

Germany

Global War Campaign Game

Naval Repair - Captured shipyard													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Naval Construction - Kiel													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													Tirpitz (BB4)
3													Bismarck (BB4)
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Starting Naval Units: *BC3: Gneisenau, Scharnhorst; PB2: Graf Spee, Lutzow, Scheer; CA4; DD6, one submarine; one additional submarine may be built in Fall 1939.*

<p>Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: 20 AAF, one air transport, four 4-6 armor units, 14 3-3 infantry units, one 1-3 infantry unit, eight replacements.</p> <p>Deployment Limits: None.</p> <p>Fall 1939 allowable builds: 10 AAF, six 4-6 armor units, two 2-6 armor units, 11 3-3 infantry units, one 1-3 infantry unit.</p> <p>Winter 1939 allowable builds: Two 4-6 armor units, five 3-3 infantry units, two 1-3 airborne units.</p>
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European Axis Oil Reserve



Italy

Global War Campaign Game

Naval Construction - Genoa													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Naval Construction – Trieste													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Starting Naval Units: *BB3: Andrea Doria, Caio Duilio, Conte di Cavour, Giulio Cesare; CA12; DD9, one submarine; one additional submarine may be built in Fall 1939.*

<p>Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: Five AAF, one NAS, one 2-5 armor unit, one 3-3 infantry unit, two 2-3 infantry units, five 1-3 infantry units, six replacements.</p> <p>Deployment Limits: Three 1-3 infantry units begin in Ethiopia.</p> <p>Fall 1939 allowable builds: One 3-3 infantry unit, one 2-3 infantry unit, three 1-3 infantry units.</p>
<p>Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Japan

Global War Campaign Game

Naval Construction - Tokyo												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
5												
4												
3												
2												
Launch												
<p>Waiting for Repair</p> <p>Place damaged ships waiting for repair here.</p>												

Starting Naval Units: CV: Akagi, Kaga, Soryu; CVL: Ryujo, Zuiho; BB4: Mutsu, Nagato; BC3: Haruna, Hiei, Kirishima, Kongo, BB3: Fuso, Hyuga, Ise, Yamashiro; CA26; DD12; one submarine, 20 transports; one additional submarine may be built in Fall 1939.

<p>Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: 10 AAF, 10 NAS, two 2-3 armor units, two 1-3 armor units, five 3-2 infantry units, 10 2-2 infantry units, 20 1-2 infantry units, one 1-2 marine unit.</p> <p>Deployment Limits: Five AAF, two 2-3 armor units, two 1-3 armor units, three 3-2 infantry units, three 2-2 infantry units and three 1-2 infantry units start in Manchuria.</p> <p>Fall 1939 allowable builds: Two NAS, one 2-3 armor unit, one 1-3 armor unit, three 3-2 infantry units, one 1-2 airborne unit.</p>
<p>Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Japanese Oil Reserve



Britain

Global War Campaign Game

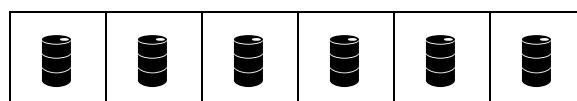
Naval Construction - Canada													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
2													
Launch													
Waiting for Repair Place damaged ships waiting for repair here.													
Naval Construction - Australia													
Rate	1												
Capacity	2												
Level	Spring			Summer			Fall			Winter			
2													
Launch													
Waiting for Repair Place damaged ships waiting for repair here.													

Naval Construction - Glasgow													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
	<i>Anson (BB4)</i>			<i>Howe (BB4)</i>			<i>Duke of York (BB4)</i>						
3													
	<i>Prince of Wales (BB4)</i>									<i>King George V (BB4)</i>			
2													
	<i>Illustrious (CVL)</i>						CA						
Launch													
Waiting for Repair Place damaged ships waiting for repair here.													

Starting Naval Units: *CVL:* Ark Royal, Courageous, Furious, Glorious; *BB4:* Nelson, Rodney; *BC3:* Hood, Renown, Repulse; *BB3:* Barham, Malaya, Q. Elizabeth, Ramilles, Resolution, Revenge, Royal Oak, Royal Sovereign, Valiant, Warspite; *CA34; DD14;* one submarine, one ASW, 35 transports; one additional submarine, one additional ASW and five additional transports may be built in Fall 1939. CA2 and DD1 begin the game in Asia.

Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Allowable Builds Place unbuilt air and ground units here.
Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.	<p>At start: 10 AAF, 11 NAS, one strategic bomber, three 2-5 armor units, two 3-4 mechanized infantry units, three 1-3 infantry units, eight replacements.</p> <p>One 3-4 mechanized infantry unit (Canada); one 3-4 mechanized infantry unit and three 1-3 infantry units (South Africa); one 2-2 infantry unit and three 1-2 infantry units (Australia); four 2-2 infantry units and four 1-2 infantry units (India).</p> <p>Deployment Limits: Two AAF, one 2-3 armor unit, three 1-2 infantry units, two replacements start in Asia. Commonwealth units start in their mapboard boxes or in Asia.</p> <p>Fall 1939 allowable builds: Five AAF, one NAS.</p> <p>Spring 1940 allowable builds: Five AAF, one NAS.</p> <p>For additional Commonwealth forces, see force pool chart.</p>

Western European Oil Reserve



France

Global War Campaign Game

Naval Construction - Lorient													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Naval Construction - Marseilles													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Starting Naval Units: *BB3: Dunkerque, Strasbourg, Bretagne, Lorraine, Provence; CA10; DD9.*

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: Five AAF, one 3-5 armor unit, 14 2-3 infantry units; three 1-3 infantry units, four replacements.</p> <p>Deployment Limits: One 1-3 infantry unit must remain in Lebanon-Syria and two 1-3 infantry units must remain in French North Africa or Libya.</p> <p>Fall 1939 allowable builds: Two 3-5 armor units, four 2-3 infantry units.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

United States

(Europe)

Global War Campaign Game

Naval Construction - Atlantic													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
	13	14	15	16	17	18	19	20	21	22	23	24	
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
Waiting for Repair Place damaged ships waiting for repair here.													

Starting Naval Units (Atlantic): CV: *Yorktown*; BB3: *Colorado, Idaho, Mississippi, New Mexico; New York, Texas; CA14; DD6; one ASW; one additional ASW may be built in Fall 1939.*

Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Allowable Builds Place unbuilt air and ground units here.
Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.	At start: One strategic bomber, two 3-4 mechanized infantry units, six replacements. Fall 1939 allowable builds: one 2-3 infantry unit, one 1-3 infantry unit. Spring 1940 allowable builds: Two AAF, eight NAS, one 1-3 marine unit. Deployment Limits (Europe): One strategic bomber, two 3-4 mechanized infantry units and six replacements start in the Atlantic U.S. box.

United States

(Pacific)

Global War Campaign Game

Naval Construction – Pacific												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
	13	14	15	16	17	18	19	20	21	22	23	24
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl
Level	Spring			Summer			Fall			Winter		
5												
4	South Dakota (BB4)			Alabama (BB4)			North Carolina (BB4)					
3												
2												
Launch												
<div>Waiting for Repair</div> <div>Place damaged ships waiting for repair here.</div>												

Starting Naval Units (Pacific): CV: Enterprise, Lexington, Saratoga; BB3: Arizona, California, Maryland, Nevada, Oklahoma, Pennsylvania, Tennessee, West Virginia; CA14; DD12; one submarine, one additional submarine may be built in Fall 1939.

<p>Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: Three AAF, 10 NAS, one air transport, one 2-3 infantry unit, four 1-3 infantry units, one 1-3 marine unit, six replacements.</p> <p>Filipino units: Two 1-2 infantry units.</p> <p>Deployment Limits (Pacific): See scenario for details.</p>
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China

<p>Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: Eight 2-2 infantry units, eight 1-2 infantry units, ten replacements, two 1-2 partisan units.</p> <p>Spring 1940 allowable builds: Two 1-2 infantry units.</p> <p>Spring 1941 allowable builds: Two 1-2 infantry units.</p> <p>Communist China: Four 2-2 infantry units, four 1-2 infantry units, one 1-2 partisan unit; add one 1-2 partisan unit 1942-1946.</p>
<p>Communist Chinese Units</p> <p>Two infantry factors and one partisan may be rebuilt at no BRP cost.</p>	

Russia

Global War Campaign Game

Naval Construction - Leningrad												
Rate	1											
Capacity	2											
Level	Spring	Summer	Fall	Winter								
5												
4												
3												
2												
Launch												
<div>Waiting for Repair</div> <div>Place damaged ships waiting for repair here.</div>												

Naval Construction - Sevastopol												
Rate	1											
Capacity	2											
Level	Spring		Summer		Fall		Winter					
5												
4												
3												
2												
Launch												
<div>Waiting for Repair</div> <div>Place damaged ships waiting for repair here.</div>												

Starting Naval Units: *BB2: Gangut, Petropavlosk, Sevastopol; CA12; DD9.*

Six naval factors must start in both Leningrad and the Black Sea; CA6 and DD3 begin the game in Vladivostok.

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: 15 AAF, five 3-5 armor units, four 3-3 infantry units; nine 2-3 infantry units; 15 1-3 infantry units.</p> <p>Deployment Limits: Five AAF, two 3-3 armor units; two 3-2 infantry units, four 2-2 infantry units, four 1-2 infantry units start in Siberia.</p> <p>Fall 1939 allowable builds: Five AAF, three 3-5 armor units, two 3-3 infantry units; five 2-3 infantry units; five 1-3 infantry units, two 1-3 airborne units.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Russian Oil Reserve

