

Changes since June 30, 2016 (for June 30, 2017)

Segment 1

Table of Contents

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. TERRAIN AND THE MAPBOARD
5. MAPBOARD BOXES

Consistency with substantive change:

5.73 CONTROL: The Urals box is permanently controlled by Russia, **even if Russia surrenders**. Axis and Japanese units may never enter the Urals box.

Cross-reference from reorganization:

5.934 ENTERING AND LEAVING SW BOXES:

...

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 33.9; 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 33.9.

6. COUNTERS
7. SCENARIOS

Consistency with substantive change:

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

...

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. **All objective hexes under British control at the end of the game are counted in the Allied total, even if Britain has surrendered.**

8. SEQUENCE OF PLAY
9. OFFENSIVE OPERATIONS

Cross-reference from reorganization, clarification:

9.93 ITALY:

A. Italian units may not carry out any offensive actions if Rome is under Allied control or there are no Axis units in Africa (56.73).

B. Italian air, armor **and airborne** units may not carry out any offensive actions on the eastern front **at any time**.

Segment 2

Ground Operations

10. GROUND UNITS

Clarification, consistency:

10.32 An armor unit may have its mechanized component temporarily negated because of supply problems (30.522B), army oil effects, 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, has no ZoC, and may not conduct overruns, 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 **and are subject to a -1 DM when attacked if their CTL is zero or less unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country.**

11. PARTISANS
12. STACKING

Consistency with substantive change:

12.16 Each shock army result allows one Russian 3-3 infantry unit to end the movement phase overstacked adjacent to an enemy ground unit, **up to a limit of three shock armies (nine factors) per ground attack**. Shock armies are eliminated after regular ground combat is resolved, before advancing after combat (42.24I).

13. MOVEMENT
14. ATTRITION COMBAT
15. OFFENSIVE COMBAT

Cross-reference from reorganization:

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

A. Infantry, replacements and partisans incur a -1 DM if attacked by at least one exploiting armor with a CTL of two or more, 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. Italian and minor country units are subject to a negative DM as follows:

- Italian infantry and replacement units defending in any type of hex outside the Mediterranean front incur a -1 DM.
- Italian armor, infantry and replacement units incur a -1 DM if Rome is under Allied control or there are no Axis units in Africa (56.73).

Substantive change:

15.55 SEABORNE INVASIONS AND ATTACKS AGAINST FORTIFICATIONS: When resolving invasion combat, or ground combat against any hex containing a fortification or fortress, other than beach defenses attacked from land, directional fortifications attacked from behind and tactical atomic attacks (43.424A), the defender has the option of compelling the following results (EXCEPTION: The initial Japanese surprise turn - 51.72I):

A. If the attacker has a CTL of 1 or less, “Ex-2”, “d” and “D” results may be treated as “Ex-1” results.

B. If the attacker has a CTL of 2, “d” and “D” results may be treated as “Ex-2” results.

C. If the attacker has a CTL of 3 or more, “d” and “D” results may be treated as “Ex-3” results.

Consistency with substantive change, formatting:

15.641 VOLUNTARY FLEET LOSSES: Fleets that provided shore bombardment for a seaborne invasion may be taken to meet the losses required by a ground combat result, as set out in 21.528.

A. Each fleet factor eliminated satisfies one factor of ground combat loss.

B. The losses in factors assigned to fleet factors that provided shore bombardment may not exceed the value in combat factors of the shore bombardment component of the ground attack.

C. The attacker may choose to incur fleet losses in excess of what is required in order to preserve ground, air or other naval units.

D. If ground combat continues into another round, the applicable limit on support from shore bombardment based on Naval Nationality DRM (21.526) 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.

E. Fleets which provided shore bombardment in the first round, but which are ineligible to provide shore bombardment in the second round, are not eliminated.

15.642 INVOLUNTARY FLEET LOSSES: At least one-third (rounded down) of the ground combat losses incurred by an invasion force must be taken from destroyers (21.517H).

16. EXPLOITATION

Segment 3

Air Operations

17. AIR UNITS

Consistency:

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 are the only type of air unit constructed as squadrons (NAS). All other types of air units, including army air, are constructed as factors, not squadrons.

B. APPLICATION OF 3:1 RATIO: One air factor is equivalent to three air squadrons for basing (18.1), sea transport (21.434) and sea escort (21.64).

Formatting (spacing after example following 17.43).

Consistency:

17.45 UNINVERSION: Newly-constructed kamikazes may be uninverted whether or not Japan offsets the air oil effect.

18. AIR OPERATIONS

Cross-reference from reorganization:

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 33.9.

Substantive change, cross-reference:

18.553 GROUND SUPPORT FROM CVEs:

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C. The number of combat factors added to a ground attack by ground support from CVEs may not exceed the number of invading ground factors involved in the invasion attack.

...

E. 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 and 21.517H.

Consistency:

18.71 UNLIMITED UNINVERSION: Provided the air oil effect has been offset, all eligible air units may be uninverted (33.9).

19. AIR COMBAT

Segment 4

Naval Operations

20. NAVAL UNITS

Consistency with substantive change:

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, up to a maximum of one CVE for each invading ground factor (18.553). The defensive value of a CVE's air component is abstractly represented by each CVE factor being counted as three naval factors when determining their air defense level.

21. NAVAL OPERATIONS

Cross-reference from reorganization:

21.311 INVERSION AFTER USE: After performing any of the above functions, naval units are inverted until uninverted in accordance with 33.9 (EXCEPTION: Naval units in an SW box - 25.36).

Clarification:

21.21 GENERAL RULES: Sea supply and 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: Sea supply and naval movement through certain straits is prohibited as set out below. 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 control requirements set out below must be met at the start of the phase in which the naval activity is conducted:

Cross-reference from reorganization:

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 33.9.

Substantive change:

21.517 INVASION COMBAT:

...

H. INVASION COMBAT LOSSES:

- At least one-third (rounded down) of the ground combat losses incurred by the invasion force must be taken from destroyers if possible.
- The remaining ground combat losses incurred by the invasion force may be taken from ground units that took part in the invasion combat, air factors or CVEs that provided ground support, fleets that provided shore bombardment or destroyers that carried the invading ground units.
- For each carrying destroyer lost, the number of attacking factors is reduced by one in subsequent combat rounds.
- Unless the invasion fails, destroyer losses do not affect the attacker's carrying capacity, as all invading ground units are considered to have already landed by the time ground combat is resolved.
- The attacker may not take ground combat losses from embarked units which did not participate in the initial invasion combat.

Clarification:

21.526 LIMITS ON SHORE BOMBARDMENT: The total number of combat factors added to a ground attack by shore bombardment depends on the Naval Nationality DRM of the naval units providing shore bombardment. This limitation is distinct from the limitation on ground support from air units.

A. NAVAL NATIONALITY DRM OF ONE OR LESS: For naval units with a Naval Nationality DRM of one or less, the number of combat factors added to a ground attack by shore bombardment may not exceed the total number of ground factors involved in the invasion attack.

Consistency with substantive change:

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.

Consistency:

21.71 UNLIMITED UNINVERSION: Provided the naval oil effect has been offset, all eligible naval units may be uninverted (33.9).

22. NAVAL INTERCEPTION AND COMBAT

Clarification:

22.141 Successful naval interception results in naval combat between the intercepting naval force and the intercepted naval force, as well as all other enemy naval units passing through the interception hex, including submarines, subject to the following exceptions:

A. NAVAL ACTIVITIES WITH DISTINCT PATHS: Naval activities which cross paths in a single hex, other than a common hex of origin or a common destination hex, are considered to have passed through the hex at different times and are intercepted separately.

B. SEA SUPPLY: Sea supply lines to different supply zones are intercepted separately.

C. RAIDERS: Raiding groups moving to or from an SW box are intercepted separately.

D. SEA ESCORTS AND NRs: All sea escorts and NRs are intercepted separately unless the moving player has elected to combine sea escorts (28.32A) or NRs (28.32B) to the same destination. Combined sea escorts and NRs are intercepted together.

E. NON-COOPERATION: British and French naval forces while Anglo-French cooperation restrictions are in effect (53.253).

While sea supply and NRs to different destinations may not support one another (22.141B, C), because their range is unlimited (21.3612), sea transports and seaborne invasions may support one another except in their target hex, as 21.321 prohibits naval forces conducting a sea transport or seaborne invasion from entering the target hex of another sea transport or seaborne invasion.

Air-Naval Operations

23. AIR-NAVAL OPERATIONS

Clarification:

23.23 OUTSIDE NAVAL COMBAT:

A. As a naval force enters each hex of its path while moving to its destination, the defender may use some, all or none of his available eligible air units for air cover if the opposing player attacks that naval force with land-based air units.

B. 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 those air units for other purposes.

C. Once the attacker announces he is attacking the naval force with land-based air units, the defender assigns air cover to the naval force as a whole, with each TF having air cover on a prorated basis. Subject to this requirement, the defender decides on the composition of his air cover groups, so as to reduce or eliminate adverse ANDRM effects. The attacker then announces which TFs he is attacking; then the defender decides which air cover groups defend the attacked TFs.

Typo:

23.35 DURING NAVAL COMBAT:

...

B. ROUND-BY-ROUND ASSIGNMENT: Each round, a player may use some, all or none of his available eligible carrier-based naval air units for **combat air patrol**, regardless of how they were used in any previous round.

Segment 5

Strategic Warfare

24. STRATEGIC WARFARE

Substantive change, consistency:

24.22 TIMING: SW unit force pool increases from production come into **play either at the end of the research phase (interceptors, strategic bombers) or the unit construction phase (submarines, ASW, transports)** in which the RPs assigned to their production are activated, although the actual construction of the new SW units, **including the construction of newly produced interceptors and strategic bombers (27.91A)**, may be constrained by spending, construction and shipbuilding limits.

Clarification:

24.231 WESTERN ALLIED FORCE POOLS DISTINCT: Britain and the U.S. have separate force pools for strategic bombers, interceptors and submarines. Western Allied strategic bomber, interceptor and submarine force pool additions from production are attributed to Britain, the U.S., or some to each.

Typo:

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.

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B. SW COMBAT MODIFIERS: The strategic bomber and target SW combat dice rolls are subject to the following modifiers. The modifier for excess air range is limited by the number of strategic bomber research results achieved by the bombing alliance faction (one strategic bomber result limits the excess air range modifier to +1; two strategic bomber results limit the excess air range modifier to +2; and so on). The initial Western Allied strategic bombing result counts towards this limit. Positive modifiers favor the bombers:

25. SUBMARINE WARFARE

26. STRATEGIC BOMBING

Clarification:

26.445 ITALY:

A. Italian AAF may only defend bombing targets in Italy by engaging a bomber force attacking bombing targets in Italy in a Mediterranean front hex; Italian AAF may not engage a bombing force in a western front hex and may not engage a bomber force attacking bombing targets in Germany in a Mediterranean front hex.

B. German interceptors assigned to the Mediterranean front and German AAF and jets within range may engage a bomber force attacking bombing targets in Italy in a Mediterranean front hex; German interceptors assigned to the western front and German AAF and jets within range may engage a bomber force attacking bombing targets in Italy in a western front hex.

Clarification:

26.653 EFFECT ON CONSTRUCTION LIMITS: For flying bomb and rocket attacks on a key economic area, mapboard box or IC:

A. FLYING BOMBS: The defender's construction limit is reduced by one-third of the total BRP losses incurred from flying bombs.

B. ROCKETS: The defender's construction limit is reduced **by one BRP for each BRP lost to rocket attacks.**

Clarification:

26.63 EMPLOYMENT OF ROCKET BASES:

A. One salvo of flying bombs or rockets may be fired from each rocket base at no BRP cost.

B. A "9" research result for rockets allows two rocket bases to be placed; a "10" result, four rocket bases; an "11" or "12+" result, six rocket bases. For each result, half the rocket bases may be used to launch flying bombs and the other half may be used to launch rockets. **If there are an odd number of rocket bases, the extra rocket base may be used to launch either flying bombs or rockets.**

Clarification:

26.75 RUSSIAN ICs: If a Russian IC is bombed, attacked by flying bombs or rockets, or subject to a strategic atomic attack, **the maximum BRP loss that may be incurred is the value of the IC (26.71A).** 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). Russia may incur a BRP deficit rather than eliminate an IC which has been bombed.

Substantive change, consistency:

26.82 FIRESTORM MARKERS: Firestorm markers remain in place for the year in which the firestorms occur and the ensuing year, and are then removed at the rate of one per turn, starting in the Spring turn of the second year after the year in which they occurred (26.95).

Substantive change, consistency:

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 reduced by one for each firestorm marker.

B. The attacker receives one additional DP in the next YSS and in any DP calculation during the year in which the firestorm occurs and the ensuing year.

26.94 NO EFFECT ON SUPPLY OR OIL RESERVES: Firestorms have no effect on supply or oil reserves.

26.95 REMOVAL: Firestorm markers are removed at rate of one per turn, starting in the Spring turn of the second year after the year in which they occurred.

Segment 6

Logistics

27. UNIT CONSTRUCTION

Consistency with substantive change, cross-reference:

27.35 CONSTRUCTION OIL EFFECTS: For each alliance faction, the number of oil counters expended to offset construction oil effects (33.61D) affects construction costs as follows:

A. Each oil counter used to offset construction oil effects allows 25 BRPs of units to be built at normal construction costs (27.11):

- No oil counters: all builds are subject to construction oil effects.
- One oil counter: normal construction costs apply to the first 25 BRPs of builds; additional builds are subject to construction oil effects.
- Two oil counters: normal construction costs apply to the first 50 BRPs of builds; additional builds are subject to construction oil effects.
- Three or more oil counters: normal construction costs apply to the first 75 BRPs of builds; additional builds are subject to construction oil effects, and so on for each additional oil counter used.

B. Units subject to construction oil effects are built at double the normal construction cost (27.13B).

C. Isolated or voluntarily eliminated units which are also built subject to construction oil effects are built at triple the normal construction cost (27.14).

D. Using oil counters to prevent construction oil effects avoids increased construction costs, but does not allow a major power to exceed its construction limit.

E. Britain and Russia are considered to have incurred the construction oil effect for resistance level purposes unless at least one oil counter was used to reduce unit construction costs.

F. German and Italian construction costs are combined when determining the effects of European Axis oil expenditures for construction purposes, although each major power has a distinct construction limit.

G. The Western Allies do not track oil consumption until the turn after the Fall of France (33.48), and the United States has unlimited oil. Western Allied oil expenditures are therefore only required for British construction.

Punctuation:

27.333 ROCKETS: For every BRP lost to rocket attacks on a key economic area, mapboard box or IC, the construction limit of the defending major power is reduced by one BRP.

Clarification:

27.42 HOME COUNTRY: Units may only be constructed in the constructing major power's home country (EXCEPTIONS: 27.47), subject to the following qualifications and restrictions:

...

D. **BRITAIN:** Ulster is an integral part of Britain. Certain British naval units may be built in Canada (70.15). Otherwise British units may be built in Canada only if Britain has surrendered and the British resistance level is zero or less or if all hexes in Britain are isolated or under Axis control (59.82).

Consistency:

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 the air oil effect has been offset (33.9), 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 the naval oil effect has been offset (33.9), unless they are NRed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn.

Substantive change:

27.91 TIMING: SW units may be constructed as follows:

A. INTERCEPTORS AND STRATEGIC BOMBERS: Newly produced interceptors and strategic bombers enter the owning major power's force pool at the end of the research phase and may be constructed immediately, prior to the resolution of SW during both the Axis and Allied player turns. When newly produced interceptors or strategic bombers are constructed in this manner:

- All major powers place their newly produced interceptors and strategic bombers in a SW box and assign them to a front. The Axis complete this step first, then the Allies do the same.
- The newly produced interceptors and strategic bombers are uninverted and may participate in both offensive and defensive SW combat in the turn in which they are created.
- The construction cost of each newly produced interceptor and strategic bomber counts against the construction limit for the owning major power in the turn they are built. The decision to build newly produced interceptors and strategic bombers in this manner is optional, but once made the decision is irrevocable and takes priority over all other construction for that turn.
- interceptors and strategic bombers which already existed may only be built during the unit construction phase and are uninverted at the end of the player turn in which they are redeployed to an SW box (28.82).

B. SUBMARINES, ASW AND TRANSPORTS: Submarines, ASW and transports may only be built during the unit construction phase. Submarines redeployed on the mapboard in the player turn of construction remain inverted in the same manner as naval units (28.81).

28. REDEPLOYMENT
29. HEX CONTROL
30. SUPPLY

Consistency with substantive change:

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 (EXCEPTION: Supply may not be traced out of a bridgehead if it is in an enemy ZoC – 30.321). Oil effects offset in any of the supply zones from which the invasion was launched are also offset in the supply zone containing the bridgehead; uninversion in the supply zone containing the bridgehead counts against the uninversion limit of one of the supply zones from which the invasion was launched. 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).

Clarification:

30.522 GROUND UNITS:

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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 for all purposes, 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;
- are subject to a -1 DM if attacked by exploiting enemy armor in the same manner as infantry and replacements; and
- are subject to a -1 DM when attacked if their CTL is zero or less unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country.

31. BRIDGEHEADS

Consistency, clarification:

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), if their CTL is zero or less (15.33C), or when subject to a "7" or higher winter effect (15.33G).

32. FORTIFICATIONS
33. OIL

Substantive changes, simplification:

- 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 USE OF OIL FOR NAVAL OPERATIONS
- 33.8 USE OF OIL FOR OFFENSIVES

33.9 UNINVERSION OF AIR AND NAVAL UNITS

Consistency with substantive change:

33.12 Oil counters are used to offset oil effects, allow the use of air and naval units and permit unit construction at normal cost. The status of oil reserves also affects major power growth rates. Oil counters may be:

Consistency:

33.3211 EXCEPTIONS: Oil centers are captured without damage in the following situations:

...

D. SURRENDER: An oil center which comes under Axis control as part of a British surrender is not damaged.

Consistency with substantive change:

33.411 USING OIL COUNTERS: Oil counters may be used to offset oil effects (33.6) during the oil adjustment phase, initial supply determination, or post-combat supply determination (air, naval and army oil effects) and during the unit construction phase (construction oil effects - 33.52A, D); or during either player turn to allow the use of additional air and naval units (33.8).

33.412 Oil counters are removed from their oil reserve when used.

Substantive change, simplification:

33.48 INITIAL WESTERN ALLIED OIL RESERVE: Until the start of the first Allied player turn following the fall of France, Western Allied oil consumption is not tracked and the Western Allied oil reserve is deemed to contain six oil counters.

33.49 CHINA EXEMPT FROM OIL EFFECTS: China and Chinese units in China, including the Flying Tigers, are not subject to oil effects or uninversion limits.

Substantive change, simplification:

33.5 OIL CONSUMPTION:

33.51 USE OF OIL COUNTERS: Oil counters may be used by the moving player during his player turn to:

A. Offset one or more of the three service oil effects described in 33.61A-C (air, naval and army).

B. Use air and naval units beyond that allowed by offsetting the air and naval oil effects (33.71C, 33.72C).

C. Permit efficient use of major power construction limits (33.61D).

D. Conduct offensive operations on more than one front (33.8).

33.52 TIMING:

A. AIR, NAVAL AND ARMY OIL EFFECTS: Oil counters from oil reserves or local oil centers may be used to offset air, naval and army oil effects:

- During the oil adjustment phase, after oil counters from oil centers from which a land supply line can be traced have been added to the moving player's oil reserve;
- During initial supply determination, after oil counters have been shipped by sea; or
- During post-combat supply determination, after oil counters have been shipped by sea.

B. USE OF ADDITIONAL AIR AND NAVAL UNITS: Oil counters may be used at any time during either player turn to use additional air and naval units.

C. CONSTRUCTION: Oil counters may be used during the unit construction phase to offset construction oil effects.

D. ADDITIONAL OFFENSIVES: Oil counters may be used during a player turn to conduct offensive operations on more than one front.

33.521 VOLUNTARILY INCURRING OIL EFFECTS: An alliance faction may voluntarily incur one or more oil effects in order to conserve oil.

33.53 OIL STATUS OF SUPPLIED AREAS:

33.531 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).

33.532 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 22 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.

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.

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 CONSUMPTION: Oil counters produced by a local oil center or shipped into a supply zone may be used to augment the supply traced into a supply zone, 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 conduct an offensive on the Mediterranean front in addition to the western front or if Mosul were damaged or under Axis control.

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 (EXCEPTION: If an air, naval or army oil effect from the previous player turn is negated by the use of an oil counter during the oil adjustment phase of the current turn, air, naval or army operations are immediately restored to normal, prior to initial supply determination - 33.62).

33.54 OIL STATUS OF UNITS:

33.541 DURATION: Oil counters used to offset air, naval and army oil effects (33.51A) and to allow for the use of additional air and naval units (33.51B) have effect until the end of the initial supply determination phase of the friendly player turn following their use. Air and naval units used in the movement phase of their player turn, prior to or during the initial supply determination phase, count against the limit on air and naval factors used for that player turn, so the use of other air and naval units after the initial supply determination phase may require the use of additional oil counters.

EXAMPLES: The Axis offset the air oil effect during the Axis Summer 1940 player turn. The Axis may use 25 uninverted air factors in the Axis Summer 1940 player turn, in the Allied Summer 1940 player turn, and during the first part of the Axis Fall 1940 player turn, until the end of the Axis Fall 1940 initial supply determination phase.

The Western Allies offset the naval air oil effect during the Allied Summer 1940 player turn. The Western Allies may use two TFs in the Western Allied Summer 1940 player turn, in the Axis Fall 1940 player turn, and during the first part of the Allied Fall 1940 player turn, until the end of the Allied Fall 1940 initial supply determination phase. If the Western Allies used two TFs to patrol or protect sea supply prior to or during the Allied Fall 1940 initial supply determination phase, they would have to use an additional oil counter to conduct other naval operations later that turn with other, uninverted, TFs.

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 **four** 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: One oil counter is required to offset the air oil effect. This eliminates the air oil effects for 25 air factors and permits the owning player to expend additional oil counters to use additional air factors. All the alliance faction's AAF, including associated and allied minor country AAF, air transports, jets, interceptors and strategic bombers are counted; NAS, whether land- or carrier-based, and kamikazes are not.

- 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 defend normally, but the lack of operational air bases limits the hexes in which they may engage the attacker (26.443).
- 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: One oil counter is required to offset the naval oil effect. This eliminates the naval oil effects for two TFs and permits the owning player to expend additional oil counters to use additional TFs.

- All naval units have their Naval Nationality DRM reduced by one (EXCEPTION: Western Allied naval units, including ASW, in the Atlantic, Pacific and Indian Ocean SW boxes are not subject to oil effects – 33.4715E).
- Naval units may not conduct offensive operations, protect sea supply, provide or protect sea escort, or intercept (EXCEPTION: Submarines in fortified ports - 32.248).
- Submarine warfare is prohibited.
- Transports may not be used for onboard sea escort (21.64G).
- Naval units may change base and redeploy freely from affected ports.
- The restrictions on intercepting do not apply to Japanese naval units in Japan.

C. ARMY: One oil counter is required to offset the army oil effects.

- All ground units of all types have their CTL reduced by one.
- Ground units may not sea transport or conduct seaborne invasions 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 and Western Allied 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 -1 DM if attacked by exploiting enemy armor. These effects do not apply to armor units which exploited in the previous turn and retain their exploitation supply status (16.61) or to Japanese armor units in Japan.
- Airborne units may not airdrop.

The air, naval and army oil effects have the same effect on air, naval and ground units as partial supply (30.52). Oil effects are not cumulative with the effects of partial supply.

D. CONSTRUCTION: Construction at normal construction costs requires the expenditure of oil counters. Subject to overall construction limits: the affected alliance faction may build up to 25 BRPs of units at normal construction costs if one oil counter is expended; up to 50 BRPs if two oil counters are expended; up to 75 BRPs if three oil counters are expended, and so on (27.35). Additional units are built at double the normal construction cost (27.13B; see also 27.14). A major power is considered to have incurred the construction oil effect if its alliance faction does not spend at least one oil counter to allow up to 25 BRPs of builds at normal construction cost.

E. ECONOMIC: There is no economic oil effect as such. If an alliance faction's oil reserve is not full at the end of a year, the BRP growth rates for each major power in that alliance faction is reduced by 5% for each missing oil counter, to a maximum reduction to a 0% growth rate. This determination is made during the YSS and the BRP growth rate used is the growth rate for the major power for the year in question: Germany, Britain, France, Italy: 1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%; up to the maximum allowed for each country; Russia and Japan: 50% (35.31). This has no effect on the BRP growth rate used for negative BRP growth (35.35).

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 APPLICATION OF CONSTRUCTION OIL EFFECTS: Construction oil effects are determined by the oil status of any supply zone in that major power's home country which contains an unlimited supply source or, for Britain, which traces sea supply from the Atlantic U.S. box, as designated by the owning player. No other supply zones need to offset construction oil effects. Construction oil effects do not apply to Britain if all hexes in Britain are isolated or under Axis control.

33.7 USE OF OIL FOR AIR AND NAVAL OPERATIONS:

33.71 OIL REQUIREMENTS FOR AIR OPERATIONS: Oil counters are required for air operations as follows:

A. AIR OPERATIONS PROHIBITED: If an oil counter is not used to offset the air oil effect, air operations are restricted as set out in 33.61A.

B. 25 AIR FACTORS: If an oil counter is used to offset the air oil effect, up to 25 air factors may conduct air operations during both the owning major power's player turn and the opposing player's turn. Different air factors may be used during each player turn.

C. ADDITIONAL AIR FACTORS: Once the air oil effect is offset, additional air factors may be used at a cost of one additional oil counter for every 25 air factors used.

33.72 OIL REQUIREMENTS FOR NAVAL OPERATIONS: Oil counters are required for naval operations as follows:

A. NAVAL OPERATIONS PROHIBITED: If an oil counter is not used to offset the naval oil effect, naval operations are restricted as set out in 33.61B.

B. TWO TASK FORCES: If an oil counter is used to offset the naval oil effect, up to two TFs may conduct naval operations during both the owning major power's player turn and the opposing player's turn. Different TFs may be used during each player turn.

C. ADDITIONAL TASK FORCES: Once the naval oil effect is offset, additional TFs may be used at a cost of one additional oil counter for every two additional TFs used.

D. ON BOARD NAVAL FACTORS: Up to 25 naval factors on the mapboard which are not in TFs are treated as a single TF for oil purposes.

E. SUBMARINES: Submarines based on the mapboard are not counted towards oil use, provided one oil counter is used to offset the naval oil effect.

F. UNSUCCESSFUL INTERCEPTIONS: Unsuccessful naval interceptions and counter-interceptions do not use oil.

33.73 MECHANICS:

A. TIMING: Oil counters used for additional air or naval operations are consumed when the air or naval operation is conducted.

B. SOURCE: Oil counters used for additional air or naval operations are subject to the same restrictions and transport requirements as the oil counters initially used to offset the air or naval oil effect. The use of these additional oil counters may not be intercepted or opposed.

C. COMBAT: Air and naval units that engage in combat are not required to use oil, but incur a -1 Air or Naval Nationality DRM in combat if they do not (33.61A, B).

33.8 USE OF OIL FOR OFFENSIVES:

33.81 OIL REQUIREMENTS FOR OFFENSIVES: Oil counters are required for offensive operations as follows:

A. ONE FRONT: Each alliance faction may conduct one or more offensives on one front without the expenditure of an oil counter.

B. TWO FRONTS: Offensives may be conducted on a second front at a cost of one oil counter.

C. THREE FRONTS: Offensives may be conducted on a third front at a cost of a second oil counter.

33.82 ALL ALLIANCE FACTION PARTNERS COVERED: One oil counter allows all members of the alliance faction in question to conduct offensive operations on the chosen front. It is not necessary to use additional oil counters if more than one major power is conducting offensive operations on a second or third front.

33.83 "OFFENSIVES": For oil purposes, an "offensive" is a full offensive (9.63). Oil is never required for limited offensives (9.62).

33.84 SOURCE OF OIL COUNTERS: Oil counters used for offensives must come from an oil source capable of supplying the units used in the offensive.

33.9 UNINVERSION OF AIR AND NAVAL UNITS:

33.91 Subject to the restrictions in 33.92:

A. AIR: If an oil counter is used by an alliance faction to offset the air oil effect, that alliance faction may uninvert all its land-based 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 all its naval factors at any time during its player turn. Carrier-based NAS are uninverted along with their carriers (17.3122).

33.92 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: When the rules state that an air or naval unit is "inverted until the end of the player turn", this means that the air or naval unit may not be uninverted until the final part of the player turn, after the redeployment phase. Air and naval units which engage in an activity which results in inversion may therefore not be used again until the opposing player turn. Air and naval units may be uninverted at the start of the owning player's turn and again at the end of the friendly player turn, after use; then may be used during the opposing player turn.

There are a number of examples of this general rule. For example, air and naval units which carry out operations during their player turn (18.42, 21.311), naval units which unsuccessfully try to change base or change base between mapboard boxes or theaters (21.222, 21.224), naval air units flying combat air patrol which land on air bases rather than carriers (22.463B), are all inverted until the end of their player turn, at which point they may be uninverted and used during the ensuing opposing player turn - provided they are not redeployed (33.92D).

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:

- Inverted air and naval units which redeploy to a new base during the redeployment phase may not be uninverted at the end of the player turn of use (EXCEPTION: American air and naval units may be uninverted if redeployed in a theater in which the U.S. is not yet at war).
- Naval units which provide or protect sea escort, or which counter-intercept enemy interceptions of NRs, may be uninverted in the player turn of use, regardless of where they end the redeployment phase.
- Air units which are TRed, then used to assist NRs, may be uninverted in the player turn of use.

E. OPPOSING PLAYER TURN: Air and naval units may not be uninverted during the opposing player turn.

33.93 AUTOMATIC UNINVERSION: Air and naval units in the following locations are uninverted at the end of the owning player's turn, even if out of supply:

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. STRATEGIC BOMBERS AND INTERCEPTORS: All strategic bombers and interceptors in an SW box.

D. 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.

E. 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.

F. JAPANESE AIR UNITS: Japanese air units may be uninverted **without the use of an oil counter to offset the Japanese air oil effect**, at a cost of reducing the Japanese BRP base by one BRP for each uninverted air factor or its NAS equivalent. Newly-constructed kamikazes, which do not base on the mapboard (17.461), **are automatically uninverted** (17.45).

34. WEATHER

Consistency with substantive change:

34.442 AUTOMATIC INCREASES: The European Axis and Japan automatically increase their winter preparation levels by two at the end of a winter game turn in which the following conditions are met. Such increases are in addition to any winter preparation increases from production (34.441), are cumulative and apply in all subsequent winter turns:

A. EUROPEAN AXIS: If Germany was at war with Russia and had at least one ground unit in the Russian winter zone.

B. JAPAN: If Japan was at war with Russia and had at least one ground unit in Siberia, Manchuria, Mongolia or Tannu Tuva.

C. RUSSIAN SURRENDER: The requirement for being at war with Russia is met if Russia surrenders at the end of a winter turn, but not if Russia has surrendered in an earlier turn and war does not resume until after the winter turn.

Segment 7

Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

Consistency with substantive change:

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 as follows, reduced by 5% for each oil counter missing from the alliance faction oil reserve for the major power in question (33.61E):**

A. Germany, Britain, France, Italy: 1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%; up to the maximum allowed for each country:

- Germany: 50%
- Britain: 40%
- France: 30%
- Italy: 20%

B. 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.

C. U.S. and Japan: 50%

D. China: 0%

Consistency with substantive change:

35.32 EFFECT OF UNBUILT UNITS ON NEUTRAL MAJOR POWERS: 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 for neutral major powers (EXCEPTION: Japanese units eliminated by China in Allied winter turns). Japan is considered a neutral major power until it is at war with Russia, Britain or the U.S. **Britain is considered to be a neutral major power if not at war with Germany following a surrender.**

Consistency with substantive change (reference to oil effects deleted):

35.42 DECREASES: A major power's BRP base may decrease during the year as follows:

A. LOSS OF GERMAN CONQUESTS: If the German BRP base exceeds its original value (150 BRPs), Germany must be receiving two BRPs from conquests and minor countries (35.51A-G) for each additional BRP of German base. At the end of any Axis combat phase in which this condition is not met, the German BRP base is reduced, at no additional BRP cost to Germany other than the normal BRP loss (35.63), to 150 BRPs plus half the value of its conquests and minor countries.

B. UNINVERSION OF JAPANESE AIR UNITS WITHOUT OIL USE: For each Japanese air factor, or its NAS equivalent, uninverted **while Japan is subject to the air oil effect (33.93F)**, the Japanese BRP base is reduced by one BRP.

36. MOBILIZATION

Clarification:

36.11 TIMING: Mobilization represents the conversion of civilian factories to military production 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.

...

C. JAPAN: Fall 1939, and three additional mobilizations thereafter at the option of the Japanese player:

- Japan's three additional mobilizations may occur no later than when the USJT level reaches 10, 20 and 30 or the corresponding American Pacific theater mobilizations occur in Winter 1940, Summer 1941 and Winter 1941, whichever is earlier (36.11G).
- 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 declaration 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 or American mobilization during an Allied player turn, the Japanese mobilization is considered to have occurred during the preceding Japanese player turn.

37. INDUSTRIAL CENTERS

Consistency with substantive change:

37.13 INCREASES IN IC VALUE TRIGGERED BY GERMAN ATTACK: If Germany declares war on Russia, the total value of the ICs under Russian control increase by 10 BRPs each turn as follows:

A. Starting in the first Russian player turn after the last mobilized IC has been placed on the board (36.11D), each turn the BRP value of two ICs increases by 5 BRPs each during the Russian unit construction phase. The Russian BRP total immediately increases by the same amount.

B. An IC worth 15 BRPs may increase its BRP value to 20 BRPs, even though other ICs are still only worth 10 BRPs.

C. An IC worth 10 BRPs may only increase its BRP value to 20 BRPs in a single turn if no other Russian-controlled ICs may increase in value.

D. The maximum BRP value of each IC is 20 BRPs.

E. The BRP value of an IC which was unable to trace a land supply line from the eastern edge of the mapboard may not be increased. This does not preclude a later BRP increase in a subsequent turn if the supply status of the IC is restored.

F. Russian ICs do not increase in value if the Russian resistance level was 0 or less at the end of the previous Allied player (60.31A).

37.14 A Russian declaration of war on the Axis does not allow Russia to increase the BRP value of its ICs, which remains fixed at 10 BRPs for each IC **unless Russia surrenders and the Axis subsequently declare war on Russia.**

Substantive change:

37.43 VALUE OF CAPTURED ICs: **When the Axis capture an IC, it gains the full value of the IC, which is then treated as a conquest worth the BRP value of the IC at the time it is captured.** The value of captured ICs remains fixed for the remainder of the game, regardless of any subsequent changes in control.

38. KEY ECONOMIC AREAS

39. SPENDING LIMITS

40. BRP GRANTS

Consistency with substantive change:

40.36 RUSSIA: Once Russia has gone to war with Germany, the Western Allies may grant BRPs to Russia. Russia may not grant BRPs.

Consistency with substantive change:

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.**

Segment 8

Research and Intelligence

41. RESEARCH

Completeness:

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:

...

D. DATE RESTRICTIONS: RPs may not be assigned to the following research and production projects until the indicated date. The 1942 YSS restriction for Western Allied and Japanese RPs applies regardless of when war breaks out between Japan and the Western Allies. Prohibited dates are indicated by shaded boxes on each alliance faction's research record sheets:

- 1940 YSS:
 - European Axis torpedo research.
 - Western Allied ASW research.
 - European Axis and Western Allied naval air training production.
- 1941 YSS:
 - Controlled reaction research.
 - Western Allied ASW production.
 - Western Allied transport production.
 - American Magic production.

Consistency with substantive change:

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 continues to receive RPs after it surrenders. 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.

42. PRODUCTION

Substantive change:

42.17 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 (**EXCEPTION: Newly produced interceptors (42.22A) and strategic bombers (42.22B) are immediately placed in the SW box, provided the owning major power commits to their construction in the turn of production - 27.91A**). A player may not conceal the triggering of RPs for force pool increases, even if the force pool increase itself is deferred (42.336).

Substantive change, formatting:

42.22 AIR:

A. AIR FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add five BRPs of army air, naval air or interceptors, in any combination, to the force pool of one or more eligible major powers in that alliance faction.

- Army and naval air units are added to the owning major power's force pool in the unit construction phase in which the RPs are triggered.
- **Interceptors are added to the owning major power's force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the provided the owning major power commits to their construction in the turn of production (27.91A).**
- France may not produce naval air units or interceptors; Russia may not produce naval air units; 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 faction to add five BRPs of strategic bomber factors to the force pool of one or more eligible major powers in that alliance faction.

- Strategic bombers are added to the owning major power's force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the owning major power commits to their construction in the turn of production (27.91A).
- Western Allied strategic bomber production in Europe is a separate production project from American strategic bomber production in the Pacific. Western Allied strategic bomber production for European use may begin in 1940; American strategic bomber production for Pacific use may begin in 1944.
- Italy, France and China may not produce strategic bombers. See 24.23 and 42.331B for restrictions.
- Remnants may be retained for future use (42.336).

Substantive change:

42.24 MILITARY:

...

I. SHOCK ARMIES: 2, 3, with two results permitted each year, to a maximum of six results. Each shock army result allows the Russian player to designate one 3-3 infantry unit as a shock army each turn. Shock armies may overstack at the end of the movement phase and may attack in excess of the normal limit of two ground units from a hex, up to a limit of three shock armies (nine factors) per ground attack. Shock armies may be taken as combat losses in the same manner as other ground units, but otherwise are eliminated once ground combat is resolved, prior to advancing after combat, regardless of the outcome. Shock armies may not be used for overruns, seaborne invasions, exploitation attacks or attritions. Russia only.

- 43. ATOMICS
- 44. INTELLIGENCE
- 45. COUNTER-INTELLIGENCE
- 46. ESPIONAGE

Consistency with substantive change:

46.411 MINOR COUNTRIES:

...

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.

47. COVERT OPERATIONS

Consistency with substantive change:

47.51 COOPERATION RESTRICTIONS: Before Russia and Germany have gone to war or the RGT level is 50 or more, the following restrictions apply. 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.

48. CODEBREAKING

Segment 9

Diplomacy and Politics

49. DIPLOMACY

Consistency with substantive change:

49.17 EFFECTS OF SURRENDER: Britain receives DPs after it has surrendered to Germany. The U.S. receives DPs after it has sued for peace. Other countries do not receive DPs after they have surrendered.

Consistency with substantive change:

49.424 RUSSIAN RESISTANCE LEVEL IRRELEVANT: Russia may make diplomatic die rolls regardless of its resistance level.

Consistency with substantive change, formatting:

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:

...

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, 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.

- 50. DECLARATIONS OF WAR
51. PEARL HARBOR AND ALLIED UNPREPAREDNESS

Consistency with substantive change:

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 and one cruiser, without regard for the normal range limit on patrols (21.3614, 21.3616). CVLs may not be used for the initial attack on Pearl Harbor. The Japanese strike force sails as a single TF, despite its size (20.162A) and composition (20.162F), may attack no other bases, and counts as one TF for the purposes of oil use.

Consistency with substantive change:

51.72 SURPRISE EFFECTS DURING THE JAPANESE PLAYER TURN:

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I. COMBAT AND CTL EFFECTS: The defender may not modify the results of Japanese contested invasions or attacks against fortifications (15.55) and the CTL of Japanese armor units exploiting from seaborne invasions is not reduced (21.5183).

- 52. LENT UNITS
53. MAJOR POWER COOPERATION RESTRICTIONS

Simplification:

53.47 WESTERN ALLIED UNITS MAY NOT ENTER RUSSIA: Western Allied units may not enter Russia under any circumstances. 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.

Segment 10

Surrender of Major Powers

- 54. GENERAL

Consistency with substantive change:

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. Russia never surrenders, although it may be weakened economically and militarily (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 or incur adverse resistance effects.

Substantive change:

55.11 GERMAN RESISTANCE LEVEL: At the end of each Allied player turn, the German Resistance Table is consulted to determine whether Germany surrenders. Germany surrenders at the end of any Allied player turn in which the German resistance level is zero or less, whether or not Berlin is under Allied control or has an atomic attack marker in it.

Table with 2 columns: +/-/# and Description. Title: German Resistance Table - 55.11. Rows include: German DP level as calculated at the end of the current Allied player turn; +2 German control of Berlin; +1 German control Breslau, Essen, Cologne or Leipzig (+1 for each); +1 German control of Berchtesgaden; -1 For each German city that has been firestormed (cumulative); -# For each atomic attack against Germany (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack). Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Germany surrenders.

- 56. ITALIAN SURRENDER

Reorganization for clarity:

- 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
- 56.7 ITALIAN IMPAIRMENTS PRIOR TO SURRENDER

Delete 56.111 (moved to 56.73):

56.111 ITALIAN RESOLVE: If either 56.11 condition is met prior to Italy's surrender (Rome is under Allied control or there are no Axis units in Africa), Italian units incur the following effects. This determination is made at the start of each player turn, and the effects continue throughout the turn even if the conditions are reversed. If one of the 56.11 conditions arises in the course of a player turn, these effects are not incurred unless and until the 56.11 condition is met at the start of the next player turn. These effects do not apply to Italian forces after Italy has surrendered (56.32).

A. AXIS PLAYER TURN: Italian units may not undertake offensive operations.

B. ALLIED PLAYER TURN: Italian armor, infantry and replacement units in all types of hexes are subject to a -1 DM. The 1-3 Folgore airborne unit continues to defend normally.

Add new section listing all Italian impairments:

56.7 ITALIAN IMPAIRMENTS PRIOR TO SURRENDER:

56.71 ITALIAN UNITS OUTSIDE THE MEDITERRANEAN: Italian infantry and replacement units defending in any type of hex outside the Mediterranean front incur a -1 DM (15.33B).

56.72 ITALIAN UNITS ON THE EASTERN FRONT: Italian air, armor and airborne units may not carry out any offensive actions on the eastern front at any time (9.93B).

56.73 ITALIAN RESOLVE: If either 56.11 condition is met prior to Italy's surrender (Rome is under Allied control or there are no Axis units in Africa), Italian units incur the following impairments. This determination is made at the start of each player turn, and the effects continue throughout the turn even if the conditions are reversed. If one of the 56.11 conditions arises in the course of a player turn, these impairments are not incurred unless and until the 56.11 condition is met at the start of the next player turn. These impairments do not apply to Italian forces after Italy has surrendered (56.32).

A. AXIS PLAYER TURN: Italian units may not undertake offensive operations.

B. ALLIED PLAYER TURN: Italian armor, infantry and replacement units in all types of hexes are subject to a -1 DM. The 1-3 Folgore airborne unit continues to defend normally.

57. JAPANESE SURRENDER

Substantive change:

| Japanese Resistance Table - 57.11 | |
|-----------------------------------|--------------------------------------------------------------------------------------------------------------|
| Situation Modifiers | |
| -1 | Allied control of Peking, Shanghai, Nanking, Canton, Harbin, Mukden, Seoul, Taipei or Okinawa (-1 for each). |
| -1 | For every ten unbuild Japanese ground/army air factors. |
| Cumulative Modifiers | |
| -1 | If the Western Allies control at least 8, but less than 12, island groups (round down). |
| -2 | If the Western Allies control 12 or more island groups (round down). |

Substantive change, clarification, consistency:

57.14 CUMULATIVE MODIFIERS:

...

F. ISLAND GROUPS - WESTERN ALLIED:

- The Japanese resistance level is reduced by -1 each turn the Western Allies control 8 or more island groups.
- The Japanese resistance level is reduced by an additional -1 if the Western Allies control 12 or more island groups, for a net reduction of -2 each turn. Control of additional island groups by the Western Allies does not increase this modifier.

Clarification:

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 by the indicated date, as follows: one atomic bomb: Winter 1945; two atomic bombs; Fall 1945; three atomic bombs; Summer 1945; and so on.

58. FRENCH SURRENDER

Substantive change:

58.531 After Germany has announced whether or not it is establishing Vichy France, the political alignment of the French colonies is determined by a die roll for Lebanon-Syria and a second die roll for Tunisia-Algeria-Morocco.

A. The die roll for the French colonies is modified by the French surrender level and by +3 if Vichy France was established.

B. French colonies that do not become Free French become Vichy French if Vichy France was established, and become independent, neutral minor countries if Vichy France was not established (58.532).

C. 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.:

D. Lebanon-Syria becomes Free French on a modified die roll of 3 or lower.

E. For French North Africa:

- Morocco becomes Free French on a modified die roll of 3 or lower.
- Algeria and Morocco become Free French on a modified die roll of 2 or lower.
- Tunisia, Algeria and Morocco also become Free French on a modified die roll of 1 or lower.

| French Colonies Table - 58.53 | | | | | | |
|-----------------------------------------------------------------------------------------------------------------------|--------------------------|-------------------|-------------------|---|---|---|
| Colony | Die Roll | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 |
| Lebanon-Syria | Free | | Vichy/independent | | | |
| Morocco | Free | | Vichy/independent | | | |
| Algeria | Free | | Vichy/independent | | | |
| Tunisia | Free | Vichy/independent | | | | |
| Modifiers | | | | | | |
| +3 | Vichy France established | | | | | |
| +/-3 | French surrender level | | | | | |
| Explanation: One die roll is made for Lebanon-Syria and a second die roll is made for Tunisia-Algeria-Morocco. | | | | | | |

59. BRITISH SURRENDER
 60. RUSSIAN SURRENDER

Substantive change:

60. RUSSIAN SURRENDER

- 60.1 RUSSIAN RESISTANCE LEVEL
- 60.2 BRP EFFECTS
- 60.3 FORCE POOL EFFECTS
- 60.4 NO U.S. ELECTION

60.1 RUSSIAN RESISTANCE LEVEL:

60.11 RUSSIAN RESISTANCE TABLE: The Russian resistance level is determined at the end of each Allied player turn. If the Russian resistance level is zero or less, Russia incurs BRP (60.2) and force level (60.3) effects. The Russian resistance level has no effect on play unless it is zero or less.

| Russian Resistance Table - 60.11 | |
|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| +/-# | Russian DP level as calculated at the end of the current Allied player turn. The Russian DP level may be negative. |
| -# | For each atomic attack against Russia (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack). |
| -1 | For each Russian city firestormed (cumulative). |
| -1 | For each oil effect currently applicable to Russia. |
| -1 | If Axis forces control at least one hex in Britain (Scapa Flow is included, Ulster is not). |
| -1 | For every ten unbuilt Russian ground/army air factors. |

| | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| -1 | For each IC controlled by Russia below 7 (6 ICs: -1; 5 ICs: -2; 4 ICs: -3; and so on). |
| +1 | For each IC controlled by Russia above 7 (8 ICs: +1; 9 ICs: +2; 10 ICs: +3; and so on). |
| +1 | For each Western Allied major power at war with Germany. |
| +1 | If the Western Allies control at least two hexes in European France. |
| Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Russia incurs adverse BRP effects; if the net result is negative, Russia also incurs adverse unit effects. | |

A cursory examination of the Russian Resistance Table surrender rules will confirm that Russia's resistance level will not be zero or less until it has suffered substantial territorial, economic and military losses. This means players only have to calculate the Russian resistance level if Russia is in trouble.

60.12 RUSSIA CONTINUES FIGHTING: If the Russian resistance level is zero or less, Russia is considered to be in a state of surrender for victory condition purposes (62.91), but no matter how low the Russian resistance level drops, Russia never surrenders as such and continues to fight, although its ability to do so may be fatally impaired by BRP and units losses.

60.2 BRP EFFECTS:

60.21 RUSSIAN OPTIONS: If the Russian resistance level is zero or less at the end of an Allied player turn, Russia incurs one of the following two BRP effects, at the Russian player's option:

A. IC VALUES FROZEN: Russia does not increase the value of its ICs in the following turn (37.13F); or

B. IC SURRENDERED: Russia surrenders an isolated IC to Germany. Russia immediately removes any Russian units in the isolated IC and returns them to the Russian force pool as unbuilt units. The IC itself remains under Russian control until the Axis gain control of the hex containing the IC. ICs which are fully supplied from the eastern edge of the mapboard may not be surrendered.

60.22 SUBSEQUENT TURNS: The BRP effects described above are implemented for every turn the Russian resistance level is zero or less.

60.3 FORCE POOL EFFECTS:

60.31 20 BRPs OF UNITS REMOVED FROM PLAY: If the Russian resistance level less than zero at the end of an Allied player turn, Russia permanently removes 20 BRPs of units from play for each negative Russian resistance level (Russian resistance -1: 20 BRPs of units; Russian resistance -2: 40 BRPs of units; Russian resistance -3: 60 BRPs of units; and so on), as follows. Russia does not remove units if the Russian resistance level is zero or higher.

A. UNITS REMOVED: For each negative Russian resistance level, Russia must remove the following units:

- One 4-5 armor unit.
- One AAF.
- Three 3-3 infantry units.
- If no 4-5 armor units are available, Russia removes a 3-5 armor unit and two additional infantry factors.

B. SOURCES OF REMOVED UNITS: The removed units are taken from the following sources, in the indicated order:

- Mobilized units which have not yet entered the Russian force pool.
- Unbuilt units.
- Built units which are on the mapboard or in the Urals box. The Russian player decides which units.

60.32 SUBSEQUENT TURNS:

A. REMOVAL OF ADDITIONAL UNITS: Once a negative Russian resistance level has triggered the removal of Russian units, Russia does not remove additional units in subsequent turns unless the Russian resistance level decreases.

EXAMPLE: At the end of the Fall 1942 Allied player turn, the Russian resistance level is -3. Russia removes 60 BRPs of units. At the end of the Winter 1942 Allied player turn, the Russian resistance level is -2. Russia does not remove an additional 40 BRPs of units. Russia would only remove additional units in Winter 1942 if the Russian resistance level dropped to -4 or less.

B. REMOVED UNITS NOT COUNTED WHEN CALCULATING THE RUSSIAN RESISTANCE LEVEL: Russian units removed from play are not considered to be unbuilt when calculating the Russian resistance level in subsequent turns.

60.4 NO U.S. ELECTION:

60.41 A Russian surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction unless Britain is also in a state of surrender and Japan has not surrendered (62.91).

61. CHINESE SURRENDER
62. U.S. ELECTIONS

Segment 11

The Nazi-Soviet Pact and Eastern Europe

63. EASTERN EUROPE
64. POLAND
65. THE BALTIC STATES
66. BESSARABIA

67. THE FINNISH BORDER HEXES

Consistency with substantive change:

67.25 FINLAND KEEPS FIGHTING: If Finland instead refuses to cede the Finnish border hexes to Russia once Russia occupies two Finnish border hexes, a full scale war breaks out between Russia and Finland without the need for a Russian declaration of war on Finland and without regard to the Russo-German tension level:

...

G. A full scale Russo-Finnish war only ends when Finland is conquered.

68. THE UKRAINE

69. GERMAN ECONOMIC INTERESTS

Segment 12

British Commonwealth

70. CANADA AND SOUTH AFRICA

71. AUSTRALIA

72. INDIA

73. GIBRALTAR

74. BRITISH ASIAN COLONIES

Segment 13

France

75. RESTRICTIONS ON FRENCH FORCES

76. FRENCH INDOCHINA AND OTHER FRENCH ASIAN COLONIES

77. VICHY FRANCE

Clarification:

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 and is an unlimited supply source for Vichy units. Vichy city becomes an Axis or Allied limited supply source only if Vichy France associates or allies with one side or the other; it is treated as an ordinary city at all other times.

Substantive change:

77.51 DECLARATION OF WAR REQUIRED: A declaration of war on Vichy France is permitted only in the following circumstances:

A. Germany, Britain and the U.S. may declare war on Vichy France if Germany and the U.S. are at war. A declaration of war on Vichy France may be made at the same time as a German declaration of war on the U.S. or an American declaration of war on Germany.

B. Germany may declare war on Vichy France in the turn in which it makes a reaction die roll as a result of an Allied attack on a French North African colony in the previous turn (49.633). Otherwise Germany may not declare war on Vichy France prior to U.S. entry into the war.

C. Britain may not declare war on Vichy France prior to U.S. entry into the war unless a diplomatic result of "7" or "8" for Vichy France is in effect.

77.51B and C cover all the situations where a declaration of war on Vichy France is required in order to attack it. A pro-Allied diplomatic result for Vichy France causes Vichy France to either deactivate or associate or ally with Britain, putting it at war with the Axis; a diplomatic result of "9" or "10" for Vichy France causes Vichy France to associate or ally with Germany, putting it at war with the Allies.

Clarification:

77.95 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) become either British associated minor or minor allied units and, if eliminated, may only be rebuilt in any Allied-controlled hex in continental France.

Segment 14

China, Manchuria and Siberia

78. NATIONALIST CHINA

79. COMMUNIST CHINA

Consistency with substantive change:

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.**

- 80. RESTRICTIONS ON CHINESE FORCES
- 81. MANCHURIA, SIBERIA AND THE URALS BOX

Consistency:

81.51 RESTRICTIONS:

A. JAPANESE DECLARATION OF WAR ON RUSSIA: There are no restrictions on when Japan may declare war on Russia.

B. RUSSIAN DECLARATION OF WAR ON JAPAN: Russia may declare war on Japan only if the BRP value of the Russian units adjacent to or one hex away from Manchuria or Japanese-controlled hexes in northern China is at least twice the BRP value of the Manchurian garrison. Siberian garrison units which do not meet this requirement are not counted. This restriction does not apply if:

- The BRP value of the Manchurian garrison is less than 30 BRPs; or
- Germany has surrendered.
- **Russia and Japan have been at war and Russia wishes to resume hostilities against Japan following a Russian surrender (60.82).**

Segment 15

Minor Countries

- 82. MINOR COUNTRIES
- 83. CONQUEST OF MINOR COUNTRIES
- 84. ASSOCIATED MINOR COUNTRIES

Formatting, consistency, cross-references:

84.47 UNIT CONSTRUCTION:

A. Associated minor country infantry units are built at no BRP cost. Subject to the exceptions set out below, an associated minor country may rebuild a single one- or two-factor infantry unit each turn.

- Communist China may rebuild two infantry factors each turn (79.41).
- Dutch units in the Dutch East Indies may not be rebuilt (89.25).

- 85. MINOR ALLIES
- 86. SCANDINAVIA
- 87. WESTERN EUROPE
- 88. THE MIDDLE EAST
- 89. THE FAR EAST

Research Tables

Substantive change (delete radar modifier):

Air Nationality DRM

Modifiers:

+1 For each radar research result achieved.

-# For the Air Nationality DRM of the senior partner in the rolling alliance faction (-1 for an Air Nationality DRM of 1; -2 for an Air Nationality DRM of 2; and so on).

Substantive change (delete radar modifier):

Naval Nationality DRM

Modifiers:

+1 For each radar research result achieved.

-# For the Naval Nationality DRM of the senior partner in the rolling alliance faction (-1 for a Naval Nationality DRM of 1; -2 for a Naval Nationality DRM of 2; and so on).

Consistency:

42.22 AIR:

A. AIR FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add five BRPs of army air, naval air or interceptors, in any combination, to the force pool of one or more eligible major powers in that alliance faction.

- Army and naval air units are added to the owning major power's force pool in the unit construction phase in which the RPs are triggered.
- Interceptors are added to the owning major power's force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the owning major power commits to their construction in the turn of production (27.91A).
- France may not produce naval air units or interceptors; Russia may not produce naval air units; 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 faction to add five BRPs of strategic bomber factors to the force pool of one or more eligible major powers in that alliance faction.

- Strategic bombers are added to the owning major power's force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the owning major power commits to their construction in the turn of production (27.91A).
- Western Allied strategic bomber production in Europe is a separate production project from American strategic bomber production in the Pacific. Western Allied strategic bomber production for European use may begin in 1940; American strategic bomber production for Pacific use may begin in 1944.
- Italy, France and China may not produce strategic bombers. See 24.23 and 42.331B for restrictions.
- Remnants may be retained for future use (42.336).

Consistency:

42.24 MILITARY:

...

I. SHOCK ARMIES: 2, 3, with two results permitted each year, to a maximum of six results. Each shock army result allows the Russian player to designate one 3-3 infantry unit as a shock army each turn. Shock armies may overstack at the end of the movement phase and may attack in excess of the normal limit of two ground units from a hex, up to a limit of three shock armies (nine factors) per ground attack. Shock armies may be taken as combat losses in the same manner as other ground units, but otherwise are eliminated once ground combat is resolved, prior to advancing after combat, regardless of the outcome. Shock armies may not be used for overruns, seaborne invasions, exploitation attacks or attritions. Russia only.

Diplomatic Tables

German diplomatic points:

Substantive change:

- +1 For each European theater Western Allied seaborne invasion repulsed or if the Axis succeed in recapturing all hexes captured by such an invasion. This modifiers applies in each subsequent year and is not negated by a subsequent successful Western Allied invasion.

Player Aids

Scenario Cards

Sequence of Play

Consistency:

- Oil and BRP adjustments.
 - Place newly produced oil counters on oil centers.
 - Move oil counters to oil reserves unless shipment by sea is required.
 - Use oil counters to offset air, naval and army oil effects; first opportunity to uninvert air and naval units.
 - Add or subtract BRPs for transport levels, mobilizations, conquests, minor countries and restored key economic areas.

Consistency:

- Initial supply determination.
 - Sea supply; assign transports or Axis destroyers to carry oil; BRP grants.
 - Resolve air and naval interactions.
 - Augment oil reserves from shipments by sea.
 - Use oil counters to offset air, naval and army oil effects.
 - Air supply.
 - Determine supply status of attacker's units.

Consistency with substantive change, renumbering:

15. Resolve U.S. election triggered by British or Russian surrender.

15. Remove damage markers.

Scenarios

Global War European

Clarification:

European scenario:

Forces available after a Japanese surrender (57.8): Japan is considered to surrender in Spring 1946. Japan's surrender is accelerated by one turn for each atomic bomb used against Japan by the indicated date, as follows: one atomic bomb: Winter 1945; two atomic bombs: Fall 1945; three atomic bombs: Summer 1945; and so on. In each of the three Allied player turns following Japan's surrender, the following units may be redeployed from the Pacific U.S. box to the Atlantic U.S. box, for use in Europe:

Pacific
Global War (historical)
European (historical)
Pacific (historical)
Barbarossa
North Africa
Battle of the Atlantic
Coral Sea
Midway
Leyte Gulf

Historical Events Chart

Designer's Notes

Design Credits

Index

Clarification:

Italian units in Russia.....9.93

Cross-reference from reorganization:

air units.....17
 uninversion of33.9

exploitation16
 effects of oil on.....33.61C

oil33

 alliance faction oil status and sources
 China exempt from oil effects.....33.48
 European Axis33.44
 Japan33.45
 Russia.....33.46
 Western Allies33.47

 consumption33.5
 timing.....33.52

 effect on
 exploitation33.61C
 uninversion of air and naval units33.9
 restrictions.....33.92
 embargo.....33.45211

 oil counters33.41
 use of.....33.411

 oil damage markers, removal of26.83

 oil effects33.6
 production.....33.3
 effect of enemy occupation on33.32
 oil centers33.321
 exceptions.....33.3211
 synthetic oil plants33.322

 reserves.....33.42
 increase of.....33.43
 locations of33.421
 maximum levels33.422

| | |
|-----------------------------------------------------------|----------------|
| sources | 33.2 |
| ICs, newly constructed | 37.65 |
| international market..... | 33.24, 33.4521 |
| mapboard boxes..... | 33.21 |
| minor country capitals, only for that minor country | 33.25 |
| oil centers | 33.22 |
| effect of bombing on..... | 26.72, 26.74 |
| repair of..... | 26.81, 33.35 |
| synthetic oil plants..... | 33.23 |
| effect of bombing on..... | 26.72, 26.73 |
| status of supplied areas | 33.53 |

Examples of Play