

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

## Segment 1

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#### 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 are 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.

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### Ground Operations

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## 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 defender 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 has no effect on regular or exploitation combat; defensive air support placed**

during regular combat 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.

**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 DAMAGING NAMED SHIPS:**

**20.5211 HOW SHIPS ARE DAMAGED:** A named ship is damaged when it:

- A. Incurs a number of hits equal to one less than its size in factors.
- B. Incurs a hit while providing shore bombardment (21.5282C).

**20.5212 EFFECTS OF DAMAGE:**

- 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. **AIR DEFENCE:** Damaged ships contribute to air defense.
- E. **REPAIR:** Damaged heavy ships take one shipbuilding point and two turns to repair. Cruisers are repaired at no cost in one turn (27.721C).

**F. SINKING:**

- A damaged ship at sea is sunk if it receives one additional hit.
- A damaged ship in port must be damaged again to be sunk.

**20.522 SINKING NAMED SHIPS:**

**20.5221 HOW SHIPS ARE SUNK:** A named ship is sunk when:

- A. It incurs a number of hits equal to or greater than its size in factors.
- B. A critical hit is incurred by a damaged named ship (20.526).
- C. A damaged ship in port is damaged again.

**20.5222 EFFECTS OF SINKING:**

- A. **AT SEA:** Named ships sunk at sea are removed from play.
- B. **IN PORT:** When a named ship is sunk while in port, a critical hit roll (20.524) is immediately made for that ship. If the ship survives, it may be repaired (27.7262). Prior to being repaired, a ship sunk in port does not contribute to the air defense of naval units in its port, cannot move and is eliminated if it is damaged again or if its port is occupied by enemy units.

**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 already 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.

**20.5231 EFFECTS OF ACCUMULATED HITS:**

- A. **UNDAMAGED SHIPS:** Accumulated hits short of the number required to damage a named ship do not affect the speed of named ships, do not impair the firepower of capital ships and do not affect the ability of fast carriers to launch or retrieve naval air units.
- B. **DAMAGED SHIPS:** Accumulated hits beyond the number required to damage a named ship sink ships at sea.

**20.524 CRITICAL HITS:** When the possibility of a critical hit on a named ship arises, one die is rolled. If the modified die roll exceeds the size of the named ship, it incurs a critical hit, with the effects set out in 20.526.

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

**A. A NATURAL “12” IS ROLLED:** Whenever a “12” is rolled for an air, fleet combat or submarine attack against a named ship, regardless of modifiers and whether or not the named ship was damaged.

*Before there is a chance at a critical hit, double sixes must be rolled. An “11” result with a +1 modifier is insufficient. Negative modifiers to a “12” dice roll are disregarded.*

**B. SUNK IN PORT:** A named ship is sunk while in port (20.5222B).

**C. “7+” SURPRISE LEVEL:** A named ship is damaged by air attack when a “7+” surprise level is in effect (23.7413).

**D. ATOMIC ATTACKS:** A named ship is damaged or sunk by an atomic attack (43.435, 43.442).

**20.5242 MODIFIERS:** If the attacker inflicts more hits on a named ship than needed to sink a ship in port, a +1 modifier is applied to the critical hit die roll for each excess hit.

**20.525 MULTIPLE CRITICAL HITS PROHIBITED:** A named ship may be subject to a maximum of one critical hit per attack, even if the attack triggers more than one of the conditions in 20.5241.

**EXAMPLE:** An American battleship sunk in port during Japan’s Pearl Harbor raid with a dice roll of “12” is subject to only one critical hit die roll.

**20.526 EFFECTS OF CRITICAL HITS:** A critical hit has the following effect, in addition to any effect of the combat roll which triggered the critical hit:

**A.** An undamaged ship is damaged.

**B.** A damaged ship at sea is sunk.

**C.** A damaged ship in port is sunk in port.

**D.** A ship sunk in port is destroyed.

**20.527 EXCESS HITS:** Excess hits against named ships beyond what is required to destroy the targeted ship are disregarded.

21. NAVAL OPERATIONS

22. NAVAL INTERCEPTION AND COMBAT

## Air-Naval Operations

23. AIR-NAVAL OPERATIONS

### Segment 5

## Strategic Warfare

24. STRATEGIC WARFARE

Consistency with substantive change:

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

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:**

- ...
- German advanced submarines do not count against the above limits.

**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.

## Segment 6

### Logistics

#### 27. UNIT CONSTRUCTION

**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 Australian units may be constructed following the outbreak of war between Japan and Britain, 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.

**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 theatre. A major power may not use its shipbuilding points to raise a ship belonging to another major power; Canadian and Australian shipbuilding only be used to raise British ships.

- 28. REDEPLOYMENT
- 29. HEX CONTROL
- 30. SUPPLY
- 31. BRIDGEHEADS
- 32. FORTIFICATIONS
- 33. OIL

**Substantive change:**

**33.422 MAXIMUM OIL RESERVES:** Each oil reserve may contain a maximum number of oil counters. These maximums apply to each oil reserve at the end of each player turn, and any oil counters in excess of the maximum are eliminated. The maximums and starting levels for each oil reserve are:

...

#### H. WESTERN ALLIES (Australia box):

- **Maximum:** Three.
- **At Start:** Three.

#### 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:

**33.71 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.

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

...

**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

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## Segment 9

### Diplomacy and Politics

49. DIPLOMACY
50. DECLARATIONS OF WAR
51. PEARL HARBOR AND ALLIED UNPREPAREDNESS

#### Consistency, 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 and the American air strike is resolved, 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.

52. LENT UNITS
53. MAJOR POWER COOPERATION RESTRICTIONS

## Segment 10

### Surrender of Major Powers

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

#### Substantive change:

#### 57.14 CUMULATIVE MODIFIERS:

**A. TIMING:** Cumulative modifiers for control of 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).

**B. ALLIED LOSSES:** 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. Allied 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.

#### 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.
- 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 8, but less than 10, island groups.
- The Japanese resistance level is increased by +2 each turn Japan controls 10 or more island groups.

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

- The Japanese resistance level is reduced by -1 each turn the Western Allies control at least 8, but less than 10, island groups.
- The Japanese resistance level is reduced by -2 if the Western Allies control 10 or more island groups.

**Consistency with substantive change:**

Japanese Resistance Table - 57.11	
Cumulative Modifiers	
+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). Remnants are carried over into the next turn.
-1	If the Western Allies control at least 8, but less than 10, island groups.
-2	If the Western Allies control 10 or more island groups (round down).

**Clarification (to explanatory paragraph in the Japanese Resistance Table):**

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. Effects are calculated separately for each game turn; remnants of less than 5 BRPs are ignored.

- 58. FRENCH SURRENDER
- 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

- 61.1 DETERMINING CHINESE SURRENDER
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- 83. CONQUEST OF MINOR COUNTRIES
- 84. ASSOCIATED MINOR COUNTRIES
- 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

#### 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

## Research Tables

#### Substantive change:

## Strategic Bombers

The Western Allies begin with a “9+” 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.  
3-4 [+1]  
5 [+2]  
6 [+3]  
7 [+4]  
8 [+5]

9+ 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).

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General Research		+1	+2	+3	+4	+5	+6	Breakthrough														
<b>Air</b>	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	Strategic bomber construction permitted; additional results yield a bombing modifier														
Air Defense			+1	+2	+3	+4	+5	+6	+7	Air defense result												