

## Mobilizations v6

Major Power	How Many	When	Minimum Turns Between	Can be Retroactive	Tension Impact per turn	BRPs Base, Level <sup>‡</sup>	Units					
		Date or Tension Level					BRPs	Limits per Mob	May Defer?	Types Allowed		
										Unit	BRPs	Delay
Britain	1	Fall '39	1	--	--	10	16	Max: one 4-5. Max: one 3-4.	No	≤ 5 AAF	3	4
U.S. <i>(per theater)</i>	12	10 (Sum 40 <sup>2</sup> ), 20 (Win 40 <sup>2</sup> ), 30 (Sum 41 <sup>2</sup> ), then nine more	1	No	--	25	20	Max: one 5-6 (Eur); zero 5-6 (Pac). Max: one Transport (but only if < 2 SBPs)	5 BRPs/Mob (≤ 4 turns)	NAS	1	4
										Armor	2	6
Russia	5	10, then four more	2 for the first two (if still at peace); 1 otherwise	Back to start of Player Turn	Status Mod: +1 RGT per Mob	1 IC (10)	20 <i>Peace:</i> 10+10	Min: one AAF. Min: one 4-5 or 5-6. <i>Only AAF, Armor, Inf</i>	5 BRPs/Mob (≤ 4 turns)	Infantry	1	2
										Mech Inf	1	4
Italy	1	Fall '39	1	--	--	10	8	Max: one 2-5.	No	≤1 SBP*	5	0
Japan	4	Fall '39; then NLT 10 (Win 40), 20 (Sum 41), 30 (Win 41)	1	Back to start of Game Turn	Status Mod: +1 USJT for each of last 3 Mobs	10	20	(no additional restrictions)	5 BRPs/Mob (≤ 4 turns)	≤1 Trsprt†	5	0
36.11				36.11C, D, 49.851D/.852D	RGT, USJT	36.2, 37.62	36.31	36.32	36.351	36.32	36.3, 27.12	36.35

<sup>2</sup> - add 2 seasons for the Pacific. <sup>‡</sup> - Not prorated. 36.21 Affects the Unit Construction Limit. 39.31 <sup>†</sup> - U.S. only, and it must be at war in that theater. 36.32F

\* - NA for Britain, Russia, Italy; or for Japan in Fall '39. May impact Tensions. Max 1 SBP/turn (per theater), whether by Production or Mobilization.

EXC: The max for the U.S. is 2 SBP/turn in theaters in which it is at war. 36.341A