the Mediterranean each turn—25.15).

73.5 OIL SUPPLY:
73.51 OIL: Gibraltar may draw oil supply from the western front, the Mediterranean, or both.

73.6 DISPLACEMENT OF NAVAL UNITS:
73.61 CHOICE OF FRONTS: Naval units displaced from Gibraltar are displaced to either the western or Mediterranean front, as the owner chooses.

73.7 SUBMARINE WARFARE:
73.71 EFFECT ON SUBMARINE WARFARE: Axis control of Gibraltar gives the Axis a favorable +/-1 modifier for submarine warfare SW combat dice rolls (25.61).

74. BRITISH ASIAN COLONIES
74.1 BRITISH COLONIES
74.2 EFFECT ON BRITISH BRP LEVEL
74.3 STRAIT OF MALACCA

74.1 BRITISH COLONIES: At the start of the game, Britain controls the following Asian colonies:
A. Burma (10 BRPs). Capital: Rangoon.
C. Sarawak (0 BRPs). Capital: Kuching.
D. Hong Kong (5 BRPs).
E. Singapore (5 BRPs).

74.2 EFFECT ON BRITISH BRP LEVEL:
74.21 BRPs ADDED NORMALLY: Beginning in the 1940 YSS, Britain includes the BRP value of its Asian colonies in its BRP total in the same manner as for its Middle Eastern colonies.

74.3 SINGAPORE:
74.31 STRAIT OF MALACCA: Singapore controls the Strait of Malacca (DD11, EE10). Sea supply, naval activities, submarine interception of the Japanese convoy route and NRs are not permitted through these two hexes to or from the Bay of Bengal (hexes DD10 and EE9) to the west or to or from EE11 (Singapore) and FF10 to the east unless Singapore is controlled by friendly forces (EXCEPTION: Singapore itself may be invaded from the west through the Strait of Malacca).
75. RESTRICTIONS ON FRENCH FORCES

75.1 HISTORICAL BASIS
75.2 GROUND ATTACKS
75.3 FRENCH UNITS IN BRITAIN
75.4 AXIS OCCUPATION OF PARIS
75.5 FRENCH UNITS CONFINED TO EUROPEAN THEATER
75.6 FRENCH COLONIAL UNITS

75.1 HISTORICAL BASIS:
France entered the war weakened by internal political strife and haunted by memories of the terrible casualties it suffered in World War I. These political weaknesses, which were distinct from the military incompetence which characterized Italy’s war effort, are reflected in the following restrictions on the activities of French forces. These restrictions exist independently of Anglo-French cooperation restrictions (53.2).

75.2 GROUND ATTACKS:
75.21 ATTACKS AT LESS THAN 1:1 ODDS PROHIBITED: French ground units may not carry out or assist in ground attacks at less than 1:1 odds.

75.3 FRENCH UNITS IN BRITAIN:
75.31 FRENCH UNITS PROHIBITED FROM ENTERING BRITAIN: French units may not enter or base in Britain.

75.4 AXIS OCCUPATION OF PARIS:
75.41 ADDITIONAL RESTRICTIONS: The following additional restrictions apply while Paris is occupied by Axis ground units. These additional restrictions do not apply if Paris is merely Axis-controlled rather than occupied (i.e., if an Axis unit moved through Paris and did not remain in it). While Paris is occupied by Axis ground units:
75.42 DECLARATIONS OF WAR PROHIBITED: France may not make any declarations of war.
75.43 NAVAL UNITS: French naval units may only change base and NR. French naval units may not escort sea supply, conduct naval missions, intercept enemy naval activities or provide sea escort.
75.44 GEOGRAPHICAL RESTRICTIONS: French units may not leave France. French units already outside France may not enter enemy-controlled hexes.
75.45 OFFENSIVE OPERATIONS: France may conduct offensive operations only on the western front. France may conduct offensive operations only in conjunction with an attack on Paris at 1:1 or greater odds. France may not engage in attrition combat unless the Western Allies regain control of Paris.
75.46 ATTACK ON PARIS: French attacks against Axis units blocking the movement of Western Allied to Paris are prohibited. French units are limited to an attack against the Axis units in Paris, as follows:
A. Such an attack must be at odds of 1:1 or greater (75.21). French units may not participate in attacks at lower odds, even if such attacks could theoretically lead to the recapture of Paris.
B. Paris may not be attacked by French units unless at least one attacking Allied ground unit is in supply and is eligible to advance into Paris after combat. British units adjacent to Paris could only advance into Paris if Anglo-French cooperation restrictions do not apply. In rare cases, even if prohibited from advancing into Paris after combat, a British unit could recapture Paris if it were vacant by moving through it, either during movement or exploitation, despite Anglo-French cooperation restrictions.
C. If France lacks the BRPs to undertake offensive operations or is unable to obtain 1:1 odds against Paris, no attacks may be made by French units. If Axis defensive air support is required to immunize Paris against possible recapture, the Axis player indicates, if he wishes, that defensive air support is being provided to the Axis units in Paris. These calculations must take into account, however, the possible elimination of such defensive air support from Allied interception. Axis air units which commit to flying defensive air support on Paris may not be used for other purposes during the Allied player turn.
D. While Paris is occupied by Axis ground units, French air units may only fly missions in support of a legal ground attack on Paris. The permitted air missions are ground support to assist the attack on the Paris hex, counterair missions against Axis air units which are in a position to provide defensive air support for Axis units in the Paris hex, and the interception of such defensive air support. French air units may not fly any other air missions while Paris is occupied by Axis units. If no legal ground attack on Paris is possible, France may not fly any air missions. This does not prohibit French air units from staging or modifying British naval interception die rolls. If the Allies wish, they can decline to carry out the ground attack after French counterair missions have been flown, but the ground attack must be possible. If developments during the Allied turn make the attack on Paris an impossibility, the French air force may no longer carry out any missions and any missions in which they are engaged are aborted. French air units may not participate in a British 1:2 attack on Paris.
75.47 NO EFFECT ON BRITAIN: These restrictions apply only to French forces and do not prevent a British attack against Paris.
75.48 RECAPTURE OF PARIS: If the Allies succeed in eliminating all Axis forces in Paris and advancing into Paris after combat, other unused French units on the western front may also attack during that combat phase. The sequence of play must be kept in mind. France could not retroactively announce air or naval missions which were previously prohibited. French air units could fly ground support or intercept enemy defensive air support during exploitation on the turn that Paris was recaptured, as this would occur after Paris had been reoccupied by the Allies.
75.49 REDEPLOYMENTS PROHIBITED: French redeployments are prohibited in the turn in which France surrenders (58.12).

75.5 FRENCH UNITS CONFINED TO EUROPEAN THEATER:
75.51 French units may not deploy to the Pacific theater.

75.6 FRENCH COLONIAL UNITS:
75.61 FRENCH COLONIAL UNITS CONFINED TO COLONIES: The two French 1-3 infantry units which begin the game in French North Africa must remain in the French North African colonies or Libya. The French 1-3 infantry which begins the game in Lebanon-Syria must remain in Lebanon-Syria. If lost, such units may be rebuilt only in the French colonies in which they began the game. The three French 1-3 infantry units may not enter France until their status changes as a result of a French surrender.

76. FRENCH ASIAN COLONIES
76.1 FRENCH INDOCHINA
76.2 STATUS OF FRENCH INDOCHINA
76.3 BRP GRANTS THROUGH FRENCH INDOCHINA
76.4 JAPANESE OCCUPATION OF FRENCH INDOCHINA
76.5 OTHER FRENCH POSSESSIONS

76.1 FRENCH INDOCHINA:
76.11 FRENCH COLONY: French Indochina is a French colony worth 10 BRPs, with its capital at Saigon.
76.12 BRPs ADDED NORMALLY: Beginning in the 1940 YSS, France includes the BRP value of French Indochina in its BRP total in the same manner as for its European colonies.

76.2 STATUS OF FRENCH INDOCHINA:
76.21 BEFORE A FRENCH SURRENDER: Until France is conquered by the Axis, Japan may not enter French Indochina without a declaration of war against Britain.
76.22 AFTER FRENCH SURRENDER: If France is conquered by the Axis, French Indochina automatically comes under Vichy control or, if Vichy France is not established by the Axis, becomes an independent minor country. In either case, French Indochina attains this status without the die rolls that are required for French North Africa and Lebanon-Syria. Diplomatic results for Vichy France have no effect on French Indochina. Britain may not attack French Indochina until Britain and Japan are at war.

76.23 CONTROL IN CERTAIN SCENARIOS: Historically Japan occupied French Indochina prior to the outbreak of war in the Pacific. Thus, at the start of all scenarios beginning after Summer 1941, French Indochina is controlled by Japan.

76.3 BRP GRANTS THROUGH FRENCH INDOCHINA:

76.31 BRP GRANTS THROUGH FRENCH INDOCHINA: The U.S. may grant BRPs to Nationalist China through French Indochina, before or after an Axis conquest of France, if Japan is not at war with the Western Allies and an SR route is available which does not pass next to Japanese units in China (40.83).

76.4 JAPANESE OCCUPATION OF FRENCH INDOCHINA:

76.41 NO DECLARATION OF WAR REQUIRED: Once France is conquered by the Axis, Japan may occupy some or all of French Indochina without a declaration of war simply by announcing its intention to do so and then by moving, sea transporting, air transporting, seaborne invading, airdropping or NRing ground units into Hanoi or Saigon. Unless the current Chinese resistance level is “+2” or greater, Japanese units may redeploy next to Chinese units in China.

76.42 OCCUPATION OF NORTHERN FRENCH INDOCHINA: The Japanese occupation of the northern portion of French Indochina occurs when a Japanese ground unit enters Hanoi and gives Japan control only of the French Indochinese hexes adjacent to the Chinese border. Japanese units may operate against China from these hexes, BRP grants to China through French Indochina are prohibited, and the USJT level is not affected. However, Japan does not receive the BRPs for French Indochina and does not gain control of any other hexes in French Indochina.

76.43 OCCUPATION OF ALL OF FRENCH INDOCHINA: The Japanese occupation of all of French Indochina is a two-stage process:

A. In the first turn of the occupation, one Japanese ground unit may enter Saigon. Japan then receives the prorated BRPs for French Indochina at the start of its next player turn. The USJT level increases by one in the turn in which Japanese ground units enter Saigon and by one in each subsequent turn. Japanese units may not enter any of the remaining hexes of French Indochina in the turn Japan enters Saigon (EXCEPTION: Northern French Indochina – 76.42).

B. At the start of the Japanese player turn following its occupation of Saigon, all the remaining hexes in French Indochina not already under Japanese control come under Japanese control.

76.44 Japan may not use airbases in southern French Indochina in the player turn it attacks the Western Allies unless it has occupied Saigon in a previous player turn.

76.45 EFFECT ON THAILAND: When war breaks out between Japan and Britain, Thailand immediately associates with Japan if Japan has previously occupied all of French Indochina (76.43B). Otherwise, Thailand associates with Japan in the Japanese player turn following occupation of Saigon.

76.46 EUROPEAN EFFECTS: The Japanese occupation of French Indochina has no effect on the USAT level or any diplomatic die rolls. If France is unoccupied when Japan occupies French Indochina, the French BRP level is reduced accordingly.

76.5 OTHER FRENCH POSSESSIONS:

76.51 FRENCH PACIFIC ISLANDS: Other French possessions in the Pacific (New Caledonia, Wallis Island and the Society Islands) are treated as being under British control at the start of the game and automatically become Free French if France is conquered by the Axis.

77. VICHY FRANCE

77.1 ESTABLISHMENT OF VICHY FRANCE OPTIONAL:

77.2 VICHY FRANCE:

77.3 VICHY FRENCH HEXES:

77.4 VICHY FRENCH UNITS:

77.5 ATTACKING VICHY FRANCE:

77.6 ATTACKING VICHY FRENCH COLONIES:

77.7 VICHY FRANCE AS A DIPLOMATIC TARGET:

77.8 VICHY FRANCE AS A GERMAN MINOR ALLY:

77.9 ELIMINATION OF VICHY FRANCE:

77.11 AXIS PLAYER HAS OPTION: When France surrenders, the Axis player has the option of creating Vichy France as part of the French surrender process (58.3).

77.12 VICHY FRANCE AS A MINOR COUNTRY: Vichy France consists of the southern portion of France as defined by the Vichy French border, Corsica and any French colonies which became Vichy French. If Vichy France is established by the Axis player, it is a minor country worth 20 BRPs (for the key economic areas of Lyon and Marseilles), plus the BRP value of any Vichy colonies (58.31A), with its capital in Vichy city.

77.22 VICHY CITY: Vichy city functions as the capital of Vichy France between the fall of France and the conquest or deactivation of Vichy France. It is an unlimited supply source for Vichy units. It becomes a limited supply source for other Axis units only while Vichy France is associated with or allied to the Axis (a diplomatic result for Vichy France of “9” or “10+”) or following an Allied declaration of war on Vichy France. It is treated as an ordinary city at all other times.

77.3 VICHY FRENCH HEXES:

77.31 CONTROL OF VICHY FRENCH HEXES: Vichy French hexes are neutral and are controlled by neither side except after a Vichy French diplomatic result which specifies that one side or the other gains control of the Vichy French hexes.

77.32 AXIS CONTROL: The Axis gain control of the Vichy French hexes after a diplomatic result for Vichy France of “8” or greater.

77.33 ALLIED CONTROL: The Allies gain control of the Vichy French hexes after a diplomatic result for Vichy France of “9” or “10+”.

77.34 SUPPLY: Neither side may trace supply through Vichy French territory unless it controls the Vichy French hexes (EXCEPTION: Axis units in the Axis player turn following the French surrender).

77.4 VICHY FRENCH UNITS:

77.41 AXIS CONTROL VICHY FRENCH FORCES: When Vichy France is established, one Vichy French 2-3 infantry unit must be placed and remain in Vichy city and the capital of each European Vichy French colony until Vichy France associates or allies with one side or the other. The remaining Vichy French forces are placed in Vichy France and are controlled by the Axis, regardless of the French surrender level, until a diplomatic result for Vichy
France or association triggered by a declaration of war on Vichy France alters the situation.

77.42 REINFORCEMENT OF VICHYColonies: Vichy French colonies may be reinforced by Vichy units only if a diplomatic result of “5-6” or greater for Vichy France is in effect. Vichy French forces may be NRed to the Vichy French colonies using Vichy French destroyers for sea escort.

77.43 AIR AND NAVAL NATIONALITY DRMs: Vichy French air and naval units have a Nationality DRM of one. This may be increased if Vichy France is associated or allied with an alliance faction which has achieved an Air or Naval Nationality research result.

77.5 ATTACKING VICHY FRANCE:  
77.51 DECLARATION OF WAR REQUIRED: Either side may declare war on Vichy France at a cost of 10 BRPs.

77.52 VICHY FORCES REMAIN IN PLACE: If a major power declares war on Vichy France, the Vichy French forces remain in their hexes and are not redeployed to meet the attack.

77.53 EFFECT OF AN AXIS DECLARATION OF WAR: If Germany declares war on Vichy France, the following effects are triggered, even if Vichy France is immediately conquered by the Axis:
   A. All European Vichy colonies and the Vichy French units in them become Free French.
   B. The Vichy fleet becomes Free French, may immediately move to any British-controlled port on the Mediterranean front, and is subject to Axis air and naval interception as it does so.
   C. Any Axis units stacked with Vichy French units, whether in Vichy France or in a Vichy colony, including those in Vichy city, are placed in hexes adjacent to the Vichy French units.

77.54 EFFECT OF AN ALLIED DECLARATION OF WAR: If an Allied major power declares war on Vichy France, Vichy France associates with Germany if it survives the first turn of the attack. In addition, the Axis may make a reaction die roll for Vichy France during their next diplomatic phase (49.633).

77.6 ATTACKING VICHY FRENCH COLONIES:  
77.61 NO DECLARATION OF WAR REQUIRED: Britain and the U.S. may attack Vichy colonies without a declaration of war on Vichy France or the Vichy colony. A British or American attack on a Vichy colony therefore does not cost 10 BRPs and does not trigger a decrease in the USAT level.

77.62 VICHY REACTION TRIGGERED: For each European Vichy colony attacked by Britain or the U.S., a +1 modifier for the Vichy diplomatic die roll is triggered. In addition, the Axis may make a reaction die roll for Vichy France during their next diplomatic phase (49.633). The modifier does not apply and no reaction die roll is permitted if Vichy France is associated or allied with Germany when the colony is attacked. This rule does not apply to French Indochina, which may not be attacked by Britain until Britain and Japan are at war (76.22).

77.63 ATTACKED COLONIES FIGHT ALONE: Vichy forces in a colony attacked by Britain or the U.S. may be used to defend the colony, but Vichy forces outside the colony take no part in the fighting and may not be used to reinforce the colony (EXCEPTION: If a diplomatic result of “5-6” or greater for Vichy France is in effect—77.42). Vichy infantry and replacement units eliminated during an Allied attack on a Vichy colony may be rebuilt in Vichy France at the rate of one unit per turn.

77.631 EACH COLONY SEPARATE: Morocco, Algeria, Tunisia and Lebanon-Syria are each treated as separate colonies for the purposes of this rule.

77.7 VICHY FRANCE AS A DIPLOMATIC TARGET:  
77.71 NAMING VICHY FRANCE: Vichy France may be named as a diplomatic target by either side, but not in the same year as the fall of France. In addition, the Axis may make a reaction die roll for Vichy France if the Allies attack a Vichy colony.

77.72 FRENCH SURRENDER LEVEL AS A MODIFIER: A positive French surrender level generates a +1 modifier to all Vichy diplomatic die rolls; a negative French surrender level generates a –1 modifier to all Vichy diplomatic die rolls.

77.8 VICHY FRANCE AS A GERMAN MINOR ALLY:  
77.81 ACTIVATION OF VICHY FRANCE: Vichy France may only be activated as a German minor ally by a diplomatic result of “10+” for Vichy France. When activated, all Vichy units become part of the German force pool, and Germany receives the Vichy French BRPs.

77.82 NO AREA RESTRICTIONS ON ACTIVE VICHY FORCES: If Vichy France activates as a German minor ally, there are no area restrictions on Vichy unit activity.

77.83 VICHY FORCES OUTSIDE FRENCH TERRITORY: Vichy ground units incur a –1 DM if attacked while outside France or a French colony (15.33B; EXCEPTION: Vichy volunteers fighting in Russia following a diplomatic result for Vichy France of “5-6”, “7” or “8”).

77.84 REBUILDING VICHY UNITS: Vichy units may only be rebuilt in the Vichy portion of France proper.

77.9 ELIMINATION OF VICHY FRANCE:  
77.91 CONQUEST: Vichy France ceases to exist and all Vichy French units are removed from the board at the end of any combat phase in which the city of Vichy is solely occupied or controlled by enemy forces, including partisans. Free French units are unaffected.

77.92 ALLIED RECAPTURE OF PARIS: If the Allies have not declared war on Vichy France and a diplomatic result of “2-” or “3-” is not in effect, Vichy France ceases to exist and all Vichy French units are removed from the board at the end of any Axis combat phase in which the Axis fail to recapture an Allied or partisan-controlled Paris. Free French units are unaffected.

77.93 DIPLOMATIC RESULT OF “0” or “–1”: A diplomatic result of “0” or “–1” for Vichy France, before or after Vichy activation, deactivates Vichy France and all Vichy forces are removed from the board. Vichy France ceases to exist as a political entity, becoming again merely a part of France. After a diplomatic result of “–1” for Vichy France, the Vichy French hexes come under Allied control; after a “0” result, the Vichy French hexes are controlled by no one.

Note: If a diplomatic result of “2-" or “3-" for Vichy France is in effect and the Axis name Vichy France as a diplomatic target and achieve a “–1” or “0” result, the Allies can avoid the deactivation of Vichy France by choosing a lesser “3-4” result (49.53).

77.94 EFFECTS: If Vichy France is eliminated as set out in 77.91 or 77.92, all hexes in European Vichy France and Corsica pass to German control, unless Allied units have moved into or through them. Any remaining Vichy colonies are controlled by no one.

77.95 DIPLOMATIC RESULT OF “–1”: A diplomatic result of “–1” for Vichy France, before or after Vichy activation, deactivates Vichy France (77.93) and causes the Vichy French hexes to come under Allied control.

77.96 DIPLOMATIC RESULTS OF “2-” or “3-”: After a diplomatic result of “2-” for Vichy France, Vichy France becomes an Allied associated minor country, and after a diplomatic result of “3-” for Vichy France, Vichy France becomes an Allied minor ally. In both cases, all Vichy colonies become Free French, along with the forces in them, and Britain receives the prorated BRPs for Vichy France and the Free French colonies. All Vichy French units which survive the change in sides (85.5) and all Free French units are treated as British minor allied units and, if eliminated, may be rebuilt in any Allied-controlled hex in continental France.
78. NATIONALIST CHINA

78.1 MAJOR POWER:
78.11 NATIONALIST CHINA IS A MAJOR POWER: Nationalist China is a major power which becomes a Western Allied major power at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

78.2 TERRITORY:
78.21 EXTENT: Nationalist China consists of mainland China other than Communist China, Manchuria and Hong Kong.

78.3 RESISTANCE LEVEL:
78.31 CHINESE RESISTANCE: At the end of each Chinese player turn, the Chinese Resistance Table is consulted and the results implemented for the following game turn (61). The Chinese resistance level is zero at the start of every scenario.

78.4 ECONOMY:
78.41 BRP BASE AND LEVEL: Nationalist China has a BRP base of 40 BRPs and no growth rate. Nationalist China loses five BRPs for each Chinese objective not under Nationalist Chinese control (38.37). Unless a Chinese objective hex changes hands, the YSS BRP level for Nationalist China is 20 BRPs. The Nationalist Chinese BRP level at the start of some scenarios is less than 20 BRPs to reflect losses already incurred during the year in which the game starts.
78.42 BRP GRANTS: The Western Allies may grant BRPs to Nationalist China by a variety of routes (40.8).

78.5 THE WESTERN ALLIES:
78.51 JOINING THE WESTERN ALLIES: Nationalist China joins the Western Allied alliance faction at the start of the Allied player turn following the outbreak of war between Japan and the U.S.
78.52 HEX CONTROL: Hexes controlled by Nationalist China are considered to be controlled by the Western Allies.
78.53 BASES: The Western Allies may use Nationalist Chinese-controlled hexes as bases for naval, air, strategic bomber or submarine missions and may use Nationalist Chinese-controlled ports for naval activities if the hexes in question are supplied from a Western Allied supply source.

78.6 FLYING TIGERS:
78.61 THE FLYING TIGERS: Chinese resistance was stiffened considerably by the presence of the American Volunteer Group (the “Flying Tigers”), commanded by retired American Army Air Corps officer Claire Chennault. This small but effective force is represented by two AAF, which use the American Air Nationality DRM, but are considered Nationalist Chinese for all other purposes, including basing, offensive operations, construction costs and supply. Western Allied radar research results do not modify air combat between the Flying Tigers and Japanese air units bombing China. In many scenarios these units are part of the Nationalist Chinese at start forces. In others, they are added to the Nationalist Chinese force pool as allowable builds as permitted by the USIT level.
78.62 RESTRICTED USE DURING INITIAL JAPANESE ATTACK: The Flying Tigers may not defend Western Allied hexes (Hong Kong, for instance) during the first turn of a Japanese attack against the Western Allies, even if the Chinese resistance level otherwise permits it, because China will not yet have joined the Western Allies.
78.63 FLYING TIGERS MAY BE LENT: The Flying Tigers may be lent to the U.S. if the following conditions apply:
A. The U.S. is at war with Japan; and
B. The Chinese resistance level is “0” or greater.

78.7 RELATIONS WITH COMMUNIST CHINA:
78.71 COOPERATION RESTRICTIONS: 
A. The U.S. is at war with Japan; and
B. The Chinese resistance level is “0” or greater.
78.72 RELATIONS WITH COMMUNIST CHINA:
78.721 PARTISANS DO NOT REQUIRE SUPPLY: Nationalist Chinese partisans do not require supply (11.51).
78.722 WESTERN ALLIED SUPPLY SOURCES: Nationalist China may draw supply from Western Allied supply sources, whether or not the Western Allies are at war with Japan.
78.723 COMMUNIST CHINESE SUPPLY SOURCES: Nationalist China may draw supply from Western Allied supply sources, whether or not the Western Allies are at war with Japan.

78.8 RESTRICTIONS ON NATIONALIST CHINESE FORCES:
78.81 REFERENCE: See rule 80.

78.9 SUPPLY:
78.91 NATIONALIST CHINESE SUPPLY SOURCES: Chunking, Canton, Nanking, Peking and Shanghai are unlimited supply sources for Nationalist Chinese units.
78.92 OTHER SUPPLY SOURCES:
78.921 RUSSIAN SUPPLY SOURCES: Nationalist China may draw supply from Russian supply sources, whether or not Russia is at war with Japan and whether or not Nationalist China has joined the Western Allies.
78.922 WESTERN ALLIED SUPPLY SOURCES: Nationalist China may draw supply from Western Allied supply sources, whether or not the Western Allies are at war with Japan.
78.923 COMMUNIST CHINESE SUPPLY SOURCES: Nationalist China may draw supply from Yenan and Nationalist Chinese supply sources under Communist Chinese control only if the Chinese Resistance level from the last turn was “+2” or more.
78.93 SUPPLY LINES: Nationalist Chinese supply lines may be traced through hexes controlled by Russia, Communist China or the Western Allies, but not through hexes controlled by Japan.
78.94 PARTISANS DO NOT REQUIRE SUPPLY: Nationalist Chinese partisans do not require supply (11.51).
78.95 ISOLATED UNITS: Nationalist Chinese ground units are never eliminated for lack of supply (30.542D).
79. COMMUNIST CHINA

79.1 MINOR COUNTRY
79.2 TERRITORY
79.3 OFFENSIVE OPERATIONS
79.4 UNIT CONSTRUCTION
79.5 BRP COSTS
79.6 SUPPLY
79.7 CONQUEST AND HEX CONTROL
79.8 RELATIONS WITH NATIONALIST CHINA
79.9 RESTRICTIONS ON COMMUNIST CHINESE FORCES

79.1 MINOR COUNTRY:
79.11 COMMUNIST CHINA IS A MINOR COUNTRY: Communist China is a minor country independently at war with Japan. Communist China becomes a Russian minor ally immediately following the outbreak of war between Japan and Russia. If Russia surrenders after the outbreak of war between Japan and Russia and Japan adheres to the peace agreement between Germany and Russia, Communist China reverts to its original status.

79.12 TIMING OF PLAYER TURN: Communist China moves at the same time as Nationalist China.

79.2 TERRITORY:
79.21 EXTENT: Communist China consists of that part of China north of hex row M and west of the scenario start line.

79.3 OFFENSIVE OPERATIONS:
79.31 OFFENSIVE OPERATIONS: Communist China may undertake offensive operations and/or attrition attacks against Japan regardless of whether Nationalist China or any other Allied major power conducts offensive operations or makes attrition attacks on the Asian front, subject to the following exceptions:
A. If Communist China is a Russian minor ally, Communist Chinese and Russian actions must conform.
B. If the Chinese resistance level at the end of the previous turn was +2 or greater and Communist China is not a Russian minor ally, Communist China’s actions must conform with Nationalist China’s actions.

79.4 UNIT CONSTRUCTION:
79.41 INFANTRY: Communist China may construct two infantry factors (one 2-2 infantry unit or two 1-2 infantry units) each turn. Communist Chinese infantry units may be constructed in any hex in China controlled by Communist China or Russia at the start of the Chinese turn which is supplied and not in a Japanese ZoC.
79.42 PARTISANS: Communist China may construct one partisan each turn. Communist Chinese partisans may be constructed in any Japanese-controlled hex in China.
79.43 CONSTRUCTION PROHIBITED: Communist Chinese units may not be constructed in Nationalist Chinese-controlled hexes, Manchuria or Hong Kong.

79.5 BRP COSTS:
79.51 OFFENSIVE OPERATIONS: A. NO COST: There is no cost for Communist Chinese offensive operations if:
• Russia and Japan are not at war; and
• Communist China controls Yenan.
B. RUSSIA PAYS: Russia pays for Communist Chinese offensive operations if:
• Russia and Japan are at war; or
• Communist China does not control Yenan.

79.52 UNIT CONSTRUCTION: There is no cost for Communist Chinese unit construction if Communist China or Russia controls Yenan. Otherwise Russia pays the cost of Communist Chinese unit construction.

79.53 PACIFIC SCENARIOS: In Pacific theater scenarios, there is no BRP cost for Communist Chinese offensive operations or unit construction, regardless of the status of Yenan.

79.6 SUPPLY:
79.61 COMMUNIST CHINESE SUPPLY SOURCES: Yenan is a limited supply source for Communist Chinese units. Communist China may draw supply from Chinese objectives which it controls.
79.62 OTHER SUPPLY SOURCES:
79.621 RUSSIAN SUPPLY SOURCES: Communist China may draw supply from Russian supply sources, whether or not Russia is at war with Japan.
79.622 WESTERN ALLIED SUPPLY SOURCES: Communist China may draw supply from Western Allied supply sources unless Communist China is a Russian minor ally.
79.623 NATIONALIST CHINESE SUPPLY SOURCES: Communist China may draw supply from Nationalist Chinese supply sources only if the current Chinese Resistance level is “+2” or greater.
79.63 SUPPLY LINES: Communist Chinese supply lines may be traced through hexes controlled by Russia, Nationalist China or the Western Allies, but not through hexes controlled by Japan.
79.64 PARTISANS DO NOT REQUIRE SUPPLY: Communist Chinese partisans do not require supply (11.51).
79.65 ISOLATED UNITS: Communist Chinese ground units are never eliminated for lack of supply (30.542D).

79.7 CONQUEST AND HEX CONTROL:
79.71 COMMUNIST CHINA MAY NOT BE CONQUERED: Japanese capture of Yenan does not result in the conquest of Communist China. Communist China never surrenders.
79.72 EFFECT OF JAPANESE CAPTURE OF YENAN: A. If Yenan is captured by the Japanese, Russia must pay for Communist Chinese offensive attacks and unit construction (79.52). B. In all scenarios, Yenan is considered an objective for victory determination purposes.
79.73 HEX CONTROL: For victory determination purposes, hexes controlled by Communist China are considered to be controlled by Russia. If Communist China is a Russian minor ally in a Global War game, Russia receives five BRPs for each Chinese objective controlled by Communist China. Prior to Communist Chinese activation as a Russian minor ally, no one receives the BRPs for Chinese objectives under Communist Chinese control.

79.8 RELATIONS WITH NATIONALIST CHINA:
79.81 COOPERATION RESTRICTIONS: Prohibitions against Nationalist-Communist cooperation (53.5) apply unless the Chinese Resistance level is “+2” or greater.

79.9 RESTRICTIONS ON COMMUNIST CHINESE FORCES:
79.91 REFERENCE: See rule 80.
80. RESTRICTIONS ON CHINESE FORCES
80.1 CHINESE WAR EFFORT
80.2 ATTACKS AT LESS THAN 1:1 ODDS
80.3 GEOGRAPHICAL RESTRICTIONS
80.4 ADVERSE NATIONALIST CHINESE DMs

80.1 CHINESE WAR EFFORT:

80.11 RATIONALE FOR RESTRICTIONS: The Chinese war effort was hampered by Nationalist Chinese corruption, a Communist Chinese shortage of heavy weapons, and political and military infighting between Nationalist and Communist Chinese forces, which both spent considerable time and energy positioning themselves for a showdown after the war. These divisions accrued to Japan’s benefit. These weaknesses are reflected in the following restrictions, which apply to the activities of both Nationalist and Communist Chinese forces.

80.2 ATTACKS AT LESS THAN 1:1 ODDS:

80.21 PROHIBITED: Nationalist and Communist Chinese units, including partisans, may not carry out or assist in ground attacks at less than 1:1 odds.

80.3 GEOGRAPHICAL RESTRICTIONS:

80.31 UNITS MAY NOT LEAVE CHINA: Nationalist and Communist Chinese units, including partisans, may not move outside China, or make attrition and offensive attacks against Japanese units outside China, and the Flying Tigers may not base outside of China, except as follows:
A. Lent Nationalist Chinese units.
B. Nationalist Chinese units if the current Chinese resistance level is “+2” or greater. Communist Chinese units may not move or attack outside China, regardless of the Chinese resistance level.
C. FLYING TIGERS: These restrictions do not prevent Flying Tigers based in China from flying air missions outside China, participating in ground attacks at less than 1:1 odds, or from attacking Japanese naval activities.

80.4 ADVERSE NATIONALIST CHINESE DMs:

80.41 Nationalist Chinese ground units incur a –1 DM if attacked in the following circumstances:
A. If the Chinese Resistance level is “0” or lower and they are outside China.
B. If the Chinese Resistance level is “–3” or lower, regardless of location.

81. MANCHURIA, SIBERIA AND THE URALS BOX
81.1 MANCHURIA
81.2 CAPITALS
81.3 MANCHURIAN GARRISON
81.4 SIBERIAN GARRISON
81.5 DECLARATIONS OF WAR
81.6 THE URALS BOX
81.7 AXIS FORCES ADJACENT TO THE URALS BOX

81.1 MANCHURIA:

81.11 STATUS OF MANCHURIA (MANCHUKUO): The Japanese conquest of Manchuria began in 1931 and was more or less completed in 1933. The Japanese establishment of the puppet state of Manchukuo was not recognized by many countries. While Manchuria legally may have remained part of China, for game purposes it is considered a Japanese colony worth 20 BRPs and is not considered part of China for any purposes.

81.2 CAPITALS:
81.21 HARBIN AND MUKDEN: Harbin and Mukden are both considered capitals of Manchuria. Each is a key economic area worth 10 BRPs.

81.3 MANCHURIAN GARRISON:

81.31 MANCHURIAN GARRISON: Japan begins all scenarios with 45 BRPs of units (two 2-3 and two 1-3 armor units; three 3-2, three 2-2 and three 1-2 infantry units; and five AAF) in Manchuria. The exact unit types indicated must be present.
81.32 USE OF MANCHURIAN UNITS: Manchurian garrison units may be used without penalty, although a reduction in the size of the Manchurian garrison, including the inversion of Japanese army air units in Manchuria after their use and subsequent redeployment, permits Russia to withdraw units from its Siberian garrison (81.42C) and may allow a Russian declaration of war on Japan (81.51B). The ZoC of Japanese army units in Manchuria extends beyond the borders of Manchuria into Chinese and Korean territory.
81.33 PACIFIC SCENARIOS: In Pacific scenarios, Japan may remove fifteen BRPs of units from Manchuria for use elsewhere. The remaining units must remain in Manchuria to defend against a Russian attack.

81.4 SIBERIAN GARRISON:

81.41 SIBERIAN GARRISON: Russia begins all scenarios with 45 BRPs of units (two 3-3 armor units; two 3-2, four 2-2 and four 1-2 infantry units; and five AAF) in Siberia. The Siberian garrison may be placed in Siberia, Mongolia and Tannu Tuva.
81.42 REDUCING THE SIBERIAN GARRISON: Russia may not reduce its Siberian garrison by transferring Siberian units to the Urals box until the Allied redeployment phase after at least one of the following conditions is met:
A. WAR WITH GERMANY: Russia and Germany are at war.
B. OIL EMBARGO AGAINST JAPAN: The U.S. has imposed an oil embargo on Japan.
C. JAPANESE REDUCTION OF MANCHURIAN GARRISON: Japan reduces the size of its Manchurian garrison, which it may do at any time. Russia may then transfer forces of the same type from Siberia to Europe. The size of the Japanese Manchurian garrison is determined at the start of the Russian player turn. Fractions are rounded in favor of Russia: if Japan has fewer than six armor factors in Manchuria, a Russian 3-3 armor unit may be transferred; if Japan has fewer than three armor factors in Manchuria, a second Russian 3-3 armor unit may be transferred.

81.5 DECLARATIONS OF WAR:

81.51 RESTRICTIONS:
A. JAPANESE DECLARATION OF WAR ON RUSSIA: There are no restrictions on when Japan may declare war on Russia.
81.52 DETERMINING GARRISON SIZES: The sizes of the Siberian and Manchurian garrisons are calculated whenever Russia or Japan wish to declare war on the other. Inverted air units are not counted when determining the BRP value of the Siberian and Manchurian garrisons.

81.53 BRP COST: A Japanese and Russian declaration of war on the other costs 35 BRPs.

81.6 THE URALS BOX:

81.61 THE URALS BOX: The Urals box represents that part of Russia which does not appear on either mapboard.

81.62 BASING: The Urals box has an unlimited basing capacity for Russian air units.

81.63 ENTERING THE URALS BOX: Russian units may enter the Urals box only as set out below, through the following hexes:

A. EUROPE: Any hex in Russia on the eastern edge of the European mapboard (A62-Z53).

B. PACIFIC: Any hex in Russia (A23 to F18) or Communist China (initially G18 to L15) on the western edge of the Pacific mapboard.

81.631 DURING THE MOVEMENT PHASE:

A. GROUND UNITS: By moving through one of the hexes listed in 81.63A and B.

B. AIR UNITS: By staging through one of the hexes listed in 81.63A and B.

81.632 DURING THE COMBAT PHASE:

A. ARMOR AND AIRBORNE UNITS: By exploitation movement, air transport or airdrop through one of the hexes listed in 81.63A and B.

81.633 DURING THE REDEPLOYMENT PHASE:

A. By TR or SR through one of the hexes listed in 81.63A and B.

81.634 AXIS UNITS PROHIBITED: European Axis and Japanese units may not enter the Urals box (EXCEPTION: Bombing — 26.462).

81.64 LEAVING THE URALS BOX: Russian units in the Urals box may move, stage or redeploy onto the board. Russian ground units moving out of the Urals box may enter vacant enemy-controlled hexes listed in 81.63A and B on the edge of the mapboard, provided this does not result in there being fewer Russian ground factors in the Urals box than there are European Axis and Japanese ground factors adjacent to the Urals box in the hexes listed in 81.63A and B.

81.65 AIR MISSIONS: Axis air units may not fly missions into the Urals box (EXCEPTION: Bombing — 26.462).

81.66 GROUND ATTACKS: Ground attacks from the Urals box onto the mapboard, or from the mapboard into the Urals box, are prohibited.

81.7 AXIS FORCES ADJACENT TO THE URALS BOX:

81.71 RUSSIAN BRPs: For each European Axis or Japanese ground factor adjacent to the Urals box in excess of the number of Russian ground factors in the Urals box at the end of the Axis combat phase, Russia loses one BRP, up to a maximum of 15 BRPs per turn, provided Russia is at war with the European Axis or Japan, as the case may be.

81.72 RUSSIAN CONSTRUCTION: For every three Russian BRPs (round down) lost because of European Axis or Japanese ground factors adjacent to the Urals box, the Russian construction limit is reduced by one BRP, up to a maximum of five BRPs.
82.321 APPLICATION OF LIMITS: Diplomatic limits on the number of factors which may be supplied, move and redeploy in and through a controlled minor country are applied as follows:

A. SUPPLY: The limit on supplying units in or through a controlled minor country applies to both full and partial supply, including partial supply from the controlled minor country’s capital. Units in a controlled minor country must be supplied before units outside the controlled minor country are supplied by tracing a supply line through the controlled minor country. If a player wishes to give priority to units outside the controlled minor country, he must voluntarily eliminate excess units in the controlled minor country.

B. MOVEMENT AND REDEPLOYMENT: The limits on units in a controlled minor country are applied at the end of the movement, combat and redeployment phases. The test is simply that you can never look at the mapboard at those times and see more than the permitted number of ground and air factors in the country. Such limits may not be exceeded, even by units forced to retreat by an enemy attrition—excess units are eliminated.

C. OTHER COUNTERS: There is no limit on the placement of airbases, rocket bases, railheads and forts in a controlled minor country.

82.322 LIMITS ON AXIS FORCES IN FINLAND: No more than five Axis naval/ground/air factors may enter or trace supply through Finland, even after Finnish association, activation or if Finland has been conquered by the Allies. Finnish and Swedish units do not count against this limit.

82.33 REVERSAL OF RESULTS: If a subsequent diplomatic tie roll reverses a hex control result for a minor country, any foreign units in the country may no longer attack out of the country and must be removed by the end of their player turn immediately following the diplomatic tie roll. Units which do not leave by the end of their next redeployment phase are eliminated.

82.34 ATTACKS ON GARRISONED MINOR COUNTRIES: If a major power has units in a minor country which is attacked by another major power with which it is at war, association, but not activation as a minor ally, is automatic and immediate. Both the major power units inside the minor country and other units controlled by the major power may then assist the minor country in repelling the attack. A major power with which it is not at war may not attack a garrisoned minor country without also declaring war on the garrisoning major power.

82.35 ATTACKS ON MINOR COUNTRIES CONTROLLED BY THE ATTACKER: A major power may declare war on a minor country it controls, including minor countries in which that major power has units.

82.351 DECLARATION OF WAR PREVENTS ACTIVATION: If a major power declares war on a potential minor ally, that minor country may not later associate or ally with that major power or any of its major power allies.

82.352 DEPLOYMENT OF MINOR COUNTRY UNITS: If a major power attacks a minor country in which the major power already has units, the minor country’s forces deploy according to 82.56.

82.36 SUBVERSION PERMITTED DESPITE GARRISON: A German garrison does not prevent Communist subversion of an otherwise eligible minor country.

82.4 ATTACKS ON MINOR COUNTRIES:

82.41 DECLARATION OF WAR REQUIRED: A major power may attack a neutral minor country, including a minor country which is economically penetrated or controlled by an enemy alliance faction, only if it first declares war on that minor country (50.22).

82.42 DECLARATION OF WAR UNNECESSARY: A major power may attack a minor country which is associated with, allied to, or has been conquered by an enemy alliance faction without declaring war on the minor country.

82.5 DEPLOYMENT OF EUROPEAN MINOR COUNTRY FORCES:

82.51 MINOR UNITS NOT NORMALLY DEPLOYED: European minor country units are not deployed on the mapboard until they are attacked or associate with or ally to a major power after a diplomatic result. Once deployed, minor country units remain on the mapboard until eliminated.

82.52 DEPLOYMENT IN RESPONSE TO ATTACK: When a major power declares war on a minor country, the forces (if any) of the minor country are deployed by Britain or the U.S. if the minor country is attacked by the Axis, and by Germany if the minor country is attacked by the Allies. Minor country units which are already on the board, such as Vichy French units, remain on the hexes they occupy (EXCEPTION: If Germany declares war on Finland or Rumania after a border war with Russia, Britain redeploys the Finnish or Rumanian units—66.27, 67.27).

82.53 TIMING: An attacked minor country’s forces are set up immediately after all declarations of war have been made by the attacker for that turn.

82.54 MANDATORY DEPLOYMENT IN CAPITAL: At least one minor country ground unit must be deployed in an attacked minor country’s capital. This deployment requirement applies only to the initial setup of the minor country.

82.55 STACKING PROBLEMS: Minor country ground and air units which cannot legally deploy because of the presence of garrisoning or enemy units in all available hexes in their country are eliminated.

82.56 ENEMY UNITS IN A MINOR COUNTRY: If a minor country is at...
82.6 MINOR COUNTRY FORCE LEVELS:

82.61 MINOR COUNTRY FORCE TABLE: The forces available to each minor country are set out in the Minor Country Forces Table and the British Commonwealth Table.

82.62 MINOR COUNTRIES WITH NO ARMED FORCES: Certain minor countries, such as Portugal and the Baltic States, have no armed forces. A major power which invades such a minor country will be unopposed, although it still must pay 10 BRPs for a declaration of war. Colonies never have armed forces (EXCEPTION: French colonies in Europe — 75.61).

82.63 UKRAINIAN FORCES CONTINGENT ON DIPLOMACY: Ukrainian units deploy only after a successful diplomatic die roll for the Ukraine.

82.7 DEFENDING AGAINST THE INITIAL ATTACK:

82.71 MINOR COUNTY UNITS: During the attacking major power’s player turn, the air and naval units of a newly-attacked minor country may operate only against direct attacks on that minor country. Air units are restricted to intercepting the attacker’s naval missions and flying defensive air support; naval units are restricted to intercepting the attacker’s naval missions.

NOTE: Minor country air and naval units may not attack enemy sea supply lines during the initial turn of attack.

82.72 ENEMY MAJOR POWER UNITS: During the attacking major power’s player turn, the air and naval units of major powers already at war with the attacker may assist a newly-attacked minor country only by intercepting enemy naval activities. Enemy major power air units may not intercept air transport missions over the attacked minor country’s hexes or fly defensive air support for attacked minor country ground units during the initial turn of attack.

82.73 ZONES OF CONTROL: During the attacking major power’s player turn, the ZoCs of enemy major power armor units adjacent to a newly-attacked minor country extend into the minor country’s hexes.

82.8 MINOR COUNTRY SURVIVAL:

82.81 ASSOCIATION AUTOMATIC: If a minor country survives the first turn it is attacked by a major power, the minor country immediately associates with either Britain, if attacked by Germany or Italy, or with Germany (EXCEPTION: 82.341), if attacked by an Allied major power (EXCEPTIONS: Minor countries garrisoned solely by Italian units associate with Italy if attacked by an Allied major power — 82.341; minor countries attacked by a neutral major power do not associate until the major power is at war with another major power).

82.9 PACIFIC THEATER MINOR COUNTRIES:

82.91 Pacific minor countries fall into the following categories:

A. COMMONWEALTH: Australia and India;

B. INDEPENDENT MINOR COUNTRIES: Communist China (if Russia is not at war with Japan).

C. MINOR ALLIES: Communist China (Russia, if Russia is at war with Japan).

D. ASSOCIATED MINOR COUNTRIES: Dutch East Indies (Britain, in the turn following a Japanese declaration of war against Britain — 89.24); Philippines (U.S.); Thailand (Japan, if Japan has occupied French Indochina and is at war with Britain — 89.51).

E. COLONIES: Bhutan, Burma, Calcutta, Dacca, Hong Kong, Malaya, Nepal, Sarawak, Singapore, (Britain); French Indochina (France); Mongolia, Tannu Tuva (Russia); Manchukuo, Korea, Formosa (Japan).

82.92 MINOR COUNTRY UNITS DEPLOYED: At the start of all Pacific scenarios, unless otherwise indicated, all Pacific-theater minor country units are deployed on the mapboard in their home countries by the major powers which control them.

82.93 DETERMINING STATUS: At the start of all Pacific scenarios, including a campaign game, every Pacific-theater minor country is aligned with one side or the other. Until Japan is at war with Britain, Communist China is the only Pacific minor country at war with Japan. Other Pacific minor countries enter the war at the same time as do their controlling major powers, as set out in the rules dealing specifically with each minor country.

82.94 UNIT CONSTRUCTION: The rules governing construction of Pacific minor country units depend on the status of the minor country (71, 72, 84, 85). Minor country units must be rebuilt in a controlled, supplied hex in the minor country not in an enemy ZoC (27.44), or in the Australia or India boxes (27.473, 27.474).

82.95 GEOGRAPHICAL RESTRICTIONS: Pacific minor country units may be subject to geographical restrictions, depending on their status (71, 72, 84, 85).
83. CONQUEST OF MINOR COUNTRIES

83.1 CONQUEST
83.2 EFFECTS OF CONQUEST
83.3 MINOR COUNTRY BRPs
83.4 COLONIES
83.5 COOPERATIVE CONQUESTS
83.6 TRANSFERRING CONTROL OF MINOR COUNTRIES

83.1 CONQUEST:

83.11 CONQUEST BY CONTROL OF CAPITAL: Minor countries are conquered if their capital(s) are under enemy, including partisan, control at the end of the attacker’s combat phase (EXCEPTIONS: Minor countries without capitals—83.12; Minor countries which switch sides—85.53A; Australia and India—71.5, 72.5). The minor country does not get one turn to try to recapture its capital(s) or other key cities. The construction of a partisan in an unoccupied minor country capital does not result in the immediate conquest of a minor country, because this occurs in the unit construction phase, which is after the combat phase.

83.12 MINOR COUNTRIES WITHOUT CAPITALS: Luxembourg is conquered when its single hex is occupied; it is not considered a capital for attrition purposes. The Baltic States are conquered when Riga, Parnu and Tallinn are occupied. Arabia is conquered when Kaf and Jauf are occupied.

83.13 MINOR COUNTRIES WITHOUT CAPITALS: The following areas are conquered when the listed cities or hexes are controlled:

A. EASTERN POLAND: Vilna, Brest-Litovsk and Lvov.
B. BALTIC STATES: Riga, Parnu and Tallinn.
C. ARABIA: Kaf and Jauf.
D. BESSARABIA: All five hexes in Bessarabia.
E. FINNISH BORDER HEXES: All three Finnish border hexes.
F. LUXEMBOURG: Luxembourg’s single hex.

83.13 AUSTRALIA AND INDIA: Special rules govern the surrender of Australia (71.5) and India (72.5).

83.2 EFFECTS OF CONQUEST:

83.21 UNITS: All units, wherever located, belonging to a conquered minor country, whether the minor country was neutral, associated with or allied to a major power, are removed from the mapboard at the end of the conquering major power’s combat phase. By immediately recapturing the capital of such a minor country, a major power would avert the loss of the minor country’s BRPs, but the units of the minor country would still be permanently removed from play.

83.22 HEX CONTROL—NEUTRAL MINOR COUNTRIES: All hexes in a conquered minor country pass to the control of the conquering major power at the end of the conquering major power’s player turn, after the redeployment phase, subject to the following:

A. This rule applies only to the initial conquest of neutral minor countries. Normal hex control rules (29.2) govern whenever a minor country’s capital subsequently changes hands.
B. Greek, Swedish, Baltic (Saare—F39) and Spanish islands come under the conqueror’s control along with their controlling minor countries.
C. In the Pacific theater, island groups containing enemy units do not pass to the conqueror (29.71).
D. Special rules apply to the initial Japanese conquest of the Dutch East Indies (89.23) and the Philippines (89.43).

83.23 HEX CONTROL—OTHER MINOR COUNTRIES: Hex control of conquered minor countries, colonies, associated minor countries and active minor allies is unaffected by the capture of the minor country’s capital. Hex control must be established normally (29.2).

83.3 MINOR COUNTRY BRPs:

83.31 ONE TURN TO RECAPTURE: A major power which controls a minor country’s capital or key cities receives the conquered minor country’s BRP value as printed on the mapboard during each YSS, and receives the prorated BRPs for the minor country during its next turn unless the conquest occurred in a winter turn (35.62). If a major power has received the BRPs for a minor country and an opponent gains control of the capital or key cities in the minor country, the previously controlling major power must reestablish control of the capital of, or one key city in, the minor country by the end of the combat phase of its next player turn or lose the prorated BRPs for the minor country. Similarly, the opponent gains the prorated BRPs for the minor country at the start of its next player turn unless the previously controlling major power reestablishes control of the capital of, or one key city in, the minor country by the end of the combat phase of its next player turn.

EXAMPLE: Germany controls Belgium. In the Summer 1944 Allied player turn, the U.S. captures Brussels. In the Axis Fall 1944 player turn, Germany recaptures Brussels. There is no BRP change for control of Belgium, because Germany recaptured Brussels immediately. If the German counterattack had failed, then Germany would lose the prorated BRPs for Belgium at the end of its Fall 1944 combat phase and the U.S. would gain the prorated value of Belgium at the start of its Fall 1944 player turn.

83.32 WINTER PLAYER TURNS: If an Axis major power loses control of the capital or key cities of a conquered minor country during the Allied winter player turn, the Axis major power receives the BRPs for the minor country in the following YSS (35.64) and would lose the prorated BRPs for the minor country at the end of the combat phase of its spring player turn if it failed to recapture the capital or one key city in the minor country. The Allied major power which gained control of the minor country would not include the BRPs for the conquered country in its YSS, but would add the BRPs for the minor country in its spring player turn if it retained control of it. This does not entitle the Axis major power to BRPs for the minor country capital; BRPs in a YSS are based solely on control at the end of the year (49.152).

EXAMPLE: Germany conquers Belgium in Winter 1939. France occupies Brussels during the Allied Winter 1939 player turn. Germany receives 15 BRPs for Belgium in the 1940 YSS, because it has one turn to recapture Brussels. If Germany fails to recapture Brussels in its Spring 1940 player turn, it would lose the 15 BRPs for Belgium and France would gain the 15 BRPs for Belgium in its Spring 1940 player turn.

83.33 COLONIAL BRPs: BRP gains and losses for colonies are handled in the same manner as for other minor countries:

A. LOSSES: If a major power loses a European or Pacific colony, the prorated BRPs for the colony are deducted from its BRP total at the end of the combat phase of the first turn in which it fails to recapture the capital of the colony.
B. GAINS: If a major power gains control of a colony originally controlled by another major power and the originally controlling major power fails to recapture the colony’s capital in its next player turn, the conquering major power receives the prorated BRPs in its next turn and the full BRP value of the colony during each subsequent YSS in which it retains control of it. These BRPs are lost if an enemy major power gains control of the colony’s capital and the owning major power fails to regain control of the colony’s capital by the end of its next combat phase (83.31).

EXAMPLE: In Winter 1939, Italy conquers Tunisia, and France fails to recapture it. France loses one prorated BRP in Winter 1939 and does not receive five BRPs for Tunisia in the 1940 YSS.

NOTE: The British BRP total includes BRPs for Egypt, Palestine, Burma, Calcutta, Dacca, Malaya, Hong Kong and Singapore. If the Axis or Japan conquers these colonies then Britain would deduct the prorated BRPs for the colony from its BRP total at the end of the combat phase of the first turn it fails to recapture the capital of the colony. Britain would also not receive the BRPs for these colonies in each subsequent YSS in which it does not control the colony. The Axis or Japan would receive the prorated BRPs for the colonies in their next player turn and the full BRP value of the colony in each subsequent YSS in which it retains control of the colony.

83.4 COLONIES:

83.41 CONQUERED MINOR COUNTRIES: For the purposes of conquest, hex control and BRPs, colonies are considered to be minor countries which have been conquered prior to the start of the game. A major power conquers a colony and acquires its prorated BRPs in the next turn and its full BRPs in the next YSS by capturing the colony’s capital and retaining control of it. Hong Kong and Singapore are conquered when they are occupied.

83.42 HEX CONTROL: Normal hex control rules govern when a colony’s capital changes hands, as the initial conquest is considered to have already taken place.

83.43 BRPs: Britain, France, Russia, Italy and Japan receive BRPs for their
83.44 COLONIES: The colonies in both theaters are set out below, with their BRP values. Colonial capitals are in parentheses.

83.441 BRITISH COLONIES:
A. EUROPE: Egypt (Cairo): 5 BRPs; Iraq (Baghdad): 0 BRPs; Kuwait (Al Kuwait): 0 BRPs; Palestine (Jerusalem): 5 BRPs; Transjordan (Amman): 0 BRPs.
B. ASIA: Burma, (Rangoon): 10 BRPs; Calcutta: 5 BRPs; Dacca: 5 BRPs; Hong Kong: 5 BRPs; Malaya (Kuala Lumpur): 10 BRPs; Sarawak (Kuching): 0 BRPs; Singapore: 5 BRPs.

83.442 DUTCH COLONIES: Borneo (Balikpapan): 10 BRPs; Java (Batavia): 10 BRPs; Sumatra (Palembang): 10 BRPs.

83.443 FRENCH COLONIES:
A. EUROPE: Algeria (Algers): 5 BRPs; Lebanon-Syria (Damascus): 5 BRPs; Morocco (Rabat): 5 BRPs; Tunisia (Tunis): 5 BRPs.
B. ASIA: French Indochina (Saigon): 10 BRPs.

83.444 ITALIAN COLONIES: Albania (Tirane): 5 BRPs; Ethiopia (off-map): 0 BRPs; Libya (Tripoli): 5 BRPs.

83.445 JAPANESE COLONIES: Formosa (Taipei): 5 BRPs; Korea (Seoul): 10 BRPs; Manchuria (Harbin and Mukden): 20 BRPs. All Japanese colonies are considered to be Japanese key economic areas (38.36).

83.446 RUSSIAN COLONIES:
A. EUROPE: Ukraine (Kiev): 10 BRPs.
B. ASIA: Mongolia (Ulan Bator) and Tannu Tuva (Kyzyl): 0 BRPs.

83.447 SPANISH COLONIES: Spanish Morocco (Tanger): 0 BRPs.

83.5 COOPERATIVE CONQUESTS:

83.51 SENIOR ALLIANCE PARTNER BENEFITS: Whenever two or more major power alliance partners participate in the conquest or reconquest of a major power, key economic area, minor country or colony, any BRPs and hexes derived from that action go to the senior alliance partner, as follows:
A. EUROPEAN AXIS: Germany.
B. WESTERN ALLIES: The United States, Britain and France, in that order.

83.52 PARTICIPATION IN A CONQUEST: A junior alliance partner is excluded from the benefits of a conquest if, in the turn of conquest, a more senior alliance partner participated in a cooperative conquest by expending any BRPs for offensive operations to conquer the territory in question or by taking part in an attrition against the forces of a conquered minor country.

83.53 QUALIFYING EXPENDITURES: Any direct expenditure of BRPs in the turn of conquest is sufficient to give the senior alliance partner the benefits of a conquest.

83.54 NON-QUALIFYING EXPENDITURES: The following BRP expenditures are not sufficient to give the senior alliance partner the benefits of a conquest:
A. Counterairing enemy air units which otherwise might provide air cover for enemy naval units that might have attempted naval interception of sea supply lines.
B. Attacking enemy units that are not inside the conquered area but which are potentially in range to attempt a recapture of the capital during the enemy’s next turn.
C. Granting BRPs to the attacking ally.

83.6 TRANSFERRING CONTROL OF MINOR COUNTRIES:

83.61 A major power which conquers an area may not transfer the BRP production of the area to an ally, nor may it transfer control of any objectives or any other hexes in that area to an ally. Such changes may only occur as a result of a reconquest.

EXAMPLE: Italy may allow German units to enter Albanian hexes, but those hexes and Albania remain under Italian control. If the Allies conquered Albania and the Axis jointly reconquered it, Germany could control Albania.

EXAMPLE: Italy, acting on its own, conquers Yugoslavia. A German unit later enters Belgrade. Italy retains the Yugoslavian BRPs and Belgrade remains an Italian-controlled objective.

EXAMPLE: Italy controls Belgrade and received the BRPs for Yugoslavia. Partisans capture Belgrade, and German units immediately eliminate them. Italy would not lose the prorated BRPs for Yugoslavia. If neither Germany nor Italy immediately freed Belgrade, Italy would lose the prorated BRPs for Yugoslavia. Italy would regain the prorated BRPs for Yugoslavia in the turn after the partisans are removed from Belgrade. Germany could not gain control of Belgrade, even if it advanced into it after eliminating the partisans.

84. ASSOCIATED MINOR COUNTRIES

84.1 ASSOCIATION

84.2 ASSOCIATION IN EUROPE

84.3 ASSOCIATION IN ASIA

84.4 EFFECTS OF ASSOCIATION

84.5 SURRENDER AND SWITCHING SIDES

84.1 ASSOCIATION:

84.11 MECHANISMS: A minor country may become associated with a major power in four ways. The first three apply only in Europe; the fourth applies only in the Pacific:
A. ATTACK BY AN ENEMY MAJOR POWER (Europe only): The minor country survives the first turn of attack by an enemy major power.
B. ATTACK BY A NEUTRAL MAJOR POWER (Europe only): The minor country survives an attack by a neutral major power. The minor country associates with a major power which declares war on the neutral major power.
C. DIPLOMACY (Europe only): After a diplomatic result of “9” (Axis) or “2” (Western Allies, Russia).
D. TRIGGERING EVENTS (Pacific only): In the Pacific theater, certain minor countries associate with major powers when specified events occur.

84.2 ASSOCIATION IN EUROPE:

84.21 ASSOCIATION AUTOMATIC: If a minor country survives the first turn it is attacked by a major power, it automatically associates with an enemy major power at the start of the next diplomatic phase, before diplomatic die rolls are made (EXCEPTION: Minor countries which survive an attack by a neutral major power do not associate until the attacking major power is at war with another major power). A minor country attacked by Germany or Italy associates with Britain; a minor country attacked by an Allied major power associates with Germany.

84.3 ASSOCIATION IN ASIA:

84.31 PHILIPPINES: The Philippines are an American associated minor country. The U.S. does not receive the prorated BRPs for the Philippines until the start of the American player turn following the outbreak of war between the U.S.S. and Japan. Filipino forces are placed on the board at the start of the game.

84.32 THAILAND: Thailand is a neutral minor country which becomes a Japanese associated minor country when war breaks out between Japan and Britain, provided Japan has occupied French Indochina on a previous turn, or in the turn following such occupation, if otherwise. Until then, neither side’s units may enter Thailand. Thai forces are placed on the board at the start of the game.

84.33 DUTCH EAST INDIES: The Dutch East Indies become a British associated minor country during the Allied player turn following the outbreak of war between Britain and Japan. Britain does not receive the BRPs for the Dutch East Indies until the end of the diplomatic phase of the second Allied player turn following a Japanese attack on Britain. Dutch forces are always placed on the board at the start of the game.

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**84.4 EFFECTS OF ASSOCIATION:**

**84.41 EFFECTS:** If a minor country is associated with a major power, the following rules apply:

**84.42 POLITICAL STATUS:** The associated minor country is automatically at war with all countries with which its controlling major power is at war.

**84.43 FINNISH FORCE LIMITS:** The five-factor limit on the number of Axis factors permitted in and which may trace supply into or through Finland remains. Finnish and Swedish units do not count against this limit (82.322).

**84.44 HEX CONTROL:** The controlling major power controls all hexes—controlled by the associated minor country. In order for such hexes to be considered fully supplied for units other than those of the associated minor country, supply must be traced into the minor country (EXCEPTIONS: Brunei, Palembang, 30.223).

**84.45 STACKING AND MOVEMENT:** The units of the controlling major power and the associated minor country may stack together. The associated minor country’s units are moved by the controlling major power. The controlling major power and the associated minor country move in unison, and the minor country units are considered to belong to that major power for purposes of determining what offensive operations are permitted.

**84.46 GEOGRAPHICAL RESTRICTIONS:** Associated minor country ground units must remain in or adjacent to their home country, subject to the geographical restrictions which apply to minor country ally units (85.46). They may attack enemy units adjacent to their restricted area, but may not advance out of the area after combat. Associated minor country air and naval units may not base outside their home country, although they may operate freely from their in-country bases.

**84.47 UNIT CONSTRUCTION:** An associated minor country may rebuild a single one- or two-factor infantry unit at no BRP cost each turn (EXCEPTION: Dutch units in the Dutch East Indies may not be rebuilt). No more than two factors of infantry may be rebuilt each turn. Associated minor country units must be rebuilt in a controlled, supplied hex in the minor country which is not in an enemy ZoC (27.44). Associated minor country air and armor units may not be rebuilt unless the minor country activates as a minor ally. Associated minor country naval units may be repaired, but not rebuilt.

**84.48 BRPs:** The controlling major power receives the prorated BRPs for the associated minor country at the start of its player turn following association (EXCEPTION: Dutch East Indies BRPs and Britain—84.33), unless it has already received the minor country’s BRPs in that year, and receives the BRPs for the minor country in each subsequent YSS unless the minor country is conquered.

A. Where a minor country survives an enemy attack, the prorated BRPs for the minor country are received at the start of the player turn immediately following the attacker’s player turn.

B. Where association occurs as a result of diplomacy, subversion or an Asian triggering event, the prorated BRPs for the minor country are received during the major power’s player turn in which the diplomatic result or triggering event occurs (EXCEPTION: Dutch East Indies BRPs and Britain—84.33).

**84.5 SURRENDER AND SWITCHING SIDES:**

**84.51 REFERENCE TO RULE 85.5:** For an explanation of how associated minor countries surrender and switch sides, see rule 85.5.

**85. MINOR ALLIES**

**85.1 ALLIANCE**

**85.2 EUROPEAN MINOR ALLIES**

**85.3 ACTIVATION OF EUROPEAN MINOR ALLIES**

**85.4 EFFECTS OF ACTIVATION**

**85.5 SURRENDER AND SWITCHING SIDES**

**85.6 PACIFIC MINOR ALLIES**

**85.1 ALLIANCE:**

**85.11 MECHANISMS:** A minor country may become allied with a major power in two ways. The first applies only in Europe, and the second applies only in the Pacific:

A. DIPLOMACY (Europe only): After a diplomatic result of “10” (Axis) or “–3” (Western Allies, Russia).

B. TRIGGERING EVENTS (Pacific only): In the Pacific theater, certain minor countries ally with major powers when specified events occur.

**85.2 EUROPEAN MINOR ALLIES:**

**85.21 POTENTIAL EUROPEAN MINOR ALLIES:** Major powers may acquire European minor allies as follows:

**85.211 GERMANY:** Belgium, Bulgaria, Finland, Greece, Hungary, Norway, Rumania, Spain, Sweden, Turkey, the Ukraine, Vichy France and Yugoslavia.

**85.212 ITALY:** None.

**85.213 WESTERN ALLIES:** Belgium, Bulgaria, Finland, Greece, Hungary, Norway, Rumania, Spain, Sweden, Turkey, Vichy France and Yugoslavia.

**85.214 RUSSIA:** Bulgaria, Finland, Greece, Hungary, Rumania, Sweden, Turkey and Yugoslavia.

**85.215 MINOR COUNTRIES SWITCHING SIDES:** After any diplomatic result favorable to one alliance faction, including activation as a minor ally, a minor country may later switch sides if an enemy alliance faction obtains the required diplomatic result (85.51B).

**85.216 LIST EXHAUSTIVE:** European minor countries other than those listed in 85.211—85.214 may never activate as minor allies of a major power.

**85.3 CTIVATION OF EUROPEAN MINOR ALLIES:**

**85.31 ACTIVATION DURING DIPLOMATIC PHASE:** European minor countries activate as minor allies during the diplomatic phase in which the diplomatic die roll which activates them is made.

**85.32 BRPs ADDED ON ACTIVATION:** The prorated BRPs for European minor allies are added to the activating major power’s BRP total when the minor ally activates, unless it has already received the BRPs because of association or a previous diplomatic result.

**85.33 DIPLOMATIC EFFECTS OF ACTIVATION:** The diplomatic effects of minor ally activation do not take effect until after the diplomatic phase in which the diplomatic die roll for the minor ally is made.

**85.34 IMPEDIMENTS TO ACTIVATION:** A European minor country which is at war with a major power may be activated as a minor ally only if the activating major power:

A. Is already at war with the major power which is at war with the minor country; or

B. Declares war on the major power which is at war with the minor country at the first opportunity.

**85.341 IF CONDITIONS NOT MET:** If a major power fails to meet the conditions set out in 85.34, the activation of the minor country as a minor ally is negated. A major power may select a lesser diplomatic result during the diplomatic phase if it anticipates that it will not or cannot make the required declaration of war.

**85.4 EFFECTS OF ACTIVATION:**

**85.41 ACTIVE MINOR ALLIES:** If a minor country activates as a minor ally, the following rules apply:

**85.42 POLITICAL STATUS:** The minor ally is automatically at war with all countries with which its controlling major power is at war.

**85.43 FINNISH FORCE LIMITS:** The five-factor limit on the number of Axis factors permitted in and which may trace supply through Finland remains. Finnish and Swedish units do not count against this limit (82.322).

**85.44 HEX CONTROL:** The controlling major power controls all hexes controlled by the minor ally, and is considered to have controlled such hexes from the start of the player turn in which activation occurred. In order for such hexes to be considered fully supplied for units other than those of the minor ally, supply must be traced into the minor ally.

**85.45 INITIAL PLACEMENT OF UNITS, STACKING, MOVEMENT AND REDEPLOYMENT:** When a minor country activates as a minor ally, its units are placed on any supplied, controlled hex in their home country, unless the units are already on the board. The units of the controlling major

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power and the minor ally may stack together. The minor ally’s units are moved by the controlling major power. The controlling major power and the minor ally move in unison, and the minor ally units are considered to be those of the controlling major power for the purpose of offensive operations. Minor ally units may be redeployed by the controlling major power.

85.46 GEOGRAPHICAL RESTRICTIONS: Minor ally units may enter any hexes permitted by associated minor country status (84.46), as well as the following areas:

A. BALKAN MINOR ALLIES:

- BULGARIA: Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Bulgarian units may not enter the territory of a Balkan minor country which is part of the same alliance.
- HUNGARY: The Baltic States, Poland, including eastern Poland, Russia, Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Hungarian units may not enter the territory of a Balkan minor country which is part of the same alliance.
- RUMANIA: The Baltic States, Poland, including eastern Poland, Russia, Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Rumanian units may not enter the territory of a Balkan minor country which is part of the same alliance.
- YUGOSLAVIA: Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Yugoslav units may not enter the territory of a Balkan minor country which is part of the same alliance.

B. BELGIUM: The western front.

C. GREECE: The Mediterranean front, other than French North Africa and Spain.

D. SCANDINAVIAN MINOR ALLIES (FINLAND, NORWAY, SWEDEN):

- Finnish, Norwegian and Swedish minor ally units are restricted to Sweden, Finland, Norway, the Baltic States and Russian hexes six hexes from the Finnish border. Scandinavian ground and air units may be sea transported or NRd through the Norwegian North Sea coastal hexes and the Baltic Sea. Swedish naval units may base in German Baltic ports, including Kiel.
- E. SPAIN: The Mediterranean and eastern fronts (EXCEPTION: Spanish volunteers after a Spanish diplomatic result of “5-6”, “7” or “8” may only be used on the eastern front). Spanish units may sea invade, sea transport, NR or SR through the western front to the Mediterranean and eastern fronts.
- F. TURKEY: The Mediterranean front, Russia and Bessarabia.

G. UKRAINE: The Ukraine.

H. VICHY FRANCE: No restrictions (EXCEPTION: Vichy French volunteers after a Vichy diplomatic result of “5-6”, “7”, or “8” may only be used on the eastern front—they may be SRd through the western front).

I. VLASOV UNITS: Vlasov units may be created after a successful Russian diplomatic result of “5-6”, “7”, or “8” or “9” (negating Axis association or alliance), unless a lesser result is chosen.

85.47 FORCE POOLS:

When a minor country activates as a minor ally, all its ground and air units, including those eliminated prior to activation, are added to the major power ally’s force pool. Naval units which are on the board remain in play. Naval units which have been eliminated may not be rebuilt.

85.48 UNIT CONSTRUCTION:

Subject to force pool limits, minor ally units must be rebuilt in a controlled, supplied hex in the minor country which is not in an enemy ZoC (27.44), as follows:

85.481 INFANTRY:
A. EUROPEAN MINOR ALLIES: A single one- or two-factor infantry unit at no BRP cost. Each European minor ally may construct only one infantry unit each turn.
B. COMMUNIST CHINA: Two infantry factors (one 2-2 or two 1-2 infantry units), at no BRP cost.

85.482 ARMOR AND AIR:
No more than one armor unit and one AAf each turn. The construction of armor and air units must be paid for by the controlling major power and counts against that major power’s unit construction limit.

85.483 NAVAL UNITS:
Minor ally naval units may not be constructed. Minor ally cruisers may be repaired in a shipyard controlled by their major power ally.

85.49 BRPs:

The controlling major power receives the prorated BRPs for the minor ally at the start of its player turn in which the minor ally activates, unless it has already received the minor ally’s BRPs in that year, and receives the BRPs for the minor country in each subsequent YSS unless the minor ally is conquered or otherwise neutralized.

85.491 RUMANIA: The BRP value of Rumania is reduced by five BRPs if Bessarabia has been occupied by Russia (66.32).

85.492 FINLAND: The BRP value of Finland is reduced by five BRPs if the Finnish border hexes have been occupied by Russia (67.32).

85.493 VICHY FRANCE: The BRP value of Vichy France (77.21) is reduced by five BRPs for each Vichy colony which becomes Free French or is conquered by the Allies.

85.5 SURRENDER AND SWITCHING SIDES:

85.51 DIPLOMATIC RESULT REQUIRED:

A. SURRENDER: Associated minor countries and minor allies surrender on a diplomatic result of “5-6”, “7”, or “8” (negating Western Allied or Russian association or alliance) or “1-2”, “0” or “1-1” (negating Axis association or alliance), unless a lesser result is chosen.

B. SWITCHING SIDES: Associated minor countries and minor allies switch sides on a diplomatic result of “9” or “10” (negating Western Allied or Russian association or alliance) or “2” or “2-3” (negating Axis association or alliance), unless a lesser result is chosen.

85.52 EFFECTS OF SURRENDER:

If a minor country surrenders, all its units are immediately and permanently removed from play. Hex control and BRPs for the minor country are unaffected by surrender unless the new diplomatic result favors the opposing side sufficiently to change hex control or BRP allocation. Hexes containing enemy units remain under enemy control. These enemy units are considered to be in at least partial supply during their owner’s first player turn following the diplomatic result. The prorated BRPs are lost by the major power to which the minor country was previously allied or associated only if it does not control the minor country’s capital by the end of its next combat phase. No BRPs are gained if the minor country’s capital is occupied by enemy ground units.

85.53 EFFECTS OF SWITCHING SIDES:

If a minor country switches sides, it becomes an associated minor country or minor ally of the alliance faction which placed the greatest number of DPs in it (a die roll if tied). The following adjustments are then made:

A. UNITS: All minor country units which are unbuilt or stacked with enemy units are permanently eliminated. Minor country units on the mapboard which are not stacked with enemy units remain in play and are immediately added to the force pool of the new controlling major power. If the new controlling major power does not control the minor country’s capital at the end of its next combat phase, all the units belonging to the minor country are permanently eliminated.

B. HEXES: All hexes in the minor country not occupied by enemy units come under control of the new controlling major power. The control of hexes occupied by enemy units does not change. These enemy units are considered to be in at least partial supply during their owner’s first player turn following the diplomatic result.

C. BRPs: The prorated BRPs for the minor country are immediately added to the total of the new controlling major power. If the minor country’s capital is
not controlled by the new controlling major power at the end of its next combat phase, the BRPs are lost. Similarly, the prorated BRPs are lost by the major power which previously controlled the minor country if it does not control the minor country’s capital by the end of its next combat phase.

86. SCANDINAVIA

86.1 DENMARK
86.2 FINLAND
86.3 NORWAY
86.4 SWEDEN
86.5 GEOGRAPHICAL RESTRICTIONS

86.1 DENMARK:
86.11 DENMARK: Denmark is a neutral minor country worth 10 BRPs with no forces.

86.12 DECLARATIONS OF WAR:
86.121 DENMARK AND NORWAY: A major power may declare war on Denmark and Norway as a unit by making a single declaration of war at a cost of 10 BRPs, although a major power may declare war only on one or the other if it wishes (50.22B).

86.122 EFFECT OF GERMAN DECLARATION OF WAR: If Germany declares war on Denmark, Denmark does not resist German occupation and all Danish hexes are deemed to have been controlled by Germany from the start of the Axis player turn in which it declared war. Germany may thus operate air units out of Copenhagen and construct and use an airbase in a Danish hex in the turn in which it declares war on Denmark.

86.13 NAVAL OPERATIONS: Naval movement between the Kattegat (H32 and H33) and the Baltic Sea is permitted only if Copenhagen is under friendly control (21.211D). The beach hex D35 in southern Norway may thus be invaded from Kiel or other Baltic ports only if Denmark under friendly control.

86.2 FINLAND:
86.21 FINLAND: Finland is a neutral minor country worth 10 BRPs.

86.22 FINLAND AS A DIPLOMATIC TARGET: Finland may be named as a diplomatic target any time during the year that Germany wishes, and whether or not it has placed any DPs in Finland (49.423).

86.3 NORWAY:
86.31 NORWAY: Norway is a neutral minor country worth 10 BRPs.

86.32 IRON ORE SHIPMENTS: Swedish iron ore is shipped to Germany every turn (86.42), and in winter and spring turns is transported via ship along the coast of Norway. Germany’s construction limit is reduced by five BRPs each turn that iron ore shipments to Germany are interrupted (86.421). Iron ore shipments are interrupted during winter and spring turns if either of the following conditions apply:
A. The USAT level is reduced by one.
B. A +1 modifier applies to all future diplomatic die rolls for Norway.
C. Germany may make a reaction die roll for Norway during its next diplomatic phase.

86.33 MINING NORWEGIAN WATERS: The Western Allies may mine Norwegian waters by announcing the fact during the declaration of war phase of any Western Allied fall or winter player turn, provided Germany does not already control Norway. Once the Western Allies announce they are mining Norwegian waters, they may not reverse their decision.

86.34 NORWEGIAN CONSENT: If a diplomatic result of “0” or less for Norway is in effect, Norway consents to the mining of its waters and there are no diplomatic or political repercussions.

86.35 NO NORWEGIAN CONSENT: Mining Norwegian waters without Norwegian consent triggers the following diplomatic and political effects:
A. The USAT level is reduced by one.
B. A +1 modifier applies to all future diplomatic die rolls for Norway.
C. Germany may make a reaction die roll for Norway during its next diplomatic phase.

86.36 DURATION OF MINING: The mining of Norwegian waters continues in effect until Germany gains control of Norway diplomatically or by conquering it. If Germany obtains an “8” or greater diplomatic result for Norway in a winter or spring turn, Germany’s construction limit is not reduced by five BRPs from the interruption of iron ore shipments because it is deemed to have gained control of Norway from the start of the Axis player turn. See 86.421 for timing.

86.37 GERMAN ATOMIC RESEARCH: Norway was the only significant source of the heavy water Germany used in its atomic research program. Germany incurs a –2 modifier for controlled reaction research die rolls if:
A. The Allies control Oslo; or
B. A diplomatic result of “1-2” or less for Norway is in effect.

86.38 DECLARATIONS OF WAR: A major power may declare war on Norway and Denmark as a unit by making a single declaration of war at a cost of 10 BRPs, although a major power may declare war only on one or the other if it wishes (50.22B).

86.4 SWEDEN:
86.41 SWEDEN: Sweden is a neutral minor country worth 15 BRPs.

86.42 IRON ORE SHIPMENTS: Swedish iron ore is shipped to Germany every turn. Iron ore shipments are interrupted if any of the following conditions exist:
A. The Allies control Stockholm.
B. Germany declares war on Sweden and Sweden survives the initial German attack.
C. A diplomatic result of “0” or less for Sweden is in effect.
D. Norway is controlled by the Allies or Norwegian waters have been mined by the Allies and Germany does not gain control of Bergen (winter and spring only—86.32).

86.421 EFFECTS: Germany’s construction limit is reduced by five BRPs

86.23 LIMITS ON GERMAN FORCES: No more than five Axis naval/ground/air factors may enter or trace supply into or through Finland, even after Finnish association, activation or if Finland has been conquered by the Allies. Finnish and Swedish units do not count against this limit.

86.24 FINNISH BORDER HEXES: Russia may demand, and Finland may fight over, the Finnish border hexes (67).

86.25 FINNISH TOUGHNESS: Finnish units are not subject to a –1 DM when defending outside their own country (15.33B).
87.5 SPAIN:
87.51 SPAIN: Spain is a neutral minor country worth 30 BRPs, with its capital in Madrid.
87.52 EFFECT ON SUBMARINE WARFARE: If the Axis control and fully supply Vigo or La Coruna, Germany receives a favorable modifier for submarine warfare in the Atlantic (25.723).

87. WESTERN EUROPE
87.1 BELGIUM AND LUXEMBOURG
87.2 IRELAND
87.3 NETHERLANDS
87.4 PORTUGAL
87.5 SPAIN

87.1 BELGIUM AND LUXEMBOURG:
87.11 BELGIUM: Belgium is a neutral minor country worth 15 BRPs, with its capital in Brussels.
87.12 LUXEMBOURG: Luxembourg is a neutral minor country worth 5 BRPs, with no capital.
87.13 TREATED AS A SINGLE COUNTRY: Belgium and Luxembourg are treated as a single country for the following purposes:
A. Declarations of war, although a major power may declare war only on one or the other if it wishes (50.22A).
B. Diplomacy.

87.2 IRELAND:
87.21 ULSTER: Northern Ireland (Ulster) is an integral part of Britain for all purposes.
87.22 EIRE: Southern Ireland (Eire) is a neutral minor country with no BRP value for game purposes. Neither side may enter Eire without a declaration of war costing 10 BRPs.
87.23 IRA PARTISANS: If the Allies declare war on Ireland, Germany may construct two partisans, at the rate of one per turn at the normal BRP cost, in any vacant Irish hex not in an Allied ZoC, regardless of which side controls the hex, and whether or not the Allies have conquered Ireland. Germany may also construct partisans in Ireland after a diplomatic result of “7” (one partisan) or “8” (two partisans) for Ireland. Axis partisans may not be constructed in Ulster, although they may move and attack into Ulster once they have been built. Britain loses one BRP each turn for each Irish partisan in or adjacent to Ulster at the end of an Allied combat phase (11.71A). Britain may not attack partisans adjacent to Ulster without a declaration of war against Ireland. If Germany declares war on Ireland, all Irish partisans are immediately and permanently eliminated.
87.24 SUBMARINE WARFARE EFFECTS: A “7” or greater diplomatic result for Ireland triggers covert Irish assistance to German U-boats, which increases the Axis Atlantic submarine warfare Strategic Warfare Combat dice roll by one (25.725). An Axis conquest of Ireland does not trigger this submarine warfare modifier. This result may be negated by a diplomatic result of “2” or “3-4” for Ireland or an Allied conquest of Ireland.

87.3 NETHERLANDS:
87.31 NETHERLANDS: The Netherlands is a neutral minor country worth 10 BRPs, with its capital in The Hague.

87.4 PORTUGAL:
87.41 PORTUGAL: Portugal is a neutral minor country with no units worth 5 BRPs, with its capital in Lisbon.

87.5 SPAIN:
87.51 SPAIN: Spain is a neutral minor country worth 30 BRPs, with its capital in Madrid.
87.52 EFFECT ON SUBMARINE WARFARE: If the Axis control and fully supply Vigo or La Coruna, Germany receives a favorable modifier for submarine warfare in the Atlantic (25.723).
88.342 REQUIREMENTS: Naval activities through the Suez canal are permitted only if all the hexes adjacent to the canal are under friendly control. For the purposes of air and naval interception, naval units moving through the Suez canal pass through hexes MM30 and LL31. The two hexes south of the canal (the Gulf of Suez) are full sea hexes and are treated accordingly.

88.343 SEA ESCORT FROM SUEZ: Allied naval units based in Suez may provide protection for a unit NRing to Basra, Abadan, Ethiopia, the India box, the Australia box, the South Africa box and, provided the Suez canal is open, may sea escort units NRed to a Mediterranean port.

88.344 CLOSING THE SUEZ CANAL: The Suez canal may not be used by the Western Allies if any hexes adjacent to it are under Axis, including Wafdist partisan, control. The same applies in reverse if the Axis have captured the Suez canal.

88.35 DISPLACEMENT FROM PORT SAID AND SUEZ: Allied naval units displaced from Port Said by Axis ground units go into the Mediterranean and may not move through the Suez canal off the southern edge of the mapboard. Similarly, Allied naval units displaced from Suez by Axis ground units go to the India box. Basra or Abadan, as the Allied player wishes, but may not move through the Suez canal into the Mediterranean. Naval units displaced from Suez are subject to Axis air attacks as they leave Suez or appear in the Persian Gulf.

88.36 NRs THROUGH SUEZ: Allied units may be NRed from Suez to the South Africa box (28.753), the India box (28.754), the Australia box (28.755), the Ethiopia box (88.422A), Basra or Abadan. Ground and air units NRed from these locations to Suez may NR further into the Mediterranean during the same turn, provided there are destroyers in Suez to provide sea escort. NRs between Suez and Basra or Abadan do not pass through any mapboard box and therefore do not incur a one-turn delay.

88.37 AXIS USE OF THE SUEZ CANAL: The Axis may use the Suez canal for the following three purposes. Other Axis naval activities through the Suez canal and from Suez are prohibited. Axis fleets in Suez which are displaced by Allied ground units are eliminated, even if Basra or Abadan is Axis controlled.

A. REINFORCEMENT OF ETHIOPIA: Italy may NR one ground unit to Ethiopia each turn before Italy and Britain are at war. The Axis may NR one ground unit to Ethiopia each turn while Britain is neutral following a British surrender if the Axis control the Suez canal.

B. RAIDERs: Up to three Italian or German ships in total may raid from Suez to Ethiopia. Axis fleets in Suez which are displaced by Allied ground units are eliminated, even if Basra or Abadan is Axis controlled.

88.4 ETHIOPIA:

88.4.1 ETHIOPIA: Ethiopia is an Italian colony with no BRP value, represented by the Ethiopia box. Italy begins the game with three 1-3 infantry units in Ethiopia.

88.42 ENTERING AND LEAVING ETHIOPIA: Units may enter and leave Ethiopia only during the redeployment phase.

88.421 AXIS: Axis units may enter Ethiopia prior to an Allied conquest of Ethiopia as follows:

A. The Axis may NR one ground unit to or from Ethiopia each turn through the Suez canal as permitted by 88.37A. Italian units may not be removed from Ethiopia prior to the outbreak of war between Britain and Italy.

B. The Axis may SR one ground unit to or from Ethiopia each turn off the southern edge of the mapboard if the Axis control one or more of Egyptian hexes NN27-NN30.

88.422 WESTERN ALLIES: Western Allied units may enter Ethiopia once the Western Allies are at war with Italy, prior to an Allied conquest of Ethiopia, as follows:

A. The Western Allies may NR ground units to or from Ethiopia using Indian Ocean transports.

B. The Western Allies may SR one ground unit to or from Ethiopia each turn off the southern edge of the mapboard if the Western Allies control one or more of Egyptian hexes NN27-NN30.

C. The Western Allies may SR one ground unit to or from Ethiopia from the South Africa box.

88.43 RESTRICTIONS:

A. Air and naval units may not enter the Ethiopia box.

B. Ground units may not enter and leave the Ethiopia box in the same redeployment phase.

C. Ground units may not enter or leave the Ethiopia box other than during the redeployment phase and may not TR into Ethiopia.

88.44 CONQUEST OF ETHIOPIA: Ethiopia is conquered by the Allies if there are at least twice as many Western Allied ground factors in Ethiopia as there are Axis ground factors in Ethiopia for one complete game turn plus the following Axis player turn. Ethiopia then surrenders at the end of that Axis player turn, with the following effects:

A. All Axis units in Ethiopia are eliminated and are removed from their owning country’s force pool unless they can trace a supply line from Egypt through one of Egyptian hexes NN27-NN30, in which case the Axis units remaining in Ethiopia are returned to their force pools and may be rebuilt.

B. Axis raiders and German submarines may not operate in the Indian Ocean from Suez.

88.441 EFFECT OF ITALIAN SURRENDER: If Italy surrenders while it still controls Ethiopia, the control of Ethiopia is determined after all Italian units are removed (56.3). If the Axis have as many or more ground factors in Ethiopia than the Allies, then Germany retains control of Ethiopia. If the Allies have more ground factors in Ethiopia than the Axis, then the Allies conquer Ethiopia. If neither side has factors in Ethiopia then it is controlled by no one until one side or the other moves a unit into it.

88.443 RECONQUEST PROHIBITED: Ethiopia may not be reconquered by the Axis.

88.45 COMBAT PROHIBITED: Offensive and attrition combat is prohibited in the Ethiopia box.

88.45 SUPPLY: All Axis and Western Allied ground units are considered to be in unlimited supply while in Ethiopia.

88.46 EFFECT OF CONTROL OF ETHIOPIA: Axis control of Ethiopia is required for Axis naval operations from Suez (88.37B, C). Axis control of Ethiopia does not affect Allied naval movement from Suez into the Indian Ocean or any other Allied Indian Ocean activities.

88.5 IRAQ AND RELATED AREAS:

88.51 IRAQ: Iraq is a British colony with no BRP value, with its capital at Baghdad.

88.52 SUPPLY: Baghdad is a limited supply source for the side that controls it (30.265). The Western Allies may trace sea supply through the Indian Ocean to Basra.

88.53 OIL: Mosul is an oil center with the capacity to offset three oil effects (33.22B).

88.54 WESTERN ALLIED NRs TO AND FROM BASRA: The Allies may NR units to and from Basra through the Indian Ocean to and from Suez, Abadan, Ethiopia, and the South Africa and India boxes.

88.55 NO AXIS DECLARATION OF WAR ON IRAQ REQUIRED: The Axis may enter Iraq without a declaration of war. If Britain has surrendered and the Axis are not at war with the U.S., Germany must declare war on the U.S. before Axis units may enter Iraq.

88.56 PALESTINE, TRANSJORDAN AND KUWAIT: Palestine is a British colony worth 5 BRPs, with Jerusalem as its capital. TransJordan is a British colony with no BRP value, with Amman as its capital. Kuwait is a British colony with no BRP value, with Al Kuwait as its capital.

88.57 ARAB PARTISANS: Germany may construct and operate up to two Arab partisan groups in Iraq, Kuwait, Palestine, TransJordan, Lebanon/Syria and Arabia, as permitted by the Axis Moslem Unrest research results. These results are used to create and expand the Arab partisan force pool for this area. Arab partisans may be built at the rate of one partisan per turn.

88.6 PERSIA:

88.61 PERSIA NEUTRAL: Persia is a neutral country with no BRP value, with its capital in Tehran.
88.62 ENTRY INTO PERSIA: Axis and Allied units may only enter Persia following an Axis or Allied declaration of war or after opening the Persian BRP route (Allied units only—40.5). Axis Persian partisans may be built and operate in Persia (88.63).

88.63 PERSIAN PARTISANS: Germany may construct and operate up to two Persian partisans in Persia as permitted by the Axis Moslem Unrest research results. These results are used to create and expand the Persian partisan force pool. Persian partisans may be built at the rate of one partisan per turn.

88.64 PERSIAN BRP ROUTE: The Western Allies may open the Persian BRP route on any turn following the initial outbreak of war between Germany and Russia. If the Allies or the Axis have declared war on Persia, then the Persian BRP route may be opened for only 15 BRPs instead of the normal 25 BRPs.

88.641 EFFECTS OF OPENING THE PERSIAN ROUTE: The opening of the Persian route by the Western Allies places all Persian hexes, except those containing Axis units, under the control of the Western Allied major power which paid the BRPs to open the Persian route and allows off-board NRs to and from Abadan (40.524). Any Russian-controlled hexes in Persia pass to Western Allied control. The Allies may redeploy units through Persian hexes in the turn in which the Persian route is opened.

88.642 AXIS UNITS IN PERSIA: Once the Western Allies have opened the Persian route, Axis units may enter Persia without the need for a declaration of war on Persia. Axis units in Persia when the Western Allies open the Persian route are considered to be in partial supply during the first Axis player turn following the opening of the Persian route.

88.643 TEHRAN AS A SUPPLY SOURCE: Tehran is an Allied limited supply source if under Allied control.

89. THE FAR EAST

89.1 COMMUNIST CHINA
89.2 DUTCH EAST INDIES
89.3 FRENCH INDOCHINA
89.4 PHILIPPINES
89.5 THAILAND

89.1 COMMUNIST CHINA:
89.11 COMMUNIST CHINA: Communist China is a potential Russian minor ally which is independently at war with Japan. See 79.

89.2 DUTCH EAST INDIES:
89.21 DUTCH EAST INDIES: The Dutch East Indies are a Dutch colony consisting of the islands of Aroe, Bali, Biak, Buru, the Celebes, Ceram, Flores, Halmahera, Java, Netherlands New Guinea, South Borneo, Sumatra, Sumbawa, Timor.

89.22 BRP VALUE: The Dutch East Indies are worth a total of 30 BRPs. Each of the three main areas which make up the colony may be conquered and controlled separately for BRP purposes as follows:
A. Java (10 BRPs), with its capital at Batavia.
B. Sumatra (10 BRPs), with its capital at Palembang.
C. South Borneo (10 BRPs), with its capital at Balikpapan.

89.23 INITIAL JAPANESE CONQUEST AND HEX CONTROL: The initial Japanese conquest of Java, Sumatra and South Borneo gives Japan control of every hex in the Dutch East Indies at the end of the Japanese combat phase, other than hexes which contain Allied units (29.54). The initial Japanese conquest of Java, Sumatra and South Borneo does not give Japan control of any hexes other than those entered by Japanese units unless all three areas have been conquered.

89.24 CONSIDERED A BRITISH ASSOCIATED MINOR COUNTRY: The Dutch East Indies become a British associated minor country during the Allied player turn following the outbreak of war between Britain and Japan. Britain does not receive the BRPs for the Dutch East Indies until the end of the diplomatic phase of the second Allied player turn following a Japanese attack on Britain.

89.25 DUTCH UNITS: Dutch forces are always placed on the board at the start of the game. Dutch units in the Dutch East Indies may not be rebuilt once they are eliminated. All Dutch units in the Dutch East Indies are eliminated when Palembang, Batavia and Balikpapan are occupied by Japan.

89.26 OIL: Palembang and Brunei are oil centers, the control of which determines whether Japan has adequate oil supplies.

89.3 FRENCH INDOCHINA:
89.31 FRENCH INDOCHINA: French Indochina is a French colony worth 10 BRPs, with its capital at Saigon. See 76.

89.4 PHILIPPINES:
89.41 PHILIPPINES: The Philippines are an American associated minor country consisting of Cebu, Leyte, Luzon, Mindanao, Mindoro, Negros, Palawan, Panay and Samar.

89.42 BRP VALUE: The Philippines are worth a total of 10 BRPs. The U.S. does not receive the prorated BRPs for the Philippines until the start of the American player turn following the outbreak of war between the U.S. and Japan.

89.43 INITIAL JAPANESE CONQUEST AND HEX CONTROL: The initial Japanese conquest of Manila gives Japan control of every hex in the Philippines at the end of the Japanese combat phase, including hexes which contain Allied units (29.54). All surviving Allied ground units in the Philippines are considered to have surrendered and are returned to their force pool; any American naval units in the Philippines are displaced.

89.44 FORCES: Two Filipino 1-2 infantry units are placed on the board at the start of the Campaign Game and the Global War game. Until the Philippines are conquered, one 1-2 Filipino infantry unit may be rebuilt at no BRP cost each turn (84.47).

89.5 THAILAND:
89.51 THAILAND: Thailand is a neutral minor country which becomes a Japanese associated minor country when war breaks out between Japan and Britain, provided Japan has occupied Saigon in a previous turn (76.43), or in the turn following such occupation, if otherwise. Until then, neither sides' units may enter Thailand. Thai forces are placed on the board at the start of the game. Until Thailand is conquered by the Allies, one 1-2 Thai infantry unit may be rebuilt at no BRP cost each turn (84.47).
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