

# Changes since June 30, 2020 (for June 30, 2021)

## Segment 1

### Preface

Consistency with substantive change:

The rest of the rules are easier. The Surrender of Major Powers (54-62) varies in complexity, depending on the major power concerned, while most of the remaining rules are theater-specific and players need only be aware of their existence until the topic actually arises. Many of the rules dealing with specific minor countries simply gather together rules stated elsewhere (Persian partisans, for example, are discussed in rule 11 (Partisans) and rule 88 (the Middle East), so players concerned about this subject can look in either place).

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### Introduction

- 1. GAME COMPONENTS

#### Components and Concepts

- 2. OVERVIEW
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Consistency (capitalization):

**“eastern Europe”**: Eastern Poland, the Baltic States, Bessarabia (Rumania east of the eastern front boundary) and the Finnish border hexes. See 63.11.

Clarification:

**“operational air base”**: A city or airbase counter which is controlled, fully supplied and not subject to air oil effects. A controlled, fully supplied air base containing an air transport flying BRPs over the Hump to China, air units conducting or opposing strategic bombing or flying bomb attacks, or that is used to determine the range of interceptors opposing strategic bombing, is deemed to be operational, provided the oil requirements of the air units are met (33.71D).

Clarification:

**“operational port”**: A port which is controlled, fully supplied and not subject to naval oil effects, including a port counter or mapboard box. A controlled, fully supplied port containing fast 4- and 5-factor battleships, CVs or CVBs that are being used without offsetting the naval oil effect is deemed to be operational, provided the oil requirements of the naval units are met (33.72D).

- 4. TERRAIN AND THE MAPBOARD

Clarification:

**4.52 PARTIAL SEA HEXES**: Hexes which are partially sea and partially land are considered both land and sea for all purposes. Naval movement into and out of a partial sea hex is permitted unless land in the hex extends to the edge of the hex so as to block such movement. The dark blue outline around land represents water, and therefore allows naval movement and blocks land movement when it extends to the edge of a hex. For example, on the European mapboard, naval movement is permitted between hexes C27-C28 (northern Scotland) and through hexes CC17-DD17-EE17 (near Tunis) and DD26-EE26-FF26 (near Greece), because the peninsulas in DD17 and EE26 do not extend to the hex boundaries so as to block such movement; on the Pacific mapboard, naval movement is permitted between hexes R23 and R24 (the northern end of Formosa) and between hexes S22 and S23 (the southern end of Formosa).

## 5. MAPBOARD BOXES

Clarification, consistency:

### 5.21 CONCEPT:

**A. ATLANTIC U.S. BOX:** The Atlantic U.S. box represents the Atlantic coast of the U.S. and Canada.

**B. PACIFIC U.S. BOX:** The Pacific U.S. box represents the Pacific coast of the U.S. and Canada.

**C.** For redeployment purposes, the Atlantic and Pacific U.S. boxes are considered to be a single mapboard box (28.72A).

**5.22 DISTANCE FROM THE MAPBOARDS:** The distance of the U.S. boxes from the European and Pacific mapboard does not affect play.

**A. NAVAL:** Naval activities from U.S. boxes are permitted as set out in 5.28.

### **B. STRATEGIC BOMBING:**

- Western Allied strategic bombers may only bomb targets on the European and Pacific mapboards if the Western Allies have three air range results.
- German strategic bombers may only bomb the Atlantic U.S. box if the European Axis have three air range results.
- Japanese strategic bombers may only bomb the Pacific U.S. box if Japan has three air range results.

Clarification:

### 5.27 GROUND AND AIR UNITS:

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**C. REDEPLOYMENT:** Ground and air units may only enter or leave the U.S. boxes during the redeployment phase by NR (EXCEPTION: Unlimited SRs between the U.S. boxes are permitted). Units that redeploy into a U.S. box must end the redeployment phase in that box (28.72A).

Clarification:

### 5.28 NAVAL ACTIVITIES:

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#### **C. SEA TRANSPORT:**

- Sea transport from the Atlantic U.S. box must terminate in a western front port (21.433A).
- Sea transport from the Pacific U.S. box must terminate in Dutch Harbor, the Hawaiian Islands, or the Society Islands (21.433B).
- Two destroyer factors are required for each ground or air factor sea transported from the U.S. boxes through the Atlantic and Pacific Oceans onto the mapboard. In addition, one transport from the SW box through which the sea transport passes is required for every five ground or air factors sea transported through the Atlantic or Pacific SW boxes.
- Sea transport between the U.S. boxes and other destinations is prohibited.

#### **D. SEABORNE INVASIONS:**

- Ground units in the Atlantic U.S. box may conduct seaborne invasions against any eligible western front hex or Gibraltar. No other invasions are permitted.
- Ground units in the Pacific U.S. box may conduct seaborne invasions against Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti). No other invasions are permitted.
- Two destroyer factors are required for each ground factor conducting a seaborne invasion from a U.S. box through the Atlantic and Pacific Oceans, plus an additional destroyer for each ground factor if the invasion hex is occupied by an enemy ground unit. In addition, one transport from the SW box through which the seaborne invasion passes is required for every five invading ground factors.

**E. NR OF NAVAL UNITS:** Naval units that NR between either U.S. box and the mapboard must start in, end in, or pass through one of the following destinations:

- a western front port or the South Africa box (28.751D, 28.752D).
- Dutch Harbor, the Hawaiian Islands, the Society Islands or the Australia box (28.751D, 28.752D).

Clarification:

### 5.38 NAVAL ACTIVITIES:

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#### **C. SEA TRANSPORT:**

- Sea transport is permitted through the Indian Ocean between the South Africa box and Suez, Basra or Abadan.
- Two destroyer factors are required for each ground or air factor sea transported through the Indian Ocean to or from the South Africa box. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported through the Indian Ocean.
- Sea transport to or from the South Africa box to or from other ports, through the Atlantic Ocean, or to and from Ethiopia, the Australia box or the India box through the Indian Ocean is prohibited.

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#### **E. NRs AND SEA ESCORT:**

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- Naval units in the South Africa box may NR to any western front port, Suez, Basra and Abadan, and the **Atlantic** U.S., India and Australia boxes.

Consistency:

#### 5.44 BRP VALUE:

A. The India box has a value of 10 BRPs. **India's BRP value is increased to 15 BRPs if Britain achieves two Storm Over Asia British economic preparation results (Storm Over Asia transition rule 6.910D).** The Indian BRPs are included in the British base and contribute to the British construction limit.

<b>Classic A World at War</b>
In classic <i>A World at War</i> , India is worth 10 BRPs.

B. For each Japanese ground factor adjacent to the India box in excess of the number of Western Allied ground factors in the India box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of the BRP value of the India box per turn, unless India has surrendered.

Clarification:

#### 5.48 NAVAL ACTIVITIES:

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##### C. SEA TRANSPORT:

- Sea transport is permitted through the Indian Ocean between the India box and Suez, Basra or Abadan or the Pacific mapboard.
- Two destroyer factors are required for each ground or air factor sea transported through the Indian Ocean to or from the India box. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported through the Indian Ocean.
- Sea transport between the India box and the Australia and South Africa boxes is prohibited.

Clarification:

#### 5.58 NAVAL ACTIVITIES:

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##### C. SEA TRANSPORT:

- Sea transport is permitted through the Indian Ocean between the Australia box and Suez, Basra or Abadan or the Pacific mapboard.
- Two destroyer factors are required for each ground or air factor sea transported through the Indian Ocean to or from the Australia box. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported through the Indian Ocean.
- Sea transport between the Australia box and the India and South Africa boxes is prohibited.

...

##### E. NRs AND SEA ESCORT:

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- Naval units in the Australia box may NR to Suez, Basra or Abadan, and the U.S., India and South Africa boxes, or onto the Pacific mapboard.

Clarification:

#### 5.77 GROUND AND AIR UNITS:

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##### C. REDEPLOYMENT:

- Russian ground and air units may enter the Urals box by TR or SR from adjacent European or Pacific mapboard hexes.
- Russian ground and air units which begin their turn in the Urals box, enter the Urals box during the movement or combat phases, or are constructed in the **Urals box**, may TR or SR onto the European or Pacific mapboards, provided this does not result in there being fewer ground factors in the Urals box than there are Axis or Japanese ground factors adjacent to the Urals box at the end of the redeployment phase.

Cross-reference consistency with reorganization:

#### 5.934 ENTERING AND LEAVING SW BOXES:

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**B. NAVAL UNITS:** Naval units may enter or leave an SW box during the movement and redeployment phases. Naval units which withdraw from an SW box in the movement phase are inverted for the remainder of their player turn and may be subsequently uninverted in accordance with 21.7; naval units which withdraw from an SW box in the redeployment phase are inverted for the remainder of their player turn and for the next opposing player turn (25.372) and may be subsequently uninverted in accordance with 21.7.

6. COUNTERS
7. SCENARIOS
8. SEQUENCE OF PLAY
9. OFFENSIVE OPERATIONS

Clarification:

**9.63 FULL OFFENSIVES:** If an alliance faction spends 15 or more BRPs on offensive operations on a front in a turn, the alliance faction is considered to be conducting a full offensive.

**A. UNLIMITED OFFENSIVE OPERATIONS PERMITTED:** If a major power conducts a full offensive on a front, all units belonging to that major power and any of its minor allies and associated minor countries may conduct offensive actions on that front without any additional expenditure of BRPs. If a major power spends less than 15 BRPs, only the offensive operations for which it pays the BRP cost may be conducted.

**B. ATTRITIONS:** An attrition may not be conducted on a front in which a full offensive is conducted unless the cost of offensive operations apart from attacks on partisans on the front in question is no more than 14 BRPs (9.61).

**C. MUD:** Full offensives are prohibited in areas afflicted by mud (34.22), subject to the following exceptions:

- Russia may conduct full offensives in mud, although the CTL of exploiting Russian armor units is reduced by one when exploiting from a breakthrough created in, or when moving through, an area afflicted by mud (34.221, 41.925).
- Other alliance factions may not conduct full offensives in areas afflicted by mud unless the cost of offensive operations apart from attacks on partisans is no more than 14 BRPs (34.22A).

EXAMPLE: In Spring 1943 the Axis move on the eastern front, where mud occurs east of the Nazi-Soviet Pact line. Germany bombs Stalingrad with 12 AAF, and uses 11 factors to attack partisans. The total cost of German offensive operations is capped at 15 BRPs, the cost of a full offensive. Because Germany only spent 12 BRPs for its AAF, and the BRP cost of the attacks on the Russian partisans don't count, Germany may attrition on the eastern front.

## Segment 2

### Ground Operations

#### 10. GROUND UNITS

Consistency:

**10.81 SPECIAL ABILITY:** Commandos may conduct seaborne invasions against any undefended port hex. The range of a commando unit using its special capability to invade a port is restricted to 10 (Europe) or five (Pacific) hexes (21.512A). Ports which contain enemy ground units at the start of the Allied combat phase may not be invaded by commandos. This does not permit seaborne invasions of otherwise ineligible ports by non-commando units. A bridgehead may not be placed in a port invaded by a commando using this special ability.

Simplification, cross-reference:

**10.99** Each flak unit of up to three factors is considered to be one ground unit for SR purposes (28.62C).

#### 11. PARTISANS

Consistency:

**11.41 CONTROL:** Partisans are controlled and moved by the major power which constructed them and are subject to the same offensive operation restrictions as their controlling major power. The BRP cost for ground attacks by partisans is paid by the controlling major power.

Clarification, renumbering:

**11.47 DEFENSIVE AIR SUPPORT PROHIBITED:** Defensive air support may not be provided to partisans. If partisans and non-partisan ground units are attacked together, the non-partisan ground units may receive defensive air support (18.611D).

**11.48 CTL:** Partisans have a CTL of one. This may not be increased by research.

**11.49 WINTER EFFECTS:** Partisans have a winter preparation level of six (34.43).

Clarification:

**11.82 EFFECTS OF ANTI-PARTISAN OPERATIONS:** While attacks on partisans incur the normal BRP costs of offensive operations, the BRP cost of offensive operations 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). Offensive operations against partisans include overruns and ground combat directed solely against partisans, but do not include air and sea transport, even if the transported units engage in anti-partisan operations.

12. STACKING

13. MOVEMENT

14. ATTRITION COMBAT

Clarification:

**14.211 ATTRITION ZONES:** Each area of contiguous hexes on the same front in the same weather zone controlled by the same alliance faction is considered to be a single attrition zone, regardless of the presence of enemy ZoCs which may interrupt supply to parts of the attrition zone. This determination is made at the start of the attritioning player's turn, prior to ground movement. In winter turns, eastern front hexes on the western and eastern sides of the Pact line are in separate attrition zones, and the Balkans and European Turkey are in a separate attrition zone from Asiatic Turkey; in fall and winter turns, Siberia, Manchuria, Mongolia and Tannu Tuva are in a separate attrition zone from the rest of the Asian front).

Clarification:

#### 14.52 RESTRICTIONS ON LOSSES:

**A. LOCATION:** Ground units removed to satisfy attrition losses **may** be taken from:

- The attrition zone being attritioned. **Any ground units in the attrition zone may be taken as attrition losses.**
- A supply zone containing an unlimited supply source from which, in the previous turn, full supply was traced to the attritioned units or from which a seaborne invasion was launched to create a bridgehead in the attrition zone, provided:
  - all the ground units being attritioned were fully supplied in the defender's previous player turn and were not subject to an army oil effect; and
  - the only attrition losses taken from that supply zone are infantry units or replacements that received full supply from the unlimited supply source that supplied the attrition zone in the previous player turn.

#### 15. OFFENSIVE COMBAT

Simplification:

**15.632 INVOLUNTARY AIR LOSSES:** The elimination of all the ground units engaged in a battle does not result in the elimination of the air units which provided ground support or defensive air support to those ground units, unless required by the ground combat result in the final round of combat.

Simplification:

**15.71 SECOND ROUND OF GROUND COMBAT:** If, after resolving the initial round of ground combat, both sides have at least one surviving ground unit, the attacker may either abandon the attack or continue by attacking a second time if allowed by his CTL (15.82A). All ground, air and naval units involved in the initial attack take part in the second round of attack, **unless they were eliminated in combat or are unable to attack a second time because of their CTL.**

#### 16. EXPLOITATION

Clarification, cross-reference:

**16.15 SEABORNE INVASIONS:** The CTL of armor units exploiting from a breakthrough created by a seaborne invasion is reduced by one during the attacker's exploitation. This CTL reduction applies to all armor exploiting from the invasion hex, including armor associated with a land attack by units adjacent to the invasion hex, and applies whether the seaborne invasion was conducted against an occupied or unoccupied hex (21.5183).

## Segment 3

### Air Operations

#### 17. AIR UNITS

Consistency:

**17.45 OIL:** Kamikazes do not require oil (33.61A).

Substantive change, clarification:

#### 17.47 TARGET SELECTION:

**A. AGAINST SINGLE ENEMY COMBAT GROUPS:** Whenever kamikazes attack a naval force outside of naval combat, that force deploys into combat groups, following the procedure set out in 22.42 (EXCEPTION: A naval force attacked by kamikazes outside of naval combat may contain more than six combat groups). Kamikaze attacks are made against individual enemy combat groups, whether the enemy naval units are engaged in naval combat or not. Kamikazes never attack a multi-TF naval force as a whole.

**B. ONLY FOUND COMBAT GROUPS MAY BE ATTACKED:** Kamikazes attacking during naval combat may only attack found enemy combat groups.

**C. ONE KAMIKAZE ATTACK PER COMBAT GROUP:** All kamikaze attacks during naval combat are made in the first round of combat, at the same time as other air strikes. Kamikazes may not attack a combat group that is being attacked by other Japanese air units, including other kamikazes. Similarly, a combat group attacked by kamikazes may not be attacked by other Japanese air units in that combat round.

**D. MECHANICS:** Kamikaze attacks are carried out as follows:

- **All kamikaze attacks simultaneous:** When the Japanese player announces kamikaze attacks, all kamikazes used to attack during that turn must attack at that time. Kamikazes may not be used to attack during a subsequent phase or combat round during that turn.
- **No more than 15 kamikazes in each attack:** No more than 15 kamikazes may attack any one Allied combat group unless the attacked Allied naval force consists of only a single Allied combat group, in which case a second wave of kamikazes may attack that Allied combat group immediately after the first kamikaze attack is resolved.
- **Kamikazes attack alone:** Other types of air units may not accompany kamikazes in their attack.

**E. ALLIED DEFENSES:** Attacking kamikazes are engaged by defending air units flying air cover and combat air patrol over the attacked combat group (23.2, 23.3), then by the defender's ships (23.42). Kamikazes:

- do not make an air combat dice roll against the defending air units flying air cover and combat air patrol;

- are eliminated if shot down by the defender's air combat result or the defender's air defense result (the number before the "/").
- are diverted to attacking a combat group of the defender's choice if forced to abort by the defender's air combat result or the defender's air defense result (the number after the "/"). No additional air combat or air defense rolls are made by combat groups attacked by diverted kamikazes.

**F. SELECTING TARGETS:** Each attacking kamikaze targets a category of defending naval units: fast carriers; capital ships (non-carrier named ships); or light ships.

- If there is a single category of defending ships, that category is attacked.
- If there are two categories of defending ships, the target category is determined by rolling one die: 1-3: the higher category (fast carriers or capital ships); 4-6: the lower category (capital ships or light ships).
- If there are three categories of defending ships, the target category is determined by rolling one die: 1-2: fast carriers; 3-4: capital ships; 5-6: light ships.
- Within each category, the number of attacking kamikazes is compared to the number of fast carriers and capital ships:
  - Each fast carrier and capital ship may be attacked by no more one kamikaze (EXCEPTION: Surplus kamikazes).
  - If there are more fast carriers or capital ships than kamikazes attacking that category of ship, the Japanese player chooses which fast carriers and capital ships to attack.
  - If there are fewer fast carriers or capital ships than kamikazes attacking that category of ship, the surplus kamikazes may attack any target in the attacked combat group, as decided by the Japanese player, including fast carriers or capital ships that are already being attacked, or light ships. This is the only instance when more than one kamikaze may attack a named ship.
  - Light ships are attacked as a group.

**G. RESOLVING KAMIKAZE ATTACKS:** Once the targets of all attacking kamikazes are determined, each attack is resolved by making a dice roll on the Naval Attack Table for each target. For the purpose of determining kamikaze attack levels on the Naval Attack Table, each kamikaze is equivalent to two air squadrons. If two kamikazes attack the same target, a single attack dice roll is made for that target, using the "4" row on the Naval Attack Table; three kamikazes use the "6" row, and so on.

Substantive change, clarification:

**17.75 AMERICAN PACIFIC STRATEGIC BOMBERS:**

**A.** American Pacific strategic bombers may only be used in the Pacific theater (24.232).

**B.** Production of American Pacific strategic bombers may not begin until 1944 (42.22B).

**C.** Have a +1 Air Nationality DRM, in addition to any increases from Western Allied Air Nationality DRM research.

18. AIR OPERATIONS

Cross-reference consistency with reorganization:

**18.42 INVERSION OF AIR UNITS:**

**A.** Air units which perform an air mission are inverted for the remainder of the player turn. Air units are uninverted at the end of the player turn as set out in 18.7.

Clarification:

**18.547 GROUND UNITS:**

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**C. RESTRICTIONS:**

- Ground units which are unsupplied may not be air transported.
- A unit may not be air transported from one location to another, then air transported again from the new location, in the same turn.
- A ground unit may not be air transported and sea transported in the same movement phase.
- Ground units which are air transported may not airdrop or invade in the same turn.

Simplification:

**18.554 LIMITS ON GROUND SUPPORT:**

**A. LIMIT:** The total number of AAF or their naval air equivalent and CVEs which may provide ground support for an attack may not exceed three times the total number of attacking ground factors.

**B. CVEs:** In addition to this overall limit, ground support from CVEs is limited to the number of invading attacking ground factors (18.553C).

**C. LIMIT APPLIES ONLY AT THE START OF COMBAT:** Once placed, ground support is not affected by the loss of ground units in combat - the limit on the amount of ground support applies only at the start of combat.

Simplification:

**18.556 AIR LOSSES FROM GROUND COMBAT:** If the attacker suffers ground combat losses, some, all or none of these losses may be taken from air units that provided ground support, provided sufficient factors are eliminated.

Clarification:

**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).

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**D. RESTRICTIONS:** Defensive air support is subject to the following restrictions:

- Air units in a partially supplied base (30.523A), subject to air oil effects (33.61A) or providing defensive air support to units in a hex subject to a winter result of "9" may only fly defensive air support over the hex in which they are based.
- Defensive air support may be prohibited by cooperation restrictions (53,251D, 52.42, 53.52).
- Defensive air support may not be provided to partisans. If partisans and non-partisan ground units are attacked together, the non-partisan ground units may receive defensive air support (11.47).

Simplification:

#### **18.614 LIMITS ON DEFENSIVE AIR SUPPORT:**

**A. 3:1 LIMIT:** The number of AAF or their naval air equivalent which fly defensive air support may not exceed three times the number of defending ground factors. DMs are ignored when making this determination.

**B. LIMIT APPLIES ONLY AT THE START OF COMBAT:** Once placed, defensive air support is not affected by the loss of ground units in combat - the limit on the amount of defensive air support applies only at the start of combat.

**C. EXCESS AIR:** A player may commit additional air units in excess of the 3:1 limit on defensive air support, in anticipation of enemy interception and air combat, but the number of air factors which actually provide defensive air support when ground combat is resolved may not exceed the 3:1 limit. Such additional air factors:

- May not participate in any rounds of ground combat, even if ground combat losses cause the number of air factors providing defensive air support to drop below the 3:1 limit.
- Are unaffected by the results of the ground combat.
- Are considered to have flown a defensive air mission and are inverted for the remainder of the player turn when they return to base.

Reorganization:

## **18.7 UNINVERTING AIR UNITS:**

**18.71** An alliance faction may uninvert all its land-based air factors at any time during its player turn, subject to the restrictions in 18.72.

**18.72 RESTRICTIONS:** The uninversion of air units is subject to the following restrictions:

**A. FULL SUPPLY REQUIRED:** Air units may only be uninverted if they are fully supplied.

**B. UNINVERSION AFTER USE ONLY AT END OF PLAYER TURN:** When the rules state that an air unit is "inverted until the end of the player turn", this means that the air unit may not be uninverted until the final part of the player turn, after the redeployment phase. Air units which engage in an activity which results in inversion may therefore not be used again until the opposing player turn. Air units may be uninverted at the start of the owning player's turn and again at the end of the friendly player turn, after use; then may be used during the opposing player turn.

*There are a number of examples of this general rule. For example, air units which carry out operations during their player turn (18.42.) and naval air units flying combat air patrol which land on air bases rather than carriers (22.463B), are inverted until the end of their player turn, at which point they may be uninverted and used during the ensuing opposing player turn - provided they are not redeployed (28.81).*

**C. NEW CONSTRUCTION:** Air units may not be uninverted until after the redeployment phase of the player turn in which they are constructed. If redeployed to a new base during the redeployment phase, they remain inverted through the following opposing player turn (27.82A).

**D. REDEPLOYMENT:**

- Inverted air units which redeploy to a new base during the redeployment phase may not be uninverted at the end of the player turn of use (EXCEPTION: American air units may be uninverted if redeployed in a theater in which the U.S. is not yet at war).
- Air units which are TRed, then used to assist NRs, may not be uninverted until the next player turn.

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

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

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

**B. WESTERN ALLIED AIR UNITS:** All Western Allied air units in the U.S. boxes, unless NRed into the U.S. box during the current player turn.

## 19. AIR COMBAT

Clarification, consistency with substantive change:

Air Nationality Chart - 19.31A, 23.441A	
DRM	Nationality
2	Germany, Japan, United States, Britain, Finland, Sweden, Australia, <a href="#">India</a>
1	Italy, Russia, France
0	All minor countries except Finland, Sweden, Australia <a href="#">and India</a>
Modifiers	
+1	Elite Japanese naval air
+1	Interceptors
<b>+1</b>	<b>American Pacific strategic bombers</b>
-1	British naval air
-1	Air units subject to a winter effect of 8 or more
-1	Air units in partial supply or subject to air oil effects

## Segment 4

### Naval Operations

#### 20. NAVAL UNITS

Clarification:

**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 Western Allied or Japanese oil (33.43B). One transport is required for each oil counter shipped. Transports assigned to carry oil may not be used for any other purpose, but a transport may be used to ship one or more partial oil counters (33.81) instead of a full oil counter, in order to conserve oil. 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.

**B. SEA SUPPLY FROM MAPBOARD BOXES:** Western Allied transports must be used to provide sea supply from mapboard boxes (30.331C). Each such sea supply line requires one transport.

**C. SEA TRANSPORT, INVASIONS OR NRing UNITS:** One transport is required for every five ground or air factors which sea transport (21.434), invade (ground units only; 21.513) or are NRed using transports as sea escort (21.64). Ground and air units may be carried in any combination, but the ground units may not be split between two transports: a transport could carry a 3-4 infantry unit, a replacement and an army air factor, or two 2-5 armor units and three naval air squadrons, but two transports could not be used to carry three 3-4 infantry units.

**D. BRP GRANTS BY SEA:** To ship BRPs. One transport is required for every five BRPs shipped. Transports assigned to carry BRPs may not be used for any other purpose, but a transport may be used to ship less than five BRPs. BRP grants require transports in each SW box (Atlantic, Pacific, Indian Ocean) through which the grant passes (40.22).

#### 21. NAVAL OPERATIONS

Substantive changes for simplification, reorganization:

**21.211 RESTRICTIONS ON NAVAL MOVEMENT THROUGH STRAITS:** Sea supply and naval movement through certain straits is prohibited as set out below. Entry into a prohibited strait to carry out a naval activity is permitted provided the naval units leave the strait on the same side they entered, without passing through the strait. The requirements set out below must be met at the start of the phase in which the naval activity is conducted.

**A. CROSSING ARROW STRAITS:** Both land sides of the strait must be under friendly control. Control by a neutral is insufficient.

**B. STRAITS AND RESTRICTED WATERS:** Naval activities into and through straits and restricted waters are prohibited if the specified hex is under enemy control:

- **Skagerrak (E33, F33):** Naval activities through the Skagerrak (E33, F33) are prohibited if hex F33, in Denmark, is under enemy control. If the Western Allies declare war on Denmark, they may not enter the Skagerrak until hex F33 is under Western Allied control.
- **Kattegat (I32, H33):** Naval activities through the Kattegat (I32, H33) are prohibited if Copenhagen (I32) is under enemy control.
- **Gulf of Finland (D41, E41):** Naval activities through the Gulf of Finland (D41, E41) are prohibited if Helsinki (D41) is under enemy control.
- **Gulf of Riga (F40):** Seaborne invasions of, and naval activities to or from, Parnu (F40) are prohibited if Saare, the one-hex island off the coast of Estonia, is under enemy control.
- **Strait of Gibraltar (AA7, BB6):** Naval activities between the Atlantic Ocean and the Mediterranean Sea through the Strait of Gibraltar are prohibited if Gibraltar (AA7) is under enemy control.
- **Strait of Otranto (AA25, AA26):** Naval activities through the Strait of Otranto (AA25, AA26) are prohibited if either Brindisi (AA25) or Durazzo (AA26) is under enemy control.

- **Strait of Malacca (EE11, FF10):** Naval activities through the Strait of Malacca (EE11, FF10) are prohibited if Singapore (EE11) is under enemy control.
- **Sunda Strait (II10, II11):** Naval activity through the Sunda Strait (II10, II11) is prohibited if Batavia (II11) is under enemy control.

Cross-reference:

**21.224** Naval units may base change to and from the U.S. (5.28B), South Africa (5.38B), India (5.48B) or Australia (5.58B) mapboard boxes. Uninverted naval units are inverted if they change base from one mapboard box to another, when they change base from an SW box to a mapboard port (25.372A), or if they change base between theaters, and may not be uninverted before the end of their player turn (21.73B); naval units which are already inverted remain inverted until the end of their player turn. Naval units are not inverted if they change base from one port to another, from a port to a mapboard box or from a mapboard box to a port, provided the base change occurs within a theater, or to an SW box.

Cross-reference consistency with reorganization:

**21.311 INVERSION AFTER USE:** After performing any of the above functions, naval units are inverted until uninverted in accordance with 21.7 (EXCEPTION: Naval units in an SW box - 25.36).

Cross-reference consistency with reorganization:

**21.34** Naval units are inverted in their turn of construction and may not perform any of the 21.31 functions during the player turn they are placed on the board. Newly constructed naval units may be uninverted at the end of the player turn in which they are constructed in accordance with 21.72C, 27.82B.

Substantive change, reorganization:

**21.3614 OFFENSIVE NAVAL MISSIONS:** When moving to the hex in which their mission is carried out, offensive naval missions may not exceed 40 (Europe) or 20 (Pacific) hexes, and must touch a port (21.36C) at least once every 20 (Europe) or 10 (Pacific) hexes (EXCEPTIONS: See 21.3615 and 21.3616 for exceptions in the Pacific. In addition, units that sea transport and conduct seaborne invasions are subject to the following restrictions:

#### A. SEA TRANSPORT:

##### • Europe:

- **Infantry, specialized units:** Infantry, including mechanized infantry, and specialized units may be sea transported up to 40 hexes from their hex of origin.
- **Armor:** Armor units may be sea transported up to 20 hexes from their hex of origin
- **Replacements:** Replacements may not be sea transported.
- **Air units:** Air units may be sea transported up to 20 hexes from their hex of origin.

##### • Pacific:

- **Armor, infantry, specialized units:** Armor, infantry and specialized units may be sea transported up to 20 hexes from their hex of origin (EXCEPTIONS: See 21.3615 and 21.3616 for exceptions in the Pacific).
- **Replacements:** Replacements may not be sea transported.
- **Air units:** Air units may be sea transported up to 20 hexes from their hex of origin.

#### B. SEABORNE INVASIONS:

##### • Europe:

- **Infantry, specialized units:** Infantry, including mechanized infantry, and specialized units may invade a hex up to 40 hexes from their hex of origin.
- **Armor:** Armor units may invade a hex up to 20 hexes from their hex of origin.

- **Pacific:** Any eligible hex may be invaded by ground units up to 20 hexes from their hex of origin (EXCEPTIONS: See 21.3615 and 21.3616 for exceptions in the Pacific).

- **Exceptions:** These general rules are subject to the following exceptions:

- **Commando:** The British commando may only invade an undefended port no more than 10 (Europe) or 5 (Pacific) hexes from its hex of origin.
- **Replacements:** Replacements may not conduct seaborne invasions.

Clarification:

**21.4184 SUBMARINE PATROLS:** Submarines may patrol in the same manner as other naval units, subject to the same restrictions as other patrols, with the following special features:

...

E. **Axis** submarines may not remain on patrol on the western front during the Allied player turn if Germany conducted submarine warfare in the Atlantic SW box during the Axis player turn.

Clarification, renumbering:

**21.435 MECHANICS:**

...

**H.** A ground unit may not be sea transported and air transported in the same movement phase.

**I.** Units which are sea transported debark during the movement phase and are subject to stacking limitations at the end of the movement phase.

Consistency with substantive change:

#### 21.516 DEFEAT OF SEABORNE INVASIONS AT SEA:

...

**D.** If a Western Allied seaborne invasion of a conquered France is defeated at sea, a +1 pro-Axis diplomatic modifier applies to all subsequent diplomatic die rolls by either side for all diplomatic targets for the remainder of the game (49.4266).

Substantive changes, clarification:

#### 21.517 INVASION COMBAT:

**A. INVADING GROUND UNITS:** Any number of eligible ground units, may participate in an invasion, up to the capacity of the invading destroyers, but no more than two of those ground units may attack the target hex by sea (EXCEPTIONS: Marines and commandos may participate in invasion combat in excess of this limit). The ability of ground units to invade is determined as follows:

- **CTL 0:** Ground units with a CTL of 0 may not invade.
- **CTL 1:** Mechanized infantry and 3-factor or larger armor units with a CTL of 1 may not invade. Two-factor armor, non-mechanized infantry and specialized units with a CTL of 1 may invade.
- **CTL 2 or more:** All ground units with a CTL of 2 or more may invade.
- **Replacements and partisans:** Replacements and partisans may not invade.

...

**I. SUCCESSFUL INVASIONS:** An invasion succeeds if the invasion hex contained no enemy ground units or if at least one invading ground unit that took part in the invasion combat against the defending ground units survives and occupies the invasion hex:

- **Placement of a bridgehead counter:** If the invasion hex was enemy-controlled, or was under friendly control and could not be fully supplied during the initial supply determination phase of the invader's player turn, a bridgehead counter may be placed on the invasion hex (31.22).
- **Occupation of invasion hexes:** All surviving invading ground units which participated in the invasion combat must occupy the invasion hex. Ground units aboard the invasion fleet which did not participate in invasion combat may also be placed in the invasion hex. Up to five non-specialized ground units may occupy the invasion hex if a bridgehead counter has been placed (12.13), plus three specialized units (12.12) (EXCEPTIONS: No more than one non-specialized ground unit may occupy an invaded non-port Pacific one-hex island, plus three specialized units; no more than two non-specialized ground unit may occupy an invaded Pacific one-hex island that contains a port, plus three specialized units (12.11B, 12.12)).
- **Surplus units return to port:** Invading ground units may return to any port within range of an invasion hex in order to avoid overstacking. If an invasion hex is overstacked at the end of the combat phase, excess units of the invading player's choice are eliminated.

#### **K. FAILED INVASIONS:**

- **Failure:** An invasion fails if the attacker loses the invasion combat and is unable to occupy the invasion hex with at least one invading ground unit that took part in the invasion combat against the defending ground units.
- **Failed Western Allied invasions of France:** If a Western Allied invasion of a conquered France fails, a +1 pro-Axis diplomatic modifier applies to all subsequent diplomatic die rolls by either side for all diplomatic targets for the remainder of the game (49.4266).

Clarification:

**21.5183 CTL REDUCTION OF EXPLOITING ARMOR:** The CTL of armor units exploiting from a breakthrough created by a seaborne invasion is reduced by one during the attacker's exploitation. This CTL reduction applies to all armor exploiting from the invasion hex, including armor associated with a land attack by units adjacent to the invasion hex, and applies whether the seaborne invasion was conducted against an occupied or unoccupied hex (16.15).

Typo:

**21.523 SHORE BOMBARDMENT FROM MAPBOARD BOXES:** Shore bombardment by naval units based in mapboard boxes is:

Clarification, typo:

**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 and is not affected by the loss of ground units in combat - the limit on the amount of shore bombardment applies only at the start of combat.

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

Clarification:

**21.5283 LIMIT ON SHORE BOMBARDMENT LOSSES:** Subject to the requirements of 21.517H, invasion combat losses may be distributed taken from naval units providing shore bombardment when satisfying ground combat loss requirements, without regard for naval unit types or base of origin,

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

Clarifications:

## 21.539 RAIDING ISLAND GROUPS:

### 21.5391 OVERVIEW:

A. 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).

B. Raiding naval units and naval units defending against raids are not subject to air attack or naval interception as they move to and from the raiding hex, and only engage in combat in the raiding hex as set out in 21.5398.

### 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: Raids may not be conducted against the Aleutian, Hawaiian or Kurile Islands).

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 may not participate in or defend against such raids and land-based air may not be used in the resulting naval combat.

21.5394 FORCE LEVELS: For each raid, the maximum size of the forces used to raid and to oppose raids is determined as follows:

A. BASIC: One ship.

B. ISLANDS: One additional ship for each fully supplied island controlled by the defender in the island group being raided. The two-hex islands New Ireland and New Britain, in the Bismarck Archipelago, each count as two islands when determining the force levels for raids in the Bismarck Archipelago.

C. PORTS: One additional ship for each friendly operational port within 5 hexes of the raiding hex. The same port may provide more than one additional ship to raid or to oppose raiding if more than one raid is being conducted in that turn.

D. CODEBREAKING: One additional ship for each strategic codebreaking card. The maximum effect is one additional ship per raid. Japanese and American strategic codebreaking cards do not cancel out; both Japan and the U.S. may be able to use one or more additional ships to raid or to oppose raiding if more than one raid is being conducted in that turn.

21.5395 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 five-factor battleships, and submarines.
- Night raids: Cruisers, destroyers, fast capital ships, except for five-factor battleships, and submarines.

#### B. PROHIBITED:

- Day raids: Slow ships, CVBs and five-factor battleships.
- Night raids: Slow ships, fast carriers and five-factor battleships.

C. BASING: Naval units used to raid into opposing island groups and to oppose such raids must be based within 20 hexes of the raiding hex, and must touch a port at least every 10 hexes while moving to the raiding hex (21.3614):

- CVLs, two- and three-factor capital ships, light ships and submarines may raid and oppose raids if there is an operational port within 10 hexes of the raiding hex.
- One CV or four-factor battleships may raid or oppose a raid for each operational port within 5 hexes of the raiding hex.

D: "SHIPS": For the purpose of determining the maximum size of the forces used to raid and to oppose raids, a "ship" is:

- Three destroyers.
- One 2-factor cruiser or 2-factor battlecruiser, plus one destroyer factor.
- One named ship of any size, subject to 21.5395A and B.

E. COMPOSITION OF FORCES: Subject to the overall force level limit (21.5394), each raiding group and each force that opposes a raid may consist of whatever eligible ships (21.5395) the players wish to use, subject to the following restrictions:

- Carriers: Each force may contain no more than two fast carriers (EXCEPTION: Carriers may not be used for night raids - 21.5395A and B).
- Carrier escorts: Each fast carrier must be accompanied by an equal or greater number of non-carrier light or named ship factors.
- Light ships: Each force must contain at least three light ship factors. Two-factor battlecruisers are considered light ships for the purpose of this rule.

### 21.5396 ADDITIONAL FORCES:

**A. SUBMARINES:** One submarine, including a Japanese advanced submarine, for each side for each raid. More than one submarine may be used if more than one raid is being conducted in that turn. Submarines do not count against the maximum allowable ship totals.

**B. LAND-BASED AIR:** Each side may use one air squadron for each fully supplied island controlled by the defender in the island group being raided. Air units must be based within three hexes of the raiding hex. Land-based air may not participate in or defend against night raids (21.5393B).

**21.5397 RESOLVING RAIDER COMBAT:** Naval combat between each raiding group and the defending forces is then resolved:

**A.** Multiple rounds of naval combat are resolved, with the naval combat continuing until one side withdraws or has no undamaged naval units left in the battle (22.71).

**B.** Neither side may be reinforced by other naval units.

**C.** The defender does not incur a -1 Naval Nationality DRM for defending transports.

**D.** Japan receives a +1 Naval Nationality DRM advantage in fleet combat during night raids.

**E.** After raider combat is resolved, both the raiding and defending forces return to port, subject to their initial range restrictions, without risk of air attack or naval interception.

**21.5398 RAIDER COMBAT ROUNDS:** Raider naval combat uses the following procedure for each round:

**A.** Each force consists of a single combat group.

**B.** Some, all or none of the carrier-based naval air units are allocated to combat air patrol; the remainder may be used for air strikes. Carrier-based naval air units may counterair enemy land-based air units, and any survivors may be used to attack enemy naval units (22.41B, C). Day raids only.

**C.** Land-based air units not negated by an enemy counter-air attack may fly air cover (23.2). Day raids only.

**D.** No search rolls are made. Both forces are deemed to have been found and are revealed once carrier-based air is assigned to defensive and offensive tasks.

**E.** Each side may then make one air strike against the enemy naval force. No surprise is possible. Day raids only.

**F.** One round of fleet combat is resolved (22.54). In night raids, the Naval Nationality DRM of Japanese surface ships is increased by +1.

**G.** Submarine attacks are resolved (22.9).

**21.5399 EFFECTS:**

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

- A raid by the maximum allowable force, regardless of the outcome, negates enemy control of a partially- or fully-controlled island group. Raids by smaller forces do not have this effect.
- 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:**

- The defender loses two transports if:
  - It does not oppose a raid; or
  - The entire defending naval force is damaged or sunk in the first round of naval combat.
- The defender loses one transport if:
  - It fights one round of naval combat and then withdraws, without having its entire naval force damaged or sunk.
- The defender does not lose any transports if:
  - It fights a second round of naval combat and then withdraws, without having its entire naval force damaged or sunk; or
  - The attacker loses the naval combat.

Reorganization:

## 21.7 UNINVERTING NAVAL UNITS:

**21.71** An alliance faction may uninvert all its naval units at any time during its player turn, subject to the restrictions in 21.72. Carrier-based NAS are uninverted along with their carriers (17.3122).

**21.72 RESTRICTIONS:** The uninversion of naval units is subject to the following restrictions:

**A. FULL SUPPLY REQUIRED:** Naval units may only be uninverted if they are fully supplied.

**B. UNINVERSION AFTER USE ONLY AT END OF PLAYER TURN:** When the rules state that a naval unit is "inverted until the end of the player turn", this means that the naval unit may not be uninverted until the final part of the player turn, after the redeployment phase. Naval units which engage in an activity which results in inversion may therefore not be used again until the opposing player turn. Naval units may be uninverted at the start of the owning player's turn and again at the end of the friendly player turn, after use; then may be used during the opposing player turn.

*There are a number of examples of this general rule. For example, naval units which carry out operations during their player turn (21.311) and naval units which unsuccessfully try to change base or change base between mapboard boxes or theaters (21.222, 21.224) are inverted until the end of their player turn, at which point they may be uninverted and used during the ensuing opposing player turn - provided they are not redeployed (28.81).*

**C. NEW CONSTRUCTION:** Naval units may not be uninverted until after the redeployment phase of the player turn in which they are constructed or launched. If redeployed to a new base during the redeployment phase, they remain inverted through the following opposing player turn (27.82B).

**D. REDEPLOYMENT:**

- Inverted naval units which redeploy to a new base during the redeployment phase may not be uninverted at the end of the player turn of use (EXCEPTION: American naval units may be uninverted if redeployed in a theater in which the U.S. is not yet at war).

- Naval units which provide or protect sea escort, or which counter-intercept enemy interceptions of NRs, may be uninverted in the player turn of use, regardless of where they end the redeployment phase.

**E. OPPOSING PLAYER TURN:** Naval units may not be uninverted during the opposing player turn.

**21.73 AUTOMATIC UNINVERSION:** Naval units in the following locations are uninverted at the end of the owning player's turn, even if out of supply:

**A. SUBMARINES:** All submarines (EXCEPTION: Submarines which were NRed on the mapboard).

**B. ASW AND TRANSPORTS IN SW BOXES:** All ASW and transports in an SW box.

**C. WESTERN ALLIED NAVAL UNITS:** All Western Allied naval units:

- in the Atlantic and Pacific SW boxes, unless NRed into the SW box during the current player turn.
- in the U.S. boxes, unless NRed into the U.S. box during the current player turn.

## 22. NAVAL INTERCEPTION AND COMBAT

Clarifications:

### 22.1 NAVAL INTERCEPTION:

**22.11 GENERAL:** When a player undertakes any naval activity, the opposing player may intercept with any of his own uncommitted, uninverted naval units within interception range. The moving player may then counter-intercept with uncommitted naval units, and the opposing player may then counter-counter-intercept uncommitted naval units. A naval unit is considered to be uncommitted if it is not engaged in another naval activity already announced during the same segment of the player turn. Interceptions are subject to the qualifications set out below:

...

**22.111 NO BRP EXPENDITURE REQUIRED:** Interceptions are not an offensive naval operation and do not require any expenditure of BRPs. Similarly, counter-interceptions and counter-counter-interceptions do not require any expenditure of BRPs.

**22.16 COUNTER-INTERCEPTIONS:** Counter-interceptions by the attacker are carried out in the same manner as interceptions by the defender.

**22.161 MECHANICS:** Counter-interceptions take place before naval combat arising out of the defender's original interceptions is resolved. The manner in which naval combat is resolved depends on the location of the counter-interception hex:

**22.164 SEQUENCE OF INTERCEPTION AND COUNTER-INTERCEPTION ATTEMPTS:** Where both players are intercepting and counter-intercepting naval forces, this sequence is followed:

**A. INTERCEPTIONS:** The defender announces all naval interception attempts (EXCEPTIONS: Interceptions of patrols, which may occur while a patrol is en route to its patrol hex - 21.416; interceptions of returning naval units, which occur once the activity is completed - 22.18), then makes naval interception dice rolls for each interception.

Clarification, grammar:

**22.22 NUMBER OF DICE ROLLED:** The number of dice rolled is determined by the Naval Interception Table. The cumulative total is used. There is no limit to the number of dice that may be rolled, although maximum range for naval interception is 40 (European) or 20 (Pacific) hexes.

...

**K. MULTIPLE INTERCEPTIONS:** If more than one naval force attempts to intercept the same activity, one fewer die is rolled for each additional interception attempt.

- One fewer die is rolled for two interception attempts; two fewer dice are rolled for three interception attempts; and so on.
- This reduction applies to all naval forces attempting to intercept the naval activity in question, but not to naval forces that are attempting to intercept other naval activities.
- **Submarine** interception attempts do not reduce the number of dice rolled for other interception attempts and are not themselves affected by other interception attempts.
- Magic interceptions by American TFs (48.61C) are not "interception attempts" and do not reduce the number of dice rolled for interception attempts.

**22.23 SUCCESSFUL INTERCEPTIONS:** If the interception dice roll is equal to or greater than the distance in hexes from that naval force's base to the interception hex along its previously announced path (which will usually, but not always, be the shortest distance), the interception succeeds, subject to counter-interception, and the intercepting naval force engages the intercepted naval force in the first round of naval combat.

**22.24 FAILED INTERCEPTIONS:** If the interception dice roll is less than the distance in hexes from that naval force's base to the interception hex along its previously announced path, the interception fails:

**A. COMPLETE FAILURE:** If all initial interception attempts of a particular naval activity fail, all naval forces which attempted interception of that naval activity are considered to have remained in port, and play continues as though no naval interceptions had been attempted. The unsuccessful intercepting naval units are not subject to counter-interception or air attack.

**B. PARTIAL FAILURE:** If at least one interception attempt succeeds, naval combat occurs. If other interception attempts failed, those intercepting naval forces are not considered to have arrived at the interception hex in time for the first round of naval combat, but they may join in a later round of naval combat if the naval battle continues past the first round. The participation of such naval forces in the naval battle is deferred by one round for every additional four (European) or two (Pacific) hexes it is from the interception hex:

- **Europe:** If the interception force gets to within 4 hexes of the interception hex: round two; 5-8 hexes: round three; 9-12 hexes: round four; and so on.
- **Pacific:** If the interception force gets to within 2 hexes of the interception hex: round two; 3-4 hexes: round three; 5-6 hexes: round four; and so on.
- Interception of an enemy naval force by submarines or attacks on an enemy naval force by air units alone are not sufficient to allow failed interceptions to join in a naval battle.

**C. IF NO DICE ROLLED:** Naval forces that could not roll any dice for their initial interception attempt remain in port and may not later join in naval combat as allowed for naval forces that put to sea, but failed to reach the interception hex in their initial interception attempt (22.24B).

**22.251 SUCCESSFUL COUNTER-INTERCEPTIONS:** Naval forces that are successful in their counter-interception dice roll engage in naval combat with the naval forces they counter-intercepted (22.161).

**22.252 FAILED COUNTER-INTERCEPTIONS:**

**A. INTERCEPTION HEXES:** Naval forces that fail in a counter-interception attempt in an interception hex may join the naval combat between the intercepting naval forces and the naval activity that was intercepted in that interception hex in a subsequent naval combat round, as set out in 22.24B. This is permitted even if all counter-interceptions in the interception hex failed.

**B. NON-INTERCEPTION HEXES:** Naval forces that fail in a counter-interception attempt in a non-interception hex may join the naval combat between any successful counter-intercepting naval forces and the naval forces they intercepted, as set out in 22.24B. If all counter-interceptions in a non-interception hex fail, all the unsuccessful counter-intercepting naval forces return to port.

**22.253 SEPARATE INTERCEPTIONS:** Intercepting naval forces which sailed along different paths (22.141A) are counter-intercepted separately and may not assist another intercepting naval force which is counter-intercepted.

**22.254 COMBINED INTERCEPTIONS:** The counter-interception of two or more intercepting TFs traveling along the same path (22.162) is resolved as follows:

**A.** In the first round of naval combat, the counter-intercepting naval forces engage all the intercepting TFs that have reached the counter-interception hex. This is determined by the distance each intercepting TF must travel to the counter-interception hex along their interception route and their interception die rolls.

**B.** Intercepting TFs which didn't reach the counter-interception hex join in subsequent rounds of naval combat as per 22.24B.

**C.** All the intercepting TFs traveling along the same path are considered to be involved in the counter-interception naval combat, even if it is resolved prior to the round in which they actually participate.

**D.** If the counter-intercepting force wins the naval combat, all intercepting TFs, including those which were to have joined in later rounds of naval combat, are considered to be defeated and return to port without completing their initial interception.

**E.** If the intercepting forces wins the naval combat, they complete their interception or return to port, at the intercepting player's option.

**F.** Other intercepting naval forces traveling along different paths than the counter-intercepted naval forces (22.251) may not support the counter-intercepted naval forces and do not participate in the ensuing naval combat.

**22.255 COUNTER-COUNTER INTERCEPTIONS:** Counter-counter-interceptions (interceptions of counter-interceptions) are treated as counter-interceptions.

Consistency with substantive change (deletion):

**22.61 WITHDRAWAL ALWAYS PERMITTED:** Either side may withdraw some or all of its naval forces from a naval battle at the end of any round of naval combat, whether or not there was naval combat in that round (EXCEPTION: Japanese heavy ships that intercept without using oil may not withdraw from naval combat - 33.61B).

## Air-Naval Operations

### 23. AIR-NAVAL OPERATIONS

Clarification:

**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 operational 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 more hexes:** One-third (rounded up) of the air squadrons assigned to air cover may engage.

*The portion of air cover squadrons that may engage is always determined by the proximity of the nearest air base. Because Pacific theater one-hex islands are not "air bases" unless they contain a city, port, airbase or artificial port (3.11, 18.12), they have no effect on the portion of air cover squadrons that may engage, even if the air cover is flown by naval air squadrons based on Pacific theater one-hex islands closer to the naval force being covered than is the nearest airbase.*

## Segment 5

### Strategic Warfare

## 24. STRATEGIC WARFARE

Consistency with substantive change:

**24.21 FORCE POOL EXPANSION BY PRODUCTION:** All SW unit force pools may be expanded by the expenditure of RPs for production (42). SW unit force pool expansion is permitted in the first full year of war and thereafter, subject to the following restrictions:

**A.** Strategic bombers may not be produced by a major power which has not achieved at least one “10+” result for strategic bombers. At the start of the game, only Britain and the U.S. meet this requirement. The Western Allies may produce strategic bombers exclusively for European use beginning in the first year following the outbreak of war; and the U.S. may produce strategic bombers exclusively for Pacific use beginning in 1944 (42.22B).

Consistency with substantive change:

<b>SW Combat Modifiers Table</b>	
<i>Strategic bombing</i>	
<b>Strategic bomber forces v. defending air units (air combat):</b>	
+/-#	relative Air Nationality DRMs
+/-1	for each jet engaged
-#	defender’s radar research level
<b>Strategic bomber v. bombing targets:</b>	
<b>+1</b>	<b>American Pacific strategic bombers</b>
+1	for each attacker strategic bomber research result
-1	for each defender air defense research result
Bombing targets use the SW Combat Table row equal to the defensive strength of the target, which is the total of the following:	
1	each flak factor, airbase counter, objective or anchor symbol
2	each city or port
1	each fortification level (+1 for each fortification; +2 for a fortress; beach defenses have no effect on air defense levels)
<i>“+” modifiers favor the attacker and “-“ modifiers favor the defender. The net modifier for both SW combat dice rolls is always the same, except one is positive and one is negative.</i>	

## 25. SUBMARINE WARFARE

Clarification:

**25.35 FUNCTIONS:** While in an SW box, uninverted naval units are restricted to the following functions:

...

**E.** Engaging Axis naval units that raid into the Atlantic or Pacific SW boxes (Western Allied naval units only) (21.5342G).

Consistency with substantive change (deletion):

**25.66 EFFECTS OF WAR BETWEEN GERMANY AND THE U.S.:** The outbreak of war between Germany and the U.S. affects submarine warfare as follows:

**A.** Each turn Germany and the U.S. are at war, a pro-German +1 modifier applies to German and Western Allied submarine/ASW SW combat dice rolls.

**B.** In addition, regardless of which country declares war on the other:

- a pro-German +2 modifier applies to German and Western Allied submarine/ASW SW combat dice rolls for the first Axis combat phase following the outbreak of war between Germany and the U.S.
- a pro-German +1 modifier applies for the second Axis combat phase following the outbreak of war between Germany and the U.S.
- This “happy time” modifier reflects the vulnerability of the American east coast shipping before it was organized into convoys and is unaffected by the USAT level when war breaks out. **This modifier does not apply if the U.S. reenters the war following an American withdrawal from the war after a pro-Axis U.S. election result (62.72).**

## 26. STRATEGIC BOMBING

Renumbering:

- 26.1 OVERVIEW
- 26.2 DEPLOYMENT OF AIR UNITS FOR SW
- 26.3 BOMBING TARGETS
- 26.4 STRATEGIC BOMBING
- 26.5 STRATEGIC BOMBING RESTRICTIONS
- 26.6 FLYING BOMBS AND ROCKETS

## 26.7 BOMBING EFFECTS

### 26.8 REMOVAL OF MARKERS

### 26.8 FIRESTORMS

Consistency:

**26.31 BASES WITHIN RANGE REQUIRED:** Strategic bombers and escorting interceptors may be employed against enemy major powers only if the owning major power controls an operational air base on the front in which the SW units are based, within range of one of the following enemy-controlled targets. Similarly, flying bomb and rocket attacks require an undamaged operational rocket base within range of the target. Bombing attacks from and against the U.S. boxes may only be made by strategic bombers belonging to an alliance faction which has achieved three air range research results. Air bases in Nationalist China may be used by the United States to bomb Japan, but they must be fully supplied from a British or American, not Chinese, supply source and not subject to air oil effects. Eligible targets for strategic bombing by country are listed below:

...

**J. SYNTHETIC OIL PLANTS:** A German or Japanese synthetic oil plant (26.72, 26.73).

Consistency with previous substantive change:

**26.422 USE OF AAF FOR BOMBING:** Uninverted AAF based in an operational air base may fly an offensive air mission and bomb a target listed in 26.3 if the target is within four hexes (Europe) or three hexes (Pacific). The bombing range of AAF is not affected by air range research, but AAF acting as bombers use the air range research result for strategic bombers (17.72) when determining the SW combat modifier for excess air range (26.461B). NAS may not be used for 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 American Pacific strategic bombers**

+1 for each attacker strategic bomber research result

-1 for each air defense research result achieved by the defender

Delete obsolete rule, renumbering, reorganization:

**26.52 JAPAN:** No more than ten Japanese AAF may engage in conventional bombing in any one turn.

**26.52 WESTERN ALLIED-RUSSIAN COOPERATION:** Western Allied air units may not defend Russian targets, and vice versa.

**26.53 CHINA:** China does not receive a favorable SW combat modifier for Western Allied air defense research.

Substantive changes, renumbering:

**26.72 SYNTHETIC OIL PLANTS:** For every five BRPs of strategic bombing losses to the German or Japanese key economic area in which a synthetic oil plant is located, one damage marker is assigned to the synthetic oil plant (0 to 4 BRPs of losses: no damage; 5 to 9 BRPs of losses: one damage marker; 10-14 BRPs of losses: two damage markers; and so on). The assignment of damage markers to a synthetic oil plant is in addition to any other strategic bombing effects.

**A. DAMAGE:** For each damage marker, the oil production of a synthetic oil plant is reduced by one partial oil counter (1 damage marker: 1 less partial oil counter produced; 2 damage markers: 2 less partial oil counters produced; 3 damage markers: 3 less partial oil counters produced; 4 damage marker: 4 less partial oil counters produced). 5 or more damage markers destroy the synthetic oil plant (26.72B).

**B. DESTRUCTION:** A synthetic oil plant is destroyed if it has five or more damage markers (33.32B).

**C. RUSSIAN OIL PLANTS:** Russian oil plants in the Urals may not be bombed.

**26.73 OIL CENTERS:** For every five BRPs of strategic bombing losses to an oil center, one damage marker is assigned to the oil center (0 to 4 BRPs of losses: no damage; 5 to 9 BRPs of losses: one damage marker; 10-14 BRPs of losses: two damage markers; and so on). These BRP losses are notional and do not actually reduce the defender's BRP level or construction limit (EXCEPTION: A produced Russian IC in an oil center) - they are only used to determine the number of damage markers assigned to the oil center.

**A. DAMAGE:** For each odd-numbered damage marker, the oil production of an oil center is reduced by two partial oil counters; for each even-numbered damage marker, the oil production of an oil center is reduced by another three partial oil counters. Every two damage markers therefore reduce the oil production of an oil center by one oil counter.

**B. DESTRUCTION:** Oil centers may not be destroyed.

**26.74 REPAIR:** Each turn, Germany, Japan, Britain and Russia may each remove two damage markers from oil facilities under their control. These repairs are made, at no BRP cost, at the end of the owning player's turn (33.331).

**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.

**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.

**26.761 EFFECTS:** Strategic bombing results are applied to ships undergoing repair or construction in a shipyard as follows:

Substantive changes, renumbering:

## 26.8 REMOVAL OF MARKERS:

**26.81 DAMAGE MARKERS:** One damage marker assigned to an industrial facility may be removed each turn, as follows:

**A. TIMING:** At the end of its player turn, each alliance faction may remove one damage marker from any hex it controlled throughout its player turn. A damage marker may not be removed in the player turn in which the damage was incurred.

**B. NO BRP COST:** There is no BRP cost to remove a damage marker.

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

**26.83 ATOMIC ATTACK MARKERS PERMANENT:** Atomic attack markers may not be removed.

## 26.8 FIRESTORMS:



**26.81 CREATION:** A firestorm occurs in any eligible hex (26.82A) which sustains at least 25 BRPs of strategic bombing damage in one turn, although the actual number of BRPs lost is limited to the economic value of the hex (26.71A).

### 26.82 RESTRICTIONS:

A. Firestorms may only be created in German, Japanese and British cities and in Russian cities which contain ICs, Vladivostok and Irkutsk.

B. A hex may not be firestormed if it contains a firestorm or atomic attack marker.

**26.83 EFFECTS:** If a firestorm occurs, a firestorm marker is placed on the hex, and the following political and diplomatic effects are triggered:

A. The surrender or resistance level of the target major power is reduced by one for each firestorm marker.

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

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

**26.85 REMOVAL:** Firestorm markers are removed as follows:

A. By the defending player at the rate of one per turn, starting in the Spring turn of the second year after the year in which they occurred.

B. If their hex comes under enemy control.

C. If their hex is the target of a successful strategic atomic attack.

## Segment 6

### Logistics

#### 27. UNIT CONSTRUCTION

Clarification:

**27.47 UNIT CONSTRUCTION OUTSIDE HOME COUNTRIES:** Unit construction outside a home country is permitted as follows. The construction cost of forts and railheads does not count against these limits.

Substantive change, restoring original rule:

**27.476 SIBERIA:** Russia may construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost. Russian units may not be constructed in Mongolia or Tannu Tuva.

#### 27.476 SIBERIA:

A. The Siberian unit construction limit is one-third of the Russian BRP base. ICs and the loss of Siberian key economic areas have no effect on the Siberian unit construction limit. At the start of the game, Russia may therefore construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost, as the starting Russian BRP base is 20 BRPs. The Siberian unit construction limit increases as the Russian BRP base grows, and may be reduced if Russia’s BRP base is reduced as a result of a deficit.

B. For each Russian Pacific mobilization after a Japanese attack on a neutral Russia (*Storm Over Asia* transition rule 14.41C), Russia may construct an additional six BRPs of ground and/or air units in Siberia.

#### Classic A World at War

In classic *A World at War*, Japan may not attack Russia while it is neutral and rule 27.476B does not apply.

C. Russian units may not be constructed in Mongolia or Tannu Tuva.

Substantive change:

**27.7325 RESTRICTIONS ON AMERICAN FAST CARRIER CONSTRUCTION:** Prior to the outbreak of war between the U.S. and Japan **or Spring 1942, whichever is earlier**, American construction of fast carriers is prohibited except as permitted by the events set out below. This restriction does not affect the continued construction of American fast carriers laid down prior to the start of the game. For each of the following events, the U.S. may begin the construction of one American fast carrier of any type:

**A.** The launch of each Japanese fast carrier laid down during *Storm Over Asia* (one fast carrier for each launching) (*Storm Over Asia* transition rule 15.32A).

**B.** The laying down of a Japanese fast carrier during *A World at War* (one fast carrier for each Japanese fast carrier placed on the Japanese Naval Construction Chart) (*Storm Over Asia* transition rule 15.32A).

Consistency with substantive change:

#### **27.82 EFFECT OF REDEPLOYMENT:**

**A. AIR:** Newly constructed air units may be uninverted at the end of the player turn in which they are constructed, unless they are redeployed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn (18.72C).

**B. NAVAL:** Newly constructed or repaired naval units may be uninverted at the end of the player turn in which they are launched, unless they are NRed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn (21.72C).

#### 28. REDEPLOYMENT

Simplification:

**28.62 RESTRICTIONS:** SRs are subject to the following restrictions:

...

**C. NUMBER OF UNITS:** Each turn up to two ground units and five air factors may be SRed into each objective. Similarly, each turn up to two ground units and five air factors may be SRed from each objective. These limits apply independently: an objective may send and receive SRing units in the same turn. **Each flak unit of up to three factors** is considered to be one ground unit when determining SR limits. There is no limit on the number of units which may SR into or out of a mapboard box, other than the number of objectives at the other end of the SR (EXCEPTION: SR to and from Ethiopia - 88.422).

Clarification:

**28.72 REDEPLOYMENTS OFF THE BOARD:** Redeployments from the board to a mapboard box are subject to the following rules:

**A.** A unit redeployed into a mapboard box must end the redeployment phase in that box. **The Atlantic and Pacific U.S. boxes are considered to be a single mapboard box for the purpose of this rule.**

Clarification:

**28.753 SOUTH AFRICA BOX:** Only Western Allied units may redeploy to and from the South Africa box.

**A.** The Atlantic **and Pacific U.S. boxes** [Atlantic SW box transports].

Clarification:

**28.755 AUSTRALIA BOX:** Only Western Allied units may redeploy to and from the Australia box.

**A.** The Atlantic **and Pacific U.S. boxes** [Pacific SW box transports].

#### 29. HEX CONTROL

#### 30. SUPPLY

Clarification:

**30.24 MINOR POWER CAPITALS:** An unconquered minor country capital is an unlimited supply source for all the units of that minor country **and provides oil to that minor country's units (33.25)**, but is only a limited supply source for units belonging to other countries, including a major power ally or conqueror.

#### 31. BRIDGEHEADS

#### 32. FORTIFICATIONS

#### 33. OIL

Terminology change:

#### 33.1 OVERVIEW

#### 33.2 OIL SOURCES

#### 33.3 OIL PRODUCTION

#### 33.4 OIL COUNTERS AND RESERVES

#### 33.5 OIL CONSUMPTION

#### 33.6 OIL EFFECTS

#### 33.7 USE OF OIL FOR AIR AND NAVAL OPERATIONS

33.8 PARTIAL OIL COUNTERS  
33.9 UNINVERSION OF AIR AND NAVAL UNITS

Substantive changes, clarifications:

**33.31 DAMAGE AND DESTRUCTION OF OIL SOURCES:**

**A. MAPBOARD BOXES:** The oil production capacity of mapboard boxes may not be damaged or destroyed.

**B. SYNTHETIC OIL PLANTS:** Synthetic oil plants may be damaged by or destroyed by enemy bombing and are destroyed if they come under enemy control (33.32).

**C. OIL CENTERS:** Oil centers may be damaged by enemy bombing or when they come under enemy control after ground combat (33.33).

**33.32 SYNTHETIC OIL PLANTS:**

**A. DAMAGE:** Synthetic oil plants may be damaged by enemy bombing (26.72A). Production from damaged synthetic oil plants is reduced by one partial oil counter for each damage marker. One damage marker is removed each turn, at no BRP cost (26.72B).

**B. DESTRUCTION:** A synthetic oil plant is destroyed if it has five or more damage markers (26.72C) or if its hex comes under enemy control.

**33.33 OIL CENTERS:**

**A. DAMAGE FROM BOMBING:** Oil centers may be damaged by enemy bombing (26.73A). For each odd-numbered damage marker, the oil production of an oil center is reduced by two partial oil counters; for each even-numbered damage marker, the oil production of an oil center is reduced by another three partial oil counters. Every two damage markers therefore reduce the oil production of an oil center by one oil counter (26.73A).

**B. DAMAGE FROM CAPTURE:** When an oil center comes under enemy control through ground combat, it incurs one level of damage for every five factors defending the oil center (rounded up), taking into account the defender's DM: (0 to 4 defense: no damage; 5 to 9 defense: one damage marker; 10-14 defense: two damage markers; and so on).

- Damage incurred to an oil center as a result of ground combat reduces oil production and is repaired in the same manner as damage from bombing.
- Recapture of an oil center may also trigger damage, whether or not the previous damage has been repaired.
- A player may not inflict damage on an oil center he controls, although he may decline to repair any damage previously incurred by that oil center.
- No damage is incurred to oil centers when control is gained through a minor country diplomatic result, the opening of the Persian BRP route or a British surrender concession.
- Oil centers do not suffer damage as a result of their occupation by partisans or their recapture from partisans, although they do not produce oil while under partisan control.

**C. DESTRUCTION:** Oil centers may not be destroyed.

**33.331 REPAIR:** Each turn, Germany, Japan, Britain and Russia may each remove two damage markers from oil facilities under their control. These repairs are made, at no BRP cost, at the end of the owning player's turn (26.74).

Clarification:

**33.4421 PLOESTI:** Three oil counters from Ploesti, including by tracing a supply line from a neutral or Axis-controlled Rumania over neutral minor country hexes. The European Axis may not draw oil from Ploesti if:

**A.** Russia controls Ploesti and either Russia and Germany are at war or:

- If the Nazi-Soviet Pact is in effect, the RGT level is 45 or more; or
- If there is no Nazi-Soviet Pact, Russia has mobilized all its civilian factories and is able to declare war on Germany.

**B.** Ploesti is under Western Allied control.

Clarification:

**33.4715 UNITS IN WESTERN ALLIED MAPBOARD BOXES:** Units in the South Africa, India and Australia boxes are not subject to oil effects, and the South Africa, India and Australia boxes are considered to be fully operational bases for air and naval units, regardless of the number of oil counters consumed from their oil reserves. This status only applies to units in the mapboard box in question, and is lost when units leave their mapboard box:

**A. GROUND UNITS:** Ground units which leave their mapboard box lose this status unless an oil counter is used to offset the army oil effect.

**B. AIR UNITS:** Air units may oppose Japanese bombing of the India and Australia boxes without using oil, but air units which leave their mapboard box lose their status unless an oil counter is used to offset the air oil effect.

**C. NAVAL UNITS:** Naval units may oppose raiders without using oil, but lose this status if they conduct offensive operations or interceptions from their mapboard box, or if they change base or redeploy to a port on the mapboard, unless oil is used to offset the naval oil effects for those naval units.

**33.4716 SUPPLY FROM WESTERN ALLIED MAPBOARD BOXES:** Supply from Western Allied mapboard boxes depends on the mapboard box:

**A.** The U.S. boxes have unlimited oil. The oil status of supply zones drawing supply from the U.S. boxes is determined as per 33.533.

**B.** The oil status of supply zones drawing supply from the South Africa box is determined as per 33.533.

**C.** The oil status of any supply zone drawing supply from the India box is determined by the number of oil counters consumed from the Indian oil reserve.

**D.** The oil status of any supply zone drawing supply from the Australia box is determined by the number of oil counters consumed from the Australian oil reserve.

**E.** Western Allied naval units, including ASW, in the Atlantic and Pacific SW boxes are not subject to oil effects. Western Allied naval units in the Indian Ocean SW box, other than ASW and transports, require oil from the South African, Indian or Australian oil reserve.

**33.74 ISLAND GROUPS:** Each cumulative Japanese resistance modifier from island group control (57.14 D-F) costs the side that benefits one oil counter per

**modifier:**

Consistency with substantive change, renumbering:

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

...

**D.** Trigger cumulative Japanese resistance modifiers for the control of island groups (33.74, 57.14 D-F).

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

**33.52 TIMING:**

...

**D. JAPANESE RESISTANCE:** Oil counters may be used at the end of a game turn to trigger cumulative Japanese resistance modifiers for the control of island groups.

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

Clarification:

**33.535 TIMING:** A supply zone retains the supply and oil status of the previous player turn until the end of the initial supply determination segment of the current player turn (EXCEPTION: If an air, naval or army oil effect from the previous player turn is negated by the use of an oil counter during the oil adjustment phase of the current turn, air, naval or army operations are immediately restored to normal, prior to initial supply determination - 33.62). Naval units may patrol based on meeting the naval oil requirements for the previous turn, but patrols that remain in their patrol hexes during the combat phase must meet the naval oil requirements for the current turn.

Consistency, clarification:

**33.61 OIL EFFECTS:** During his player turn, as set out in 33.52, the moving player determines which, if any, of the four oil effects set out below he wishes to offset. Oil effects apply to all members of an alliance faction within the affected supply zones (EXCEPTION: British and American oil requirements are distinct - 33.55). The effects are:

**A. AIR:** One oil counter is required to offset the **general** air oil effect. This eliminates the air oil effects for all army air units, 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. Whether or not the **general** air oil effect is offset, additional oil is required to offset the air oil effect for strategic bombers, interceptors, AAF and jets to conduct or oppose strategic bombing or flying bomb attacks or to use an air transport to fly BRPs over the Hump to China (33.71D). Kamikazes do not require oil. **If air oil effects apply:**

- Air units have their Air Nationality DRM reduced by one.
- Air units may not conduct offensive operations, search, provide air cover, attack enemy naval units at sea, conduct strategic bombing or fly BRPs over the Hump to China.
- **Offensive strategic warfare by strategic bombers, flying bombs and rockets is prohibited.**
- Defensive air activities, including providing defensive air support, intercepting enemy air transport activities and opposing enemy bombing, are permitted only in the hex in which the air units are based. **Interceptors defend normally, but the lack of operational air bases limits the hexes in which they may engage the attacker (26.443).**
- The restrictions on searching, providing air cover, attacking enemy naval units at sea and on defensive air activities, **other than opposing enemy bombing**, do not apply to Japanese air units in Japan.
- **Air units based in Japan may search, provide air cover and attack enemy naval units at sea, and may conduct defensive air activities over Japanese hexes, other than opposing enemy bombing.**
- Air units may stage and redeploy freely from affected bases.

**B. NAVAL:** One oil counter is required to offset the **general** naval oil effect (subject to 33.72B in the Pacific theater). This eliminates the naval oil effects for all slow ships, light ships, two- and three-factor capital ships, CVLs and submarines. Whether or not the **general** naval oil effect is offset, additional oil is required to use larger fast ships (33.72D). **If naval oil effects apply:**

- Naval units have their Naval Nationality DRM reduced by one (EXCEPTION: Japanese naval units based in Japan intercepting without consuming oil). **(EXCEPTION: Western Allied naval units, including ASW, in the Atlantic, Pacific and Indian Ocean SW boxes are not subject to oil effects - 33.4715E).**
- Naval units may not conduct offensive operations, protect sea supply, provide or protect sea escort, or intercept (EXCEPTION: Submarines in fortified ports - 32.248).
- Submarine warfare is prohibited **unless oil is specifically used to offset the oil effect for submarines (33.72E).**
- Transports may not be used for onboard sea escort (21.64G).
- Naval units may change base and redeploy freely from affected ports.
- **The restrictions on intercepting do not apply to Japanese naval units in Japan.**
- Japanese naval units based in Japan, including fast 4- and 5-factor battleships, CVs and CVBs, may intercept Allied naval activities within four hexes of a Japanese-controlled port in Japan without consuming oil, and are not subject to the Naval Nationality DRM reduction associated with the naval oil effect when doing so. Japanese heavy ships that successfully intercept without using oil may not withdraw from naval combat (22.61).

...

**E. ECONOMIC:** There is no economic oil effect during game turns. During the YSS, one oil counter must be used for every 25 BRPs of base growth (EXCEPTION: China, which is not subject to oil effects - 33.49). **Partial** oil counters may be used (33.81D). Oil reserves do not affect major power BRP growth rates.

Terminology change, consistency with substantive change, clarification:

### 33.7 USE OF OIL FOR AIR AND NAVAL OPERATIONS:

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

**A. AIR OPERATIONS PROHIBITED:** If air oil effects are not offset, air operations are restricted as set out in 33.61A.

**B. COST OF OFFSETTING THE GENERAL AIR OIL EFFECT:** One oil counter is required to offset the general air oil effect.

**C. EFFECTS:** If the general air oil effect is offset, 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.

**D. STRATEGIC WARFARE AND FLYING THE HUMP:** Whether or not an alliance faction has offset the general air oil effect, it may use oil to offset the air oil effect for air units engaged in strategic warfare and flying BRPs over the Hump to China:

- One oil counter allows all that alliance faction's strategic bombers, interceptors, AAF and jets to conduct or oppose strategic bombing or flying bomb attacks and allows an air transport to fly BRPs over the Hump to China.
- The use of partial oil counters allows additional strategic bombers, interceptors, AAF and jets to conduct or oppose strategic bombing or flying bomb attacks and allows an air transport to fly BRPs over the Hump to China, at a cost of one partial oil counter for every five air factors used (33.81A).
- Kamikazes do not require oil.

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

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

**B. EFFECTS:** If the general naval oil effect is offset, the naval oil effects do not apply to slow ships, light ships, 2- and 3-factor capital ships and CVLs, and these naval units may conduct naval operations during both the owning major power's player turn and the opposing player's turn.

**C. ADDITIONAL NAVAL UNITS:** Whether or not an alliance faction has offset the general naval oil effect, it may use oil to offset the naval oil effect for 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 partial oil counter allows the use of fast 4- and 5-factor battleships, CVs and CVBs at a cost of one partial 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.

**D. SUBMARINES:** Offsetting the naval oil effect covers all submarine use. If the naval oil effect is not offset, oil may be used to allow submarine use, with one partial oil counter being required for every five submarine factors, rounded up (33.82B).

**E. SW BOXES:** Naval units based in SW boxes are not counted towards oil use, even if used for naval activities on the mapboard.

#### 33.73 MECHANICS:

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

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

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

**33.74 ISLAND GROUPS:** Each cumulative Japanese resistance modifier from island group control (57.14 D-F) costs the side that benefits one oil counter per modifier:

- One Japanese oil counter if the Japanese resistance level is increased by +1 because Japan controls at least 2, but less than 6, more island groups than the Western Allies control.
- Two Japanese oil counters if the Japanese resistance level is increased by +2 because Japan controls 6 or more island groups than the Western Allies control.
- One Western Allied oil counter if the Japanese resistance level is reduced by -1 because the Western Allies control at least 2, but less than 6, more island groups than Japan controls.
- Two Western Allied oil counters if the Japanese resistance level is reduced by -2 because Western Allies control 6 or more island groups than Japan controls.

### 33.8 PARTIAL OIL COUNTERS:

**33.81 PARTIAL OIL COUNTERS:** Each alliance faction may use one or more partial oil counters to maximize oil efficiency, for some or all of the following purposes. Each oil counter converts to five partial oil counters. Partial oil counters may be used for these purposes whether or not the air, naval and construction effects have been offset.

**A. AIR:** To allow air units to conduct strategic bombing or oppose strategic bombing or flying bomb attacks or allow an air transport to fly BRPs over the Hump to China.

**B. NAVAL:** To allow fast 4- and 5-factor battleships, CVs, CVBs and submarines to be used.

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

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

**33.82 INCREMENTS OF FIVE:** Each partial oil counter represents one-fifth of an oil counter and allows:

**A. AIR:** The use of five air factors to conduct or oppose strategic bombing or flying bomb attacks, or to fly BRPs over the Hump to China (one partial oil

counter: 5 air factors; two **partial** oil counters: 10 air factors; and so on).

**B. NAVAL:** The use of one 4- or 5-factor battleship, CV, CVB or submarines (one **partial** oil counter: one ship or one to five submarine factors; two **partial** oil counters: two ships or six to ten five submarine factors; and so on).

**C. CONSTRUCTION:** The construction of 5 BRPs of units at the normal BRP cost (one **partial** oil counter: 5 BRPs of units; two **partial** oil counters: 10 BRPs of units; and so on).

**D. BRP BASE GROWTH:** BRP base growth of 5 BRPs (one **partial** oil counter: 5 BRPs of growth; two **partial** oil counters: 10 BRPs of growth; and so on).

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

### 33.9 UNINVERSION OF AIR AND NAVAL UNITS:

**33.91** Air and naval units do not require oil to uninvert. See 18.7 for the uninversion of air units and 21.7 for the uninversion of naval units.

**A. AIR:** If an oil counter is used by an alliance faction to offset the air oil effect, that alliance faction may uninvert all its land-based air factors at any time during its player turn.

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

**33.92 RESTRICTIONS:** The uninversion of air and naval units is subject to the following restrictions:

**A. FULL SUPPLY REQUIRED:** Air and naval units may only be uninverted if they are fully supplied and not subject to an oil effect.

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

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

**C. NEW CONSTRUCTION:** Air and naval units may not be uninverted until after the redeployment phase of the player turn in which they are constructed or launched. If redeployed to a new base during the redeployment phase, they remain inverted through the following opposing player turn.

#### **D. REDEPLOYMENT:**

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

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

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

**A. SUBMARINES:** All submarines (EXCEPTION: Submarines which were NRed on the mapboard).

**B. ASW AND TRANSPORTS IN SW BOXES:** All ASW and transports in an SW box.

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

**D. WESTERN ALLIED NAVAL UNITS:** All Western Allied naval units:

- in the Atlantic and Pacific SW boxes, unless NRed into the SW box during the current player turn.
- in the U.S. boxes, unless NRed into the U.S. box during the current player turn.

**E. WESTERN ALLIED AIR UNITS:** All Western Allied air units in the U.S. boxes, unless NRed into the U.S. box during the current player turn.

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

## 34. WEATHER

Spelling:

### 34.3 AFFECTED AREAS

Consistency:

**34.22 MUD:** Offensive operations in areas afflicted by mud are subject to the following effects (EXCEPTION: Russian offensive operations – 34.221):

**A. LIMIT ON OFFENSIVE OPERATIONS:** No more than 14 BRPs may be spent on offensive operations. The BRP cost of offensive operations against partisans is not counted.

Clarification. renumbering:

**34.23 WINTER:** A winter die roll is made at the beginning of every winter game turn in Europe to determine weather conditions on eastern front hexes east of the Nazi-Soviet Pact line and in Finland. A separate winter die roll is made at the beginning of every fall and every winter turn in the Pacific to determine weather conditions in Siberia, Manchuria, Mongolia and Tannu Tuva. Other winter levels are fixed without the need for a winter die roll: the eastern front west of the Nazi-Soviet Pact line and the western front are fixed at 6; Mediterranean front hexes in continental Europe are fixed at 4. See the Winter Table for details (34.41). Areas affected by winter weather are subject to the following effects:

**A. SEABORNE INVASIONS:** Seaborne invasions which involve the naval movement of ground units through western and eastern front sea hexes, and seaborne invasions of the Aleutian islands, are prohibited in winter turns.

**B. BREAKTHROUGHS IN MOUNTAIN HEXES:** Breakthroughs may not be created in mountain hexes and armor units may not exploit out of mountain hexes on the western and eastern fronts or in Siberia, Manchuria, Mongolia or Tannu Tuva in winter turns. This prohibition does not apply to Mediterranean front hexes in continental Europe and does not prevent armor units from exploiting into mountain hexes and advancing out of mountain hexes after exploitation combat.

**C. FROZEN LAKES AND SWAMPS:** All European lakes north of Leningrad (row D) and all eastern front swamp hexes are frozen in winter turns. Frozen swamp hexes are treated as clear hexes for all purposes; frozen lake hexes are treated as clear hexes solely for the purpose of tracing supply lines; ground units may not move or redeploy across lakes, ZoCs do not extend across lake hexsides (10.341B) and air units may not base in hex C45 (Lake Ladoga).

**D. RUSSIAN WINTER ATTRITIONS:** If Russia attritions on the eastern front east of the Nazi-Soviet Pact line in a winter turn, Russia may designate hexes in the Russian winter zone (34.32C) from which Axis attrition losses must be taken and hexes to be captured by attrition occupation (14.521).

**E. AXIS OFFENSIVES:** Axis offensive operations on the eastern front east of the Nazi-Soviet Pact line in a winter turn are limited as follows. This limitation does not apply to Russian offensive operations or in any other winter zone.

- In a “9” or greater winter, Axis ground attacks against non-partisan units and air operations are prohibited.
- For every Axis winter effect level in the Russian winter zone below “9”, the Axis may make one ground attack of any size; use 15 or more air factors for offensive operations; or, if permitted by a winter result of “5” or less, exploit from one breakthrough hex.
  - Overruns and ground attacks on partisans do not count as ground attacks; the use of up to 14 air factors does not count as an offensive operation.
  - Air operations by Axis strategic bombers and interceptors are counted against the limit on offensive operations.
  - The creation of a breakthrough hex and the exploitation from that breakthrough hex count as one offensive operation.
  - The offensive operations are cumulative.
- In an “8” winter, the Axis may make one ground attack, using less than 15 air factors for offensive operations; or use all their air for offensive operations, but not both.
- In a “7” winter, the Axis may make one ground attack using 15 or more air factors for offensive operations or make two ground attacks using a total of less than 15 air factors for offensive operations.
- In a “6” winter, the Axis may make two ground attacks using 15 or more air factors for offensive operations; or make three ground attacks using a total of less than 15 air factors for offensive operations.
- In a “5” winter, the Axis may make three ground attacks using 15 or more air factors for offensive operations; make four ground attacks using a total of less than 15 air factors for offensive operations; or make fewer ground attacks and use some of the limited Axis logistical capabilities to create a breakthrough and exploit from the breakthrough hex.
- As the winter levels become milder, the Axis options increase. Each ground attack, except those against partisans, regardless of size, counts against the Axis logistical limit. Similarly, exploitation from two different breakthrough hexes counts against the Axis logistical limit more than exploitation from a single breakthrough hex.
- In a “0” (“no effect”) winter, the offensive capabilities of Axis units in the Russian winter zone are unimpaired, but the number of Axis attacks is still limited to a combination of nine non-partisan ground attacks, breakthroughs, exploitation and air use.

*Because of this overall logistical limit, an Axis winter preparation level of six is not as effective in the Russian winter zone as the basic Russian winter preparation level of six.*

## Segment 7

### Economics

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

Consistency with substantive change (deletion):

**35.14 U.S. ELECTION:** A U.S. election (62) occurs after the 1945 YSS is completed

Consistency with substantive change (deletion):

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

#### Classic A World at War

In classic *A World at War*, the original value of the German BRP base is 150 BRPs.

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

## 36. MOBILIZATION

Clarification:

**36.11 TIMING:** Mobilizations, which represent the conversion of civilian or idle factories to military production, occur at the start of the mobilizing major power's player turn and have the economic and military effects set out below. The number of mobilizations permitted depends on *Gathering Storm* and *Storm Over Asia* factory conversions and other developments. Each major power may mobilize no more than once each turn (EXCEPTIONS: 36.4).

Consistency with *Gathering Storm*:

**36.21 BRP ADDITIONS:** Each mobilization results in BRP increases to the mobilizing major power's BRP base and BRP level, as set out below. BRP additions from mobilization are not prorated.

**A. GERMANY, ITALY, JAPAN, BRITAIN, FRANCE:** 10 BRPs per mobilization.

Consistency with *Gathering Storm*, renumbering:

**36.31 FORCE POOL INCREASES:** Mobilization increases the force pool of the mobilizing major power. In the turn of mobilization, the mobilizing major power announces and records the types of units being mobilized and when they enter its force pool, then places the units in the appropriate location on the turn record track (EXCEPTIONS: Shipbuilding increases - 36.34; deferred force pool additions - 36.351). The size of force pool increases from mobilization is proportional to the mobilizing major power's growth rate:

**A. GERMANY, JAPAN, RUSSIA, U.S.:** 20 BRPs of units for each turn of mobilization (EXCEPTION: For its first two peacetime mobilizations, Russia adds 10 BRPs of units in the first turn of the mobilization and another 10 BRPs of units in the following turn).

**B. BRITAIN:** 16 BRPs of units for each turn of mobilization.

**C. FRANCE:** 12 BRPs of units for each turn of mobilization.

**D. ITALY:** 8 BRPs of units for each turn of mobilization.

Consistency:

**36.32 ELIGIBLE UNITS:** Force pool increases from mobilization, even if deferred and combined with production, can only be used to generate the following types of units:

...

**C. Armor:**

- Italy may mobilize only one armor unit each mobilization.
- Britain may mobilize only one armor unit each mobilization.

## 37. INDUSTRIAL CENTERS

Clarification:

**37.43 VALUE OF CAPTURED ICs:** When the Axis capture an IC, the IC retains its full value and is treated in the same manner as other conquests. The value of captured ICs remains fixed for the remainder of the game, regardless of any subsequent changes in control.

38. KEY ECONOMIC AREAS

39. SPENDING LIMITS

40. BRP GRANTS

Consistency with substantive change (deletion):

**40.333 POST-ELECTION GRANTS:** The extent to which American BRP grants are allowed to the Western Allies or China after an election result of -7 or below is governed by the USAT or USJT level in the relevant theater (62.52).

Consistency, simplification:

### 40.47 MURMANSK CONVOY RESULTS:

**A. BRPS:** After submarine attacks are resolved, all surviving BRPs in the convoy are added to the Russian BRP total. The number of BRPs reaching Russia can never exceed five BRPs for each surviving Western Allied transport assigned to the convoy. Excess BRPs are eliminated. If the Germans defeated the Allies in fleet combat and forced the convoy to turn back, or if the convoy aborts, all surviving BRPs are returned to the grantor's BRP total.

**B. OIL:** For every two BRPs (rounded down) of damage inflicted, one partial oil counter is eliminated.

- If five or less BRPs of damage is inflicted, the oil counter reaches Russia if Russia incurs the BRP losses. Otherwise the oil counter is destroyed.
- If six to nine BRPs of damage is inflicted, the oil counter does not reach Russia, and Russia instead receives ten BRPs minus the BRP losses inflicted on the oil shipment.
- If 10 or more BRPs of damage is inflicted, one oil counter is destroyed. Any excess BRP losses are then applied to a second oil counter, or to BRPs being carried by the remainder of the convoy.

Clarification:

**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 Nationalist Chinese, Communist Chinese or Western Allied control and free of Japanese ZoCs; all grants must ultimately end in a hex controlled by Nationalist China. 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 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).

Classic A World at War
This rule change arose out of <i>Storm Over Asia</i> and applies to classic A World at War.

C. From the Pacific U.S. box through the Pacific to the Australia 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).

**40.83 CHINESE PORTS AND FRENCH INDOCHINA:** Up to ten BRPs may be granted to China via a Chinese port or French Indochina each turn.

#### 40.831 RESTRICTIONS:

A. BRP grants may be made through Chinese ports that are not under Japanese control or in the ZoC of a Japanese armor unit.

B. BRP grants may be made through French Indochina only if the Western Allies control Haiphong and can trace a supply line from Haiphong to Kunming without passing through Burma.

Clarification:

**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 Nationalist Chinese, Communist Chinese or Western Allied control and free of Japanese ZoCs; all grants must ultimately end in a fully supplied hex controlled by Nationalist China. 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), then to a fully supplied hex controlled by Nationalist China.

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

- a port in China, then to a fully supplied hex controlled by Nationalist China;
- a port in French Indochina, then to Kunming, then to a fully supplied hex controlled by Nationalist China;
- a port in Burma or India, then to Kunming via the Burma Road (40.84) or over the Hump (40.85), then to a fully supplied hex controlled by Nationalist China.

Classic A World at War
This rule change arose out of <i>Storm Over Asia</i> and applies to classic A World at War.

C. From the Pacific U.S. box through the Pacific to the Australia 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), then to a fully supplied hex controlled by Nationalist China.

**40.83 CHINESE PORTS AND FRENCH INDOCHINA:** Up to ten BRPs may be granted to China via a Chinese port or French Indochina each turn.

#### 40.831 RESTRICTIONS:

A. BRP grants may be made through Chinese ports under Nationalist Chinese, Communist Chinese or Western Allied control and free of Japanese ZoCs.

B. BRP grants may be made through French Indochina only if the Western Allies control Haiphong and can trace a supply line from Haiphong to Kunming without passing through Burma.

## Segment 8

### Research and Intelligence

#### 41. RESEARCH

Spelling:

#### 41.7 ACTIVATION OF RPs

#### 42. PRODUCTION

Reference to *Gathering Storm* effects, consistency with substantive changes, reference to *Storm Over Asia* effects:

#### 42.26 INTELLIGENCE:

...

**D. RUSSIAN OCCUPATION POLICIES:** 4, 5, 6, with a maximum of three results permitted each game. Each Russian occupation policies result permits Germany to build one Vlasov infantry factor each turn once Germany and Russia are at war. Germany only.

- The cost of Russian occupation policies is reduced:
  - By one if the Ukraine has activated as a German minor ally (a “10” diplomatic result for the Ukraine).
  - By intermediate *Gathering Storm* occupation policies research results, indicated by a circled number on the *Gathering Storm* research record sheet. These intermediate results generate one or two research points towards the next German occupation policies result (⓪ or ④ = one RP; ② or ⑥ = two RPs).
- Each *Gathering Storm* occupation policies research result generates an occupation policies research result in *A World at War*, permitting the construction of Vlasov units starting in the first turn of war between Germany and Russia in accordance with *A World at War* rule 44.32 (*Gathering Storm* transition rule 6.75A).

Classic A World at War
In classic <i>A World at War</i> , the cost of Russian occupation policies is not reduced.

- If Russian resistance drops to zero or less, the Axis gain an additional Russian occupation policies result (60.41) and may construct one additional Vlasov factor each turn (60.42). There is no cost to this result, and it is distinct from normal Russian occupation policies production results.

Reference to *Storm Over Asia* effects, consistency with substantive changes, reference to *Storm Over Asia* effects:

#### 42.26 INTELLIGENCE:

...

**E. CHINESE OCCUPATION POLICIES:** 4, with a maximum of **one result each year**. A Chinese occupation policies result permits Japan to build one Wang infantry factor each turn, up to a limit of one 1-2 and one 2-2 infantry unit for each of Peking, Nanking, Shanghai, Canton and Chungking controlled by Japan, **subject to Japanese *Storm Over Asia* Chinese Puppets research effects (*Storm Over Asia* transition rule 6.76)**. Japan only.

- Chinese occupation policies production is permitted only if Japan achieved at least three steps of *Storm Over Asia* Chinese Puppets research.

Classic A World at War
In classic <i>A World at War</i> , Japan may allocate RPs to Chinese occupation policies production.

- The cost of Chinese occupation policies is reduced:
  - If the Chinese resistance level is below zero (-1 for a Chinese resistance level of -1; -2 for a Chinese resistance level of -2; and so on).
  - **For Japanese *Storm Over Asia* Chinese Puppets research beyond that required for Chinese occupation policies production (-1 for one result, -2 for nine steps).**
- **Japan starts *A World at War* with one Chinese occupation policies result if it achieved two *Storm Over Asia* Chinese Puppets results.**

Classic A World at War
In classic <i>A World at War</i> , the cost of Chinese occupation policies production is not reduced by pre-war research and Japan does not start with a Chinese occupation policies result.

- **Japan starts with Wang infantry factors in its At Start forces as follows:**
  - **One *Storm Over Asia* Chinese Puppets result: one factor.**
  - **Nine steps of *Storm Over Asia* Chinese Puppets research: two factors.**
  - **A second *Storm Over Asia* Chinese Puppets result: three factors.**

**F. INDIAN SUBVERSION:** 4, with a maximum of **one result each year**. An Indian subversion result permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn up to a limit of one 1-2 and one 2-2 infantry unit for each of Calcutta, Colombo, Dacca and Rangoon controlled by Japan, plus two Indian partisans regardless of the number of objectives controlled (72.92B, 72.93B, **subject to Japanese *Storm Over Asia* Chinese Puppets research effects (*Storm Over Asia* transition rule 6.77)**). Japan only.

- Indian subversion production is permitted only if Japan achieved at least three steps of *Storm Over Asia* Indian subversion research.

Classic A World at War
In classic <i>A World at War</i> , Japan may allocate RPs to Indian subversion production.

- The cost of Indian subversion is reduced:
  - For each of Calcutta, Colombo, Dacca and Rangoon under Japanese control (-1 for one of the four objectives, -2 for two of the four objectives, and so on).
  - For Japanese *Storm Over Asia* Indian subversion research beyond that required for Indian subversion production (-1 for one result, -2 for nine steps).
- Japan starts *A World at War* with one Indian subversion result if it achieved two *Storm Over Asia* Indian subversion results.

<b>Classic A World at War</b>
In classic <i>A World at War</i> , the cost of Indian subversion production is not reduced by pre-war research and Japan does not start with an Indian subversion result.

- Japan starts with Indian National Army infantry factors in its At Start forces as follows:
  - One *Storm Over Asia* Indian subversion result: one factor.
  - Nine steps of *Storm Over Asia* Indian subversion research: two factors.
  - A second *Storm Over Asia* Indian subversion result: three factors.

Reference to *Gathering Storm* effects, clarification, consistency:

**42.333 ARMOR:**

**A. GERMANY:** Germany may mobilize or produce:

- 3-6 or 4-6 armor units, up to its limit of 12 such armor units, if it did not mobilize these 12 armor units in *Gathering Storm*.
- 5-6 armor units:
  - in the year after the outbreak of war between Germany and Russia (two *Gathering Storm* German armor research results).
  - once war breaks out between Germany and Russia (15 or more steps of *Gathering Storm* German armor research results).

<b>Classic A World at War</b>
In classic <i>A World at War</i> , Germany may produce 5-6 armor units in the year after the outbreak of war between Germany and Russia.

**B. ITALY:** Italy may mobilize or produce a maximum of four 2-5 or 3-5 armor units, as permitted by the level of *Gathering Storm* Italian armor research (*Gathering Storm* transition rule 4.42).

<b>Classic A World at War</b>
In classic <i>A World at War</i> , Italy may mobilize or produce only 2-5 armor units.

**C. JAPAN:** Japan may mobilize or produce 3-3 and 4-3 armor units, in any combination, as permitted by the level of *Storm Over Asia* Japanese armor research, up to a maximum of three such armor units. If Japan converts *Storm Over Asia* armor units to 3-3 or 4-3 armor units, it may mobilize or produce 1-3 and 2-3 armor units, up to the Japanese force pool limit (three 1-3 and three 2-3 armor units) (*Storm Over Asia* transition rule 4.3213).

<b>Classic A World at War</b>
In classic <i>A World at War</i> , Japan may mobilize or produce 3-3 armor units.

**D. BRITAIN:** Britain may mobilize or produce:

- a maximum of four 2-5 or 3-5 armor units, as permitted by the level of *Gathering Storm* British armor research (*Gathering Storm* transition rule 4.52).
- a maximum of three 4-5 armor units.
- one Free French 3-5 armor unit if France has been conquered and Paris is under Allied control (production only).

<b>Classic A World at War</b>
In classic <i>A World at War</i> , Britain may mobilize or produce only 2-5 and 4-5 armor units.

**E. FRANCE:** France may mobilize or produce a maximum of four 3-5 or 4-5 armor units, as permitted by the level of *Gathering Storm* French armor research (*Gathering Storm* transition rule 4.62).

<b>Classic A World at War</b>
In classic <i>A World at War</i> , France may produce one 3-5 or 4-5 armor unit, using an improvised unit if the additional French armor units included with <i>Gathering Storm</i> are not available.

43. ATOMICS

Consistency with substantive change (deletion):

### 43.32 POLITICAL EFFECTS:

**43.321 SURRENDER AND RESISTANCE EFFECTS:** Successful strategic atomic attacks trigger the following political effects:

...

**C. WESTERN ALLIED SUSPENSION OF HOSTILITIES:** If Germany or Japan makes a successful strategic atomic attack against a hex in Britain or the U.S., and the Western Allies do not have the atomic bomb, the Western Allies suspend hostilities in the relevant theater (62.1).

**C. BRITISH RESISTANCE AND U.S. ELECTION:** The effect of a successful German strategic atomic attack against Britain or the U.S. depends on whether the Western Allies also have the atomic bomb. This is defined as having either a uranium bomb or a plutonium bomb which is assured of successful detonation.

• **If the Western Allies also have the atomic bomb:**

- The first successful strategic atomic attack against a hex in Britain permanently reduces the British resistance level by three; the second such attack permanently reduces the British resistance level by an additional two; each additional attack permanently reduces the British resistance level by an additional one.
- The first successful German strategic atomic attack against a hex in Britain or against the Atlantic U.S. box permanently reduces future U.S. election results by three; the second such attack permanently reduces future U.S. election results by an additional two; each additional attack permanently reduces future U.S. election results by an additional one.

• **If the Western Allies do not have the atomic bomb, in addition to the above effects:**

- The first successful German strategic atomic attack against a hex in Britain or against the Atlantic U.S. box causes the Western Allies to suspend hostilities against the European Axis at the start of the next Allied player turn should the European Axis player wish (the European Axis player has the option of declining the Western Allied offer and continuing to fight).
- The first successful Japanese strategic atomic attack against the Pacific U.S. box causes the Western Allies to suspend hostilities against Japan at the start of the next Allied player turn should the Japanese player wish (the Japanese player has the option of declining the Western Allied offer and continuing to fight).
- If hostilities are suspended neither side may engage in any operations against the other until the Western Allies resume hostilities. The Western Allies may resume hostilities at the start of any Western Allied player turn in which the Western Allies obtain the atomic bomb.
- The suspension of hostilities between the European Axis or Japan and the Western Allies does not affect any hostilities with Russia or hostilities in the theater in which the atomic bomb was not used.

Clarification, renumbering:

### 43.34 ECONOMIC EFFECTS:

**43.341** If a key economic area or IC is subject to successful strategic atomic attack, the owner immediately loses the value of the key economic area or IC; or 25 BRPs, whichever is less, in addition to any BRP losses from conventional bombing, up to the economic value of the target hex (26.71).

**43.342** Each successful German or Japanese strategic atomic attack against a U.S. box causes the U.S. to lose 25 BRPs, in addition to any BRP losses from conventional bombing. Each successful German or Japanese strategic atomic attack against the Urals box causes Russia to lose 25 BRPs, in addition to any BRP losses from conventional bombing, up to the economic value of the Urals box (26.71).

**43.343** An atomic attack has no effect on the economic value of the target hex for YSS purposes.

<b>Classic A World at War</b>
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In classic <i>A World at War</i> , Japan may not conduct atomic attacks.
--------------------------------------------------------------------------

**43.344** For every three BRPs (round down) lost to a strategic atomic attack on a key economic area, IC or mapboard box, the construction limit of the defending major power is reduced by one in its next player turn.

## 44. INTELLIGENCE

Spelling:

**44.21 COUNTER-INTELLIGENCE:** The rules relating to counter-intelligence are set out in rule 45.

Substantive change:

### 44.32 RUSSIAN OCCUPATION POLICIES:

**A. VLASOV CONSTRUCTION:** Each Russian occupation policies result permits Germany to build one Vlasov infantry factor each turn once Germany and Russia are at war, up to a maximum construction rate of three Vlasov factors per turn (EXCEPTION: An additional Russian occupation policies result from a Russian resistance of zero or less may allow Germany to build up to four Vlasov factors per turn - 42.26D, 60.41).

• ...

Substantive change:

### 44.33 CHINESE OCCUPATION POLICIES:

**A. WANG CONSTRUCTION:** Each Chinese occupation policies result (42.26E) permits Japan to build one Wang infantry factor each turn, up to a limit of one 1-2 and one 2-2 infantry unit for each of Peking, Nanking, Shanghai, Canton and Chungking controlled by Japan.

- Japan constructs Wang infantry factors (using 1-2 or 2-2 counters) at the normal BRP cost.
- Wang infantry may be constructed in any fully supplied city in China or Manchuria controlled by the Japanese at the start of their player turn and may only operate in those countries.
- Japan may defer the construction of a 1-2 Wang infantry unit in order to build a 2-2 Wang infantry unit in a subsequent turn. No more than one unbuilt Wang factor may be accumulated for future turns in this manner.

**44.331 WHEN RESULTS REVEALED:** The Chinese occupation policies result is revealed during the Japanese unit construction phase in which Wang units are first constructed.

**44.332 EFFECTS OF CHINESE PUPPETS RESEARCH:** Japanese *Storm Over Asia* Chinese Puppets research has the following effects:

**A.** Japan may start with up to three additional Wang infantry factors (one factor for one result, two factors for nine steps, three factors for two results).

**B.** Japan starts *A World at War* with one Chinese occupation policies result if it achieved two *Storm Over Asia* Chinese Puppets results.

<b>Classic A World at War</b>
In classic <i>A World at War</i> , rule 44.332 does not apply.

Substantive change:

#### 44.34 INDIAN SUBVERSION:

**A. INDIAN NATIONAL ARMY AND PARTISAN CONSTRUCTION:** Each Indian subversion result (42.26F) permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn up to a limit of one 1-2 and one 2-2 infantry unit for each of Calcutta, Colombo, Dacca and Rangoon controlled by Japan, plus two Indian partisans regardless of the number of objectives controlled (72.92B, 72.93B).

- For details of the Indian National Army, see 72.9.
- Japan may construct up to two Indian partisans in India, whether or not Japan and Britain are at war (11.353B). Indian partisans may not be constructed in the India box.

**44.341 WHEN RESULTS REVEALED:** The Indian subversion result is revealed during the Japanese unit construction phase in which Indian National Army units or Indian partisans are first constructed.

**44.342 EFFECTS OF INDIAN SUBVERSION RESEARCH:** Japanese *Storm Over Asia* Indian subversion research has the following effects:

**A.** Japan may start with up to three additional Indian National Army infantry factors (one factor for one result, two factors for nine steps, three factors for two results).

**B.** Japan starts *A World at War* with one Indian subversion result if it achieved two *Storm Over Asia* Indian subversion results.

<b>Classic A World at War</b>
In classic <i>A World at War</i> , rule 44.432 does not apply.

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

Consistency:

**48.61 EFFECTS:** Each strategic card may generate one of the following effects:

...

**B. RAIDERS:** If one player plays more strategic cards than the other with respect to raiders:

- All raider die rolls (21.5341, 21.538) for one SW box are increased or decreased one in favor of that player for that player turn; or
- One Pacific island group raid may use one additional ship or be opposed by one additional ship (21.5395B).

Clarification:

**48.61 EFFECTS:** Each strategic card may generate one of the following effects:

...

**C. MAGIC INTERCEPTIONS (U.S. Magic only):** Immediately after Japan has announced its air and naval missions in the combat phase, the U.S. may play one or more strategic cards in order to automatically intercept Japanese naval missions during that combat phase. For each American strategic Magic card which is not negated by the play of a Japanese strategic Magic card, one American TF may intercept a Japanese naval mission without the need for an interception dice roll. The U.S. player decides which Japanese naval missions to intercept once the Magic interception level for that turn is determined (48.32C). Magic interceptions are subject to the following:

- ...
- Magic interceptions may not be used to respond to Japanese patrols or sea transport missions, which occur in the movement, not the combat, phase.
- Magic interceptions are not “interception attempts” and do not reduce the number of dice rolled for interception attempts (22.22K).

## Segment 9

### Diplomacy and Politics

#### 49. DIPLOMACY

Substantive change:

**49.4261 DPs:** Each diplomatic die roll is increased by the total number of Axis DPs in the target, and decreased by the total number of Allied DPs in the target:

**A. AXIS DPs:** German and Italian DPs are combined even if Italy is still neutral.

**B. WESTERN ALLIED AND RUSSIAN DPs:**

- Before Russia and Germany have gone to war or the RGT level is 50 or more, Western Allied and Russian DPs are not combined. If both the Western Allies and Russia allocated DPs to the same target, the Allied total is considered to be the greater of the Western Allied or Russian DPs, and the DPs allocated by the other are disregarded.
- Once Russia and Germany go to war or the RGT level is 50 or more, Western Allied and Russian DPs are combined in targets selected by the Axis, but for targets selected by the Western Allies or Russia, only DPs allocated to the target by the alliance faction which selected the target modify the diplomatic die roll.
- If there is no Nazi-Soviet Pact and RGT are not being tracked, Western Allied and Russian DPs are combined in targets selected by the Axis.

Substantive change, clarification, renumbering:

**49.4265 OTHER MODIFIERS:** Other modifiers, most often the control of relevant hexes, are set out in the applicable diplomatic table under the heading "Additional Modifiers", and are applied to determine the diplomatic result.

**49.4266 FAILED WESTERN ALLIED INVASION OF FRANCE:** If a Western Allied seaborne invasion of a conquered France is repulsed, or if the Axis succeed in recapturing all French hexes captured by such an invasion, a +1 pro-Axis diplomatic modifier applies to all subsequent diplomatic die rolls by either side for all diplomatic targets for the remainder of the game. These modifiers are not negated by a subsequent successful Western Allied invasion, although a second failed invasion of France triggers a second +1 additional modifier.

**49.4267 SEQUENCE:** All diplomatic die rolls during the same diplomatic phase, including reaction die rolls, are considered to be simultaneous and therefore such diplomatic die rolls are not affected by diplomatic results which occur during the diplomatic phase in which they are made.

Consistency with *Gathering Storm* change:

**49.435 EFFECTS OF AGGRESSION:**

**A. DECLARATIONS OF WAR:** If a major power declares war on a neutral minor country, thereby causing that minor country to associate with a member of an opposing alliance faction, the aggressor major power may not again select that minor country as a target for a diplomatic die roll.

**B. CONQUEST:** Once the capital of a minor country comes under the control of enemy forces, that minor country is conquered and any diplomatic result for that minor country no longer applies. Conquered minor countries may not be named as diplomatic targets.

**C. RUSSO-POLISH BORDER WAR:** If either Germany or Russia triggers a border war with Poland, it may not subsequently select Poland as a target for a diplomatic die roll.

Consistency with substantive change (deletion):

**49.86 ACTIONS NOT REVERSED BY A DROP IN TENSIONS:** Once an action permitted by a tension level increase has been carried out, a subsequent decrease in applicable tension level does not negate the action. Thus a Russian declaration of war on a minor country or the deployment of ASW from the U.S. to the Atlantic SW box is not reversed by a subsequent change in the RGT level or in the actual or effective USAT level (EXCEPTION: The adjustment of USAT or USJT levels following a U.S. election).

#### 50. DECLARATIONS OF WAR

Consistency with substantive change and actual play, clarification :

**50.32 DECLARATIONS OF WAR ON MAJOR POWERS:** Declarations of war on major powers are subject to *Gathering Storm* and *Storm Over Asia* transition rules 2.2 and 14.41F. In addition

#### Classic A World at War

*Gathering Storm* transition rule 2.2 covers a wide variety of possible wars, of which classic *A World at War* is just one example. In classic *A World at War*, the rule that neutral major powers may not declare war on other major powers until the turn after they are fully mobilized applies only to Italy in Fall 1939.

...

**F. RUSSIA:**

- If the Nazi-Soviet Pact is in effect, Russia may declare war on Germany only if:
  - The current RGT level is at least 50, **modified by the value of the current Japanese resistance level if Russia is at war with Japan**; or
  - Russia attacks minor country in which Germany or Italy has an economic interest, and Germany supports the minor country (50.24).
- If there is no Nazi-Soviet Pact, Russia may declare war on Germany only if:
  - It has mobilized all five of its civilian factories, **and the Japanese resistance level is below ten if Russia is at war with Japan**; or
  - Russia declares war on Finland, Poland, Rumania or Turkey, or on a minor country in which Germany or Italy has an economic interest, and Germany supports the minor country (50.24).
- Russia may not declare war on Italy without also declaring war on Germany.
- Russia may declare war on Japan only if the BRP value of the Siberian garrison is at least twice the BRP value of the Manchurian garrison (EXCEPTIONS: The BRP value of the Manchurian garrison is less than 30 BRPs or Germany has surrendered - 81.51B).

Consistency with substantive change:

### 50.33 DECLARATIONS OF WAR ON MINOR COUNTRIES:

...

#### C. RUSSIA:

- The only minor countries on which Russia may declare war are Albania, the Baltic States, Bulgaria, Croatia, Finland, Greece, Hungary, Persia, Poland, Rumania, Serbia, Turkey and Yugoslavia.
- If the Nazi-Soviet Pact is in effect:
  - Russia may declare war on neutral minor countries that are on the Russian side of the Nazi-Soviet Pact line, provided Germany has not done so.
  - If RGT are 25 or greater, Russia may declare war on neutral minor countries that are on the Russian side of the Nazi-Soviet Pact line, other than those in which the Axis have an economic interest or which are controlled by the Axis.
  - If RGT are 35 or greater, Russia may declare war on neutral minor countries that are on the Russian side of the Nazi-Soviet Pact line, other than those which are controlled by the Axis.
  - These restrictions are lifted if RGT have reached 50 or Russia is at war with Germany.
- If the Nazi-Soviet Pact is not in effect:
  - Russia may not declare war on neutral minor countries until it has mobilized its fourth and final idle factory.
  - Once Russia has mobilized its fourth and final idle factory, it may declare war on on neutral minor countries, other than those which are controlled by the Axis.
  - These restrictions are lifted in the turn in which Russia mobilizes its fifth and final civilian factory.

### 51. PEARL HARBOR AND ALLIED UNPREPAREDNESS

Consistency with actual play:

#### 51.224 ADDITIONAL NAVAL UNITS:

A. Additional American ships, apart from the starting Pacific and Atlantic fleets (51.21A, B) are assigned to either the Pacific or Atlantic fleet:

- American ships launched during *Storm Over Asia* are assigned to the Pacific or Atlantic fleet when war breaks out and *A World at War* begins.
- American ships launched during *A World at War*, prior to the outbreak of war between the U.S. and Japan, are assigned to the Pacific or Atlantic fleet at the end of the Allied redeployment phase in the turn in which they are launched. A ship launched in one theater therefore has the option of redeploying to the other theater before it is assigned to one of the two American fleets.

B. Additional ships assigned to the Atlantic fleet may be transferred to the Pacific fleet in a later turn, prior to the outbreak of war between the U.S. and Japan. Additional ships assigned to the Pacific fleet must remain with the Pacific fleet until war breaks out between the U.S. and Japan (51.222).

C. Additional ships assigned to the Pacific Fleet base in either the Pacific U.S. box or Pearl Harbor, depending on the location of the Pacific fleet.

Consistency with substantive change:

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

...

D. SEA TRANSPORT: All Japanese units, including armor and air units, may sea transport to a port up to 20 (Pacific) hexes from their hex of origin (21.3614A, B). Japanese ground units which sea transport do not incur the basic movement cost for debarking, although they must use a movement factor to debark in hexes containing mountain, jungle/mountain or swamp.

E. INVASIONS: All Japanese units, including armor units, may invade a hex up to 20 (Pacific) hexes from their hex of origin (21.3614B). Japanese units which invade undefended beaches may place bridgeheads and then may move, conduct overruns and attack inland, just as though they sea transported. The normal movement cost for debarking following sea transport applies to such invasions (21.437A).

Substantive change, consistency:

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 offensive operations are prohibited in the Pacific theater (EXCEPTION: British offensive operations against Indian partisans are permitted).
- ...
- Western Allied naval units entering the Pacific theater are inverted and may not be uninverted until the following turn.

52. LENT UNITS

53. MAJOR POWER COOPERATION RESTRICTIONS

Clarification:

**53.51 EFFECT OF CHINESE RESISTANCE LEVEL:** Friction between Nationalist and Communist China throughout the war limits cooperation between them as set out below unless:

**A. CHINESE RESISTANCE LEVEL +2:** *Storm Over Asia* ended with the United Front in existence and the Chinese resistance level from the previous Chinese player turn was "+2" or greater; or

**B. TWO NATIONAL UNITY RESULTS:** China achieved two National Unity results in *Storm Over Asia*.

**53.52 RUSSO-ALLIED COOPERATION RESTRICTIONS APPLY:** Unless one of the two conditions set out in 53.51A and B apply, the cooperation restrictions set out in 53.4 apply to Nationalist and Communist China (EXCEPTION: Western Allied BRP grants to Nationalist China may be made through Communist Chinese-controlled ports - 40.82).

Clarification:

**53.57 STORM OVER ASIA EFFECTS:** Chinese *Storm Over Asia* National Unity research affects the relationship between the Nationalist and Communist Chinese in *A World at War*, as follows (*Storm Over Asia* transition rule 6.87):

...

E. A second *Storm Over Asia* National Unity result removes all remaining Nationalist-Communist cooperation restrictions. Nationalist and Communist Chinese units:

- Combine for attritions against Japan.
- May conduct joint offensive attacks against Japan.

*If China achieved a second Storm Over Asia National Unity result, or if the Chinese resistance level from the previous Chinese player turn was "+2" or greater, Communist China attritions jointly with Nationalist China. Otherwise Communist China attritions separately or, if Russia and Japan are at war, jointly with Russia.*

## Segment 10

### Surrender of Major Powers

54. GENERAL

Consistency with substantive change (deletion):

**54.21 DP CALCULATIONS REQUIRED:** DP calculations are required to determine the German, Italian, British and Russian resistance levels and to determine U.S. election results.

Clarification, consistency, consistency with substantive change (deletion):

**54.23 DPs CALCULATED NORMALLY:** DP calculations for surrender purposes are made in the same manner as during a YSS, using all the modifiers set out in the first page of the diplomatic tables, including the major power's basic allotment and the addition of one DP for every 100 BRPs. The DP level used for surrender purposes may be negative.

**54.24 BRP LEVEL USED:** The BRP level used for surrender and U.S. election purposes is calculated in the same manner as during a YSS (35.51A-I), although no BRP base growth is calculated, as this occurs only during an actual YSS. The current BRP total is not relevant to this calculation, other than that a BRP deficit will reduce the BRP level in the notional YSS calculation by the full amount of the deficit, and this may affect the major power's DP level. German BRP base reductions since the previous YSS due to the loss of German conquests (35.42A) are taken into account when making this calculation.

55. GERMAN SURRENDER

Delete outdated sections:

55.1 DETERMINING GERMAN SURRENDER

55.2 EFFECTS OF A GERMAN SURRENDER

55.3 UNITS

55.4 HEXES

55.5 MINOR COUNTRIES

55.6 BRPs

Clarification:

German Resistance Table - 55.11	
-1	For each German city containing a firestorm marker.

Consistency with substantive change (deletion):

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

## 56. ITALIAN SURRENDER

Clarification, renumbering:

**56.11 ITALIAN SURRENDER CONDITIONS:** Italy surrenders at the end of any Allied player turn in which the Italian **resistance level** is zero or less and one of the following conditions is met:

**A.** Rome is under Allied control; or

**B.** There are no Axis units (EXCEPTION: Wafdist partisans) in Africa (including Ethiopia and Egypt east of the Suez canal).

**56.12 ITALIAN RESISTANCE LEVEL:** The **Italian resistance level** is equal to Italy's DP total, calculated at the end of the Allied player turn in the same manner as during a YSS. This level may be negative. In addition, the following modifiers apply:

**A.** If the Western Allies declared war on Italy in the last turn of *Gathering Storm* or in *A World at War*, a +2 modifier applies.

Classic <i>A World at War</i>
In classic <i>A World at War</i> , rule 56.12A applies only if the Western Allies declare war on Italy in <i>A World at War</i> .

**B.** If Italy declared war on the Western Allies in 1941, a -1 modifier applies; if Italy declared war on the Western Allies in 1942, a -2 modifier applies; and so on.

**56.13 GERMAN RESISTANCE:** A positive Italian resistance level modifies the German resistance level.

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

Substantive change, clarification, renumbering:

**56.32 ITALIAN UNITS:** The Italian surrender level is the key modifier for determining the disposition of the Italian units:

**A. AIR UNITS:** All Italian air units are permanently removed from play.

**B. GROUND UNITS:** All Italian ground units are removed from the board, other than Italian infantry units added to the German force pool, as detailed in the Post-Surrender Italian Forces Table, and the 1-3 Folgore airborne unit. Other Italian infantry units added to the German and American force pools, as detailed in the Post-Surrender Italian Forces Table, are unbuilt.

**C. FOLGORE AIRBORNE:** Regardless of the Italian surrender level and the respective DP allocations, the 1-3 Folgore airborne unit, representing fanatical Fascist recruits to the SS, is added to the German force pool:

- If the 1-3 Folgore airborne unit is on the board, it remains in play. If the Folgore airborne unit is not on the board, it is added, unbuilt, to the German force pool, whether or not it was in the Italian force pool when Italy surrendered.
- The 1-3 Folgore airborne unit may overstack and may be used anywhere on the board. The CTL and airdrop ability of the 1-3 Folgore airborne unit does not change.

Substantive change:

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

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

**B. ALLIED PLAYER TURN:** Italian armor, infantry and replacement units in all types of hexes are subject to a -1 DM. The 1-3 Folgore airborne unit continues to defend normally. Italian naval units may not intercept Western Allied naval activities, provided the Western Allies hold back at least an equal number of uninverted naval factors in any Mediterranean front port for counter-interception.

## 57. JAPANESE SURRENDER

Clarification:

Japanese Resistance Table - 57.11
Situation Modifiers

-#	For each Japanese hex controlled and fully supplied by the Allies (-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, Chungking, 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 containing a firestorm marker.

Substantive change:

Japanese Resistance Table - 57.11	
Cumulative Modifiers	
<b>1</b>	If Japan does not control at least two Chinese objectives or Vladivostok
<b>-1</b>	If the situation modifiers for controlling mainland Asia front objectives favor the Allies by at least -4, but less than -6.
<b>-2</b>	If the situation modifiers for controlling mainland Asia front objectives favor the Allies by at least -6, but less than -8.
<b>-3</b>	If the situation modifiers for controlling mainland Asia front objectives favor the Allies by -8.

Substantive changes, clarification:

#### 57.14 CUMULATIVE MODIFIERS:

##### A. TIMING:

- Cumulative modifiers for control of cities and objectives 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).
- Cumulative modifiers for control of island groups are also 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 (EXCEPTION: If Japan declares war on a neutral Russia, the cumulative modifier for control of island groups is counted starting at the end of the game turn in which Japan and the U.S. or Britain are at war).

##### B. ENEMY LOSSES:

- Enemy losses are tracked every turn.
- When calculating the BRP value of eliminated enemy ground, air and naval units, damaged named ships count as 3 BRPs and named ships sunk in port count as 6 BRPs.
- Enemy BRP losses from Japanese bombing, flying bomb and rocket attacks, Indian partisans and Japanese units adjacent to the Australia, India and Ural boxes are counted.
- Partisans and damaged cruisers 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.

...

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

- ...
- Each cumulative Japanese resistance modifier from island group control costs the side that benefits one oil counter per modifier (33.74).

...

**G. MAINLAND ASIAN SITUATION MODIFIERS:** A negative cumulative modifier may be triggered if the net situation modifier for control of mainland Asian objectives favors the Allies:

- Allied control of Peking, Shanghai, Nanking, Canton, Chungking, Harbin, Mukden, Seoul: -1 situation modifier for each.
- Japanese control of Vladivostok, Irkutsk: +1 situation modifier for each.
- Control of Hong Kong has no effect, because it is not a situation modifier.
- Control of objectives in Japan have no effect, because they are not on the Asian mainland.

**57.22 POLITICAL EFFECTS:** A Japanese surrender modifies the U.S. election result for Europe and affects USAT increases following an unfavorable election result in Europe.

## 59. BRITISH SURRENDER

Consistency with substantive change:

- 59.1 OVERVIEW
- 59.2 DETERMINING BRITISH RESISTANCE
- 59.3 GERMANY REJECTS A BRITISH SURRENDER OFFER
- 59.4 GERMANY ACCEPTS A BRITISH SURRENDER OFFER
- 59.5 EFFECTS OF A BRITISH SURRENDER
- 59.6 GERMAN-BRITISH NEGOTIATIONS
- 59.7 GERMAN FORBEARANCE
- 59.8 AFTER A BRITISH SURRENDER
- 59.9 SUSPENSION OF HOSTILITIES

Delete:

### 59.9 SUSPENSION OF HOSTILITIES

59.14 If the Axis accept a British surrender offer:

...

B. **A British surrender does not trigger a U.S. election.** The U.S. enters or continues the war in Europe without restriction alongside what remains of Britain after Britain surrenders unless France has surrendered, Russia is in a state of surrender, and Japan has not surrendered, in which case the game ends in an Axis victory (62.2).

Clarification:

British Resistance Table - 59.21	
-1	For each British city containing a firestorm marker.

Clarification, consistency:

**59.512 REDUCTION OF BRITISH FORCES:** For each level of surrender below "0", Britain removes two AAF and four BRPs of ground units or NAS from its force pool and eliminates ten naval factors. A British surrender level of -1 thus results in the removal of two AAF, four BRPs of other British units and 10 naval factors; a British surrender level of -2 results in the removal of four AAF, eight BRPs of other British units and 20 naval factors; and so on. **Removed ground units may later be restored to the British force pool by production, but otherwise remain out of play and may not be built.**

Clarification, renumbering:

### 59.63 HEX CONTROL IN BRITAIN:

...

**59.64 HEX CONTROL OUTSIDE BRITAIN:** Outside Britain, the side which controls an area for BRP purposes gains control of all hexes in the area, regardless of supply, and the other side must withdraw all its units (EXCEPTION: partisans) from that area, repatriating them to the nearest supplied hex under friendly control, subject to stacking limits. Areas which have no BRP value are considered to be controlled by the side which controls the capital or, if there is no capital, the most cities in the area (Allied control if an equal number of cities). Once hex control is determined, some areas may change hands as a result of the terms of the British surrender, as outlined below.

Substantive change (moved to rule 62):

### 59.9 SUSPENSION OF HOSTILITIES:

**59.91** The Western Allies, including Britain, offer to suspend hostilities in the following circumstances, unless they have the atomic bomb (59.94):

**A. FAILED INVASIONS OF FRANCE:** If, once France has surrendered, the initial Western Allied seaborne invasion of France is repulsed or the Axis succeed in recapturing all Western Allied controlled hexes in France.

- A seaborne invasion is considered to be repulsed only if invasion combat (21.517) occurs and the Western Allies fail to land. The defeat of a seaborne invasion at sea (21.516) does not trigger the suspension of hostilities.
- If the Western Allies control one or more hexes in France, the failure of a seaborne invasion of France does not trigger the suspension of hostilities.

**B. GERMAN ATOMIC ATTACK:** Germany makes a successful strategic atomic attack against a hex in Britain or against the Atlantic U.S. box (43.321C).

**C. JAPANESE ATOMIC ATTACK:** Japan makes a successful strategic atomic attack against against the Pacific U.S. box (43.321C).

**59.92 AXIS REJECTION:** The European Axis (59.91A, B) or Japanese (59.91C) player has the option of rejecting the Western Allied offer to suspend hostilities and continuing to fight.

### 59.93 EFFECTS:

**A. EUROPE:** If hostilities are suspended because of a failed invasion of France (59.91A) or a German atomic attack (59.91B), neither the European Axis nor the Western Allies may engage in any operations against the other until the Western Allies resume hostilities. There is no effect on the Pacific theater.

**B. PACIFIC:** If hostilities are suspended because of a Japanese atomic attack (59.91C), neither Japan nor the Western Allies may engage in any operations against the other until the Western Allies resume hostilities. There is no effect on the European theater.

**59.94 WESTERN ALLIED ATOMIC BOMB:** The Western Allies do not offer to suspend hostilities if they have the atomic bomb, and revoke any suspension of hostilities at the start of any Western Allied player turn in which they obtain the atomic bomb.

## 60. RUSSIAN SURRENDER

Consistency with substantive change (deletion):

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

Consistency with substantive change:

- 60.1 RUSSIAN RESISTANCE LEVEL
- 60.2 BRP EFFECTS
- 60.3 FORCE POOL EFFECTS
- 60.4 VLASOV

Clarification:

Russian Resistance Table - 60.11	
-1	For each Russian city containing a firestorm marker.

Substantive change, clarification, consistency:

**60.31 20 BRPs OF UNITS REMOVED FROM PLAY:** If the Russian resistance level less than zero at the end of an Allied player turn, Russia removes 20 BRPs of units from its force pool for each negative Russian resistance level (Russian resistance -1: 20 BRPs of units; Russian resistance -2: 40 BRPs of units; Russian resistance -3: 60 BRPs of units; and so on), as follows. Russia does not remove units if the Russian resistance level is zero or higher. Removed ground units may later be restored to the Russian force pool by production, but otherwise remain out of play and may not be built.

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

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

*If a 5-6 armor unit is removed, four infantry factors are removed; if a 4-5 armor unit is removed, six infantry factors are removed; if a 3-5 armor unit is removed, eight infantry factors are removed.*

Consistency with substantive change (deletion):

## 60.4 NO U.S. ELECTION:

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

Substantive change:

## 60.4 VLASOV:

**60.41 RUSSIAN OCCUPATION RESULT:** If the Russian resistance is zero or less at the end of an Allied turn, the Axis gain a Russian occupation policies production result in the following Axis player turn. This Russian occupation policies production result:

**A.** May occur only once per game.

**B.** Is achieved at no RP cost and does not prevent normal Russian occupation policies production in the year it occurs.

**C.** Does not count against the limit of three Russian occupation policies production results per game.

**D.** Increases the Vlasov construction rate by one for the remainder of the game.

**60.42 ADDITIONAL VLASOV CONSTRUCTION:** If the Russian resistance is less than zero at the end of an Allied turn, Germany may build one additional Vlasov factor in the next Axis player turn for each negative Russian resistance level (-1: one additional Vlasov factor; -2: two additional Vlasov factors; and so on). This additional construction:

**A.** Does not count against the Vlasov construction limit as determined by the number of Russian occupation policies results.

**B.** Applies only in the Axis player turn following a negative Russian resistance level determination.

## 61. CHINESE SURRENDER

Clarification, organization:

### 61.22 AIR FACTORS IN CHINA:

- A. British, American and Russian air factors in China must be uninverted in a fully supplied, operational air base to modify Chinese resistance.
- B. The Flying Tigers do not count as American air factors.

### 62. ALLIED DEFEAT

## 62. ALLIED DEFEAT

- 62.1 SUSPENSION OF HOSTILITIES
- 62.2 ALLIED DEFEAT

Reorganization:

### 62.1 SUSPENSION OF HOSTILITIES:

**62.11** The Western Allies, including Britain, offer to suspend hostilities in the following circumstances, unless they have the atomic bomb (59.94):

- A. **GERMAN ATOMIC ATTACK:** Germany makes a successful strategic atomic attack against a hex in Britain or against the Atlantic U.S. box (43.321C).
- B. **JAPANESE ATOMIC ATTACK:** Japan makes a successful strategic atomic attack against against the Pacific U.S. box (43.321C).

**62.12 AXIS REJECTION:** The European Axis (59.91A, B) or Japanese (59.91C) player has the option of rejecting the Western Allied offer to suspend hostilities and continuing to fight.

#### 62.13 EFFECTS:

A. **EUROPE:** If hostilities are suspended because of a German atomic attack (59.91B), neither the European Axis nor the Western Allies may engage in any operations against the other until the Western Allies resume hostilities. There is no effect on the Pacific theater.

B. **PACIFIC:** If hostilities are suspended because of a Japanese atomic attack (59.91C), neither Japan nor the Western Allies may engage in any operations against the other until the Western Allies resume hostilities. There is no effect on the European theater.

**62.14 WESTERN ALLIED ATOMIC BOMB:** The Western Allies do not offer to suspend hostilities if they have the atomic bomb, and revoke any suspension of hostilities at the start of any Western Allied player turn in which they obtain the atomic bomb.

### 62.2 ALLIED DEFEAT:

**62.21 MAJOR POWER SURRENDERS:** The game ends in a decisive Axis victory if:

- A. France, Britain and Russia are in a state of surrender; and
- B. Germany and Japan have not surrendered.

## Segment 11

## The Nazi-Soviet Pact and Eastern Europe

### 63. EASTERN EUROPE

Clarification:

**63.51 RUSSIAN GARRISON REQUIREMENTS:** Whether or not the Nazi-Soviet Pact has been signed, 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 (Pact) or Russia is fully mobilized (no Pact).

#### Classic A World at War

In classic *A World at War*, the Nazi-Soviet Pact has been signed and the Russian garrison requirements apply accordingly.

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, neutral or independent Rumanian hex; or
- within two hexes of an Axis-controlled, neutral or independent 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:** Until Russia has met its garrison requirement:

- Russia must build the required units if possible, and deploy them as part of its garrison; and
- If Russia can transfer units from Siberia, priority must be given to units that are used to meet its garrison requirement.

D. **EXCESS UNITS:** Units in excess of those listed in 63.51A and B are not subject to the garrison requirements. The following units are therefore free to deploy in any Russian-controlled hex:

- One-factor infantry and airborne units.

- Produced and mobilized units, beyond those required to meet the garrison requirement.
- Units transferred from Siberia, beyond those required to meet the garrison requirement.
- Russian associated or minor ally units.

#### 64. POLAND

Clarification:

**64.31 DISTINCT FROM WESTERN POLAND:** If the Nazi-Soviet Pact was signed and the Pact line runs between eastern and central Poland, eastern Poland consists of that part of Poland east of the Nazi-Soviet partition line and is treated as a separate entity from the rest of Poland throughout the game. If the Nazi-Soviet Pact was not signed, there is no partition of Poland and eastern Poland remains an integral part of Poland.

Substantive change:

**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 Nazi-Soviet Pact was signed and 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 Nazi-Soviet Pact was signed and the RGT level is more than 40, or if there is no Nazi-Soviet Pact, 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).
- Russian surprise effects do not apply if there is a Nazi-Soviet Pact and RGT have reached 50, or if there is no Pact and Russia is fully mobilized.

- 65. THE BALTIC STATES
- 66. BESSARABIA
- 67. THE FINNISH BORDER HEXES

Clarification:

**67.41 RUSSIAN ATTACK ON FINLAND PROPER:** Unless a Russo-Finnish war occurs as a result of a border war (67.25), Russia may only attack Finland proper if allowed to do so by the RGT level or if no Nazi-Soviet Pact is in effect.

**A.** A Russian attack on Finland proper requires a declaration of war costing 10 BRPs.

**B.** If Russia attacks Finland proper, Finnish units may set up in the Finnish border hexes.

**C.** If Finland survives the first turn of the Russian attack:

- Finland automatically associates with Germany if Germany declares war on Russia.
- Swedish units may assist Finland as set out in 67.25E.

- 68. THE UKRAINE
- 69. GERMAN ECONOMIC INTERESTS

## Segment 12

### British Commonwealth

- 70. CANADA AND SOUTH AFRICA
- 71. AUSTRALIA
- 72. INDIA
- 73. GIBRALTAR
- 74. BRITISH ASIAN COLONIES

## Segment 13

### France

- 75. RESTRICTIONS ON FRENCH FORCES
- 76. FRENCH INDOCHINA AND OTHER FRENCH ASIAN COLONIES
- 77. VICHY FRANCE

## Segment 14

### China, Manchuria and Siberia

- 78. NATIONALIST CHINA
- 79. COMMUNIST CHINA

Substantive change:

**79.51 OFFENSIVE OPERATIONS:** There is no BRP cost for Communist Chinese offensive operations while it is an independent minor country (82.91B). If Russia and Japan are at war, Communist China is a Russian minor ally (82.91C, 85.61) and Russia pays the BRP cost for any Communist Chinese offensive operations.

## 80. RESTRICTIONS ON CHINESE FORCES

Clarification, consistency:

### 80.31 NATIONALIST CHINA:

#### A. GROUND UNITS:

- Until the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may not move or make attrition and offensive attacks outside China unless the Chinese resistance level is +3 or more.
- Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may move and attack into the Southeast Asian Front unless the Chinese resistance level is -1 or less.
- Whether or not Japan and Britain are at war, Nationalist Chinese units may move and make attrition and offensive attacks outside China if the Chinese resistance level is +3 or more.

#### B. AIR UNITS:

- **Chinese army air units:** Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese AAF may base and operate in the Southeast Asian Front unless the Chinese resistance level is -1 or less.
- **Flying Tigers:**
  - Starting in the Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may base and operate in the Southeast Asian Front, regardless of the Chinese resistance level.
  - Starting in the second Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may be lent to the U.S. if they are based on the Southeast Asian front.
- Whether or not Japan and Britain are at war, Chinese and Flying Tiger air units may base and operate outside China if the Chinese resistance level is +3 or more.

**C. CHINESE AIRBASE PLACEMENT:** Chinese airbases may not be placed outside of China unless the Chinese resistance level is +3 or more.

Clarification, consistency:

**80.33 WANGS:** Wang infantry units may not move outside China and Manchuria or make attrition or offensive attacks against Allied units outside China and Manchuria.

## 81. MANCHURIA, SIBERIA AND THE URALS BOX

## Segment 15

## Minor Countries

## 82. MINOR COUNTRIES

Substantive change:

**82.57 ITALIAN DECLARATION OF WAR ON ALBANIA:** If Italy declares war on Albania, Durazzo is deemed to have been controlled and fully supplied by Italy from the start of the Axis player turn in which it declared war. Albanian units may not deploy in Durazzo in response to an Italian declaration of war.

Clarification, consistency:

**82.71 MINOR COUNTRY UNITS:** During the attacking major power's player turn, the air and naval units of a newly-attacked minor country, even one that immediately associates, may operate only against direct attacks on that minor country. Air units are restricted to intercepting the attacker's naval missions and flying defensive air support; naval units are restricted to intercepting the attacker's naval missions. These restrictions apply for the first two turns after Japan attacks the Dutch East Indies, which associates with Britain at the start of the second Allied player turn following the outbreak of war between Britain and Japan (89.24).

## 83. CONQUEST OF MINOR COUNTRIES

Substantive change:

- 83.1 CONQUEST
- 83.2 EFFECTS OF CONQUEST
- 83.3 MINOR COUNTRY BRPs
- 83.4 COLONIES
- 83.5 COOPERATIVE CONQUESTS
- 83.6 TRANSFERRING CONTROL OF MINOR COUNTRIES
- 83.7 YUGOSLAVIA

Substantive change:

## 83.7 YUGOSLAVIA:

**83.71 CROATIAN UNITS:** An Axis conquest of Yugoslavia allows the Axis to build and employ Croatian units, as follows:

**A. FORCES:** Four Croatian 1-3 infantry units, increased or decreased by Yugoslavia's diplomatic alignment at the end of *Gathering Storm* (*Gathering Storm* transition rule 7.31).

**B. CONSTRUCTION:** Croatian units are initially unbuilt. The Axis may build one Croatian 1-3 infantry unit each turn, at no BRP cost, in any Axis-controlled, supplied hex in Yugoslavia which is not in an enemy ZoC (27.44).

**C. GEOGRAPHICAL RESTRICTIONS:** Croatian units may enter any hex in Yugoslavia and in the territory of any conquered or enemy Balkan minor country. Croatian units may not enter the territory of a Balkan minor country which is part of the Axis.

**83.72 DIPLOMATIC EFFECT:** Control of Belgrade is worth one diplomatic point to the Axis. This accrues to:

**A. GERMANY:** If Germany participated in the conquest of Yugoslavia (83.5).

**B. ITALY:** If Italy conquered Yugoslavia without German assistance.

- 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:

...

### M. POLAND:

- German minor ally: Poland, Russia, the Baltic States and the Balkans.
- Western Allied or Russian minor ally: No restrictions.

Consistency:

### 85.481 INFANTRY:

**A. EUROPEAN MINOR ALLIES:** A single one- or two-factor infantry unit at no BRP cost. Each European minor ally may construct only one infantry unit each turn.

**B. COMMUNIST CHINA:** Communist China may build one infantry factor per turn for each region it controlled at the start of the game, plus one infantry factor and one partisan per turn if China achieved a *Storm Over Asia* Sinkiang Road result (*Storm Over Asia* transition rules 6.810). If Communist China's construction rate is one infantry factor per turn, it may defer building for one turn in order to rebuild a 2-2 infantry unit (79.41).

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

Clarification:

### 89.23 INITIAL JAPANESE CONQUEST AND HEX CONTROL:

**A.** A Japanese declaration of war on either Britain or the United States puts Japan at war with the Dutch East Indies without the need for an additional declaration of war. Japan may not attack the Dutch East Indies without declaring war on either Britain or the United States.

**B.** The initial Japanese conquest of Java, Sumatra and South Borneo gives Japan control of every hex in the Dutch East Indies at the end of the Japanese combat phase, other than hexes which contain Allied units (29.54). The initial Japanese conquest of Java, Sumatra and South Borneo does not give Japan control of any hexes other than those entered by Japanese units unless all three areas have been conquered.

Typo:

**89.11 COMMUNIST CHINA:** Communist China is a potential Russian minor ally which is independently at war with Japan. See 79.

## Research Tables

Clarification:

## Strategic Bombers

(European Axis, Western Allies, Russia, Japan)

10+ Strategic bombers may be produced. 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:**

## Combat Training

(European Axis, Western Allies, Russia, Japan)

**Restriction:**

The Western Allies may not roll for CTL research until the year after American ground forces first engage in attrition or offensive operations against opposing ground forces in the European theater, as either the attacker or defender, or 1943, whichever is earlier. This does not prohibit the Western Allies from allocating RPs to combat training research in earlier years.

**Implementation:**

The first Western Allied CTL result is implemented in each theater at the start of the game turn one year after the outbreak of war between United States and Germany (Europe) and the United States and Japan (Pacific), and in any case no later than the start of the Spring 1943 game turn in both theaters. This may result in the Western Allies having different CTL levels in each theater for one or more turns.

## Diplomatic Tables

Substantive change:

### GERMANY

+1 Axis control of Belgrade, other than after an Italian conquest of Yugoslavia.

### ITALY

+1 Axis control of Belgrade after an Italian conquest of Yugoslavia.

Clarification:

## Balkans

### Balkan Modifiers:

The following modifiers apply to each of Bulgaria, Hungary, Rumania and Yugoslavia:

-3 If Russia and Germany are at war and Russia controls more Balkan hexes than the Axis control hexes in Russia. Rumanian hexes on the eastern front do not count, whether or not Bessarabia exists as a separate area.

Clarification:

## Spain

### Results:

1-2 Spain continues any pro-Allied ("0" to "-3") policy currently in effect. Any pro-Axis ("5-6" to "10") policy currently in effect is negated.

3-4 Spain continues current policies.

5-6 Spain continues any pro-Axis ("5-6" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.

Clarification:

## Vichy France

### Results:

- 3 Vichy France activates as an Allied minor ally. *Vichy colonies become Free French, along with the forces in them.*
- 2 Vichy France becomes an Allied associated minor country. *Vichy colonies become Free French, along with the forces in them.*
- 1 \* The Allies gain control of the Vichy French hexes. *Vichy France deactivates. All Vichy French forces, including those in Vichy colonies, are removed from play. Vichy colonies that do not have an Axis or Allied unit in their capital are controlled by no one.*
- 0 \* Vichy France deactivates. *All Vichy French forces, including those in Vichy colonies, are removed from play. Vichy colonies that do not have an Axis or Allied unit in their capital are controlled by no one.*
- 1-2 Vichy France continues any pro-Allied ("5-6" or "-3") policy currently in effect. Any pro-Axis ("5-6" to "10") policy currently in effect is negated.
- 3-4 Vichy France continues current policies.
- 5-6 Vichy France continues any pro-Axis ("5-6" to "10") policy currently in effect. Any pro-Allied ("-2" or "-3") policy currently in effect is negated.

## Russo-German Tensions

Consistency:

The recording of the RGT level begins in *A World at War*, as set out in *Gathering Storm* transition rule 9.71, with a starting level as set out in *Gathering Storm* transition rule 9.71. A cumulative total of the RGT level is kept. The RGT level may increase above 50 and may drop below zero.

Clarification, consistency:

### Status Modifiers

Status modifiers are implemented each *A World at War* game turn. The status modifiers for the number of major powers at war with the European Axis and Japan having surrendered are determined by the situation at the start of the game turn; the remaining status modifiers are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn. *When determining the modifier for the number of major powers at war with the European Axis, a neutral Britain or France is considered to be at war with the Axis from the start of the turn in which Germany or Italy declares war on it, or if it is fully mobilized, but chooses not to declare war on the Axis.*

Substantive changes:

- 1 If Japan declares war on a neutral Russia, starting in the turn in which Japan declares war, unless Japan is also at war with the Western Allies.
- 1 For every 20 BRPs of additional Russian units (round up) in Siberia in excess of the starting Siberian garrison level of 45 BRPs (46 to 65 BRPs of Russian units in Siberia: -1; 66 to 85 BRPs of Russian units in Siberia: -2; and so on).

## U.S. - Axis Tensions

Clarification, consistency:

The recording of the USAT level begins in the first turn of *A World at War* as set out in *Gathering Storm* transition rule 10.12, with the starting level as determined by *Gathering Storm* transition rule 10.11. A cumulative total of the USAT level is kept. Generally the USAT level will rise, but Axis DPs and certain events may reduce the USAT level. The USAT level may drop below zero. For USAT purposes, the term "Axis" refers to the European Axis, and does not include Japan, even if it is at war with the U.S.

Clarification, consistency:

### Status Modifiers

Status modifiers are implemented each *A World at War* game turn. The status modifiers for the number of major powers at war with the European Axis, Japan being at war with the U.S. and Japan having surrendered are determined by the situation at the start of the game turn; the remaining status modifiers are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn. *When determining the modifier for the number of major powers at war with the European Axis, a neutral Britain or France is considered to be at war with the Axis from the start of the turn in which Germany or Italy declares war on it, or if it is fully mobilized, but chooses not to declare war on the Axis.*

Consistency:

- +1 For every 15 European Axis BRPs spent on offensive operations each turn. *The BRP cost of offensive operations against partisans is not counted.* A remnant of eight or more BRPs at the end of the Axis player turn triggers an increase; a remnant of seven or fewer BRPs is ignored.

Consistency with substantive change (deletion):

### Post-U.S. Election Status Modifiers

The following modifiers are implemented only at the beginning of each game turn after a U.S. election result favoring the Axis. The normal status modifiers for the number of major powers at war with the Axis are superseded by the +1 modifier for each major power other than the U.S. at war with Germany.

- +2 If the British resistance level at the end of the previous game turn was "0" or less.
- +2 If the Russian resistance level at the end of the previous game turn was "0" or less.

+1 For each major power other than the U.S. at war with Germany.

## U.S. - Japanese Tensions

Clarification, consistency:

The USJT level in a Global War game determines when the U.S. may declare war on Japan, as well as the rate of American rearmament and the economic and strategic involvement of the U.S. in the Pacific prior to U.S. entry. The recording of the USJT level begins in the first turn of *A World at War* as set out in *Storm Over Asia* transition rule 15.12, with the starting level as determined by *Storm Over Asia* transition rule 15.11. A cumulative total of USJT is kept. Generally the USJT level will rise, but certain events may reduce the USJT level. The USJT level begins at zero.

Clarification, consistency:

### Automatic Modifier

This modifier is automatically implemented at the start of each game turn, to reflect the fundamental differences between the Tripartite powers and the U.S.

+1 Each game turn.

Substantive change, consistency:

+1 For every 15 Japanese BRPs spent on offensive operations each turn. The BRP cost of offensive operations against partisans is not counted. If Japan is at war with a neutral Russia, offensive operations directed against hexes containing Russian or Communist Chinese units are not counted. A remnant of eight or more BRPs at the end of the Japanese player turn triggers an increase; a remnant of seven or fewer BRPs is ignored. See below for *Storm Over Asia* effects.

Substantive change:

+1 Japanese air units bomb China or the India or Australia box, unless offensive operations on the front in question already trigger a +1 USJT increase.

Consistency with substantive change (deletion):

### Post-U.S. Election Status Modifiers

The following modifiers are implemented only at the beginning of each game turn after a U.S. election result favoring the Axis.

+1 For each major power other than the U.S. at war with Japan.

+1 If Australia has surrendered.

## Player Aids

### RS13-AtlanticRec

Consistency, terminology:

**Starting Atlantic Transports:** The number of transports in the Atlantic SW box at the start of the Axis player turn.

**Available Atlantic Transports:** The number of transports available for use, which is the greater of:

- The number of undamaged transports in the SW box; or
- One surviving (undamaged or damaged) transport for every five transports in the SW box at end of the previous Western Allied player turn (round up); 1-5 transports: one available transport; 6-10 transports; two available transports; 11-15 transports; three available transports; and so on. The number of damaged transports that may be so used is limited to the number of transports damaged in the SW box by SW combat in the previous opposing player turn.

**Oil Shortage Loss:** 5 points for every oil counter fewer than five that can be shipped across the Atlantic by the available transports; 25 points for no transports (no oil counters); 20 points for 1 or 2 transports (1 oil counter); 15 points for 3 or 4 transports (2 oil counters); 10 points for 5 or 6 transports (3 oil counters); 5 points for 7 or 8 transports (4 oil counters). This indirectly estimates the effect of any oil shortage on the Western Allies.

## Scenario Cards

### Sequence of Play - Research Results Summary

Consistency, renumbering:

n. Exploitation.

(1) Use oil counters to enable armor units to exploit.

(1) Exploiting armor units placed on breakthrough hexes.

(2) Exploitation movement and overruns.

(3) Ground support, defensive air support, and resolution of resulting air combat.

(4) Airdrops.

(5) Resolve exploitation combat.

Consistency, renumbering:

8. Unit construction phase.
  - a. Implementation of scorched earth policies.
  - b. BRP increases from Russian ICs.
  - c. Force pool increases from mobilization and production.
  - d. Open the Persian BRP route, build the Alaska highway.
  - e. Use oil counters to offset construction oil effects; reduce Germany's construction limit if iron ore shipments interrupted.
  - f. Construction of units, including ports, forts and railheads.
  - g. Conversion of Japanese AAF to kamikazes.

Consistency:

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

Consistency:

Atomic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Uranium Separation		-2		-1				3/4	2/4	1/4	One bomb immediately; one additional bomb every four turns thereafter											
Plutonium Production		-2		-1				5/2	5/2	3/2	One bomb in two turn; one additional bomb every two turns thereafter											

## Scenarios

### Global War

Consistency with substantive change (deletion):

**Duration:** The Global War game begins in Fall 1939 and ends at the end of the Winter 1946 game turn or when:

A. The Axis wins a decisive victory, because:

- France, Britain and Russia are in a state of surrender; and
- Germany and Japan have not surrendered.

or

- France, Britain and Russia are in a state of surrender
- the United States signs a peace treaty with Germany as a result of an adverse U.S. election result; and
- Germany has not surrendered.

B. The European Axis and Japan surrender. The victory level will depend on when these surrenders occur.

Consistency with substantive change:

Global War Campaign Game		
Victory Conditions		
European Axis Victory Level	Turn of Axis surrender	Japanese Victory Level
-6	Winter 1943 or earlier	-5
-5	Spring 1944	-5
-4	Summer 1944	-5
-3	Fall 1944	-4
-2	Winter 1944	-3
-1	Spring 1945	-2
0	Summer 1945	-1
+1	Fall 1945	0
+2	Winter 1945	+1
+3	Spring 1946	+2
+4	Summer 1946	+3
+5	Fall 1946	+4

+6	Winter 1946	+5
+7	Unconquered	+6

The value of an Allied victory depends on if and when the European Axis and Japan surrender. “-” results favor the Allies and “+” results favor the Axis. The maximum victory level either side may achieve in the European theater is +7 or -6, and the maximum victory level either side may achieve in the Pacific theater is +6 or -5. Thus if one side wins a maximum level victory in the European theater, they win the game, although the margin of victory may be reduced by the Pacific theater result. If the European Axis or Japan is not conquered, they achieve a +6 and +5 victory level, respectively. The overall victory level is determined by comparing the results in both theaters.

EXAMPLE: The European Axis surrender in Spring 1945, giving the Allies a -1 victory in Europe. Japan surrenders in Summer 1946, giving the Axis a +3 victory in the Pacific. The Axis win an overall +2 victory.

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

## Historical Events Chart

## Designer’s Notes

## Design Credits

## Index

Consistency with substantive change (deletion):

All references to U.S. elections deleted.

## Examples of Play