

Summer 1941 Global Scenario

Introduction: The Summer 1941 Global Scenario recreates all of World War II starting in the Summer 1941 Axis player turn. Whether played as a two-sided or a multi-player game, this scenario is best played with four or five players, one playing each of the European Axis, Japan, Russia and the Western Allies (who can easily be split between two players). In a two-sided game, the Russian player should play the Chinese as well, although in a multi-player game this could ultimately create a conflict of interest. Thus, in a multi-player game the Nationalist Chinese should be controlled by the Western Allied player in the Pacific, and the Communist Chinese should be controlled by the Russian player.

Research and Production: Historical research and production results are used through Winter 1941. These results are found on the Historical Events Chart, and the Summer 1941 European Scenario Force Pool chart. Players proceed to conduct research and production normally beginning in the 1942 YSS. Refer to the Summer 1941 Global Scenario research sheets for breakthroughs, modifiers and previously invested RPs.

Diplomacy: Historical diplomatic results are used through Winter 1941. These results are found on the Historical Events chart. Players proceed to conduct diplomacy normally beginning in the 1942 Year Start Sequence

Force Pools: Ground and air force pools are listed on the Summer 1941 Global Force Pool chart for each major power. Each force pool chart lists the starting forces, fixed force pool additions and the maximum number of additional ground units which may be added by mobilization and production.

Mobilization: Japan, Russia and the U.S. mobilize additional forces and increase their BRP base and level as indicated below. Units for mobilizations that have already occurred are included on the Summer 1941 Global Scenario force pool chart. Space is provided to record mobilized and produced units.

Duration: The Summer 1941 Global Scenario begins after the Declaration of War phase of the Summer 1941 Axis player turn, and ends at the end of the Axis Winter 1946 player turn or when:

A. France, Britain and Russia have surrendered and are not at war with Germany, and the United States signs a peace treaty with Germany as a result of an adverse U.S. election result. The Axis then win a decisive victory, even if Japan has already been conquered.

B. The European Axis and Japan surrender. The victory level will depend on when these surrenders occur.

C. One side or the other concedes defeat on the basis that one of the above is inevitable.

Initial Situation: . In the Summer 1941 diplomatic phase, Finland associates with Germany, and the Axis achieve a 5-6 result in Spain. Germany declares war on Russia in the Summer 1941 Declaration of War phase, with RGT of 35, so that Russian unpreparedness applies. Germany and Italy are at war with Russia and Britain. The U.S. is neutral. The USAT level is at 37 at the end of the Axis Summer 1941 Declaration of War phase. USAT is computed normally from this point, with all results being implemented when indicated.

Initial Situation (Pacific): Japan is at war with China. The U.S., Britain and Russia are neutral. The USJT level is 19 at the end of the Axis Summer 1941 Declaration of War phase. USJT is computed normally from this point, with all results being implemented when indicated.

Order of Deployment: Germany, Italy, Britain, Russia, U.S., Japan, China.

Order of Movement: During each game turn, Germany, Italy and Japan move first, moving together. The Allies, including Russia and a neutral U.S., move second. The order of movement does not change in the course of the game, regardless of BRP totals.

Additional Setup Information: Additional information relating to the initial setup of this scenario is found in the following rules: supply status ([7.25](#)); replacements ([10.25](#)); partisan placement ([11.36](#)); initial fortifications ([32.41](#)); initial codebreaking cards ([48.23](#)); minor country setup ([82.51](#)); minor countries not conquered, associated, activated, or providing volunteers, begin with a "3-4" diplomatic result ([Diplomatic Tables Introduction](#))

The Summer 1941 European Scenario Cards, which display Naval Construction Charts and space for allowable builds, isolated units, and minor country units, are used to keep track of units which are currently in play.

Additional information required to begin the Summer 1941 European Scenario is set out below.

National Capabilities

The Summer 1941 European Theater scenario BRP levels, growth rates, mobilizations, unit construction limits, basic airbases, and replacements are set out on the Summer 1941 European Scenario force record sheets, together with each major power's ground, air and naval forces, and space to record force pool additions from mobilization and production. Unless listed in the Unbuilt Units section for a given country, all Summer 1941 forces on the Scenario force record sheet are available for deployment, subject to the Deployment Limits.

The Summer 1941 Global Scenario cards, which contain the Naval Construction Charts, available naval units, and space for allowable builds, isolated units, and minor country units, should be used to keep track of units which are currently in play.

Additional information required to begin the Summer 1941 Global Scenario is set out below:

Germany

Summer 1941 BRP adjustment: Add 26 BRPs for Yugoslavia, Greece and Finland.

Fall 1941 BRP adjustment: Deduct 5 BRPs for loss of economic interest in Russia (69.11).

Control: Germany, Poland (but not Eastern Poland), France.(but not Vichy France), Denmark, Norway, The Netherlands, Belgium, Luxembourg, Yugoslavia, Greece, Hungary, Rumania (but not Bessarabia), Bulgaria, Finland (but not the Finnish Border hexes).

Unbuilt Units: Three submarines, two 3-3 infantry, one airborne unit.

European Axis Oil Reserve: 10.

Capabilities: Germany has two synthetic oil plants ([33.233](#)). Germany no longer receives one oil counter per turn from Russia ([33.4422](#)).

Deployment Limits: *Libya:* Two 2-6 armor, two AAF and one airbase. *Poland, Q32, Q33, Hungary or Rumania:* 30 AAF, one air transport, 12 4-6 armor, three 1-3 infantry, 20 3-3 infantry, one airborne, three airbases. *Any Axis controlled hex, other than Q32, Q33 and controlled hexes in Libya, Poland, Hungary and Rumania:* two AAF, eight 3-3 infantry, five 1-3 infantry, eight replacements. *Rumania:* Rumanian minor units; *Hungary:* Hungarian minor units; *Bulgaria:* Bulgarian minor units; *Finland:* Finnish minor units. *Atlantic SW Box:* Five submarines. *Any ports in Germany, France, Norway, Belgium and the Netherlands, or the Murmansk box:* Starting naval units (see Naval Construction Chart).

Active Minor Allies: Hungary, Rumania

Associated Minor Allies: Bulgaria, Finland

Volunteers: 1 Spanish 2-3 infantry. Redeploy from Spain to the eastern front in Summer 1941.

Vichy France: Vichy is neutral. All French colonies are controlled by Vichy, and each has a 2-3 infantry in its capital. The Vichy forces in Vichy France are as follows: Two 2-3 infantry, one AAF. The Vichy fleet has 1 CA2, 1 DD and the BC3 Strasbourg, which start in Marseilles. The Axis have a +1 modifier on the Vichy diplomatic table for a +1 French Surrender level.

Italy

Control: Italy, Sicily, Sardinia, Albania, Libya (west of MM20 and NN20, inclusive), Rhodes.

Unbuilt Units: None.

Deployment Limits: *Libya:* Two AAF, one 2-5 armor, two 1-3 infantry, two 2-3 infantry, one airbase. *Poland, Hungary or Rumania:* One AAF, one 2-3 infantry, one 1-3 infantry, one 2-5 armor. *France, Italy, Sicily, Sardinia, Albania or Greece:* One AAF, one NAS, one 2-5 armor, two 3-3 infantry, four 1-3 infantry, one airbase. *Any Axis controlled Mediterranean ports:* Starting naval units (see Naval Construction Chart), including two submarines.

Japan

Control: Japan, Manchuria (Manchukuo), Korea, Taiwan (Formosa), China east of the Chinese start line, Hainan, Okinawa, Iwo Jima, Saipan, Marcus, west Caroline Islands, east Caroline Islands, Marshall Islands, Kuriles.

Unbuilt Units: Six NAS, three 1-2 infantry.

Japanese Oil Reserve: 10

Manchurian Garrison: Two 2-3 and two 1-3 armor units; three 3-2, three 2-2 and three 1-2 infantry units; and five AAF must begin the scenario in Manchuria (81.3).

Bridgeheads: Japan begins with bridgeheads in Canton and Foochow.

Deployment Limits: *Any Japanese controlled hexes other than Manchuria:* Seven AAF, one 2-3 and one 1-3 armor units, six 3-2, eight 2-2, and twenty-three 1-2 infantry units, one airborne, two marines and three NAS. *Pacific SW box:* Fifteen transports. *Any Japanese controlled ports:* Starting naval units (see Naval Construction chart), including 2 submarines. Carriers begin with their full complement of NAS (19 factors).

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 all of French Indochina in a previous turn. See 89.51.

Mobilization: Japan adds 10 BRPs to its BRP base and level and adds 20 BRPs of units to its force pool for each mobilization. The first three Japanese mobilizations have already occurred. One more mobilization occurs when the Japanese player wishes, but no later than when the USJT level reaches 30 (36.11C).

Japanese NAS: All Japanese NAS constructed prior to the outbreak of war between Japan and the Western Allies are elite (17.352).

Britain

Control (Europe): Britain, including Ulster, Iraq, Kuwait, Palestine, Transjordan, Egypt, Malta, Gibraltar, Cyprus, Ethiopia, Libya (east of NN21, MM21 and LL20, inclusive) the Canadian portion of the U.S. box, the South Africa box.

Control (Asia): India, Ceylon, Burma, Malaya, Sarawak, Singapore, Hong Kong, Solomon Islands, Gilbert Islands, Ellice Islands, New Hebrides, Fiji, Australia, Samoa, Christmas, Andaman, Tonga, and the eastern half of New Guinea, the Australia box, the Indian box.

Unbuilt Units: Seven transports, one bomber, one interceptor, one British 3-4 infantry, one Canadian 3-4 infantry, one Canadian 4-5 armor, one British 2-5 armor, one NAS.

Western Allied Oil Reserve: 6

Deployment Limits (Asia): Of the starting British forces, one 2-3 armor unit, three 1-2 infantry units, two replacements, two AAF, one cruiser and one destroyer factor must begin the game in Asia and remain there until the outbreak of war between Britain and Japan. Britain may send an additional seven naval factors to the Far East without triggering a USAT level decrease. These units may not be voluntarily eliminated and, if lost in combat with Indian partisans, must be rebuilt and sent back to Asia, at no USAT cost.

Until the outbreak of war between Britain and Japan:

- One British 2-3 armor unit, two British AAF and the Chindit (if produced) must remain in India.
- Three British 1-2 infantry units must remain in India, Burma, Malaya or Singapore.
- One British replacement must be in Hong Kong.
- One British replacement must be in Brunei.
- British naval units in Asia must be based in one or more British-controlled ports on the mapboard.
- Additional British forces sent to Asia may only deploy in India, Burma, Malaya or Singapore.
- Western Allied units may not end their turn in jungle-mountain hexes which do not contain a city.

Additional British forces may not begin the game in Asia. British reinforcements sent to Asia prior to the outbreak of war between Britain and Japan decrease the USAT level.

Deployment Limits: *In Libya:* One South African 1-3 infantry, One British 2-5 armor, but not in an Axis ZoC; *In Tobruk:* one fort. *In Egypt:* One Australian 1-3 infantry, one Australian 2-3 infantry and one South African 1-3 infantry, all within three hexes of Suez; One Indian 2-3 within three hexes of NN27-NN29. *In Egypt or Libya:* Three AAF, one airbase. *In Ethiopia:* One South African 3-4, one Indian 1-3. *In South Africa:* One British 4-5

armor. In Gibraltar: One British 3-4 infantry. *In Malta:* One British 1-3 infantry. *In Iraq and Palestine:* Two replacements, one Free French 1-3, one AAF. *In Britain:* 14 AAF, four replacements, one British 3-4, one Free French 1-3. *In the Pacific:* One Australian 2-3 infantry, Three Australian 1-3 infantry, two Australian AAF. *Any British controlled hex other than Libya or Egypt:* Five NAS, two airbases, one South African 1-3. *Atlantic SW Box:* two strategic bombers, one interceptor, 17 transports, six ASW. *Indian Ocean SW Box:* Eight transports. *In any British controlled ports:* Two submarines. *In Alexandria:* CA8, DD3, 5 BB3, 2 CVL, 4 NAS. *In any British controlled Atlantic port (including Gibraltar):* Starting naval units not placed in Alexandria (see Naval Construction chart).

Canada

Canada is part of the British Commonwealth and has its own units. Canada is worth 10 BRPs. The Canadian BRPs are included in the British base and contribute to the British construction limit.

Canadian Forces: Canada has two 3-4 infantry units and one 4-5 armor unit. No additional Canadian units may be produced.

South Africa

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. South Africa is worth 10 BRPs. The South African BRPs are included in the British base and contribute to the British construction limit.

South African Forces: South Africa has one 3-4 infantry unit and three 1-3 infantry units. No additional South African units may be produced.

Australia

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.

Australian Forces: Australia begins the scenario with two AAF, three 2-2 and four 1-2 infantry units, CA4 and DD2. Once Britain and Japan are at war, 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).

Geographical Restrictions: Australian units are placed in Australia 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.

| Australian Deployment Limits | | | |
|------------------------------|-----------|--|-------------------------------------|
| | Australia | British possessions on the Pacific front | Europe, Burma, Malaya and Singapore |
| Minimum | 4 | 0 | 0 |
| Maximum | 10 | 6 | 3 |

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.

Use in Europe Limited: In Summer 1941, one Australian 1-2 and one 2-2 infantry unit set up in Europe; two 2-2 and three 1-2 infantry units must remain in Australia. 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.

India

India is part of the British Commonwealth and has its own units. The India box is worth 10 BRPs and is counted as part of the British BRP base. Calcutta and Dacca are each worth five BRPs and are treated as British colonies.

Indian Forces: India begins the game with four 2-2 and four 1-2 infantry units. Once Britain and Japan are at war, Western Allied military production may be used to increase the Indian infantry force pool by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s).

Geographical Restrictions: Indian units are placed on the Pacific 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 72.14 continues to apply, but

Indian units may deploy and operate without restriction in the Southeast Asian front of the Pacific theater.

| Indian Deployment Limits | | | |
|--|-------|-----------------------------|--------|
| | India | Burma, Malaya and Singapore | Europe |
| Minimum | 4 | 0 | 0 |
| Maximum | 12 | 8 | 3 |
| Deployment limits refer to the number of Indian infantry factors. Indian units are restricted to the Southeast Asian front, including the India box. | | | |

Use in Europe Limited: Indian units sent to Europe may be replaced if lost, provided no more than one Indian 2-2 and one Indian 1-2 infantry unit are in Europe at the same time. Indian units are restricted to the Mediterranean front and Ethiopia.

Ceylon: Ceylon is considered to be part of India for all purposes.

Dutch East Indies: The Dutch East Indies are an inactive British associated minor country (89.2). The Dutch have the following forces:

| | 1-2 | AAF | CA | DD |
|-------------------|-----|-----|----|----|
| Dutch East Indies | 3 | 1 | 1 | 1 |

Until the outbreak of war between Britain and Japan:

* The three Dutch 1-2 infantry units must remain in Batavia, Palembang and Balikpapan, respectively.

* The Dutch AAF and navy must be based in Batavia, Palembang or Balikpapan, and are free to move between these cities.

British units may not enter the Dutch East Indies until the outbreak of war between Britain and Japan.

United States

Control: Hawaiian Islands, Johnston, Midway, Wake, Guam, Philippines, Alaska, American Samoa and the U.S. boxes.

Unbuilt Units: 1 submarine.

Deployment Limits (Europe): Two 3-4 infantry units, six replacements and two strategic bomber factors must begin the game in the Atlantic U.S. box.

Deployment Limits (Asia): U.S. forces must remain in the following locations until war breaks out between the U.S. and Japan, the USJT level reaches 45 or Japan attacks Britain:

- * Pearl Harbor: One 2-2 and one 1-2 infantry unit, one AAF, and two destroyer factors (DD2).
- * Philippines: Two 1-2 infantry units, one replacement and two Filipino 1-2 infantry units.
- * Tutuila (American Samoa): One replacement.
- * Noumea (New Caledonia): One replacement.
- * Suva (Fiji): One replacement.
- * Wake: One 1-2 marine unit.
- * Midway: One replacement and one NAS.
- * Dutch Harbor: One replacement.
- * U.S. box (Pacific): One 1-2 infantry unit, two 1-2 marine units, two AAF, three NAS, and one air transport factor.
- * Pacific Fleet: Nine NAS.
- * Atlantic Fleet: Six NAS.

Additional units may be deployed to the Pacific as allowed by the USJT level.

Atlantic Fleet: *Yorktown (CV), Wasp (CV), Colorado (BB3), Idaho (BB3), Mississippi (BB3), New Mexico (BB3), New York (BB3), Texas (BB3), CA14, DD14.*

Pacific Fleet (minimum): *Enterprise (CV), Lexington (CV), Saratoga (CV), Arizona (BB3), California (BB3), Maryland (BB3), Nevada (BB3), Oklahoma (BB3), Pennsylvania (BB3), Tennessee (BB3), West Virginia (BB3), CA14, DD12* (two of which begin the scenario in Pearl Harbor). American 3-factor battleships in the Atlantic may not be transferred to the Pacific until the outbreak of war between the U.S. and Japan. See 51.25 for restrictions on the

composition of American TFs prior to the outbreak of war between Japan and the U.S.

American Submarines: Prior to the outbreak of war, the U.S. may base its submarines in the Pacific U.S. box, Pearl Harbor, Manila or any combination of the three locations.

Philippines: The Philippines are an American associated minor country worth 10 BRPs during the first YSS or Allied player turn following the outbreak of war between the U.S and Japan. Filipino forces (two 1-2 infantry units) begin the game in the Philippines (89.4).

Mobilization: The U.S. adds 25 BRPs to its BRP base and level and adds 20 BRPs of units to its force pool for each mobilization. The U.S. has already had three mobilizations in the Atlantic, and one in the Pacific. The U.S. mobilizes when the USAT and USJT levels reach 10, 20, 30, 35, 40 and 45, then adds six more increments of 20 BRPs of units when each tension level reaches 50 or the U.S. goes to war in the relevant theater (36.11G).

Russia

Summer 1941 BRP adjustments: Russia adds 5 BRPs to its total for the second half of the Spring 1941 mobilization (its second).

Industrial Centers (ICs): One in each of Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov, Gorki, Kubyshev and Magnitogorsk. Each IC is worth 10 BRPs in 1941. The next IC added through mobilization in Fall 1941 must be placed in Sverdlovsk.

Russian Oil Reserve: 3

Control: Russia, Mongolia, Tannu Tua, Northern Sakhalin, Kamchatka, the Urals box, Baltic States, eastern Poland, Finnish border hexes, Bessarabia.

Unbuilt Units: None

Siberian Garrison: Two 3-3 armor units; two 3-2, four 2-2 and four 1-2 infantry units; and five AAF begin the game in Siberia (81.4). CA6 and DD3 begin the game in Vladivostok.

Deployment Limits: *Siberian garrison:* See above. *Leningrad:* 1 fort. *Moscow:* 1 fort. *Russian controlled hexes:* Deploy the following Russian ground units according to the Russian Garrison Requirements in the Russo-German tension table: 15 AAF, six 3-5 armor, 16 1-3 infantry, 11 3-3 infantry, ten 2-3 infantry, two airborne. *Any Russian controlled hex:* One AAF. *Leningrad, Sevastopol or Batum:* Starting naval units (see Naval Construction chart). Of the starting Russian European naval forces, at least six naval factors must start in both Leningrad and the Black Sea.

Mobilization: For each mobilization, Russia adds one IC, increasing its BRP level in five-BRP increments, and adds 20 BRPs of units to its force pool in two ten-BRP increments. Russia began its second mobilization in Spring 1941, and completes its second mobilization, which includes an additional 11 BRPs of units, in Summer 1941. The remaining three Russia mobilizations begin in Fall 1941 (36.11D).

Victory Conditions

Victory conditions are determined according to the number of turns played before Germany and Italy surrender:

| European Theater Campaign Game Victory Conditions | |
|--|---------------|
| Turn of Axis surrender | Victory Level |
| Winter 1943 or earlier | -6 |
| Spring 1944 | -5 |
| Summer 1944 | -4 |
| Fall 1944 | -3 |
| Winter 1944 | -2 |
| Spring 1945 | -1 |
| Summer 1945 | 0 |
| Fall 1945 | +1 |
| Winter 1945 | +2 |
| Spring 1946 | +3 |
| Summer 1946 | +4 |
| Fall 1946 | +5 |
| Winter 1946 | +6 |

The victory level depends on if and when the European Axis surrender. “-” results favor the Allies and “+” results favor the Axis. The maximum victory level either side may achieve is +/-6. If the European Axis are not conquered, they achieve a +6 victory.

Effect of Japanese Surrender: The victory level of the European Axis is increased by one for each turn Japan’s surrender is delayed past its historic Fall 1945 date, up to a maximum possible delay of four turns.