

# Changes since June 30, 2019 (for June 30, 2020)

## Segment 1

### Table of Contents

#### Introduction

##### 1. GAME COMPONENTS

#### Components and Concepts

##### 2. OVERVIEW

##### 3. DEFINITIONS

Consistency with substantive change:

**3.11** In *A World at War*, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The following list sets out the definitions and acronyms used in these rules:

...

**“colonies”**: Minor countries which are controlled by a major power at the start of the game. Colonies do not have independent military forces **(EXCEPTION: The Philippines)**.

##### 4. TERRAIN AND THE MAPBOARD

##### 5. MAPBOARD BOXES

##### 6. COUNTERS

##### 7. SCENARIOS

##### 8. SEQUENCE OF PLAY

##### 9. OFFENSIVE OPERATIONS

Substantive change:

**9.61 ATTRITIONS**: An alliance faction may only conduct attrition combat (14) on a front if less than 15 BRPs of offensive actions are carried out by that alliance faction on that front in the turn in question, whether the cost of the offensive action was paid for that front or not (9.57). **The BRP cost of offensive actions against partisans is not counted**. Attrition combat is resolved at the end of the regular combat phase, after all offensive operations have been carried out. There is no BRP cost for attrition combat.

## Segment 2

### Ground Operations

##### 10. GROUND UNITS

##### 11. PARTISANS

Added section for clarity:

##### 11.1 OVERVIEW

##### 11.2 PARTISAN FORCE POOLS

##### 11.3 CONSTRUCTION

##### 11.4 MOVEMENT AND COMBAT

##### 11.5 SUPPLY

##### 11.6 HEX CONTROL

##### 11.7 ECONOMIC EFFECT

##### 11.8 ATTACKS ON PARTISANS

Consistency with substantive change:

**11.42 GEOGRAPHICAL RESTRICTIONS**: Partisans may not leave their country **and cannot attack across its borders** (EXCEPTIONS: Irish partisans may enter **and attack into** Ulster; Russian partisans built in European Russia or eastern Poland may move freely between these areas; Axis partisans built in Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia may move freely between these countries, although partisan activity may be restricted in Lebanon/Syria and Arabia - 11.341A).

Substantive change:

**11.44 OFFENSIVE OPERATIONS**: Partisans may not conduct offensive operations, either on their own or in conjunction with friendly units.

Substantive change:

**11.71 ECONOMIC EFFECT OF PARTISANS:** For each partisan in territory controlled by an enemy major power **at the end of the moving major power's combat phase**, that major power loses one BRP each turn, whether or not the major power is receiving BRPs for the territory, and whether or not the territory has a BRP value. **Each partisan adjacent to a capital, objective or IC eliminates one additional BRP.** To inflict BRP damage on an enemy major power, a partisan must be in an otherwise enemy- or partisan-controlled hex and surrounded by enemy- or partisan-controlled, neutral or sea hexes. Partisans behind friendly lines, adjacent to friendly non-partisan units or hexes (even if the partisan is barred from entering the hexes because of political or cooperation restrictions) or on islands do not count.

**11.72** BRP losses from partisans are deducted at the end of the defending major power's combat phase.

**11.73** BRP losses from partisans reduce construction limits in the same manner as strategic warfare (27.331).

Clarification:

## 11.8 ATTACKS ON PARTISANS:

**11.81 OFFENSIVE OPERATIONS REQUIRED:** Partisans may not be attritioned (11.45). Partisans incur a -1 DM when attacked in an offensive operation (11.46, 15.33C).

**11.82 EFFECTS OF ANTI-PARTISAN OPERATIONS:** While attacks on partisans incur the normal BRP costs of offensive operations, the BRP cost of attacks against partisans is not taken into account in determining whether an attrition is permitted on the same front (9.61) or in determining USAT and USJT increases from offensive operations (49.87), partisan attacks do not count as attacks for Russian winter purposes (34.23F), and partisans are not counted as enemy losses for Japanese resistance purposes (57.14B).

12. STACKING
13. MOVEMENT
14. ATTRITION COMBAT
15. OFFENSIVE COMBAT

Consistency with substantive change:

**15.21 ELIGIBLE UNITS:** The attacker may attack with all, some or none of his ground units which are adjacent to or, in the case of airborne units, on top of, enemy ground units (EXCEPTIONS: Ground units in swamp, jungle and jungle/mountain hexes may neither attack nor be attacked during monsoons - 34.24B. Replacements and partisans may not attack - 10.23, 11.44).

Consistency with substantive change:

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

...

**F. Nationalist Chinese ground units operating outside China** incur a -1 DM if the Chinese Resistance level is 0 or lower. **all Nationalist Chinese ground units incur a -1 DM if the Chinese Resistance level is -3 or lower.**

16. EXPLOITATION

Consistency with substantive change:

**16.11 CREATING A BREAKTHROUGH:** If ground combat results in the elimination of all the defending ground units in a hex, a breakthrough is created in the attacked hex(es) if the following conditions are met:

...

**B.** Any attacking ground unit survives the final round of ground combat and advances into the defender's hex. The advancing ground unit need not be the armor unit required to meet condition 16.11A, but this requirement may not be satisfied by **a partisan or** an airborne unit dropped on the defender's hex.

## Segment 3

### Air Operations

17. AIR UNITS
18. AIR OPERATIONS

Substantive change:

**18.551** Air units within range of a hex capable of being attacked by ground units may fly to that hex and add their combat factor to that of any attacking ground units. Overruns and exploitation attacks may be similarly supported by air units. Air units which provide ground support during exploitation may not have provided ground support during the regular combat phase, even against the same hex. If a ground attack against more than one enemy hex is being conducted, the attacker may add ground support to his attack if his air units are able to reach **all** of the attacked hexes.

Substantive change:

**18.611** During an enemy player turn, in the movement phase when overruns are attempted and in the combat phase, after the attacker has announced his ground support air missions, uninverted defending army air units and land-based naval air units may provide defensive air support to any ground units

within range which are being overrun or that the defender thinks may be subject to ground attack, including by seaborne invasion and as yet unannounced airdrops (EXCEPTION: Defensive air support against low-odds attacks is deferred - 18.619).

**A. EFFECT:** Air units which fly defensive air support increase the strength of the defending ground units. The effect of defensive air support is not affected by the DM of the defending ground units. The defender has the option of not using all, some or none of his defensive air support prior to the resolution of regular ground combat to preserve defensive air support for possible exploitation combat (18.618).

Substantive change:

**18.613** The defender may similarly commit army air units which have not yet flown during that game turn to defensive air support of units being subject to overruns, or during exploitation. Defensive air support placed during movement that prevents an overrun remains in its hex and provides defensive air support during regular combat; defensive air support placed during regular combat may remain in its hex to provide defensive air support against exploitation attack, at the defender's option, provided it was not eliminated or forced to abort in air combat with intercepting attacking air units and was not used in regular ground combat.

Substantive change:

**18.618** Air units committed to defensive air support during the regular combat phase may remain in their hex to provide defensive air support against exploitation attacks, at the defender's option, provided they were not eliminated or forced to abort in air combat with intercepting attacking air units and were not used in regular ground combat. Air units that provided defensive air support have performed a mission and are inverted for the remainder of the player turn even if the attacker does not attack the ground units they were supporting.

## 19. AIR COMBAT

### Segment 4

## Naval Operations

## 20. NAVAL UNITS

Clarification:

### 20.52 NAMED SHIPS:

#### 20.521 NAMED SHIPS AT SEA:

**20.5211 DAMAGING NAMED SHIPS AT SEA:** An undamaged named ship at sea is damaged if it:

**A.** Incurs a number of hits equal to one less than its size in factors.

**B.** Incurs a critical hit (20.524).

**C.** Incurs a hit while providing shore bombardment (21.5282C).

**20.5212 EFFECTS OF DAMAGE:** The following effects apply to ships damaged at sea:

**A. CAPITAL SHIPS:** Damaged capital ships may not fire at enemy ships.

**B. FAST CARRIERS:** Damaged fast carriers may not launch or retrieve naval air units.

**C. SPEED:** Damaged ships are slow.

**D. SINKING:** A damaged ship at sea is sunk if it receives one or more additional hits.

**E. REPAIR:** Damaged heavy ships take one shipbuilding point and two turns to repair (27.721C).

**F. AIR DEFENSE:** Damaged ships contribute to air defense.

**20.5213 SINKING NAMED SHIPS AT SEA:** A named ship at sea is sunk if:

**A.** An undamaged ship receives a number of hits equal to or greater than its size in factors.

**B.** A damaged ship receives one or more additional hits.

**C.** A critical hit is incurred by a damaged named ship (20.526B).

**20.5214 EFFECTS OF SINKING:** Named ships sunk at sea are destroyed and are removed from play.

#### 20.522 NAMED SHIPS IN PORT:

**20.5221 DAMAGING NAMED SHIPS IN PORT:** An undamaged named ship in port is damaged if it:

**A.** Incurs a number of hits equal to one less than its size in factors.

**B.** Incurs a critical hit (20.526A).

**20.5222 EFFECTS OF DAMAGE:** The following effects apply to ships damaged in port:

**A. SINKING:** A ship damaged in port is sunk if it receives one or more additional hits.

**B. REPAIR:** Damaged heavy ships take one shipbuilding point and two turns to repair (27.721C).

**C. AIR DEFENSE:** Damaged ships contribute to air defense.

**20.5223 SINKING NAMED SHIPS IN PORT:** A named ship in port is sunk if:

**A.** An undamaged ship receives a number of hits equal to or greater than its size in factors.

**B.** A damaged ship receives one or more additional hits.

**C.** A critical hit is incurred by a damaged named ship (20.526C).

**20.5224 EFFECTS OF SINKING:** The following effects apply to ships sunk in port:

**A. CRITICAL HIT ROLL:** When a named ship in port is sunk, a critical hit roll (20.524) is immediately made for that ship. If a critical hit occurs, the ship is destroyed.

**B. REPAIR:** One shipbuilding point may be used to raise a ship sunk in port to damaged status (27.7262), after which it may be repaired normally (27.721C).

**C. AIR DEFENSE:** Ships sunk in port do not contribute to air defense.

**20.5225 DESTROYING NAMED SHIPS IN PORT:** A named ship in port is destroyed if it is sunk in port and incurs a critical hit (20.526D).

**20.5226 EFFECTS OF DESTRUCTION:** Named ships destroyed in port are removed from play.

**20.523 ACCUMULATED HITS:** Hits on named ships accumulate as follows:

**A. SHIPS AT SEA:** Combat effects on named ships at sea accumulate during and between naval combat rounds during naval combat and in and between hexes outside of naval combat, and are only repaired once the ship returns to port.

**B. RAIDERS:** For both raiders and ships that engage them, combat effects on named ships accumulate during the first and second raider engagements (21.5341, 21.538) and carry over from the first engagement to the second.

**C. SHIPS IN PORT:** Combat effects from air and harbor attacks against named ships in port which are insufficient to damage or sink a named ship are repaired immediately and have no effect. A ship that is damaged in port is sunk if it incurs an additional hit; a ship sunk in port is destroyed if it incurs enough additional hits to damage it.

EXAMPLE: The *Nevada*, a three-factor battleship, takes one hit in the first strike of the Japanese attack on Pearl Harbor. This hit is repaired immediately and the *Nevada* will have no hits on her if the Japanese return for a second strike.

Cross-reference:

**20.5241 WHEN CRITICAL HIT ROLLS ARE MADE:** Critical hit rolls are made in the following circumstances:

...

**B. SUNK IN PORT:** A named ship is sunk while in port (20.5224A).

Consistency with substantive change:

**20.64 FUNCTIONS:** Each available transport (20.636) may be used once per turn for one of the following naval activities:

**A. OIL SHIPMENTS:** To ship one Western Allied or Japanese oil counter. The owning player may assign transports to sea escort oil counters (33.43B). The number of transports which may be assigned to carry oil each turn is limited by the number of transports available in the Atlantic, Pacific and Indian Ocean SW boxes, as the case may be: 1 transport: 1 oil counter; 3 transports: 2 oil counters; 5 transports: 3 oil counters; 7 transports: 4 oil counters; and so on. See 33.4523 and 33.473.

## 21. NAVAL OPERATIONS

Clarification:

### 21.517 INVASION COMBAT:

...

**D. GROUND SUPPORT:** Invading ground units (21.517A) may receive ground support from any air units within range, including ground support from carrier-based naval air units and CVEs. The total number of combat factors added by ground support may not exceed three times the total number of ground factors involved in the invasion attack. Additional attacking ground units (21.517B) may also receive ground support, in excess of that allowed for invading ground units.

...

### H. INVASION COMBAT LOSSES:

- At the defender's option, up to one-third (rounded down) of the attacker's invasion combat losses must be taken from destroyers that carried the invading ground units. This determination includes all losses from the invasion combat, including any previous rounds of combat. Otherwise the attacker's losses must be taken from ground units that took part in the invasion combat, air factors or CVEs that provided ground support, or fleets that provided shore bombardment.
- 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 and the number of ground factors involved in the invasion attack. Invading ground units (21.517A) are counted; airborne units which drop on the target hex and ground units adjacent to the target hex by land (21/517B) are not. This limitation is distinct from the limitation on ground support from air units.

Substantive change:

### 21.531 OVERVIEW:

A. Eligible Axis naval units may attempt to raid Allied shipping by moving into the Atlantic, Indian Ocean or Pacific SW boxes (21.531-21.538). Eligible Japanese and Western Allied naval units may raid partially or fully controlled enemy island groups (21.539).

B. Raiding is an offensive operation carried out during the combat phase, at the same time other naval missions are conducted, prior to the resolution of SW combat.

C. For the purpose of determining the front for BRP expenditures:

- the Atlantic SW box is considered to be on the western front.
- the Indian Ocean SW box is considered to be on the Mediterranean (Suez) or Southeast Asian (Colombo, Madras or Singapore) front.
- the Pacific SW box is considered to be on the Pacific front.
- island groups are on the Pacific front.

Consistency (boxed comment after 21.533D):

*For a raider to be intercepted on the board, the raiding group must be a TF, or the defender must have an air, submarine or strategic codebreaking advantage.*

Grammar:

**21.5331 PLACEMENT OF RAIDERS DURING OPENING SETUP:** Germany may place one or more of the *Graf Spee*, *Lutzow* and *Scheer* in the Atlantic SW box during its opening setup. These may be grouped together or in separate raiding groups. Once placed, these ships must raid, with Germany paying one BRP for each raiding ship during its Fall 1939 combat phase.

Formatting (example after 21.5342G):

EXAMPLE: The *Bismarck* and a cruiser raid in the Atlantic. The modified raider die roll is “4”, which permits four British ships to engage the raider group. Four dice are rolled: the die rolls to determine which ships engage are a “2” (a cruiser or a 2-factor battlecruiser), a “3” (a 3-factor battlecruiser), a “4” (a 4-factor battleship) and a “6” (a fast carrier and an equivalent number of light ship factors). If the British player didn’t have a 4-factor battleship available, he could select a 3-factor battlecruiser, a 2-factor cruiser or battlecruiser, or even a destroyer factor.

Substantive change:

### 21.539 RAIDING ISLAND GROUPS:

**21.5391 OVERVIEW:** Eligible Japanese and Western Allied naval units may raid partially or fully controlled enemy island groups. Raids on enemy island groups are an offensive naval mission on the Pacific front, carried out during the moving player’s combat phase (21.531).

#### 21.5392 TARGETS:

A. Raids may only be conducted against a Pacific island group (4.74) containing at least one supplied, enemy-controlled island that is within ten hexes of an operational port controlled by the raiding player (EXCEPTIONS: The range exceptions set out in 21.3615 and 21.3616 for the Hawaiian and Aleutian Islands apply for light ships and submarines).

- Japan may only raid the Aleutian Islands if it controls and supplies at least one island in the Aleutian Islands.
- Japan may only raid the Hawaiian Islands if it controls and supplies Midway or Johnston Island (21.3616).

B. The raiding player selects one hex in the enemy island group as the “raiding hex”. The raiding hex must contain a one-hex island or, if the Bismarck Archipelago is being raided, Kavieng or Rabaul (the cities on the two-hex islands in the Bismarck Archipelago).

C. More than one enemy island group may be raided each turn.

D. A player may decline to supply some or all of the islands it controls in a Pacific island group (30.351) in order to avoid the possibility of an enemy raid or to ensure that the raiding hex is in a more favorable location.

E. Pacific island group raids are prohibited until the second turn after the outbreak of war between Japan and the United States.

**21.5393 TYPES OF RAIDIS:** Raids may be conducted during the day or at night. The type of raid affects the types of ships that are eligible and whether land-based air may participate in the resulting naval combat.

A. **DAY RAIDIS:** Both Japan and the Western Allies may conduct raids during daytime. All types of ships, other than slow ships, CVBs and BB5s, may participate in or defend against such raids and land-based air may be used in the resulting naval combat.

B. **NIGHT RAIDIS:** Only Japan may raid at night. Fast carriers and submarines may not participate in or defend against such raids and land-based air may not be used in the resulting naval combat.

**21.5394 ELIGIBLE SHIPS:** Only certain types of ships may raid island groups and oppose such raids.

#### A. ALLOWED:

- **Day raids:** Cruisers, destroyers, named fast ships, except for CVBs and BB5s, and submarines.
- **Night raids:** Cruisers, destroyers, named fast ships, except for fast carriers and BB5s.

#### B. PROHIBITED:

- **Day raids:** Slow ships, CVBs and BB5s.
- **Night raids:** Slow ships, fast carriers, BB5s and submarines.

C. **BASING:** Naval units used to raid into opposing island groups and oppose such raids are subject to the following range restrictions:

- Light ships are subject to the range restrictions for offensive naval missions (21.3614) - they must be based in an operational port within 20 hexes of the raiding hex, with an operational port within 10 hexes of the raiding hex. The range exceptions set out in 21.3615 and 21.3616 for the Hawaiian and Aleutian Islands apply for light ships and submarines.
- Named ships and submarines must be based within five hexes of the raiding hex.

**21.5395 FORCE LEVELS:** For each raid, the maximum size of the forces used to raid and to oppose raids is determined by the number of fully supplied islands controlled by the defender in the island group being raided.

**A. ONE SHIP PER ISLAND:** For each raid, one ship may raid, plus one additional ship for every two fully supplied islands controlled by the defender in the island group being raided (rounded up): 1 or 2 islands: one additional ship; 3 or 4 islands: two additional ships; 5 or 6 islands: three additional ships. Each of the following are considered to be one ship for the purposes of Pacific island group raiding:

- Three destroyers.
- One 2-factor cruiser or battlecruiser, plus one destroyer factor.
- One CVL, plus a 2-factor cruiser.
- One submarine factor.

**B. CODEBREAKING:** If one side has a strategic codebreaking advantage, it may use one additional ship.

**C. LAND-BASED AIR:** For each ship used to raid or oppose a raid, one land-based air squadron may be used. Land-based air used in raiding combat must be in an operational air base within three hexes of the raiding hex. Land-based air may not participate in or defend against night raids (21.5393B).

**21.5396 RAIDING FORCES:** Subject to the restrictions on naval units (21.5394) and the overall force level limit (21.5395), each raiding group may consist of whatever ships the raiding player wishes to use, subject to the following restrictions:

**A. CARRIERS:** Each raiding force may contain no more than one fast carrier (EXCEPTION: Night raids - 21.5393B).

**B. CARRIER ESCORTS:** A raiding fast carrier must be accompanied by an equal or greater number of non-carrier light or named ship factors.

**C. LIGHT SHIPS:** At least half the naval factors in a raiding force (round up) must consist of cruisers or destroyers. Two-factor battlecruisers are considered light ships for the purpose of this rule.

**21.5397 DEFENDING FORCES:** The composition of each force that may oppose a raid is determined by rolling one die for each ship allowed by the overall force level limit (21.5395) and consulting the Island Group Raider Table. These die rolls are made before the defending player intercepts any other offensive missions. The defender has the option of sending fewer or no ships to oppose a raid.

**A. LIMITS ON HIGHER RESULTS:** The defender may only use one “3”, “4”, “5” and “6” result. This limits the defending force to one 3-factor battlecruiser or battleship; one 4-factor battleship, one fast carrier and one submarine factor. If the defender achieves two or more “3”, “4”, “5” or “6” results, the excess results must be taken as a lower result.

**B. WHEN LOWER RESULTS USED:** If an indicated ship is not eligible or available, or if the defender achieves two or more “3”, “4”, “5” or “6” results, the defender selects the next lower result. This process continues until light ships are used.

**C. LAND-BASED AIR:** For each ship to oppose a raid, one land-based air squadron may be used. Land-based air used in raiding combat must be in an operational air base within three hexes of the raiding hex.

**EXAMPLE:** The moving player raids an island group containing three islands controlled and supplied by the defender. The defender rolls three dice to determine the composition of the defending force. The rolls are “2”, “5” and “5”.

The defender does not have a 2-factor battlecruiser, so the “2” result adds a CA2 and DD1 to the defending force. The defender has CVLs based in an operational port within five hexes of the raiding hex, so the first “5” result adds a CVL and another CA2 to the defending force. The defender may not use two “5” results, so the second “5” result becomes a “4” result, and if the defender has a 4-factor battleship in an operational port within five hexes of the raiding hex, that is added to the defending force. Otherwise the defender applies a “3” result, and if a 3-factor battlecruiser or fast battleship isn’t available, the defender applies a “2” result.

<b>Island Group Raider Table - 29.5397</b>	
<i>The size of the raiding and defending forces is determined by the number of fully supplied islands controlled by the defender in the island group being raided (21.5395).</i>	
<i>The raiding force may consist of any eligible ships, subject to the restrictions in 21.5394.</i>	
<i>The defender rolls one die for each ship allowed by the 21.5395 force limit to determine which ships may defend against the raid (21.5396). No more than one 3-factor battlecruiser or battleship, one 4-factor battleship, one fast carrier and one submarine factor may defend.</i>	
<i>The defender must choose a lesser result if no eligible ships of the required type are available or if a duplication of “3” or greater results occurs. Fast carriers may not be used at night (21.5393B).</i>	
<i>Light ships must be based in an operational port within 20 hexes of the raiding hex, with an operational port within 10 hexes of the raiding hex, with exceptions for the Aleutian and Hawaiian Islands (21.3615, 21.3616); named ships and submarines must be based in an operational port within 5 hexes of the raiding hex.</i>	
<b>1</b>	Three destroyer factors.
<b>2</b>	One 2-factor cruiser or battlecruiser, plus one destroyer factor.
<b>3</b>	One 3-factor battleship or battlecruiser.
<b>4</b>	One 4-factor battleship.
<b>5</b>	One CV; or one CVL plus one 2-factor cruiser.
<b>6</b>	One submarine factor.

**21.5398 RAIDER COMBAT:** One round of naval combat is then resolved, as set out in 22.35, with land-based air providing air cover, attacking or searching to modify submarine attacks. The defender does not incur a -1 NNDRM for defending transports. After naval combat is resolved, both the raiding and defending forces return to port without risk of interception or further combat.

**21.5399 EFFECTS:**

**A. ISLAND GROUP CONTROL:** For Japanese resistance purposes only (57.14D):

- A raid, regardless of the outcome, negates enemy control of a partially- or fully-controlled island group.
- The effects of raiding on Japanese resistance is determined at the end of the game turn, after both Japan and the Western Allies have had an opportunity to raid.

**B. TRANSPORTS:** Raiding forces may attack the defender's transports, as set out in 21.536.

Terminology:

**21.64 DESTROYER AND TRANSPORT REQUIREMENTS:**

...

**G.** Transports may be used to sea escort between the following locations provided they were controlled by the escorting **major power** at the start of its player turn:

**22. NAVAL INTERCEPTION AND COMBAT**

Typo:

**22.15 CONTEMPORANEOUS NAVAL ACTIVITIES:** The moving player must, at each stage of his player turn, announce all the contemporaneous naval activities he wishes to conduct before the defender decides whether and where to intercept:

Consistency with substantive change:

**22.35 RAIDERS:** Naval combat involving raiders in an SW box is resolved without the need for combat groups, search and possible surprise, as follows:

- A.** Each force forms a single combat group, regardless of size.
- B.** Each combat group is deemed to have found the other. Neither combat group is surprised.
- C.** Any carrier air strikes are resolved.
- D.** A single round of fleet combat is resolved.
- E.** If all the unscreened defending naval units which engaged a raiding group are sunk in naval combat (21.5361B), attacks against transports by raiders which did not engage in naval combat are resolved.
- F.** Any reinforcing naval units are added to the Western Allied combat group and a second round of air strikes and fleet combat is resolved.

Consistency with substantive change, formatting typo:

**22.462 RESTRICTIONS:**

- A.** Air strikes may only be launched against found enemy combat groups.
- B.** One air strike may be launched for each search result achieved against the enemy combat group.
- C.** The number of attacking air squadrons in both carrier-based and land-based air strikes is limited (23.73).

## Air-Naval Operations

**23. AIR-NAVAL OPERATIONS**

Typo:

**23.11 EMPLOYMENT OF AIR UNITS:** Air and naval units interact in a variety of ways:

...

**D. AIR COVER (cover AAS, land-based NAS):** Land-based cover AAS and NAS **may** assist in defending friendly naval units against enemy air attack.

Substantive change:

**23.21 AIR COVER:** Air cover may be flown by eligible land-based **cover AAS and NAS** (23.11D) to protect friendly naval units at sea engaged in any naval activity. Air cover may not be provided for naval units in port.

**23.22 RANGE EFFECTS:** All air squadrons assigned to air cover must be based within four (Europe) or three (Pacific) hexes of the naval force being covered.

**A.** The effectiveness of air cover diminishes as the distance to the naval force being covered increases. In both theaters, the portion of air squadrons assigned to air cover that may engage enemy air units that attack the friendly naval force being covered (23.415A) depends on the distance from the nearest friendly airbase, regardless of the exact location of the air squadrons providing air cover:

- **One hex or less:** All of the air squadrons assigned to air cover may engage.

- **Two hexes:** Two-thirds (rounded up) of the air squadrons assigned to air cover may engage.
- **Three or four hexes:** One-third (rounded up) of the air squadrons assigned to air cover may engage.

**B.** Air squadrons assigned to air cover that may not engage attacking air units are committed to flying air cover and may not be used for any other purpose until air cover is reassigned when the naval force being covered moves to a different hex (23.24) or another round of naval combat takes place (23.25).

**EXAMPLE:** A Japanese TF patrols two hexes from a Japanese airbase containing three AAF and one NAS. Three cover air squadrons and one NAS may provide air cover for the Japanese TF, for a total of four air squadrons; because their airbase is two hexes from the Japanese TF, two-thirds (rounded up) of the air cover is effective ( $4 \times 2/3 = 2 \frac{1}{3}$ , rounded up to 3 air squadrons), and the other air squadron is disregarded.

If Japan had NAS on two one-hex islands three hexes from the Japanese TF, Japan would have six air squadrons available to fly air cover, of which two-thirds would be effective, because Japan's nearest airbase would still be two hexes from its TF ( $6 \times 2/3 = 4$  air squadrons).

**23.23 ASSIGNING AIR COVER:** How air cover is assigned depends on whether naval combat is taking place.

**23.24 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.** Air cover is assigned to the naval force as a whole, with each TF having air cover on a prorated basis, rounding up in favor of TFs which are attacked by the opponent's land based air units. The defender then decides which TFs receive more air cover, after the attacker announces his air attacks.

**EXAMPLE:** Four British air squadrons fly air cover over a British naval force containing three TFs. If one British TF is attacked by Axis air, it is considered to be the TF that has two air squadrons of air cover. If two British TFs were attacked, the British player would decide which TF had two air squadrons of air cover and which had only one air squadron of air cover. This decision is made after the size of the air attacks against each TF is announced.

**D.** Once air combat is resolved, both sides' surviving air units return to their bases and the naval force moves to the next hex along its previously announced path, unless it was destroyed or aborted its activity. The process is then repeated as the naval force enters each hex of its route until it engages in naval combat.

**23.25 DURING NAVAL COMBAT:**

**A. ASSIGNED BEFORE AIR STRIKES ANNOUNCED:** Air cover during naval combat is secretly assigned to specific friendly combat groups immediately after carrier-based naval air units are assigned to air strikes and combat air patrol, before any air strikes are announced (22.4421).

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

**23.26 EFFECTS OF AIR COVER ON ATTACKING AIR UNITS:** See 23.416.

Substantive change:

**23.46 ESCAPE OF AIR AND NAVAL UNITS:** Air and naval units within range of enemy land-based or carrier-based air units may leave their base to avoid air attack after the resolution of at least one round of air attacks by the patrolling force against the defending air or naval units or against friendly air or naval units in a different base.

## Segment 5

### Strategic Warfare

24. STRATEGIC WARFARE

Consistency with substantive change:

<b>SW Combat Modifiers Table</b>	
<i>Strategic bombing</i>	
Strategic bomber v. bombing targets:	
+1	for each attacker strategic bomber research result
-1	for each defender air defense research result

25. SUBMARINE WARFARE

Clarification:

**25.13 USE OF SUBMARINES IN THE SW BOXES:** In order to engage in submarine SW combat in an SW box, submarines must begin their player turn in that SW box. The use of submarines for SW combat is restricted as follows:

**A. GERMANY:**

- ...
- The number of German submarines that may conduct submarine warfare in the Indian Ocean SW box each turn is limited as follows: 1939-1941: 1; 1942: 2; 1943: 3; 1944: 4; 1945: 5; 1946: 6.
- German advanced submarines do not count against the above limits.

Clarification:

**25.73 ADVANCED SUBMARINES:** German advanced submarines make a separate SW combat dice roll against Western Allied transports after the resolution of raider combat and conventional submarine warfare:

A. Each advanced submarine factor counts as three factors on the SW Combat Table.

B. No modifiers are applied to the advanced submarine SW combat dice roll.

C. No SW combat dice roll is made by the Western Allies.

D. One Western Allied transport is eliminated for each advanced submarine in the SW box.

E. Advanced submarines do not count against the limit on the number of German submarines that may conduct submarine warfare (25.13A).

## 26. STRATEGIC BOMBING

Substantive change:

**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.

...

**B. SW COMBAT MODIFIERS:** The strategic bomber and target SW combat dice rolls are subject to the following modifiers. The initial Western Allied strategic bombing result generates a +1 modifier. Air range results do not modify strategic bombing combat. Positive modifiers favor the bombers:

- +1 for each attacker strategic bomber research result
- +1 for every eight (Europe) or four (Pacific) hexes of excess bombing range
- 1 for each air defense research result achieved by the defender

SW Combat Modifiers Table	
<i>Strategic bombing</i>	
Strategic bomber v. bombing targets:	
+1	for each attacker strategic bomber research result
-1	for each defender air defense research result

Consistency:

**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 eliminate the IC and incur a BRP loss equal to the full value of the IC (37.5), in which case no additional BRP losses are incurred.

Clarification:

**26.76 NAVAL UNITS IN SHIPYARDS:** Strategic bombing results against naval units undergoing repair or construction in shipyards are resolved by a dice roll on the SW Combat Table (24.62). If the net SW combat modifier favors the attacker (24.65A) or if one or more bombers reach the target without being offset by a net SW combat modifier favoring the defender (24.65B), a "1/0" result is added to the bombers' SW combat result in place of every 3 BRPs of additional losses. If there is more than one such ship in the attacked shipyard, the strategic bomber SW combat result is applied as the bombing player wishes, in order to maximize its effect.

## Segment 6

### Logistics

#### 27. UNIT CONSTRUCTION

Clarification:

**27.22 RECONSTRUCTION PROHIBITED:** The following units may not be rebuilt if eliminated:

A. Dutch units in the Pacific.

B. Vlasov, Wang, and Indian National Army units, other than at their rebuild rate up to their force pool limit.

Substantive change:

**27.331 TRANSPORT SHORTAGES, BOMBING, PARTISANS AND AXIS UNITS ADJACENT TO MAPBOARD BOXES:** For every three BRPs lost because of transport shortages, bombing, **partisans** and Axis units adjacent to mapboard boxes, the affected major power's construction limit is reduced by one BRP. When making this calculation, the BRP losses from these causes are totaled, divided by three and rounded down.

A. **TRANSPORT SHORTAGES:** Transport shortages affect only Britain and Japan (20.635).

B. **BOMBING:**

- Japanese bombing attacks against Australia and India reduce both the Australian and Indian construction limits and the British construction limit, up to a maximum of three BRPs for each of Australia and India (71.321, 72.321).
- German and Japanese bombing attacks against the Urals box reduce the Russian construction limit, up to a maximum of 15 BRPs (81.641).
- Flying bomb attacks are treated in the same manner as other bombing attacks.

**C. PARTISANS:** BRP losses from partisans are determined at the end of the defending major power's combat phase (11.72, 11.73).

**D. AXIS UNITS ADJACENT TO MAPBOARD BOXES:**

- Japanese ground factors adjacent to the Australia box in excess of the number of Western Allied ground factors in the Australia box at the end of a Japanese combat phase reduce both the Australian and British construction limits, up to a maximum of three BRPs (71.42).
- Japanese ground factors adjacent to the India box in excess of the number of Western Allied ground factors in the India box at the end of a Japanese combat phase reduce both the Indian and the British construction limits, up to a maximum of three BRPs (72.42).
- Axis ground factors adjacent to the Urals box in excess of the number of Russian ground factors in the Urals box at the end of an Axis combat phase reduce the Russian construction limit, up to a maximum of 15 BRPs (81.72).

Reorganization and renumbering:

**27.34 INCREASES IN CONSTRUCTION LIMITS:** Construction limits may be increased by BRP grants and successful flying bomb and rocket attacks (Germany only).

**A. BRP GRANTS:** For every three granted BRPs (round down) received by a major power, its construction limit is increased by one BRP in the turn the grant is received (40.23B). The increase to the recipient's construction limit is always the same as the reduction to the granting major power's construction limit (27.334). Construction limit increases from BRP grants are taken into account after all reductions to the recipient's construction limit are determined (27.33). American BRP grants to Canada, South Africa, Australia and India have no effect on the British construction limit (40.244).

**B. GERMAN CONSTRUCTION LIMIT INCREASES:** The German construction limit is increased by one BRP beyond its normal level for each BRP lost by Britain or Russia to German flying bombs and rockets. This effect is determined each turn; losses inflicted in previous turns have no additional effect.

**27.341 GERMAN CONSTRUCTION LIMIT INCREASES:** The German construction limit is increased by one BRP beyond its normal level for each BRP lost by Britain or Russia to German flying bombs and rockets. This effect is determined each turn; losses inflicted in previous turns have no additional effect.

Consistency:

**27.473 AUSTRALIA:**

...

**C. COST:** The cost of constructing Australian units may be paid:

- By Britain, with the construction cost counting against the British construction limit; or
- Starting in the first Allied player turn in which Australian units may be constructed following the outbreak of war between Japan and the U.S. or a British surrender, by the U.S., with the construction cost counting against the American construction limit. One Pacific transport must be used for every five American BRPs granted to Australia in any turn in which the U.S. pays for the construction of Australian units.

Consistency:

**27.474 INDIA:**

...

**C. COST:** The cost of constructing Indian units may be paid:

- By Britain, with the construction cost counting against the British construction limit; or
- Starting in the first Allied player turn in which Indian units may be constructed following the outbreak of war between Japan and the U.S. or a British surrender, by the U.S., with the construction cost counting against the American construction limit. One Pacific transport must be used for every five American BRPs granted to India in any turn in which the U.S. pays for the construction of Indian units.

Clarification:

**27.7263 SOURCE OF SHIPBUILDING POINTS TO RAISE SHIPS:** The shipbuilding point used to raise a ship sunk in port, which represents the transfer of technicians and workers to the ship's location, is taken from any shipyard controlled by the owning major power. American Atlantic shipbuilding may only be used in the European theater; American Pacific shipbuilding may only be used in the Pacific theater. British shipbuilding may be used in either theater. A major power may not use its shipbuilding points to raise a ship belonging to another major power; Canadian and Australian shipbuilding may only be used to raise British ships.

28. REDEPLOYMENT
29. HEX CONTROL
30. SUPPLY

Substantive change, renumbering:

**30.227 COMMUNIST CHINA:** Yenan is an unlimited supply source for Communist Chinese units and hexes.

**30.228 ETHIOPIA:** Units in Ethiopia are always in unlimited supply (88.45).

Consistency with substantive change:

**30.266 CONQUERED CHINESE OBJECTIVES:** All conquered Chinese objective hexes are limited supply sources for the side which controls them, including Chungking. **Yenan is a limited supply source for Communist Chinese units.**

**Substantive change:**

**30.351 SEA SUPPLY TO ALL SUPPLY ZONES PRESUMED:** The moving player is presumed to supply all supply zones which are legally able to receive supply. A player may not refuse to provide sea supply to a supply zone, although he is under no obligation to protect his sea supply lines (EXCEPTION: Sea supply from mapboard boxes **and to islands in Pacific island groups** is optional). If a supply zone contains two or more ports or bridgeheads, the moving player must select one as the terminus of the mandatory sea supply line to that supply zone (30.342).

31. BRIDGEHEADS
32. FORTIFICATIONS
33. OIL

Substantive change:

**33.4523 ASSIGNING TRANSPORTS TO CARRY OIL:** Japan may ship oil during initial supply determination and post-combat supply determination by assigning one transport to sea escort each oil counter. **The number of Japanese transports which may be assigned to sea escort oil each turn is half (round up) of the number of transports available in the SW box in question: 1 transport: 1 oil counter; 3 transports: 2 oil counters, 5 transports: 3 oil counters; 7 transports: 4 oil counters; 9 transports: 5 oil counters; 11 or more transports: 6 oil counters, the maximum oil production of Brunei and Palembang per turn.** Japanese oil shipments are subject to the following restrictions:

- A. Japanese transports may sea escort oil from Brunei only if Japan controls Balikpapan at the time the oil is shipped.
- B. Japanese transports may sea escort oil from Palembang only if Japan controls Batavia at the time the oil is shipped.

Substantive change:

**33.473 ASSIGNING TRANSPORTS TO CARRY OIL:** The Western Allies may ship oil during initial supply determination and post-combat supply determination by assigning one Atlantic, Pacific or Indian Ocean transport to sea escort each oil counter. **The number of transports which may be assigned to sea escort oil each turn is half (round up) of the number of transports available in the SW box in question: 1 transport: 1 oil counter; 3 transports: 2 oil counters, 5 transports: 3 oil counters; 7 transports: 4 oil counters; and so on.** Transports which are not assigned to sea escort oil may be used for other purposes.

Consistency:

**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.

Consistency:

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

...

**C. EFFECTS:** If the air oil effect is offset, the air oil effects do not apply to the alliance faction's AAF, including associated and allied minor country AAF, naval air units, air transports and jets, other than those engaged in strategic warfare or flying BRPs over the Hump to China, and these air units may conduct air operations during both the owning major power's player turn and the opposing player's turn.

Substantive change, clarification:

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

...

**B. COST OF OFFSETTING THE NAVAL OIL EFFECT:** One oil counter is required to offset the naval oil effect, plus:

- One additional oil counter for Japan if it controls eight or more Pacific island groups; a second additional oil counter for Japan if it controls ten or more Pacific island groups.
- One additional oil counter for the Western Allies if they control six or more Pacific island groups; a second additional oil counter for the Western Allies if they control eight or more Pacific island groups; a third additional oil counter for the Western Allies if they control ten or more Pacific island groups.

...

**D. ADDITIONAL NAVAL UNITS:** Whether or not an alliance faction has offset the naval oil effect, it may use additional naval units as follows:

- One oil counter offsets the naval oil effect for all fast 4- and 5-factor battleships, CVs and CVBs.

- The use of a flexible oil counter allows the use of fast 4- and 5-factor battleships, CVs and CVBs at a cost of one flexible oil counter for each ship used (33.81B). Different ships may be used in each player turn.
- Intercepting fast 4- and 5-factor battleships, CVs and CVBs that are not inverted (22.26) do not use oil.

#### 34. WEATHER

Consistency, simplification, renumbering (partisans may no longer attack or attrition):

**34.43 PARTISANS:** Partisans have a winter preparation level of six.

Renumber rules 34.44 to 34.444 to 34.43 to 34.434.

Clarification:

#### 34.444 APPLICATION OF WINTER PREPARATION:

**A.** Winter preparation results apply to all members of the alliance faction which achieves the result.

**B.** Winter preparation results are announced in the turn in which they are triggered, whether or not they affect play in that turn. Winter preparation results triggered during a winter turn are similarly announced immediately and affect play during that winter turn.

EXAMPLE: Germany produces winter preparation in 1940. If the German player waits until Winter 1940 to trigger the winter preparation result, it is announced then, whether or not it actually affects play in the Winter 1940 game turn. If Germany produced a second winter preparation result, it could reveal it at the start of the Winter 1941 game turn, and winter effects on Axis units would be reduced by two levels.

## Segment 7

### Economics

#### 35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

Typo, substantive change, renumbering:

**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, provided oil is used for BRP growth as required by 33.61E. The remaining BRPs are lost. The major power growth rates are as follows:

...

**B. RUSSIA:** The RGT level at the 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. JAPAN:** The Japanese growth rate is the effective USJT level at the end of the preceding winter game turn, up to a maximum of 50% (each effective USJT level equals one percentage point).

**D. U.S.:** The U.S. growth rate is the effective USAT or USJT level, whichever is higher, at the end of the preceding winter game turn, up to a maximum of 50% (each effective USAT or USJT level equals one percentage point).

**E. CHINA:** 0%

Consistency – example after 35.53:

EXAMPLE: Britain has a 15 BRP deficit in at the end of 1940. Britain's BRP base is reduced by 3 BRPs (-15 BRPs times the 20% British growth rate for the 1941 YSS) and the remaining 12 BRPs are deducted from the British BRP total for 1941. Britain begins 1941 with a BRP base of 117 BRPs (40 BRPs of which are derived from the Commonwealth) and 50 BRPs from its colonies, minus the 12 BRPs deducted from 1940, for a total of 155 BRPs.

By Winter 1941 the Axis have invaded Britain and captured London, Birmingham and Manchester. Axis bombing, British transport shortages, territorial losses and expenditures have resulted in Britain having a deficit of -11 BRPs by the start of the Allied Winter 1941 player turn.

In its Winter 1941 player turn Britain may spend no more than 6 BRPs on offensive operations, because its non-Commonwealth BRP base (77 BRPs), adjusted for the loss of the British key economic areas (-60 BRPs) is 17 BRPs. A deficit of -56 BRPs will result in a reduction of Britain's non-Commonwealth BRP base of -17 BRPs (-56 BRPs times the 30% British growth rate for the 1942 YSS = -16.6, rounded in favor of BRP base reduction to -17 BRPs). Spending even one additional BRP on offensive operations would exceed the British limit on deficit spending (-57 BRPs times 30% = -17.1 BRPs, rounded in favor of BRP base reduction to -18 BRPs). See 39.22A for deficit spending limits.

Britain spends 3 BRPs on offensive operations, increasing its deficit to -14 BRPs. Britain then loses another -5 BRPs because it has failed to recapture 20 BRPs of colonies captured by Japan. Britain's deficit increases to -19 BRPs. The U.S. then grants Britain 20 BRPs, bringing Britain's BRP total up to 1 BRP. Britain may then spend up to 18 BRPs on unit construction, as the maximum allowable British BRP deficit is -17 BRPs (more effective Axis strategic warfare might have caused a BRP deficit greater than -17 BRPs, but Britain may not itself cause its BRP deficit to exceed -17 BRPs).

Substantive change:

**35.82 U.S. STARTING BRP LEVELS:** The U.S. begins all games with a BRP base of 150 BRPs, plus 10 BRPs for the Philippines, in Fall 1939. This applies to a Global War campaign game and the European scenario.

#### 36. MOBILIZATION

#### 37. INDUSTRIAL CENTERS

Typo:

**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:

...  
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 **turn** (60.31A).

- 38. KEY ECONOMIC AREAS
- 39. SPENDING LIMITS
- 40. BRP GRANTS

Substantive change:

#### 40.332 PACIFIC:

**A. WESTERN ALLIED BRP GRANTS TO CHINA:** British and American BRP grants to China are limited as set out in 40.81.

Substantive change:

**40.81** Britain and the U.S. may grant BRPs to China, as follows. BRP grants to China are limited by the capacity of the BRP routes to China.

**40.811 BRITISH BRP GRANTS TO CHINA:** Britain may grant five BRPs per turn to China.

**40.812 AMERICAN BRP GRANTS TO CHINA:** American BRP grants to China are limited as follows:

**A. U.S. NEUTRAL:** Before the outbreak of war between Japan and the U.S., U.S. grants to China are limited by the USJT level (USJT below 5; none; USJT 5-9; 1 BRP per turn; USJT 10-14; 2 BRPs per turn; USJT 15-19; 3 BRPs per turn; USJT 20-24; 4 BRPs per turn; and so on, up to a maximum of 10 BRPs per turn).

**B. U.S. AT WAR:** If Japan and the U.S. are at war, the U.S. may grant 10 BRPs to China each turn.

Consistency with substantive change:

**40.82 MECHANICS:** British and American BRP grants to China are made by sending the granted BRPs along one of the following routes. All land hexes along the route must be under Allied control and free of Japanese ZoCs. Transports used to carry BRP grants to China are at risk if intercepted or attacked at sea.

**A.** From **Britain or** the Atlantic U.S. box through the Atlantic to the South Africa box, then through the Indian Ocean to the India box, then to Kunming via the Burma Road (40.84) or over the Hump (40.85).

**B.** From the Pacific U.S. box through the Pacific, then on the Pacific mapboard to:

- a port in China, then to Chungking or Kunming;
- a port in French Indochina, then to Kunming;
- a port in Burma or India, then to Kunming via the Burma Road (40.84) or over the Hump (40.85).

## Segment 8

### Research and Intelligence

#### 41. RESEARCH

Clarification:

**41.921 STARTING LEVELS:** European Axis, Western Allied, Russian, Japanese and Nationalist Chinese CTLs are distinct. At the start of the game, the following CTLs are in effect:

**A. TWO:** Germany, Finland, Sweden, Vlasovs, Japan, Wangs, Indian National Army and Communist China.

**B. ONE:** All other nationalities, partisans.

#### 42. PRODUCTION

Consistency with substantive change:

#### 42.22 AIR:

...

**B. STRATEGIC BOMBERS:** 2, 3, 4, 5... only after a "10+" 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.

Consistency with substantive change:

**42.331 AIR UNITS:** Army and naval air units may be added to force pools by either mobilization or production. Interceptor, strategic bomber, air transport and jet force pools may be increased only by production, subject to the following restrictions:

...

**B. STRATEGIC BOMBERS:** Strategic bombers may not be produced by a major power which has not achieved at least one "10+" result for strategic bombers. The Western Allies begin with one "10+" result for strategic bombers and one British and one American strategic bomber factor already built. Western

Allied strategic bomber force pool additions for European use must be allocated so the British and American strategic bomber force pools remain at equal strength, with any odd factor going to either major power at the Western Allied player's discretion (24.23).

#### 43. ATOMICS

Consistency with substantive change:

**43.12 PRODUCTION OF FISSIONABLE MATERIALS:** Atomic bombs require the production of fissionable material from uranium plants and/or plutonium reactors:

##### A. URANIUM PLANTS:

- Uranium plants are a high technology project. Each uranium plant costs 8 RPs. RPs may not be invested in uranium plant production until the 1942 YSS.
- Each uranium plant produces fissionable material for one additional atomic bomb every four turns after the material for the first bomb is produced. The delay associated with receiving the fissionable material for the first atomic bomb depends on the research result for uranium separation.
- The rate at which uranium plants produce material for additional atomic bombs depends on the research result for uranium separation.

##### B. PLUTONIUM REACTORS:

- Plutonium reactors are a high technology project. Each plutonium reactor costs 6 RPs. RPs may not be invested in plutonium reactor production until the 1943 YSS.
- Each plutonium reactor produces fissionable material for one atomic bomb from between two to five turns after it is built, provided an "8" or greater research result for plutonium production has been achieved. The delay associated with receiving the fissionable material for the first atomic bomb depends on the research result for plutonium production.
- Each plutonium reactor produces fissionable material for an additional atomic bomb every two turns after the material for the first bomb is produced.

- 44. INTELLIGENCE
- 45. COUNTER-INTELLIGENCE
- 46. ESPIONAGE
- 47. COVERT OPERATIONS
- 48. CODEBREAKING

## Segment 9

### Diplomacy and Politics

#### 49. DIPLOMACY

Consistency:

**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.

Consistency with substantive change:

##### 49.851 USAT:

...

**D.** The effective USAT level governs American mobilizations, the American growth rate (if it is higher than the effective USJT level), YSS RP and DP allotments, BRP grants, deployment of ASW from the U.S. to the Atlantic SW box, construction of CVEs and transports and when the U.S. may declare war on Germany. The effective USAT level at the time an American action is carried out determines whether the action is permitted. The effective USAT level at the end of the Allied diplomatic phase (49.851A) is used to determine whether American mobilizations occur.

Consistency with substantive change:

##### 49.852 USJT:

...

**D.** The effective USJT level governs American and Japanese mobilizations, the Japan growth rate, the American growth rate (if it is higher than the effective USAT level), YSS RP allotments, BRP grants, deployment limits, imposition of an oil embargo, restrictions on the construction of American carriers, fortification construction, Flying Tiger force pool additions, acceleration and deferring of shipbuilding, the applicable column used on the Pearl Harbor Surprise Table, when the U.S. goes on alert, and when the U.S. may declare war on Japan. The effective USJT level at the time an American action is carried out determines whether the action is permitted. The effective USJT level at the end of the Allied diplomatic phase (49.852A) is used to determine whether American mobilizations occur.

Substantive change:

**49.87 TENSION INCREASES FROM OFFENSIVE OPERATIONS:** The USAT and USJT levels increase by one for every 15 BRPs spent on offensive operations each turn by the European Axis and Japan, respectively. The BRP cost of offensive operations against partisans is not counted. At the end of the Axis combat phase, a remnant of eight or more BRPs triggers an increase; a remnant of seven or fewer BRPs is ignored.

#### 50. DECLARATIONS OF WAR

Substantive change, formatting:

### 50.32 DECLARATIONS OF WAR ON MAJOR POWERS:

...

#### C. JAPAN:

- Japan and Nationalist China are at war at the start of *A World at War* without the need for a declaration of war.
- Japan may declare war on Britain without declaring war on the U.S., but not vice versa: a Japanese declaration of war on the U.S. automatically puts it at war with Britain as well.
- Japan may not declare war on Russia before Russia is at war with Germany.
- If Germany and Russia are at war, Japan may declare war on Russia at a cost of 35 BRPs.
- The outbreak of war between Japan and Russia affects USJT, but does not automatically cause the U.S. to go to war with any other major power, regardless of the situation in Europe. Similarly, the outbreak of war between Germany and Russia does not cause Japan to go to war with Russia or the Western Allies.

Typo:

**50.442 ADVERSE POLITICAL EFFECTS REMAIN:** A revoked declaration of war still affects tension levels and, where applicable, diplomatic die rolls.

### 51. PEARL HARBOR AND ALLIED UNPREPAREDNESS

Terminology:

**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 battlecruisers 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), and may attack no other bases.

Substantive change - simplification:

**51.43 NAVAL COMBAT RESOLUTION:** If one or more American carrier TFs intercept the Japanese strike force, naval combat is resolved as follows:

- A. A single round of naval combat is resolved, after which the Japanese strike force must withdraw.
- B. Japanese naval air units used for a second strike against Pearl Harbor are not available for defensive operations against the intercepting American carrier TFs. Up to one-third of the Japanese NAS may be held back to fly CAP.
- C. Each American carrier TF is considered to form a separate combat group.
- D. The U.S. is deemed to have found the Japanese strike force. Japan is deemed to have failed to find any of the American combat groups. No search rolls are actually made.
- E. The American combat groups then make one air strike with a maximum strength of 10 NAS (23.73A). A surprise roll (23.7413) is made prior to the resolution of the American air strike, after which the naval combat ends and the Japanese strike force returns to base. No fleet combat occurs.
- F. Once the American surprise air strike is resolved, any additional American naval air units may make a second, non-surprise, air strike (23.74), after which the naval combat ends and the Japanese strike force returns to base. No fleet combat occurs.

Substantive change:

### 51.72 SURPRISE EFFECTS DURING THE JAPANESE PLAYER TURN:

...

**J. JAPANESE RAIDS PROHIBITED:** Japan may not raid Allied-controlled island groups (21.539).

Substantive change:

**51.73 WESTERN ALLIED SURPRISE EFFECTS:** The following restrictions do not apply to the U.S., if Japan has declared war only on Britain (50.552), or to Russia or China:

**A. FIRST TURN:** During the Allied player turn following a Japanese declaration of war on either Britain or the U.S.:

- ...
- If Japan attacked Pearl Harbor:
- Only half of the American DDs in the Pacific theater (round up) at the start of the Allied player turn may be used for sea escort. Other Western Allied DDs are unaffected by this restriction.
- Only half of the Western Allied transports in the Pacific SW box (round up) at the start of the Allied player turn may be used.

### 52. LENT UNITS

Consistency:

#### 52.7 LENT COMMONWEALTH UNITS

### 53. MAJOR POWER COOPERATION RESTRICTIONS

Clarification:

**51.73 WESTERN ALLIED SURPRISE EFFECTS:** The following restrictions do not apply to the U.S., if Japan has declared war only on Britain (50.552), or to Russia or China:

**A. FIRST TURN:** During the Allied player turn following a Japanese declaration of war on either Britain or the U.S:

- ...
- Western Allied **ground** units may not enter jungle/mountain hexes except by sea.
- ...

**B. SECOND TURN:** During the second Allied player turn following a Japanese declaration of war on either Britain or the U.S:

- Western Allied **ground** units may not enter jungle/mountain hexes except by sea.

## Segment 10

### Surrender of Major Powers

- 54. GENERAL
- 55. GERMAN SURRENDER
- 56. ITALIAN SURRENDER
- 57. JAPANESE SURRENDER

Substantive changes, consistency with substantive change:

<b>Japanese Resistance Table - 57.11</b>	
<b>Situation Modifiers</b>	
+1	For every Pacific front objective under Japanese control.
+1	Japanese control of <b>Singapore, Manila, Vladivostok or Irkutsk</b> (one for each).
+1	For each island group (round down) controlled by Japan at its maximum expansion.
-3	Allied control of Tokyo.
-2	Allied control of Kagoshima or Osaka (-2 for each).
-#	For each Japanese hex occupied by an Allied unit (-3 for the first hex; an additional -2 for the second hex; an additional -1 for each subsequent hex).
-1	Allied control of Peking, Shanghai, Nanking, Canton, <b>Chungking</b> , Harbin, Mukden, Seoul, Taipei or Okinawa (-1 for each).
-#	For each atomic attack against Japan (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each Japanese city firestormed (cumulative).
<b>Cumulative Modifiers</b>	
<b>+1</b>	<b>If Japan controls all four Siberian cities within three hexes of Manchuria.</b>
<b>+1</b>	<b>If Japan controls both Vladivostok and Irkutsk.</b>
+1	If Japan controls at least three of Calcutta, Colombo, Dacca and Rangoon.
+1	If Japan controls at least three of Cairns, Darwin, Port Moresby and Townsville.
+1	<b>If Japan controls at least 2, but less than 6, more island groups than the Western Allies control.</b>
+2	<b>If Japan controls 6 or more island groups than the Western Allies control.</b>
+1	For every 50 BRPs of enemy, including Chinese, Russian and minor country, air, naval and non-partisan ground units eliminated each game turn in the Pacific theater, up to a maximum of two Japanese resistance modifiers per turn (50-99 BRPs: +1; 100+ BRPs: +2). <b>Remnants are carried over into the</b>

	next turn.
-1	If Japan does not control at least two Chinese objectives or Vladivostok.
-1	If the Western Allies control at least 2, but less than 6, more island groups than Japan controls.
-2	If the Western Allies control 6 or more island groups than Japan controls.

**Explanation:** Check at the end of each Allied player turn. If the net result is zero or less, Japan surrenders and the war in the Pacific ends.

**Situation Modifiers** are recalculated at the end of each game turn, in the same manner as modifiers for other resistance tables.

**Cumulative Modifiers** for control of cities, objectives and island groups are determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S. (the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).

When calculating the BRP value of eliminated Allied ground, air and naval units, damaged named ships count as 3 BRPs; named ships sunk in port count as 6 BRPs; damaged cruisers are not counted.

Australian, Indian and Russian objectives and island groups must be fully supplied to count as controlled.

Control of one or more fully supplied islands in an island group which also contains at least one isolated or enemy-controlled island counts as half an island group. Totals are rounded down for both sides. Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.

Substantive change, clarifications:

#### 57.14 CUMULATIVE MODIFIERS:

**A. TIMING:** Cumulative modifiers for control of cities, objectives and island groups are determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S., Britain or Russia (for example, the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).

**B. ENEMY LOSSES:** Enemy casualties are not tracked until Japan is at war with the U.S., Britain or Russia. When calculating the BRP value of eliminated enemy ground, air and naval units, damaged named ships count as 3 BRPs; named ships sunk in port count as 6 BRPs; damaged cruisers are not counted. Partisans are not counted. The maximum Japanese resistance increase from eliminated Allied units is +2 per turn. Any remnants which do not increase the Japanese resistance level are carried over into the next turn.

EXAMPLES: In Summer 1943, Allied losses are 67 BRPs. The Japanese resistance level increases by +1, and 17 BRPs of Allied losses are carried over into Fall 1943.

In Summer 1945, Allied losses are 178 BRPs. The Japanese resistance level increases by +2 (the maximum), and 78 BRPs of Allied losses are carried over into Fall 1945.

Substantive change, reorganization, consistency, typo:

#### 57.14 CUMULATIVE MODIFIERS:

...

**D. ISLAND GROUPS:** Japanese resistance is modified by control of Pacific island groups (4.74).

- Pacific islands must be **must be** fully supplied to count as controlled.
- Control of one or more fully supplied islands in an island group which also contains at least one isolated or enemy-controlled island counts as partial control of that island group.
- Partial control of two island groups is the equivalent of full control of one island group. Otherwise totals are rounded down for both sides each turn.
- An island group that was the target of an enemy raid is not counted as controlled for the purpose of determining Japanese resistance (21.5398A).
- Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.

#### E. ISLAND GROUPS - JAPAN:

- Japan receives a +1 resistance modifier for each island group (round down) it controls at its point of maximum expansion. This modifier is tracked from turn to turn, but is applied only once, at the end of the game turn when Japan has reached its peak. Japan starts the game with +4 resistance for control of the Carolines (East and West), the Kuriles and the Marshalls. As the game progresses, this total will increase.
- The Japanese resistance level is increased by +1 each turn Japan controls at least 2, but less than 6, more island groups than the Western Allies control.
- The Japanese resistance level is increased by +2 each turn Japan controls 6 or more island groups than the Western Allies control.

#### F. ISLAND GROUPS - WESTERN ALLIED:

- The Japanese resistance level is reduced by -1 each turn the Western Allies control at least 2, but less than 6, more island groups than Japan controls.
- The Japanese resistance level is reduced by -2 each turn the Western Allies control 6 or more island groups than Japan controls.

Typo:

**58.21 CALCULATING THE FRENCH SURRENDER LEVEL:** The French surrender level is the key modifier for determining the size of Vichy and Free French forces and the political alignment of the French colonies. The French surrender level, including after a **voluntary** French surrender (58.11B), is the cumulative total of the following modifiers (positive modifiers favor the Axis):

59. BRITISH SURRENDER

Clarification:

**59.82 CONSTRUCTION OF BRITISH FORCES IN CANADA:** British units may be built in Canada if:

- A. Britain has surrendered and the British resistance level is zero or less; or
- B. **Britain has unbuilt units that may not be built in Britain.**

60. RUSSIAN SURRENDER

61. CHINESE SURRENDER

Consistency with substantive change:

61.1 DETERMINING CHINESE SURRENDER

61.2 MODIFIERS

61.3 FORCE POOL EFFECTS

61.4 OTHER EFFECTS

Substantive change:

<b>Chinese Resistance Table - 61.11</b>	
-1	For every three unbuilt Nationalist Chinese ground factors, (0-2 factors: no effect; 3-5 factors: -1; 6-8 factors: -2; and so on).
-1	If ten or more Wang infantry factors are in China.
-1	If the Burma Road is closed.
-1	Japanese or Communist control of each of Peking, Shanghai, Nanking, Canton and Chungking (-1 for each city).
+1	For every ten ground and air factors in the Nationalist Chinese force pool, including unbuilt units (round up).
+1	For every five British, American or Russian ground/air factors in Nationalist China, Communist China or Manchuria.
<b>Results</b>	
-3	The CTL of all Nationalist Chinese units is reduced by -1.
-2	Nationalist China may not carry out offensive operations.
-1	Nationalist Chinese units may not operate outside China.
0	No effect.
+1	Nationalist Chinese units operating outside China are not subject to a -1 DM.
+2	All restrictions on Nationalist-Communist cooperation are lifted.
+3	Nationalist Chinese units may operate in any Asian front hex other than in Russia.
<b>Explanation:</b> Check at the end of each Chinese player turn and implement the result. Results are cumulative - each result includes all lesser results on its side of a "0" result.	

Substantive change, renumbering:

### 61.3 FORCE POOL EFFECTS:

**61.31 NATIONALIST DEFECTIONS:** If the Chinese resistance level is less than zero at the end of an Allied player turn, one unbuilt Chinese replacement or infantry factor is considered to have defected and is removed play for each negative Chinese resistance level, to a maximum loss of three factors per turn (Chinese resistance -1: 1 factor; Chinese resistance -2: 2 factors; Chinese resistance -3: 3 factors), and a maximum reduction of Nationalist China's ground unit force level to 15 ground factors, plus the four infantry factors added in 1940 and 1941. China does not remove units if the Chinese resistance level is zero or higher or if it does not have unbuilt units.

#### A. UNITS REMOVED:

- If the Chinese resistance level is -1, China removes a replacement or a 1-2 infantry unit.

- If the Chinese resistance level is -2, China removes two one-factor units or a 2-2 infantry unit.
- If the Chinese resistance level is -3, China removes any combination of units that total three factors.

**B. SOURCE OF REMOVED UNITS:** Only unbuilt units are removed. The number of factors removed is limited to the number of unbuilt Chinese units at the end of the turn.

#### **C. WANG FORCE POOL INCREASES:**

- For each Nationalist factor that defects, Japan adds one Wang infantry factor, unbuilt, to its force pool.
- Japan may defer adding a 1-2 Wang infantry unit to its force pool in order to add a 2-2 Wang infantry unit in a subsequent turn.
- Wang infantry units added to Japan's force pool from Nationalist defections do not count against the normal Wang force pool limits (one 1-2 and one 2-2 infantry unit for each of Peking, Nanking, Shanghai, Canton and Chungking controlled by Japan - *A World at War* rules 42.26E, 44.33), subject to the proviso that the Wang force pool from all sources is limited by the counter mix (six 1-2 and six 2-2 Wang infantry units, for a total of 18 Wang infantry factors).
- If the Wang force pool has reached its maximum, additional Nationalist units that defect are simply removed from play.
- Wang infantry units added to Japan's force pool from Nationalist defections do not count against the construction limit for Wang units.

#### **61.32 SUBSEQUENT TURNS:**

**A. DEFECTORS NOT COUNTED WHEN CALCULATING THE CHINESE RESISTANCE LEVEL:** Nationalist units that have defected are not considered to be unbuilt when calculating the Chinese resistance level in subsequent turns.

**B. CHINESE RESISTANCE INCREASES:** If the Chinese resistance level is positive at the end of a subsequent game turn, the 61.31 process is reversed - Wang units defect and China's force pool is increased. This may not result in China's force pool exceeding its original size.

### **61.4 OTHER EFFECTS:**

**61.41 REFERENCE:** Details as to the specific application of other Chinese resistance results are found in rules 78-80.

#### 62. U.S. ELECTIONS

## Segment 11

### The Nazi-Soviet Pact and Eastern Europe

#### 63. EASTERN EUROPE

Substantive change, reorganization:

**63.51 RUSSIAN GARRISON REQUIREMENTS:** Russia must meet the following garrison requirements at the end of each Russian player turn. This requirement no longer applies once Germany and Russia go to war, or if Russia is able to declare war on Germany because RGT have reached 50.

**A. GROUND UNITS:** Ten Russian 2-3 infantry units, four Russian 3-3 infantry units and six Russian 3-5 armor units must end their turn:

- within four hexes of an Axis-controlled east Prussian, Baltic or Polish hex, or an Axis-controlled or neutral Rumanian hex; or
- within two hexes of an Axis-controlled or neutral Finnish hex.

**B. AIR UNITS:** 15 Russian AAF must end their turn within three hexes of an Axis-controlled or neutral east Prussian, Baltic or Polish hex.

**C. INSUFFICIENT UNITS:** If Russia does not have sufficient units to meet its garrison requirement, it must build the required units as soon as possible and deploy them so as to meet the garrison requirement.

**D. EXCESS UNITS:** These requirements do not apply to Russian ground and air units in excess of the above amounts, including Russian one-factor infantry or airborne units, produced Russian units, Russian units which begin the game in the Pacific theater, or Russian associated or minor ally units.

**63.52 RUSSIAN SURPRISE EFFECTS:** Russian surprise effects apply in the first turn of a German invasion after Germany declares war on Russia, in addition to all normal modifiers and movement impairments, as set out in 63.52A.

**A. APPLICATION:** The extent which Russian surprise effects apply depends on the circumstances. Surprise effects apply to Russian minor ally units outside their home country.

- If the RGT level is less than 40, Russian surprise effects apply during both the Axis player turn (63.52B) and the following Russian player turn (63.52C).
- If the RGT level is more than 40, Russian surprise effects apply only during the Axis player turn (63.52B). There are no surprise effects during the following Russian player turn (63.52C).
- If Russia is permitted to declare war on Germany, because RGT have reached 50, no Russian surprise effects apply.

**B. SURPRISE EFFECTS DURING THE AXIS PLAYER TURN:** The following surprise effects apply in the first Axis player turn of a German invasion:

- During the Axis movement phase:
  - Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
  - Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.
- During the Axis movement phase and regular combat, Russian infantry units in central and eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during

exploitation movement and combat.

- Russian air units have their Air Nationality DRM reduced by one.

**C. SURPRISE EFFECTS DURING THE RUSSIAN PLAYER TURN:** The following surprise effects apply in the first Russian player turn of a German invasion:

- During the Russian movement and redeployment phase, Russian armor units have a movement factor of two and Russian infantry units have a movement factor of one. Russian specialized units and Russian units in the Pacific theater move normally.

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

**A. COMMUNIST SUBVERSION:** If the RGT level is 15 or greater, Russia may attempt to subvert a neutral Balkan minor country.

**B. RUSSIAN DECLARATION OF WAR ON NEUTRAL MINOR COUNTRIES:** If the RGT level is 25 or greater, Russia may declare war on bordering minor countries which are not controlled by the Axis and in which Germany has no economic interest.

**C. RUSSIAN DECLARATION OF WAR ON ECONOMICALLY PENETRATED MINOR COUNTRIES:** If the RGT level is 35 or greater, Russia may declare war on bordering minor countries in which Germany has an economic interest but not on bordering minor countries which Germany controls.

**D. GERMAN OIL SUPPLIES:** If the RGT level is 45 or greater, Russia may cut off Germany's oil supplies if it controls Ploesti or any minor country through which Germany must trace an oil supply line.

**E. RUSSIAN DECLARATION OF WAR ON GERMANY:** If the RGT level is 50 or greater, Russia may declare war on Germany.

64. POLAND
65. THE BALTIC STATES
66. BESSARABIA

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
74. BRITISH ASIAN COLONIES

## Segment 13

### France

75. RESTRICTIONS ON FRENCH FORCES
76. FRENCH INDOCHINA AND OTHER FRENCH ASIAN COLONIES

Simplification:

**76.45 EFFECT ON THAILAND:** For the effects of the Japanese occupation of French Indochina on Thailand, see 89.51A.

77. VICHY FRANCE

## Segment 14

### China, Manchuria and Siberia

78. NATIONALIST CHINA
79. COMMUNIST CHINA

Clarification:

**79.52 UNIT CONSTRUCTION:** There is no cost for Communist Chinese unit construction if Communist China or Russia controls Yenan. Otherwise Russia pays the cost of Communist Chinese unit construction, with the construction cost counting against the Russian construction limit.

Consistency with substantive change:

**79.61 COMMUNIST CHINESE SUPPLY SOURCES:** Yen-an is an unlimited supply source for Communist Chinese units. Communist China may draw unlimited supply from Chinese objectives which it controls.

Clarification, consistency:

**79.72 EFFECT OF JAPANESE CAPTURE OF YENAN:** If Yen-an is captured by the Japanese, Russia must pay for Communist Chinese unit construction (79.52).

**A. If Yen-an is captured by the Japanese, Russia must pay for Communist Chinese offensive attacks and unit construction (79.52).**

**B. In all scenarios, Yen-an is considered an objective for victory determination purposes.**

## 80. RESTRICTIONS ON CHINESE FORCES

Consistency with substantive change:

**80.21 PROHIBITED:** Nationalist and Communist Chinese units, including partisans, may not carry out or assist in ground attacks at less than 1:1 odds (EXCEPTION: The Flying Tigers may participate in ground attacks by Western Allies units at less than 1:1 odds).

Consistency with substantive change:

**80.41** Nationalist Chinese ground units outside China incur a -1 DM when attacked if the Chinese Resistance level is "0" or lower.

**A. If the Chinese Resistance level is "0" or lower and they are outside China.**

**B. If the Chinese Resistance level is "-3" or lower, regardless of location.**

## 81. MANCHURIA, SIBERIA AND THE URALS BOX

Consistency:

**81.33 PACIFIC SCENARIOS:** In Pacific scenarios, Japan may remove 15 BRPs of units from Manchuria for use elsewhere in Summer 1941 or the turn in which war breaks out between Britain and Japan, whichever comes first. Japan may not withdraw units from Manchuria if this would allow Russia to reduce the Siberian garrison (81.42B).

Consistency with substantive change:

### 81.51 RESTRICTIONS:

**A. JAPANESE DECLARATION OF WAR ON RUSSIA:** Japan may not declare war on a neutral Russia (50.32C).

## Segment 15

### Minor Countries

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

Consistency with substantive change:

**84.31 PHILIPPINES:** The Philippines are an American associated minor country. The 10 BRPs for the Philippines are included in the American Fall 1939 BRP total of 160 BRPs. Filipino forces are placed on the board at the start of the game.

## 85. MINOR ALLIES

Substantive change:

**85.46 GEOGRAPHICAL RESTRICTIONS:** Minor ally units may enter any hexes in their home country, as well as the following areas:

...

**D. SCANDINAVIAN MINOR ALLIES (FINLAND, SWEDEN, NORWAY):** Finnish, Swedish and Norwegian minor ally units are restricted to Norway, Sweden, Finland, and Russian hexes within three hexes by land of the Finnish border. Scandinavian ground and air units may be sea transported or NRed through the Norwegian North Sea coastal hexes and the Baltic Sea.

## 86. SCANDINAVIA

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. In the turn in which Germany declares war on Denmark, Germany and Italy may place airbases in Danish hexes and Axis air units may operate out of those airbases and Copenhagen. Germany receives the prorated Danish BRPs in the turn after it declares war on Denmark, in the same manner as for any other conquest.

Consistency with substantive change:

**86.51 GEOGRAPHICAL RESTRICTIONS AFTER ACTIVATION:** Finnish, Swedish and Norwegian minor ally units are restricted to Norway, Sweden, Finland, and Russian hexes within three hexes by land of the Finnish border. Scandinavian ground and air units may be sea transported or NRed through the Norwegian North Sea coastal hexes and the Baltic Sea.

- 87. WESTERN EUROPE
- 88. THE MIDDLE EAST
- 89. THE FAR EAST

Substantive change:

**89.42 BRP VALUE:** The Philippines are worth 10 BRPs. The BRPs for the Philippines are included in the American Fall 1939 BRP total of 160 BRPs.

## Research Tables

Changes to the production parts of the research tables consistent with the changes in the rules (including 2019 changes that were overlooked).

Substantive change:

## Strategic Bombers

The Western Allies begin with a "10+" result.

### Modifiers:

-1 For each strategic bomber result achieved by the rolling alliance faction (-1 for one strategic bomber result; -2 for two strategic bomber results; and so on). Strategic bomber results required to produce strategic bombers, including the initial Western Allied result, trigger this negative modifier.

### Results:

1-2 No effect.

3 [+1]

4 [+2]

5 [+3]

6 [+4]

7 [+5]

8 [+6]

9 [+7]

10+ Strategic bombers may be constructed. For each strategic bomber research result, including the initial Western Allied result, friendly bomber SW combat dice rolls receive a favorable +1 DRM.

Substantive change:

## Air Defense

### Results:

1-2 No effect.

3 [+1]

4 [+2]

5 [+3]

6 [+4]

7 [+5]

8 [+6]

9 [+7]

10+ The defender's air defense level is increased by one against air attacks (23.42); the defender's SW combat dice roll is increased by one against strategic bombing (26.461B); each flying bomb salvo effect is reduced by one (26.661A).

Consistency:

## Combat Training

### Modifiers:

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

+1 For each year: 1941: +1; 1942: +2; 1943: +3; 1944: +4; and so on (applicable only to the first Western Allied CTL research roll).

+# +1 for 15 steps of *Gathering Storm* specialized unit research; an additional +1 for 18 steps of *Gathering Storm* specialized unit research (applicable only to the first CTL research roll).

- +1 If Russia has engaged in combat against Finland prior to the outbreak of war with Germany or Japan (applicable only to the first Russian CTL research roll made after the condition is met).

## Diplomatic Tables

### Rumania

Consistency:

Until Germany and Russia are at war or the RGT level is 50 or more, Russia may trigger a Rumanian diplomatic die roll only by making territorial demands of Rumania.

## Russo - German Tensions

Substantive change:

### Russian Garrison Requirements

At the end of each Russian player turn in which RGT are less than 50:

- Ten Russian 2-3 infantry units, four Russian 3-3 infantry units and six Russian 3-5 armor units must end their turn within four hexes of an Axis-controlled east Prussian, Baltic or Polish hex, or an Axis-controlled or neutral Rumanian hex, or within two hexes of an Axis-controlled or neutral Finnish hex.
- 15 Russian AAF must end their turn within three hexes of an Axis-controlled east Prussian, Baltic or Polish hex.

These requirements do not apply to Russian ground and air units in excess of the above amounts, including Russian one-factor infantry or airborne units, produced Russian units, Russian units which begin the game in the Pacific theater, or Russian associated or minor ally units. These restrictions are lifted once Russia and Germany go to war or when RGT reach 50.

Shortening:

Results are implemented as indicated. Russia's mobilization schedule and mobilization results are unaffected by a subsequent drop in the RGT level.

## U.S. - Japanese Tensions

Substantive change:

### Event Modifiers

+1 Japanese capture of Chungking.

Substantive change:

### Results

Results are implemented as indicated. Results are not negated by a subsequent drop in the USJT level.

5. The U.S. may grant one BRP each turn to China.
8. The U.S. must deploy the Pacific Fleet, two AAF and three additional infantry factors from the U.S. to Pearl Harbor.
10. The U.S. mobilizes 20 BRPs of units (no later than Winter 1940). The U.S. may grant two BRPs each turn to China.
15. The U.S. may grant three BRPs each turn to China.
20. The U.S. mobilizes 20 BRPs of units (no later than Summer 1941). Military aid to China authorized. China adds one AAF to its force pool (the Flying Tigers). The U.S. may deploy one air transport factor from the U.S. to India. The U.S. may impose an oil embargo on Japan (33.45211). The U.S. may grant four BRPs each turn to China.
25. The U.S. may deploy two AAF from the U.S. to Lingayen (Philippines). The U.S. may leave these two AAF in the U.S. The U.S. may grant five BRPs each turn to China.
30. The U.S. mobilizes 20 BRPs of units (no later than Winter 1941), then mobilizes in each of the next nine turns. The U.S. may grant six BRPs each turn to China.
35. A second Flying Tiger AAF is added to the Chinese force pool. The U.S. may grant seven BRPs each turn to China.
37. The U.S. may deploy an additional three infantry factors to any American-controlled territories in the Pacific.
40. American forces in the Far East put on alert. The Western Allies may construct fortifications. The U.S. and Britain may place airbases. The U.S. and Japan may accelerate or defer Pacific naval construction (27.7272B, C). The U.S. may deploy one Western Allied ASW per turn to the Pacific SW box. Japanese and American submarines may deploy to the Pacific SW box. The U.S. may grant eight BRPs each turn to China.
45. The U.S. may ignore deployment limits in the Far East and redeploy whatever forces it wishes to areas it controls. The U.S. may grant nine BRPs each turn to China.

50. U.S. declaration of war against Japan allowed. **The U.S. may grant ten BRPs each turn to China.**

## Player Aids

## Scenario Cards

Typo:

**At start:** Five AAF, 18 NAS, one air transport, two 2-3 infantry units, five 1-3 infantry units, two 1-3 marine units, six replacements; .

## Forces

Substantive change:

### Japan

**Fall 1939 BRP Level:** 60 (Base: 105, China: 20)

**Growth Rate:** USJT level, increasing to 50% (see 35.31C)

**Mobilization:** Add 10 BRPs to the Japanese BRP base and level, and 20 BRPs of units to the Japanese force pool, in Fall 1939 and during three additional Japanese mobilizations.

**Fall 1939 Construction Limit:** 35

**Airbases:** 3

**Basic RP Allocation:** 6

### United States

**BRP Level:** 160 (Base: 150, Philippines 10)

**Growth Rate:** USAT or USJT level, increasing to 50% (see 35.31D)

**Fall 1939 Construction Limit:** 50

**Replacements:** 12 **Airbases:** 3 (Europe) 3 (Pacific)

**Basic RP Allocation:** 1 per 10 combined U.S. tensions

**Basic DP Allocation:** 1 per 10 USAT levels

## Sequence of Play

## Scenarios

### Global War

Cross-reference:

**Initial Capabilities:** Germany begins with two synthetic oil plants (33.233), up to three pocket battleships raiding at sea (21.533I) and a free one-ship harbor attack (21.442). Germany begins the game with a 10 BRP economic interest in Russia (69.11).

Consistency with substantive change:

**Deployment Limits (Asia):** U.S. forces must remain in the following locations until war breaks out between the U.S. and Japan, **unless otherwise allowed by the USJT level:**

- Pearl Harbor: One 2-2 infantry unit, one 1-2 infantry unit and one AAF.
- Philippines: Three 1-2 infantry units and two Filipino 1-2 infantry units. These one-factor units may not stack together.
- Midway: One NAS.
- U.S. box (Pacific): **One 2-2 infantry unit, one 1-2 infantry unit, two 1-2 marine units, six replacements, four AAF, eight NAS and one air transport factor.**
- Pacific Fleet: Nine NAS.

Substantive change:

## Philippines

The Philippines are an American associated minor country worth 10 BRPs. The BRPs for the Philippines are included in the American Fall 1939 BRP total of 160 BRPs. Filipino forces (two 1-2 infantry units) begin the game in the Philippines (89.4).

## European Pacific Global War (historical) European (historical) Pacific (historical) Barbarossa

Substantive changes and clarifications:

**Rules Used:** The scenario uses only the rules relating to ground and air movement and combat (Sections 1-19), unit construction (27), redeployment (28), hex control (29), supply (30), bridgeheads (31), fortifications (32), oil (33), weather (34), the Year Start Sequence (35), industrial centers (37), spending limits (39), BRP grants (40), Russian surrender (60), and minor allies (85). No naval rules are used, although sea supply (30.33) and sea transport (21.43) are possible.

**Naval activities:** Naval activities are restricted as follows:

- Germany may trace supply to Finland and may sea transport or navally redeploy ground units to Helsinki, up to the five-factor limit on German factors in and supplied through Finland.
- Russia may provide sea supply to Sevastopol provided Batum is fully supplied by Russia and the Axis do not have an air superiority of five or more uninverted Axis AAF within range of either Sevastopol or Batum. Axis AAF are offset by uninverted Russia AAF within range of either Sevastopol or Batum, on a 1:1 basis.
- No other naval activities are permitted.

**Russian Unpreparedness:** RGT are below 40 when Germany attacks Russia, and therefore Russia is unprepared for the initial German attack (63.51F). In Summer 1941:

**Finland:** No more than five Axis naval/ground/air factors may enter or trace supply through Finland. No more than one Axis armor unit is permitted. Finnish units do not count against this limit.

German Forces							
	AAF	Air T	4-6	5-6	1-3	3-3	1m3
Start	[33]	[1]	[12]		[3]	[20]	[1]
Sp42	3[36]						1[2]
Sp43	-10[26]		-1[11]	1[1]		-2[18]	
Germany has six replacements. Arriving units are built in the construction phase. Departing units are removed in the redeployment phase.							

Russian Forces and Nationality Modifiers										
	AAF	Air T	3-5	4-5	5-6	1-3	2-3	3-3	1m3	ICs
Start	[18]	1[1]	[6]			[16]	[10]	[10]	[2]	[9]
Su41										
Fa41*	1[19]		1[7]					5[15]		+1
Wi41										+1
Sp42	2[21]							6[21]		+1
Su42‡	1[22]			1[1]				3[24]		
Fa42	1[23]							3[27]		
Wi42	1[24]			1[2]						
Sp43‡	4[28]			1[3]	1[1]					

<b>Su43</b>				1[4]																		
<b>Fa43</b>				1[5]																		
<p>* Of the Fall 1941 Russian force pool additions, one 3-5 armor unit, two 3-3 infantry units and one AAF are placed in the Urals box at no BRP cost and may redeploy onto the mapboard. Except for these units transferred from Siberia, other additions to the Russian force pool must be constructed normally.</p> <p>† Russia's combat training level increases to 2.</p> <p>‡ Russia's Air Nationality DRM increases to 2.</p>																						

**Russian Resistance Modifiers:** Russian resistance is checked at the end of each game turn, although this will only be necessary if Russian resistance is close to zero. The following Russian resistance modifiers are deemed to be in effect from the indicated dates:

Beginning in Summer 1942, Russia increases the value of any two ICs by 5 BRPs each, per turn, to a maximum value of 20 BRPs, unless the Russian resistance level was 0 or less at the end of the previous Allied player turn (37.13).

When the Axis capture an IC, its value is reduced by five BRPs. Once an IC is captured by the Axis, its BRP value is fixed.

The following levels of victory may be achieved:

**Axis decisive victory:** Russia surrenders.

**Russian decisive victory:** Russia gains control of Ploesti or Berlin.

**Victory points:** At the end of each year, each side gets one point for each eastern front objective it controls or has isolated in excess of the historical result. Only the 12 objectives on the eastern half of the European mapboard are counted; Krakow and Stockholm are disregarded. The side with the most points wins. Axis-controlled objectives only count as isolated if they were out of supply at the end of the Axis player turn.

Victory Conditions - Barbarossa Scenario		
	Historical Results	
Year	Axis	Russia
Winter 1941	6	6
Winter 1942	8	4
Winter 1943	4	8

The numbers indicate eastern front objectives controlled historically at the end of the indicated turns. Each side gets one point for each eastern front objective it controls or isolates in excess of the historical result.

- North Africa
- Battle of the Atlantic
- Coral Sea
- Midway
- Leyte Gulf

## Historical Events Chart

## Designer's Notes

## Design Credits

## Index

## Examples of Play

## Research Results Summary

General	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
General Research		+1	+2	+3	+4	+5	+6	Breakthrough														
Air	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22

Air Nationality DRM		+1	+2	+3	+4	+5	+6	+7	+1 Air Nationality DRM		
Jets	Cancelled				+1	+2	+3/1f	+4/2f	+5/3f	4 jet factors may be built; jets attain maximum range	
Air Range		+1	+2	+3	+4	+5	+6	+7	Air range increase		
Strategic Bombers		+1	+2	+3	+4	+5	+6	+7	Strategic bomber construction permitted; additional results yield a bombing modifier		
Air Defense		+1	+2	+3	+4	+5	+6	+7	Air defense result		