

Changes since June 30, 2017 (for June 30, 2018)

Segment 1

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...

C. REDEPLOYMENT:

- Western Allied ground and air units may enter the India box by TR or SR off the western edge of the Pacific mapboard, or by NR from the South Africa, Australia or Ethiopia boxes, Suez, Basra or Abadan, or through hex CC2.

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Segment 2

Ground Operations

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Clarification:

15.55 SEABORNE INVASIONS AND ATTACKS AGAINST FORTIFICATIONS: When resolving invasion combat and 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 following combat results may be modified (EXCEPTION: The initial Japanese surprise turn - 51.721):

A. If the attacker has a CTL of 1 or less, "Ex-2" and "D" results are treated as "Ex-1" results; the defender has the option of treating a "d" result as an "Ex-1" result.

B. If the attacker has a CTL of 2, a "D" result is treated as an "Ex-2" result; the defender has the option of treating a "d" result as an "Ex-2" result.

C. If the attacker has a CTL of 3 or more, a "D" result is treated as an "Ex-3" result; the defender has the option of treating a "d" result as an "Ex-3" result.

15.551 MIXED FORCES: If a force containing units with different CTLs invade or attack a fortified hex, 15.55 is applied based on the lowest attacking CTL. If all the attacking units with the lowest CTL are eliminated, additional units are only eliminated if needed to meet the loss requirement for the next highest CTL, and so on. Higher CTL units may be eliminated in place of lower CTL units in order to preserve the lower CTL units.

16. EXPLOITATION

Segment 3

Air Operations

17. AIR UNITS
18. AIR OPERATIONS
19. AIR COMBAT

Segment 4

Naval Operations

20. NAVAL UNITS

Consistency:

20.161 Each major power is provided with TF counters as follows: Germany: 4; Italy: 4; Japan: 12; Britain: 12; France: 4; U.S.: 12; Russia: 2; China: none. The number of TF counters may not be expanded by production.

Substantive change, terminology

20.162 A TF counter, if available, may be placed on the board to represent a naval force, subject to the following:

...

C. TFs may only contain naval units belonging to one major power and its associated and allied minor countries. Vichy French naval units may be included in Italian or German TFs; Free French naval units are treated as British naval units.

21. NAVAL OPERATIONS

22. NAVAL INTERCEPTION AND COMBAT

Air-Naval Operations

23. AIR-NAVAL OPERATIONS

Substantive change:

23.415 ATTACKS ON NAVAL UNITS AT SEA: When air units attack enemy naval units at sea which are defended by air squadrons flying air cover or combat air patrol, the defender has the option of engaging the attacker.

A. DEFENDER'S PARTICIPATION OPTIONAL:

- Air squadrons flying air cover or combat air patrol over a friendly naval force which is under air attack may engage in air combat with an equal number of attacking air squadrons.
- No more than eight defending air squadrons may engage in air combat with the attacking air squadrons in any one air combat.

Substantive change:

23.73 SIZE OF AIR STRIKES: The number of air squadrons that may attack a defending combat group in a single air strike, whether from carriers, land bases or both, is limited as follows (EXCEPTION: Kamikazes – 17.47D):

A. CARRIER-BASED AIR STRIKES:

- Air strikes by German, Italian or British NAS may consist of a maximum of 6 NAS.
- Air strikes by Japanese or American NAS may consist of a maximum of 10 NAS.
- Carrier-based air strikes may be supplemented by land-based NAS up to the maximum allowable size of the carrier-based air strike.

B. LAND-BASED AIR STRIKES:

- Land-based air strikes by AAS, NAS, or AAS and NAS in combination, may consist of up to 8 AAS.

Segment 5

Strategic Warfare

24. STRATEGIC WARFARE

Clarification:

24.64 SUBMARINE WARFARE - ADDITIONAL LOSSES: In addition to the losses from the submarine SW combat result, before damaged transports return to port:

A. FAVORABLE SUBMARINE SW MODIFIERS: One additional transport is sunk for each net SW combat modifier favoring the attacker.

- Transport losses from the attacker's favorable SW combat modifier may not exceed the number of submarines operating in the SW box.
- These additional transport losses are unaffected by the defender's SW combat result – subject to the above limit, each plus modifier for the submarines always sinks one additional transport.

B. SUBMARINES REACHING THE CONVOYS: One additional transport is sunk for each submarine factor unaffected by the defender's SW combat result.

- Transport losses from submarines unaffected by the defender's SW combat result are reduced by one transport for each net SW combat modifier favoring the defender.

C. If submarines inflict additional transport losses, undamaged transports are sunk first, then damaged transports returning to port.

24.65 BOMBING - ADDITIONAL LOSSES: In addition to the losses from the bomber SW combat result:

A. FAVORABLE BOMBER SW MODIFIERS: Three additional BRPs are eliminated for each net SW combat modifier favoring the attacker.

- BRP losses from the attacker's favorable SW combat modifier may not exceed **three times** the number of **bombers attacking the target**, as determined after air combat with any defending air units is resolved.
- These additional BRP losses are unaffected by the defender's SW combat result - **subject to the above limit, each** plus modifier for bombers always eliminates three additional BRPs.

B. BOMBERS REACHING THE TARGET: Three additional BRPs are eliminated for each bomber factor unaffected by the defender's SW combat result.

- BRP losses from bombers unaffected by the defender's SW combat result are reduced by three BRPs for each net SW combat modifier favoring the defender.

25. SUBMARINE WARFARE

26. STRATEGIC BOMBING

Segment 6

Logistics

27. UNIT CONSTRUCTION

28. REDEPLOYMENT

29. HEX CONTROL

Clarification:

29.24 TRANSFER OF HEX CONTROL TO ALLIES PROHIBITED: Hex control may not be transferred from a major power to an ally. The movement of friendly ground units through hexes controlled by a major power ally does not change the control of those hexes.

A. A major power may trace supply and redeploy **into and** through, and place airbases, rocket bases and port counters in, hexes controlled by an alliance faction partner.

B. The Western Allies and Russia may trace land supply and TR or SR **into and** through hexes controlled by the other, if it has their consent to do so, but may not place airbases, rocket bases and port counters in one another's hexes.

30. SUPPLY

31. BRIDGEHEADS

32. FORTIFICATIONS

33. OIL

Substantive change, consistency:

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 AIR AND NAVAL OPERATIONS

33.8 **FLEXIBLE OIL COUNTERS**

33.9 UNINVERSION OF AIR AND NAVAL UNITS

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. **Oil is also needed for BRP base growth.** Oil counters may be:

Consistency with substantive change:

33.4522 BRUNEI AND PALEMBANG: Three oil counters from each of Brunei and Palembang. Japan may only ship oil from Brunei or Palembang if they are under Japanese control at the start of the Japanese player turn. Oil counters produced in Brunei and Palembang must be shipped to the Japanese oil reserve to be used (EXCEPTION: Starting in Spring 1944, oil from Brunei and Palembang may be used in those hexes to offset naval oil effects. Japanese naval units which use oil in Brunei or Palembang must **be based** in those ports). Oil counters which are unused by the end of the Japanese player turn are eliminated. Japan may not create an oil reserve in Brunei or Palembang.

Substantive change:

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. Allow BRP base growth during a YSS (33.61E).

Substantive change:

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. BRP BASE GROWTH: Oil counters are used during the YSS to allow BRP base growth.

Substantive change:

33.55 BRITISH AND AMERICAN OIL USE DISTINCT:

33.551 British and American air, naval and army oil requirements are distinct and each British and American service branch requires its own oil supply.

A. Oil used for British service requirements covers Commonwealth, Free French and British minor country units.

B. Oil used for American service requirements covers American minor country units and Australian units in the Pacific theater.

33.552 Once the British and American air or naval service requirements are met, additional oil counters, including increments of flexible oil counters (33.8), may be used to allow additional air or naval units to carry out activities.

Substantive change:

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 (**EXCEPTION: British and American oil requirements are distinct - 33.55**). 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 an additional oil counter to use additional air factors. All the alliance faction's AAF, including associated and allied minor country AAF, air transports and jets are counted; NAS, whether land- or carrier-based, interceptors, strategic bombers and kamikazes are not.

- ...
- ...

E. ECONOMIC: There is no economic oil effect during game turns. During the YSS, one oil counter must be used for every 25 BRPs of base growth. Flexible oil counters may be used (33.81D). Oil reserves do not affect major power BRP growth rates.

Substantive change:

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: An alliance faction that has offset the air oil effect has two ways to use more than 25 air factors:

- A second oil counter allows all that alliance faction's remaining air factors to be used, regardless of the number.
- The use of a flexible oil counter allows additional air units to be used in increments of five air factors (33.81A).

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 NAVAL UNITS: An alliance faction that has offset the naval oil effect has two ways to use additional naval units:

- Each additional oil counter used allows two additional TFs.
- The use of a flexible oil counter allows the use of additional naval units in increments of ten naval factors (33.81B).

...

Substantive change:

33.8 FLEXIBLE OIL COUNTERS:

33.81 FLEXIBLE OIL COUNTERS: Each alliance faction may use one or more oil counters flexibly to maximize oil efficiency, for some or all of the following purposes:

A. AIR: To allow additional air factors to operate, once an oil counter has been used to offset the air oil effect.

B. NAVAL: To allow additional naval operations, once an oil counter has been used to offset the naval oil effect.

C. CONSTRUCTION: To allow additional units to be constructed at the normal BRP cost.

D. BRP BASE GROWTH: To allow BRP base growth during a YSS.

33.82 INCREMENTS OF FIVE: Flexible oil counters must be applied in increments of five: a flexible oil counter could allow the use of up to 5, 10, 15 or 20 additional air factors; up to 10, 20, 30 or 40 naval factors; the construction of up to 5, 10, 15 or 20 BRPs of units at normal cost; or BRP base growth of up to an additional 5, 10, 15 or 20 BRPs.

33.83 RETENTION: Unused portions of a flexible oil counter may be retained for future use. An alliance faction may never retain more than 80% of an oil counter, because anything greater than that would be consolidated into a full oil counter.

34. WEATHER

Segment 7

Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

Delete, renumber:

35.1 THE YEAR START SEQUENCE (YSS)

35.2 BRP CALCULATIONS - OVERVIEW

35.3 BRP BASE GROWTH IN THE YSS

35.4 BRP BASE CHANGES DURING THE YEAR

35.5 CALCULATION OF BRP TOTALS

35.6 BRP GAINS AND LOSSES

35.7 PRORATING AND TIMING

35.8 SCORCHED EARTH

35.8 U.S. ECONOMY

Consistency with substantive change:

35.63 BRP LOSSES: BRPs are lost for minor countries which diplomatically withdraw from an alliance faction, the failure to recapture previously conquered areas, or when an IC or key economic area comes under enemy control, or when a major power implements a scorched earth policy (35.8). Such BRP losses are prorated in summer, fall and winter turns. BRPs lost to enemy strategic bombing and flying bomb or rocket attacks are not prorated.

Delete:

35.8 SCORCHED EARTH:

35.81 SCORCHED EARTH: A major power may voluntarily eliminate the prorated BRP value of any conquest or colony in order to deny them to the enemy. To implement this policy, the major power in question must have received the BRPs from the conquest or colony in or since the previous YSS, and may not have lost the BRPs for the conquest or colony since gaining the BRPs. Should the conquest or colony then be lost later in the year, no additional BRP losses are incurred.

35.82 TIMING: Scorched earth policies are announced and take effect during the unit construction phase of the major power which controls the area in question.

35.83 RESTRICTIONS: BRPs from minor allies, associated, economically penetrated or diplomatically co-opted minor countries, and originally controlled key economic areas may not be so designated.

35.84 NO EFFECT ON CONTROL OR FUTURE VALUE: The implementation of a scorched earth policy for a conquest or colony has no effect on the control of that conquest or colony or on the BRP value of the conquest or colony in subsequent years.

35.85 TEMPORARY BRP VALUE OF ZERO: Any area which has been subject to a scorched earth policy has no BRP value for the remainder of the year. No BRPs are gained for the conquest of an area which has been subject to a scorched earth policy.

EXAMPLE: Russia conquers the Baltic States in 1940. Germany attacks Russia in Summer 1941, but does not gain control of the Baltic States. Russia may implement a scorched earth policy for the Baltic States during its Summer 1941 player turn, at a cost of 11 BRPs (75% of 15, the prorated value of the Baltic States). If Germany captures the Baltic States in Fall 1941, Russia would not incur any additional BRP losses for failing to recapture the Baltic States and Germany would not receive any BRPs for the conquest of the Baltic States until the 1942 YSS.

Renumber:

35.8 U.S. ECONOMY:

35.81 UNITED STATES: The conversion of the U.S. economy to war production was one of the most important factors in the Allied victory in World War II. The U.S. economy is therefore handled somewhat differently from that of other major powers, to reflect this dramatic increase in American production.

35.82 U.S. STARTING BRP LEVELS: The U.S. begins all games with a BRP base of 100 BRPs in Fall 1939. This applies to a Global War campaign game and the European and Pacific scenarios.

35.83 SINGLE U.S. BRP TOTAL: In Global War games, the U.S. BRP total is not kept separately for each theater and the U.S. is subject to a single, global construction limit.

35.84 EFFECT OF AMERICAN MOBILIZATIONS: Each American mobilization adds 25 BRPs to the American BRP base and BRP level (36.21B).

35.85 AMERICAN BRP GROWTH: The U.S. calculates BRP growth normally during each YSS, beginning with the 1940 YSS.

- 36. MOBILIZATION
- 37. INDUSTRIAL CENTERS
- 38. KEY ECONOMIC AREAS
- 39. SPENDING LIMITS
- 40. BRP GRANTS

Segment 8

Research and Intelligence

- 41. RESEARCH

Clarification (all production is prohibited prior to 1940, so it can only be confusing to list one of a number of projects):

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.

- 42. PRODUCTION
- 43. ATOMICS
- 44. INTELLIGENCE
- 45. COUNTER-INTELLIGENCE
- 46. ESPIONAGE
- 47. COVERT OPERATIONS
- 48. CODEBREAKING

Segment 9

Diplomacy and Politics

- 49. DIPLOMACY

Clarification:

49.441 When making the diplomatic die roll triggered by Russia's territorial demands on Rumania, both the +2 modifier for making such a demand and the negative modifier for Russian forces adjacent to Rumania apply; the +2 modifier for France having not surrendered does not.

- 50. DECLARATIONS OF WAR
- 51. PEARL HARBOR AND ALLIED UNPREPAREDNESS
- 52. LENT UNITS
- 53. MAJOR POWER COOPERATION RESTRICTIONS

Segment 10

Surrender of Major Powers

- 54. GENERAL

Consistency:

54.22 WHEN DP CALCULATIONS NECESSARY: DP calculations for surrender purposes are only made at the end of a player turn in which a surrender by the major power concerned is possible. Usually it is obvious when such calculations are necessary. German DP calculations are not required unless Berlin is controlled by the Allies or contains an atomic attack marker (55.11A).

- 55. GERMAN SURRENDER

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.

German Resistance Table - 55.11	
+/-#	German DP level as calculated at the end of the current Allied player turn. The German DP level may be negative.
+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).
+#	The Italian resistance level. The Italian resistance level may not be less than zero, whether or not Italy has surrendered
Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Germany surrenders.	

55.2 EFFECTS OF A GERMAN SURRENDER:

55.21 PEACE: Germany's surrender ends the war in Europe, whether or not Italy has surrendered or ever went to war with the Allies.

55.22 ITALY: After a German surrender, Italy and its associated minor countries fight on.

Of course Italy won't last very long on its own, but if Italy can hang on for even a few turns after Germany surrenders, this might affect the outcome of the game by improving the Axis victory level. In practice, this gives the Allies a reason to develop pressure in the Mediterranean as well as against Germany directly, as eventually Italy does have to be forced to surrender.

55.22 NO BRP VALUE: Germany has no BRP value to the conquering major powers.

55.23 GLOBAL WAR: If Germany surrenders in a Global War game, Japan fights on.

55.24 POLITICAL EFFECTS: A German surrender modifies the U.S. election result for the Pacific and affects USJT increases following an unfavorable election result in the Pacific.

55.25 OTHER EFFECTS: The specific effects of a German surrender are set out below.

55.3 UNITS:

55.31 UNITS: All German units are removed from play.

55.4 HEXES:

55.41 HEXES: Unoccupied German-controlled hexes are controlled by no one and come under control of the first major power to occupy them.

55.5 MINOR COUNTRIES:

55.51 MINOR COUNTRIES: All German minor allies and associated minor countries surrender and their units are removed from play. All "7" and "8" diplomatic results are negated.

55.52 CONQUESTS AND HEX CONTROL: All German conquests and German-controlled hexes on the western and eastern fronts are controlled by no one and come under the control of the first major power to occupy them. All German conquests and German-controlled hexes on the Mediterranean front pass to Italian control if Italy has not surrendered.

55.6 BRPs:

55.61 BRPs: Germany has no BRP value to the conquering major powers.

56. ITALIAN SURRENDER

Consistency with substantive change:

56.13 GERMAN SURRENDER: A German surrender causes Italy to surrender and ends the war in Europe.

56.2 EFFECTS OF AN ITALIAN SURRENDER:

56.21 PEACE: If Germany has already surrendered, Italy's surrender ends the war in Europe.

56.21 EFFECTS: Italy's surrender is implemented as set out below.

57. JAPANESE SURRENDER

58. FRENCH SURRENDER

Substantive change:

58.71 FRANCE'S BRP VALUE: After the fall of France, Paris, Lyon, and Marseilles remain key economic areas worth 20, 10 and 10 BRPs, respectively. In addition to the economic value of any key economic areas under German control, **France's BRP value as a German conquest is 20 BRPs, regardless of any French BRP growth prior to France's surrender.**

- 59. BRITISH SURRENDER
- 60. RUSSIAN SURRENDER

Clarification:

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 AAF.
- One armor unit.
- Sufficient infantry units to reach a total of 20 BRPs of removed units.

If a 5-6 armor unit is removed, seven infantry factors are removed; if a 4-5 armor unit is removed, nine infantry factors are removed; if a 3-5 armor unit is removed, 11 infantry factors are removed.

- 61. CHINESE SURRENDER
- 62. U.S. ELECTIONS

Segment 11

The Nazi-Soviet Pact and Eastern Europe

- 63. EASTERN EUROPE

Consistency, substantive change:

63.51 RGT RESTRICTIONS: Russian actions are limited by the RGT level, as follows:

...

C. RUSSIAN PRODUCTION: Russian production is subject to the same limits as for other major powers (42.16), whether or not Russia and Germany have gone to war. Produced Russian units may be deployed without restriction.

- 64. POLAND
- 65. THE BALTIC STATES
- 66. BESSARABIA

Clarification:

66.12 RUMANIAN RESPONSE: Russian demands on Rumania trigger an immediate diplomatic die roll for Rumania, which, along with the normal consequences of the diplomatic result, determines the Rumanian response to the Russian demand for Bessarabia:

A. RUMANIA COLLAPSES: On a Rumanian diplomatic result of "0" or less, in addition to gaining control of Bessarabia, Russia gains five Rumanian BRPs ("0"), ten Rumanian BRPs and control of the Rumanian hexes ("-1"), Rumanian association ("-2") or Rumanian alliance ("-3").

B. RUMANIA MAKES LIMITED CONCESSIONS: On a Rumanian diplomatic result of "1-2", Russia gains control of Bessarabia, no war breaks out between Russia and Rumania, and Russian units may freely enter Bessarabia.

C. RUMANIA CONSULTS BERLIN: On a Rumanian diplomatic result of "3-4" or "5-6", Rumania may choose to resist the Russian demands. If it does, a Russo-Rumanian border war breaks out, without the need for a formal Russian declaration of war costing 10 BRPs and without any effect on the USAT level. The German player decides whether Rumania resists or concedes Bessarabia to Russia.

D. RUMANIA RESISTS: On a Rumanian diplomatic result of "7", Germany obtains an economic interest in Rumania, Rumania refuses to concede Bessarabia, and a border war between Rumania and Russia breaks out.

E. RUSSIA BACKS DOWN: On a Rumanian diplomatic result of "8" or greater (hex control, association or alliance), Russia must abandon its demands.

F. LESSER RESULT MAY BE TAKEN: On a Rumanian diplomatic result of "7" or greater, the Axis have the option of taking a lesser diplomatic result for Rumania and having Rumania either fight a border war or concede Bessarabia to Russia.

Clarification:

66.13 DEMAND AND RESPONSE MUST BE IMPLEMENTED: Once Russia makes territorial demands of Rumania, the Rumanian response must be determined by a diplomatic die roll for Rumania and implemented accordingly. **Russia may not withdraw its demands until the Rumanian response has been determined.**

- 67. THE FINNISH BORDER HEXES
- 68. THE UKRAINE
- 69. GERMAN ECONOMIC INTERESTS

Segment 12

British Commonwealth

- 70. CANADA AND SOUTH AFRICA
- 71. AUSTRALIA
- 72. INDIA
- 73. GIBRALTAR
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Segment 13

France

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- 76. FRENCH INDOCHINA AND OTHER FRENCH ASIAN COLONIES
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China, Manchuria and Siberia

- 78. NATIONALIST CHINA
- 79. COMMUNIST CHINA
- 80. RESTRICTIONS ON CHINESE FORCES
- 81. MANCHURIA, SIBERIA AND THE URALS BOX

Segment 15

Minor Countries

- 82. MINOR COUNTRIES
- 83. CONQUEST OF MINOR COUNTRIES
- 84. ASSOCIATED MINOR COUNTRIES
- 85. MINOR ALLIES
- 86. SCANDINAVIA

Spelling of “Tangier”:

83.13 SPANISH CAPITALS: For the purpose of determining conquest only, Madrid and Tangier are both considered to be Spanish capitals and both must be controlled by the attacker before Spain is conquered.

Spelling of “Tangier”:

83.31 ONE TURN TO RECAPTURE:

A: A major power which controls a minor country’s capital or key cities receives the conquered minor country’s BRP value as printed on the mapboard during each YSS, and receives the prorated BRPs for the minor country during its next turn unless the conquest occurred in a winter turn (35.62) (EXCEPTION: Control of Madrid determines who receives the BRPs for Spain, even though control of both Madrid and Tangier is required to conquer Spain).

Consistency, clarification:

86.122 EFFECT OF GERMAN DECLARATION OF WAR: If Germany declares war on Denmark, Denmark does not resist German occupation and all Danish hexes are deemed to have been controlled and fully supplied by Germany from the start of the Axis player turn in which it declared war. Axis air units may thus operate out of Copenhagen and Axis air bases placed in Danish hexes in the turn in which Germany declares war on Denmark. Germany receives the prorated Danish BRPs in the turn after it declares war on Denmark, in the same manner as for any other conquest.

- 87. WESTERN EUROPE

Clarification, spelling of “Tangier”:

87.51 SPAIN: Spain is a neutral minor country worth 30 BRPs, with capitals in Madrid and Tangier. Both capitals must be captured to conquer Spain; for all other purposes, such as supply (30.24), the mandatory deployment of a Spanish unit in its capital (82.54) and determining who receives the BRPs for Spain (83.3), Madrid is considered to be the only Spanish capital. Tangier, as a colonial capital, is a limited supply source (30.265).

- 88. THE MIDDLE EAST
- 89. THE FAR EAST

Research Tables

Diplomatic Tables

Substantive change (Britain)

+1 Western Allied control of Athens, Belgrade, Madrid, Oslo or Warsaw (one for each)

Delete:

+2 Western Allied control of Athens and Belgrade (two for pair)

Player Aids

Scenario Cards

Sequence of Play

Scenarios

Consistency:

European scenario:

The European scenario ends when Germany surrenders.

Global War

European

Pacific

Global War (historical)

European (historical)

Pacific (historical)

Barbarossa

North Africa

Battle of the Atlantic

Coral Sea

Midway

Leyte Gulf

Historical Events Chart

Correction:

Russo-Finnish border war occurs in Winter 1939, not Fall 1939.

Correction:

Add "Increase 2 ICs by 5 BRPs" to Winter 1944, delete from Summer 1945.

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