

# Murmansk Convoy SoP

Rule 40.4 - 2017

## A. Size of Grant.

1. Limited to 5 BRPs in the 1st turn of war between Germany and Russia, 10 BRPs in the next, 15 BRPs in the third, and 20 BRPs in all subsequent turns.

## B. Murmansk convoys are permissible if:

1. A supply line exists from Vologda to the east map edge, *and either*
  - a. A supply line exists from the northern map edge to A47, to Vologda, *or*
  - b. A supply line exists from the northern map edge to A50, to Vologda *and it is summer or fall.*

## C. Provide escort:

1. One Atlantic-SW-box transport for every 5 BRPs.

## D. Move Western Allied escorts and protecting naval units to the Murmansk box:

1. Protecting naval units may come from any western-front port, or Atlantic U.S. or SW boxes. (No ASW units.)
2. Western-front naval units enter the Murmansk box through A23-A34.

## E. German opposition can consist of . . .

1. Any AAF from Bergen/Scapa Flow.
2. As many naval units (and submarines) as desired from Bergen/Scapa Flow.
3. If Bergen/Scapa Flow is an operational Axis port, then one submarine for every 10 in the Atlantic SW box (round up).

## F. Combat:

1. There are six off-board hexes in which air and naval combat may occur.
2. Submarines may intercept either with other Axis naval units, or without.
3. Naval combat occurs normally: interception is automatic, without risk of counter-interception from enemy air or naval units.
4. Combat in the other five hexes may either precede or follow naval combat.

## G. BRP Losses:

1. One BRP is lost for every hit against the defending light ships by air attack and fleet combat.
2. One BRP is lost for every submarine hit that is inflicted.
3. Surviving BRPs cannot exceed 5 times the number of surviving transports.
4. For losses to oil counters, see 40.47B.

## H. Surviving participating units return.

Grant Route	Max Oil per Turn	Max BRPs per Turn
Murmansk	2	5/10/15/20 for 1st/2nd/3rd/4th+ turn
Persia	1	if open, 10; (-5/adjacent partisan)
Turkey	1	10 (-2/partisan)
Siberia	1	if open, 10; (5 if Japan at war with Russia or controls Dutch Harbor/Vladivostok)

# Year Start Sequence SoP

2017a

## A. BRP Calculations.

### 1. BRP Base Growth. 35.3

- a. Multiply unspent BRPs by the proper growth rate. 35.31

#### BRP Growth Rates

Country	1940	1941	1942	1943	1944	1945	1946
Germany	10%	20%	30%	40%	50%		
Italy	10%	20%					
Japan	50%						
Britain	10%	20%	30%	40%			
France	10%	20%	30%				
U.S.	50%						
Russia	RGT Tension Level in %, or 50% after war with Germany.						
China	0%						

- b. Unbuilt units of neutral major powers count against any surplus. 35.32
- c. If an alliance faction's main oil reserve is not full at the end of the year, the growth rate is reduced by 5% for each missing oil counter. 33.61E
- d. Germany needs 2 BRPs from conquests/minors for every BRP of its Base over 150. 35.33A
- e. Deficits cause negative growth. 35.35, 35.53

### 2. BRP Totals. 35.51

- a. Conquests gained by the Allies in a winter turn still go to the Axis. 35.64

#### **Additions to BRP Total:**

- b. Conquered major powers. 54
- c. Captured key economic areas. 38.2
  - i. Exception: German KEAs and Home-Island Japanese KEAs. 38.231
- d. Colonies and conquered minor countries.
- e. Active minor allies.
- f. Associated minor countries.
- g. Economically penetrated countries.
- h. Captured or controlled ICs. 37

#### **Subtractions from BRP Total:**

- i. Remaining BRP deficits from the previous year. 35.35, 35.53
- j. Originally controlled key economic areas controlled by another alliance faction. 38.2

## B. Construction Limit:

### 1. One-third (round down) of the current Base. 39.3

- a. Minus the value of any captured KEAs. 38.22
- b. Include Russian-controlled ICs. 35.22
- c. Include BRPs for Commonwealth minor countries. 71.11, 72.11, 70.13, 70.23

### C. Allot DPs.

1. Basic Allotments: Germany, Britain, Russia: 3; Italy, France: 2; US: 1 per every 10 Effective USAT levels in the winter turn (round down). 49.12
2. DPs for BRPs: one for every 100 BRPs in the BRP total (round down). 49.14
3. DPs from control of territories and for other events: see the Diplomatic Tables. 49.151
4. Russia loses RPs for undefended objectives and ICs occupied by Axis movement. 49.154

### D. Allocate DPs.

1. Each alliance faction may place up to one third of its DPs (round up) in any one target. 49.31
  - a. USAT DPs may not exceed one/turn. Only allowed in 1939-1941. 49.34
2. Belgium and Luxembourg are one country for DP purposes. 49.36A
3. No DPs in Vichy before it is formed. 49.36B
4. Russia may only place DPs in Bulgaria, Finland, Greece, Hungary, Rumania, Sweden, Turkey, the Ukraine, and Yugoslavia. 49.32
5. Up to one-third (round up) DPs may be placed in intelligence research categories. 41.24, 49.31

### E. Allot RPs.

1. Basic Allotments: Germany: 8; Japan, Britain, Russia: 6; France: 3; Italy: 2; US: 1 per every 10 USAT+USJT effective Tensions in the winter turn (round down). 41.21
2. RPs for BRPs: one for every 50 BRPs in its BRP total (round down). 41.22
3. RPs from growth (not from ICs or mobilizations): one for every 25 BRPs (round down) of growth in the BRP base this year. 41.23
4. Japan gets 1 additional RP for use in Intelligence projects. 41.25
  - a. This RP does not affect how many RPs Japan may put in *other* research categories.

### F. Allocate RPs.

1. No more than half (round up) of an alliance faction's RPs may be placed in a single research category (air, naval, military, atomic, or intelligence). 41.31A
2. Each alliance faction may only place 3 RPs in any given research or production project during a YSS. 41.31B
  - a. After having achieved 1 breakthrough in that category and if one country has 400 or more BRPs during the YSS, this limit rises to 4.
  - b. After having achieved 2 breakthroughs in that category and if one country has 500 or more BRPs during the YSS, this limit rises to 5, etc.
3. There are other restrictions for high technology projects (1 in the 1st year, 2 in the 2nd year, etc.), date restrictions, and nationality restrictions. 41.31C, D, E

### G. U.S. Election (1945 YSS only). 62