

Changes since June 30, 2021 (for June 30, 2022)

Segment 1

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Accuracy:

4.11 GENERAL DESCRIPTION: The *A World at War* European mapboard consists of a map of Europe, North Africa and the Middle East. The *A World at War* Pacific theater mapboard consists of a map of Asia and parts of the Pacific and Indian Oceans.

5. MAPBOARD BOXES

Grammar:

5.28 NAVAL ACTIVITIES:

...

F. SEA ESCORT:

- ...
- Sea escort is allowed between:
 - the Atlantic U.S. box and a western front port, the South Africa box, or the Pacific U.S. box (28.751).
 - the Pacific U.S. box and Dutch Harbor, the Hawaiian Islands, the Society Islands, the Australia box, or the Atlantic U.S. box (28.752).

Clarification:

5.38 NAVAL ACTIVITIES:

...

E. NRs AND SEA ESCORT:

- ...
- One Atlantic transport is required for every five ground or air factors, every five BRPs, and each oil counter NRed between the European mapboard or the Atlantic U.S. box and the South Africa box. No destroyers are required to sea escort such NRs. NRs to and from the South Africa box through the Atlantic may be protected by naval units in the originating location and by naval units in the Atlantic SW box.

Consistency, clarification:

5.44 BRP VALUE:

...

B. For each Japanese and Indian National Army 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. Indian partisans are not counted.

Consistency, clarification:

5.47 GROUND AND AIR UNITS:

...

B. COMBAT:

- Ground attacks from the India box onto the Pacific mapboard, or from the Pacific mapboard into the India box, are prohibited.
- For attrition combat purposes, the India box is considered to be part of each Indian attrition zone that touches the Indian map edge. Japanese and Indian National Army ground units adjacent to the India box may attrition, and be attritioned by, Western Allied ground units in the India box. Hex results achieved in attrition combat solely against the India box have no effect, nor can Western Allied ground units capture hexes by attrition advance from the India box.

Clarification:

5.48 NAVAL ACTIVITIES:

...

E. NRs AND SEA ESCORT:

- One Indian Ocean transport is required for every five ground or air factors, every five BRPs, and each oil counter NRed between the India box and the South Africa box, the Australia box, Ethiopia, or Suez, Basra, Abadan, Colombo, Trincomalee, Madras, Calcutta, Rangoon or Singapore. No destroyers are required to sea escort such NRs. NRs to and from the India box may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.

Correction to 2021 changes:

5.58 NAVAL ACTIVITIES:

...

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 to or from the Australia box. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported to or from Suez, Basra or Abadan, and one transport from the Pacific SW box is required for every five ground or air factors sea transported to or from the Pacific mapboard.
- Sea transport between the Australia box and the Pacific U.S., India and South Africa boxes is prohibited.

Clarification:

5.58 NAVAL ACTIVITIES:

...

E. NRs AND SEA ESCORT:

- One Indian Ocean transport is required for every five ground or air factors, every five BRPs, and each oil counter NRed between the Australia box and the South Africa box, the India box, Ethiopia, or Suez, Basra or Abadan. No destroyers are required to sea escort such NRs. Such NRs may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.
- One Pacific transport is required for every five ground or air factors, every five BRPs, and each oil counter NRed between the Australia box and the Pacific U.S. box, Townsville, Port Moresby, Lae, Rabaul, Noumea, Suva, Pago Pago, or any port constructed in the Solomon, New Hebrides, Fiji or Ellice Islands. No destroyers are required to sea escort such NRs. Such NRs may be protected by naval units in the originating location and by naval units in the Pacific SW box.

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

Segment 2

Ground Operations

10. GROUND UNITS

Substantive change, clarification:

10.61 AIRDROPS: Chindits may airdrop as follows:

A. Chindits are considered to have an inherent airdrop capability and do not require air transports to conduct airdrops. Otherwise Chindits are subject to all normal airdrop restrictions (10.53).

B. If a Chindit's inherent air transport factor is forced to abort, the Chindit returns to base; if it is eliminated, the Chindit is also eliminated (18.624).

C. Chindits may not airdrop on a hex occupied by an enemy ground unit.

D. Chindits may not move or attack in the combat phase in which they airdrop.

10.62 SUPPLY: Chindits are always automatically in at least limited supply.

10.63 MOVEMENT: Chindits do not expend an additional movement factor to enter jungle hexes, although they must expend an additional movement factor to enter jungle/mountain hexes.

10.64 COMBAT: Chindits have the following special combat abilities:

A. Enemy units attacked by one or more Chindits, either alone or in conjunction with friendly ground and air units, other than those engaged in invasion combat (21.517), trigger a -1 DM, provided a Chindit is in a hex which does not contain and is not adjacent to any other non-Chindit Western Allied ground units (15.33H).

B. Chindits may occupy a jungle, but not a jungle/mountain, hex by attrition advance (14.62D).

Consistency, clarification:

10.65 CREATION AND CONSTRUCTION: Britain may create one Chindit without *Storm Over Asia* Chindit research, and may create a second Chindit if it achieved three or more steps of *Storm Over Asia* Chindit research:

...

B. CONSTRUCTION: Chindits may be constructed in any eligible Indian hex or in the India box. The BRP cost of constructing Chindits counts against the British, but not the Indian, construction limit (27.474D). Construction of Chindits prior to the outbreak of war between Britain and Japan does not affect USAT.

10.66 GEOGRAPHICAL RESTRICTIONS: Chindits may only be used on the Southeast Asian front on the Pacific mapboard. Chindits may be produced and constructed prior to the outbreak of war between Britain and Japan, but Chindits may not leave India until the outbreak of war between Britain and Japan.

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

Consistency with substantive change, renumbering:

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

...

G. In the first Axis player turn of a German attack on Russia, unless there is a Nazi-Soviet Pact and RGT have reached 50, or there is no Pact and Russia is fully mobilized, Russian infantry units in eastern Poland, the Baltic States and Russia that are overrun during the Axis movement phase or attacked by at least one Axis armor unit in regular combat are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat (63.52A, B).

H. On a "7" or higher winter effect, infantry units and replacements are subject to a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead.

I. Enemy units attacked by one or more Chindits, either alone or in conjunction with friendly ground and air units, other than those engaged in invasion combat (21.517), trigger a -1 DM, provided a Chindit is in a hex which does not contain and is not adjacent to any other non-Chindit Western Allied ground units (15.33H).

Clarification:

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

16. EXPLOITATION

Segment 3

Air Operations

17. AIR UNITS

Clarification:

17.3122 Naval air units may be transferred between a port or mapboard box and fast carriers in that location during the owner's player turn as follows, subject to carrier and location basing capacity.

...

C. RESTRICTIONS: Inverted naval air units may not transfer onto carriers (EXCEPTIONS: Naval air units constructed in a shipyard or mapboard box may transfer to carriers launched in that shipyard in the same construction phase: **naval air units may go back on their carriers after their base is counterairred**).

D. INVERSION:

- When based on a carrier, naval air units have the status of the carrier on which they are based. The uninversion of a carrier uninverts any naval air units on the carrier.
- The transfer of **uninverted** naval air units to an uninverted carrier allows the carrier to operate normally as soon as naval air units are transferred to the carrier.
- Naval air units which transfer from an inverted carrier are inverted, and may be uninverted normally.

Clarification:

17.3126 AIR ATTACKS AGAINST PORTS CONTAINING CARRIERS: Naval air units based on a fast carrier in port, including those concealed by a TF marker, are limited to defending against enemy air attacks against their base.

A. If a base containing fast carriers is attacked by land-based or carrier-based enemy air units, the presence of all carrier-based naval air units concealed by a TF marker is revealed.

B. If a counterair attack is made against the base, all carrier-based naval air units are treated as land-based air, regardless of the stacking limit of their base. The naval air units engage the attacking air units in the same manner as other air units based in the attacked hex, and may be eliminated or inverted by the attacker's air combat result.

C. Once all air attacks against their base in the current phase are completed, all surviving naval air units continue as land-based air units and naval air units which were forced to abort by the attacker's final counterair combat dice roll are inverted for the remainder of the player turn. (EXCEPTION: Naval air units may

transfer to carriers that go to sea. Inverted naval air units that transfer to uninverted carriers will uninvert, because naval air units adopt the inversion status of their carriers - 17.3122D).

D. If an enemy air attack is directed against the naval units in a base containing carrier-based air units, those air units may engage the attacking air units in the same manner as land-based air units in the attacked base.

E. Other than defending against enemy air attacks, naval air units may perform no combat related activities and may not aid naval interception or search.

Historically naval air units left their carriers when they entered port and rejoined them when they left port. For ease of play, however, such naval air units remain with their carriers on the owning player's Naval Status Board, concealed by a TF marker, while their carriers are in port, although they are not considered to be on their carriers if that port is attacked by enemy air units. Carrier-based naval air units do not appear on the map unless attacked, do not count against the air basing limit of the port in which their carriers are based, and may not perform any of the functions of land-based naval air units other than to defend their base from enemy air attack.

18. AIR OPERATIONS

Clarification:

18.31 RANGE: Air units have the following ranges:

...

B. NAVAL AIR UNITS: Three hexes in both Europe and the Pacific, whether operating from land or from carriers **against enemy bases**.

Clarification:

18.526 EFFECTS OF COUNTERAIR ATTACKS ON SURVIVING DEFENDING AIR UNITS: If the defender does not disengage from counterair combat, the status of the defender's surviving air units is determined by the attacker's final air combat dice roll:

A. Defending land-based air units which were forced to abort by the attacker's final counterair combat dice roll (the number after the "/" on the Air Combat Table result) are inverted for the remainder of the player turn. Excess abort results are disregarded. See 22.43 for the effects of counterair attacks during naval combat.

B. Naval air units, including NAS forced to abort by the attacker's final counterair combat dice roll, may return to their carriers if they go to sea, adopting the inversion status of their carriers (17.3126C).

C. Defending air units which were not forced to abort by the attacker's final counterair combat dice roll may operate without impairment during the attacker's player turn.

19. AIR COMBAT

Clarification:

Air Nationality Chart - 19.31A, 23.441A	
DRM	Nationality
2	Germany, Japan, United States, Britain, Finland, Sweden, Australia, India
1	Italy, Russia, France, including Free and Vichy French air units
0	All other minor countries

Substantive change:

19.64 If uninverted and inverted air units are counteraired in the same hex, the attacker has the option in each combat round of either applying the counterair combat results only to the uninverted defending air units; or applying the counterair combat results to both the uninverted and inverted air units, provided the inverted defending air unit counted when determining the air combat strength of the defender. (EXCEPTION: If all the uninverted air units are eliminated, any surplus eliminated results are applied to the inverted air units, whether or not they participated in the counterair combat. Abort results have no effect on inverted air units).

Segment 4

Naval Operations

20. NAVAL UNITS

Clarification:

20.162 A TF counter, if available, may be placed on the board to represent a naval force. A naval force consisting of ten or more naval factors must be in a TF in order to conduct a naval activity (21.312). TF formation is subject to the following restrictions:

A. A TF must consist of no fewer than 10 naval factors and no more than 25 naval factors (EXCEPTION: Japan's Pearl Harbor strike force - 51.12).

B. A TF may not contain damaged naval units, submarines, ASW or transports.

C. TFs may only contain naval units belonging to one major power and its associated and allied minor countries. Vichy French naval units may be included in Italian or German TFs; Free French naval units are treated as British naval units; Australian naval units lent to the U.S. are treated as American naval units (52.71).

Terminology:

20.164 FORMATION AND CONCEALMENT:

A. The composition of TFs is concealed from the opponent. When a TF marker is placed on the board, the naval units, including carrier-based naval air units, but not transporting, invading or redeploying ground or air units, are removed from the board and placed on the owning player's Naval Status Chart, hidden from the opposing player.

Typo:

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

Font color:

20.631 INITIAL LEVELS: The initial number of transports are:

...

F. PACIFIC (JAPAN): 19 Japanese transports. The number of Japanese transports is increased by Japanese *Storm Over Asia* transport research (*Storm Over Asia* transition rule 6.412):

- ...
- 18 steps of *Storm Over Asia* transport research add an additional transport (23 transports) and allow one Japanese heavy shipbuilding point to be used for transport construction.

Example after 20.636B – consistency:

EXAMPLE: At the end of their Summer 1941 player turn, the Western Allies have 16 transports in the Atlantic SW box. The Western Allies will be able to use at least four Atlantic transports in their Fall 1941 player turn, unless German submarines and raiders sink more than 12 transports during the Axis Fall 1941 player turn, leaving the Western Allies with less than four damaged transports in the Atlantic SW box. The Western Allies will be able to use more than four transports in their Fall 1941 player turn if Germany sinks and damages fewer than 12 transports during the Axis Fall 1941 player turn.

Clarification:

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

...

C. SEA TRANSPORT, INVASIONS OR NRing UNITS TO AND FROM MAPBOARD BOXES: One transport is required for every five ground or air factors which sea transport to or from a mapboard box (21.434), invade from a mapboard box (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.

21. NAVAL OPERATIONS

Punctuation:

21.217 OFF-BOARD MOVEMENT: Naval units may not move off the mapboard except as follows:

Clarification:

21.36 RANGE AND DISTANCES: When determining the range of naval units:

...

C. PORTS: Ports used to meet range restrictions set out in 21.361 must be:

- controlled by the alliance in question (the Western Allies may not use Russian ports, and vice versa - 53.46).
- fully supplied during initial supply determination of the turn in question. Ports captured during the movement and combat phases may not be used to meet range requirements until the following turn, even if supplied during post-combat supply determination.
- operational.
- ports used to meet the range requirements for NRs and sea escort (21.3612) may not be adjacent to enemy counters (28.25, 28.26).
- the capacity of jungle/mountain ports (Port Moresby, Sandakan) to meet range restrictions is limited to five hexes (21.3617).

Clarification:

21.3612 SEA SUPPLY, NRs, SEA ESCORT: There is no range limit for sea supply (30.33), NRs and sea escort (28.5), although such activities 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). Ports used to meet the range requirements for NRs and sea escort may not be adjacent to enemy counters (28.25, 28.26). Islands without port access (21.37) from which units are being NRed are considered to contain ports for the purpose of meeting the range requirement for that sea escort only.

Numbering:

21.4196 Ships on defensive patrol may oppose raids (21.419).

Clarification:

21.517 INVASION COMBAT:

...

H. INVASION COMBAT LOSSES:

- At the defender's option, up to one-third (rounded down) of the attacker's invasion combat losses must be taken from destroyers that carried the invading ground units (0-2 factors lost: no destroyers lost; 3-5 factors lost: one destroyer lost; 6-8 factors lost: two destroyers lost; and so on). This determination includes all losses from the invasion combat, including any previous rounds of combat. Otherwise the attacker's losses must be taken from ground units that took part in the invasion combat, air factors or CVEs that provided ground support, or fleets that provided shore bombardment.
- For each carrying destroyer lost, the number of attacking factors is reduced by one in subsequent combat rounds.
- Unless the invasion fails, destroyer losses do not affect the attacker's carrying capacity, as all invading ground units are considered to have already landed by the time ground combat is resolved.
- The attacker may not take ground combat losses from embarked units which did not participate in the initial invasion combat.

Lettering:

21.517 INVASION COMBAT:

...

J. FAILED INVASIONS:

Typo:

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.

Clarification:

21.5392 TARGETS:

...

E. Pacific island group raids are prohibited until the second Japanese player turn after the outbreak of war between Japan and the United States (for example, Japan may begin raiding in Summer 1942 if Japan attacks the U.S. in Winter 1941).

Typo. clarification:

21.5395 SHIPS: Only certain types of ships may raid island groups and oppose such raids.

...

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 battleship 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.
- It is not permitted to use partial light forces: one or two destroyers, rather than three destroyers; or a 2-factor cruiser without a destroyer factor.

Clarification:

21.5396 ADDITIONAL FORCES: Provided at least one ship is raiding, the following additional forces may be used:

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).

Substantive change:

21.5399 EFFECTS:

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

- A raid by the maximum number of ships allowed by 21.5394A-C, regardless of types of ships used and the outcome of the raid, 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.

22. NAVAL INTERCEPTION AND COMBAT

Clarification:

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:

...

D. OFFENSIVE PATROLS: Naval units on offensive patrol may counter-intercept only by supporting intercepted friendly naval units (21.4182).

Clarification:

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.

...

E. SIZE OF THE INTERCEPTED FORCE: One die is rolled for each TF in the intercepted naval force. A naval force consisting of ten or more naval factors must be in a TF in order to conduct a naval activity (21.312).

F. CONTESTED INVASIONS: One die is rolled for each ground factor defending against a seaborne invasion in the interception hex, up to a maximum of three dice. This modifier applies only to the initial interception of the naval force conducting the seaborne invasion and does not apply to counter-interceptions (22.25) and counter-counter-interceptions (22.255) arising out of the initial interception.

Clarification:

22.552 MODIFIERS: Fleet combat dice rolls are subject to the following modifiers:

...

Naval Nationality Chart - 22.552A, 23.441B	
DRM	Nationality
3	Japan
2	Germany, Britain, United States, Sweden, Australia
1	Italy, France, including Free and Vichy French naval units
0	Russia, Greece, Rumania, Spain, Turkey, Dutch East Indies

Air-Naval Operations

23. AIR-NAVAL OPERATIONS

Consistency:

- 23.1 OVERVIEW
- 23.2 AIR COVER
- 23.3 COMBAT AIR PATROL
- 23.4 RESOLVING AIR ATTACKS ON NAVAL UNITS

Renumbering:

23.422 RESULTS: The number before the “/” indicates the number of attacking air units which are eliminated (normally squadrons; AAF for army air units attacking naval units in port). The number after the “/” indicates the number of attacking air squadrons or factors which must abort (EXCEPTION: Kamikazes do not abort). Air units which abort return to their base without loss and do not take part in that air sortie, but may attack in subsequent sorties. Losses to mixed forces are apportioned as per 19.6.

23.423 NO OPTION TO CALL OFF ATTACK AFTER AIR COMBAT: Air units which are not eliminated or forced to abort by air combat must undergo an air defense dice roll. They may not abort.

23.424 CONTENTS OF TARGET REVEALED: The precise contents of a targeted enemy combat group (or the entire naval force for naval units attacked in port) are revealed to the attacker if at least one attacking air factor survived the air defense dice roll without being eliminated or forced to abort.

Clarification:

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

Formatting punctuation:

23.7 ATTACKS ON ENEMY NAVAL UNITS AT SEA:

Clarification:

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

A. CARRIER-BASED AIR STRIKES: Air strikes consisting only of carrier-based NAS are limited as follows:

- Air strikes by German, Italian, British and Australian NAS may consist of a maximum of 6 NAS.
- Air strikes by Japanese or American NAS may consist of a maximum of 10 NAS.
- British, Australian and American NAS may combine in a single air strike composed of up to 6 British or Australian NAS and additional American NAS, up to a maximum of 10 NAS.

B. LAND-BASED AIR STRIKES: Air strikes consisting only of carrier-based NAS are limited as follows:

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

C. COMBINED AIR STRIKES:

- Carrier-based German, Italian, British and Australian NAS and land-based NAS or AAS may combine in an air strike up to a maximum of 8 air squadrons, the carrier-based portion of which may consist of no more than 6 NAS.
- Carrier-based Japanese and American NAS and:
 - land-based AAS may combine in an air strike of up to 8 air squadrons.
 - land-based NAS may combine in an air strike of up to 10 air squadrons, the land-based portion of which may consist of no more than 8 NAS.

23.74 CARRIER-BASED AIR STRIKES:

A. NAVAL COMBAT ONLY: Carrier-based naval air units may only attack enemy naval units at sea during naval combat.

B. NAVAL AIR FROM COMBAT GROUPS MAY COMBINE: Subject to the overall restriction on the number of NAS that may conduct an air strike (23.73), NAS based on carriers may make a single air strike against the same found enemy combat group in combination with NAS based on carriers in different combat groups.

Segment 5

Strategic Warfare

24. STRATEGIC WARFARE

Simplification, consistency:

24.631 SUBMARINES:

A. ATTACKER'S RESULT:

- The number before the “/” is the number of enemy transports which are eliminated in SW combat, with the maximum number of transports that may be lost to raiders and submarine warfare in a single turn being limited to half (round up) of the number of transports that started that turn in the relevant SW box. Excess losses are treated as damaged (24.66).
- The number after the “/” in the attacker's SW combat result is the number of defending transports which are damaged. If the number after the “/” exceeds the number of transports in the SW box, excess damage is ignored. Damaged transports leave their SW box once SW combat is resolved, unless subsequently eliminated (24.64), and return to port or a mapboard box (25.31), where they are repaired at no BRP cost, remaining inverted for the remainder of the enemy player turn and the owning major power's next player turn. Such transports may not carry out any function until the player turn after they are redeployed back to an SW box.

25. SUBMARINE WARFARE

26. STRATEGIC BOMBING

Substantive change, cross-reference:

26.61 ROCKET BASES: Rocket bases may be placed, at no BRP cost, in any fully supplied hex, including hexes in the ZoC of enemy armor, controlled by the placing major power or an alliance faction partner, if permitted by the ally. A major power may not place a rocket base in a hex controlled by an ally who is not a member of its alliance faction. No more than one rocket base may occupy a single hex. The placement of rocket bases is subject to the following:

A. In a turn in which a research result for rockets increases the number of rocket bases that may be used, the new rocket base may be placed on the board during the owning major power's movement phase and may be used in the ensuing combat phase.

B. In addition, each turn a major power may relocate an existing rocket base during its movement phase, for use in the ensuing combat phase, or may rebuild a previously destroyed rocket base by placing it on the board during its unit construction phase, for use in a subsequent turn.

C. Western Allied and Russian rocket bases need not remain in the theater it which they were originally placed.

26.62 ELIMINATING AND DAMAGING ROCKET BASES:

A. A rocket base is eliminated if its hex comes under enemy control.

B. If a rocket base incurs 10 or more BRPs of bombing damage in a single turn, it is eliminated at no BRP cost to the owning major power. If a rocket base incurs less than 10 BRPs of bombing damage in a single turn, the owning major power may either pay the BRPs and keep the rocket base operational, or pay no BRPs and invert the rocket base as damaged and inoperable for his next player turn.

C. Eliminated rocket bases may be placed back on the board at no BRP cost at the rate of one rocket base per turn (26.61B).

Consistency:

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

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

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

C. **CONSTRUCTION LIMIT INCREASES:** The construction limit of the major power attacking with rockets is increased by one BRP beyond its normal level for each enemy BRP lost to flying bombs and rockets (EXCEPTION: German losses to American flying bombs and rockets increase the British construction limit). This effect is determined each turn; losses inflicted in previous turns have no additional effect (27.341).

Segment 6

Logistics

27. UNIT CONSTRUCTION

Consistency with substantive change:

27.6 NAVAL AIR CONSTRUCTION:

27.61 NAVAL AIR TRAINING RATES: The number of factors of naval air which may be built each turn is limited for all major powers as follows: the U.S.: 4; Japan: 3; Britain: 2; Germany: 1; Italy: 1. Naval air training rates may be increased by the investment of RPs in production (42.23D). France, Russia and China may never build naval air units.

A. **APPLICATION:** These limits apply to both the construction of new force pool additions and the rebuilding of naval air units which have been eliminated. American construction of CVEs is limited by, but not counted against, naval air training rates (17.353B).

B. **AUSTRALIAN NAVAL AIR:** Australian naval air squadrons may be constructed using Australian, British or American naval air training rates:

- The Australian naval air training rate may be used to build Australian naval air squadrons.
- Until the U.S. is at war with Japan, Britain may use its naval air training rate to build Australian naval air squadrons.
- If the U.S. is at war with Japan, the U.S. may use its naval air training rate to build Australian naval air squadrons.

28. REDEPLOYMENT

Consistency with simplification:

28.22 INELIGIBLE UNITS:

A. Isolated units may not be redeployed.

B. Partisans may not be redeployed.

C. **Neutral** minor country units may not be redeployed (EXCEPTIONS: Lent Spanish and Vichy French volunteers may be redeployed - 52.5; Vichy French units may redeploy to and in Vichy colonies if a diplomatic result of "5-6" or greater for Vichy France is in effect - 77.42).

Clarification:

28.27 NRs: Units being redeployed by sea may pass by or through hexes containing enemy units (EXCEPTIONS: straits - 21.211; canals - 21.212), but they may not begin or end the sea portion of their redeployment in, or touch on (21.3612), a port adjacent to an enemy counter (EXCEPTIONS: 28.26A-D).

29. HEX CONTROL

Consistency:

29.1 INITIAL HEX CONTROL

29.2 HEX CONTROL BY OCCUPATION

29.3 HEX CONTROL BY ISOLATION

29.4 HEX CONTROL BY DIPLOMACY

- 29.5 MINOR COUNTRY CONQUESTS
- 29.6 MAJOR POWER CONQUESTS
- 29.7 PACIFIC ISLAND GROUPS

30. SUPPLY

Substantive change:

30.212 SUPPLY OPTIONAL: Whether a supply source acts as a supply source is optional. A supply source so designated does not provide supply in the turn of designation. The alliance faction controlling the supply source makes this decision on a turn-by-turn basis. There is no effect on the supply source if it comes under enemy control.

Players will wish to invoke this rule to take advantage of rule 29.31 to divest themselves of isolated colonies that are infested with enemy partisans.

Clarification, reorganization:

30.25 BRIDGEHEADS:

A. A bridgehead placed by seaborne invasion is an unlimited supply source during post-combat supply determination of the player turn in which it is placed (EXCEPTION: Supply may not be traced out of a bridgehead if it is in an enemy ZoC – 30.321).

B. Bridgeheads do not act as supply sources in subsequent turns, although a sea supply line may be traced into land hexes through a bridgehead (30.331).

C. Oil effects offset in any of the supply zones from which the invasion was launched are also offset in the supply zone containing the bridgehead. Similarly, all oil effects for units and hexes in a supply zone containing a bridgehead placed by an invasion from a U.S. box are offset; the extent to which oil effects for units and hexes in a supply zone containing a bridgehead placed by an invasion from the India and Australia boxes are offset depends on the oil consumed in those boxes.

Clarification:

30.331 SEA SUPPLY LINES: Supply lines may be traced over sea hexes as follows:

...

C. **SEA SUPPLY FROM MAPBOARD BOXES:** Sea supply may be traced from a mapboard box onto the board as follows:

- **Supply through the Atlantic:** Sea supply may be traced from the Atlantic U.S. box to the western front, including Gibraltar (21.1322), and may pass through Gibraltar into the Mediterranean. One Atlantic transport is required for each destination hex.
- ...

Substantive change:

30.351 SEA SUPPLY TO ALL SUPPLY ZONES PRESUMED: The moving player is presumed to supply all supply zones which are legally able to receive supply. A player may decline to provide sea supply to a supply zone and is under no obligation to protect his sea supply lines, but may not decline to trace sea supply during initial supply determination, then trace sea supply to the same supply zone during post-combat supply determination (30.44). **EXCEPTION:** Sea supply from mapboard boxes and to islands in Pacific island groups is optional. If a supply zone contains two or more ports or bridgeheads, the moving player must select one as the terminus of the mandatory sea supply line to the same supply zone (30.342).

Deleted as obsolete because of previous substantive change:

30.3612 An undefended sea supply line is considered to have the Naval Nationality DRM of the major power which controls the port from which the sea supply line originates or, if the sea supply line originates in a port controlled by an associated or allied minor country, the Naval Nationality DRM of that minor country.

Substantive change:

30.44 SECOND ATTEMPTS AT SEA SUPPLY PROHIBITED: A player may not attempt sea supply to a supply zone during initial supply determination, then again try to supply that supply zone during post-combat supply determination (EXCEPTIONS: 30.45, 30.46); nor may a player decline to trace sea supply to a supply zone during initial supply determination, then trace sea supply to the same supply zone during post-combat supply determination the until post-combat supply determination if sea supply could have been attempted to that supply zone during initial supply determination.

- 31. BRIDGEHEADS
- 32. FORTIFICATIONS
- 33. OIL

Typo:

33.33 OIL CENTERS:

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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 down), 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).

Consistency with substantive change:

33.4424 INITIAL EUROPEAN AXIS OIL RESERVE: European Axis oil consumption is not tracked and the European Axis oil reserve is deemed to contain ten oil counters until the start of the first Axis player turn after the outbreak of war between Germany and Russia or the RGT level reaches 45.

A. NAZI-SOVIET PACT: If the Nazi-Soviet Pact is in effect:

- the RGT level reaches 45; or
- the outbreak of war between Germany and Russia.

B. NO NAZI-SOVIET PACT: If there is no Nazi-Soviet Pact:

- the fall of France, provided Russia has reached full cohesion; or
- the outbreak of war between Germany and Russia.

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:

...

C. NAVAL UNITS: Naval units in the South Africa, India and Australia boxes may oppose raiders without using oil. Naval units used for any other purpose, including conducting offensive operations or interceptions from their mapboard box, and providing or protecting sea escort on the mapboard, must use oil to offset the naval oil effects. Naval units that change base or redeploy to a port on the mapboard will have the supply (30.12) and oil status (33.13) of their new base.

Consistency:

33.534 LOCAL OIL CONSUMPTION: Oil counters produced by a local oil center or shipped into a supply zone may be used to augment the supply traced into a supply zone, as well as supply traced from that supply zone into other supply zones.

EXAMPLES: The Western Allies trace a sea supply line from the South Africa box to Basra using one Indian Ocean transport. Mosul is undamaged and controlled by the Western Allies. The three oil counters produced by Mosul meet the oil requirements of the Middle Eastern supply zone. Other Indian Ocean transports could be used to ship additional oil counters to the Middle East. If the Western Allies needed additional oil counters to conduct an offensive on the Mediterranean front in addition to the western front or if Mosul were damaged or under Axis control.

Clarification, cross-reference:

33.61 OIL EFFECTS: During its player turn, as set out in 33.52, the moving alliance faction determines which, if any, of the four oil effects set out below it 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, land-based 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:

- ...

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. Naval air units on fast carriers which are not subject to naval oil effects may operate normally, even if the general air oil effect has not been offset. Whether or not the general naval oil effect is offset, additional oil is required to use larger fast ships (33.72C). If naval oil effects apply:

34. WEATHER

Segment 7

Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

Consistency with substantive change:

35.31 GROWTH RATES: During each YSS, unspent BRPs from the previous year, as determined at the end of the previous winter game turn, are multiplied by the major power's growth rate. Fractions are dropped and the result is added to the major power's BRP base, provided oil is used for BRP growth as required by 33.61E. The remaining BRPs are lost. The major power growth rates are as follows:

...

B. RUSSIA:

- The Russian growth rate is the RGT level at the end of the preceding winter game turn, up to a maximum of 50% (each RGT level equals one percentage point).
- If RGT are not being tracked because there is no Nazi-Soviet Pact, the Russian growth rate increases by the year: 1936-1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%.
- Once war breaks out between Germany and Russia, the Russian growth rate is 50% for the remainder of the game.

Classic A World at War

In classic *A World at War*, there is a Nazi-Soviet Pact and the second bullet of rule 35.31B does not apply.

36. MOBILIZATION

Consistency, cross-reference:

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).

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B. RUSSIA:

- Until Russia has mobilized all its idle factories, Russia mobilizes as permitted by *Gathering Storm* transition rule 9.41A.
- Once Russia has mobilized all its idle factories, it mobilizes its first civilian factory when the RGT level reaches 10. If the RGT level reaches 10 due to events that occur during the Allied player turn, such as a French surrender, the Russian mobilization is considered to have occurred at the start of the Russian player turn.

• If there is no Nazi-Soviet Pact, Russia then mobilizes its civilian factories as permitted by *Gathering Storm* transition rule 9.32.

• If there is a Nazi-Soviet Pact, the first Russian mobilization occurs when the RGT level reaches 10. If the RGT level reaches 10 due to events that occur during the Allied player turn, such as a French surrender, the Russian mobilization is considered to have occurred at the start of the Russian player turn.

Classic A World at War

In classic *A World at War*, Russia mobilizes the first of its five mobilizations when the RGT level reaches 10.

Clarification:

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

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C. Armor:

- Italy may mobilize only one armor unit each mobilization.
- Britain may mobilize only one armor unit each mobilization, subject to the restrictions set out in *Gathering Storm* transition rule 4.52:
 - If Britain does not achieve a *Gathering Storm* armor research result, it may only mobilize three 2-5 armor units.
 - If Britain achieves a *Gathering Storm* armor research result, it may mobilize a fourth 2-5 armor unit.
 - If Britain achieves eight or more steps of *Gathering Storm* armor research, one or more of its 2-5 armor units are 3-5 armor units.

Classic A World at War

In classic *A World at War*, Britain may mobilize both a 4-5 armor unit and a 2-5 armor unit in Fall 1939.

- The U.S. may mobilize only one 5-6 armor unit each European theater mobilization. Pacific theater mobilizations may not be used to mobilize 5-6 armor units.
- Russia must mobilize one 3-5 armor unit, 4-5 armor unit or 5-6 armor unit each mobilization. Russia must mobilize its eight 3-5 armor units before mobilizing 4-5 armor units or 5-6 armor units. The Russian player may mobilize the required armor unit in either the first or second turn of a peacetime mobilization. The remaining units for each Russian mobilization must consist of infantry, additional armor or army air units, in whatever combination the Russian player wishes. Russia may not mobilize 5-6 armor units until it has completed its armor research (*Gathering Storm* transition rules 4.72C, 6.51B).

- 37. INDUSTRIAL CENTERS
- 38. KEY ECONOMIC AREAS
- 39. SPENDING LIMITS

Clarification:

39.22 RESTRICTIONS ON DEFICIT SPENDING: Deficit spending is subject to the following restrictions:

A. Deficit spending is limited to the value of the major power's BRP base, minus the BRP value of any uncontrolled key economic areas (38.22).

- This determination is made when the expenditure is made. BRP additions which reduce a major power's deficit may permit deficit spending later in the year.
- When calculating the deficit spending limit:
 - The BRP value of the British BRP base is determined without counting Canada, South Africa, India and Australia.
 - The BRP value of the Russian BRP base is determined without counting Russian ICs.

B. Italy, France and China may not deficit spend.

C. If the first turn of *A World at War* is a Summer, Fall or Winter turn, deficit spending is prohibited until the following year. If war breaks out at the end of a *Gathering Storm* Winter turn, and the first turn of *A World at War* is a Spring turn, deficit spending is allowed in that year.

40. BRP GRANTS

Clarification:

40.45 GERMAN ATTACKS ON MURMANSK CONVOYS:

A. The German player indicates which German air and naval units based in Bergen or Scapa Flow will intercept the Allied convoy. All air units are considered to be within range of the Allied convoy and naval interception is automatic without risk of air attack or counter-interception. Submarines that choose to intercept are designated as intercepting either in conjunction with or separate from any other intercepting naval units.

B. If only German land-based air units and/or submarines intercept the Allied convoy, the German player resolves air and submarine attacks normally. These attacks are considered to occur in a maximum of six off-board hexes as the convoy sails around northern Norway into the Barents Sea.

- Western Allied carrier-based air may be used to fly combat air patrol, but may not counterair German land-based air units (40.45C, 23.61).
- Land-based air attacks continue until the Allied convoy is destroyed or aborts, or until the German player runs out of air squadrons, calls off his air attacks or has made six air attacks, one for each hex entered by the Allied convoy. Submarine attacks continue until all submarines have attacked, or until the Allied convoy is destroyed or aborts.
- When an air attack is announced, the German player may also commit to attack the Murmansk convoy with one or more submarines that intercepted separately from other naval units. After the air attack is resolved, the German player resolves the previously committed submarine attack.
- Attacking German submarines incur a -1 modifier for multiple attacks (22.9416) only if more than one submarine attack is made against the same Western Allied combat group in the same hex.

C. If German naval units intercept the Allied convoy, naval combat is resolved normally.

- German air units based in Bergen or Scapa Flow:
 - Are considered to be three hexes from the interception hex.
 - May be attacked by Western Allied carrier-based air at the start of each round of naval combat (23.61).
 - May participate in the naval combat. One-third (rounded up) of the German air squadrons assigned to air cover may engage attacking Western Allied carrier-based air (22.22A).
- Submarines designated as intercepting in conjunction with German naval units may participate in the naval combat.
- Naval combat continues until one side or the other withdraws (22.6). If the Western Allies withdraw, the Murmansk convoy aborts.

Segment 8

Research and Intelligence

41. RESEARCH

Consistency with substantive change (deletion):

41.71 SELECTION OF RESEARCH PROJECTS: Immediately before the Axis player turn, the Axis, Western Allies, Russia and Japan may each select one research project from each of the five research categories. For the restrictions on the activation of RPs in Western Allied CTL research, see 41.77C; for the restrictions on the activation of RPs in production projects, see 42.13.

Consistency with substantive change (deletion):

41.77 RESTRICTIONS:

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C. WESTERN ALLIED CTL RESEARCH: 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.

Consistency with substantive change:

41.922 INCREASING CTLs:

A. EFFECT: Combat training level increases from research increase the CTLs of all major powers, minor allies, associated minor countries and other non-partisan units in that alliance. The CTL of countries which switch sides is governed by the number of CTL increases that have been achieved by their new alliance faction.

B. WESTERN ALLIED CTL INCREASES: RPs may be placed in, and the Western Allies may roll for, Western Allied CTL research before the U.S. enters the war, but 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.

42. PRODUCTION

Consistency with *Gathering Storm-A World at War*:

42.22 AIR:

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D. JETS: One jet factor is added to the force pool of the eligible major powers in the rolling alliance faction, at no additional RP cost, for each research result for jets. A “9” research result for jets adds one jet factor; a “10” result, two jet factors; an “11” result, three jet factors, and a “12+” result, four jet factors. Germany, Japan and Russia may create no more than four jet factors; Britain and the U.S. may each create no more than two jet factors; Italy, France and China may not create jets.

- An 18-step jet result in *Gathering Storm* or *Storm Over Asia* gives Germany, Britain, Russia or [Japan](#) a prototype jet factor in 1942.
- One jet factor is added to the German, Japanese, Russian, British or American force pool, at no additional RP cost, for each research result for jets. A “9” research result for jets adds one jet factor; a “10” result, two jet factors; an “11” result, three jet factors, and a “12+” result, four jet factors. The prototype jet factor from an 18-step jet result in *Gathering Storm* or *Storm Over Asia* counts as the jet factor from a “9” research result. Germany, Japan and Russia may create no more than four jet factors; Britain and the U.S. may each create no more than two jet factors; Italy, France and China may not create jets.

Consistency with *Gathering Storm-A World at War*:

42.24 MILITARY:

...

E. ROCKET BASES:

One rocket factor is added to the force pool of the eligible major powers in the rolling alliance faction, at no additional RP cost, for each research result for rockets. A “9” research result for rockets adds one rocket factor; a “10” result, two rocket factors; an “11” result, three rocket factors, and a “12+” result, four rocket factors. Germany, Japan and Russia may create no more than four rocket factors; Britain and the U.S. may each create no more than two rocket factors; Italy, France and China may not create rockets.

- An 18-step rocket result in *Gathering Storm* or *Storm Over Asia* gives Germany, Russia, the U.S. or [Japan](#) a prototype rocket base in 1942.

Research results for rockets allow rocket bases to be placed, at no additional RP cost, as set out in 26.61. A “9” research result for rockets allows two rocket bases to be placed; a “10” result, four rocket bases; an “11” or “12+” result, six rocket bases. The prototype rocket factor from an 18-step rocket result in *Gathering Storm* or *Storm Over Asia* counts as one of the rocket bases from a “9” research result. Germany, Japan, Russia and the U.S. only.

42.333 ARMOR:

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G. RUSSIA: Russia may mobilize or produce 4-5 armor units. Russia may mobilize or produce 5-6 armor units if it has completed its armor research (*Gathering Storm* transition rules 4.72C, 6.51B).

43. ATOMICS

Clarification:

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

A. URANIUM PLANTS:

- Uranium plants are a high technology project. Each uranium plant costs 8 RPs. RPs may not be invested in uranium plant production until the 1942 YSS.
- Uranium plants do not begin to produce fissionable material until a research result for uranium separation has been achieved.
 - The delay in obtaining fissionable material for the first uranium bomb depends on the first research result for uranium separation.
 - A higher research result for uranium separation in a subsequent year may reduce the delay in obtaining fissionable material from uranium plants. The higher result is applied to existing uranium plants from the turn in which it occurs if this speeds production.
- Regardless of the level of uranium separation research, each uranium plant produces fissionable material for one additional atomic bomb every four turns after the material for the first bomb is produced.

B. PLUTONIUM REACTORS:

- Plutonium reactors are a high technology project. Each plutonium reactor costs 6 RPs. RPs may not be invested in plutonium reactor production until the 1943 YSS.
- Plutonium reactors do not begin to produce fissionable material until a research result for plutonium production has been achieved.
 - The delay in obtaining fissionable material for the first plutonium bomb depends on the first research result for plutonium production.
 - A higher research result for plutonium production in a subsequent year may reduce the delay in obtaining fissionable material from plutonium reactors. The higher result is applied to existing plutonium reactors from the turn in which it occurs if this speeds production.
- Regardless of the level of plutonium production research, each plutonium reactor produces fissionable material for one additional atomic bomb every two turns after the material for the first bomb is produced.

EXAMPLE: In Fall 1944, the Western Allies achieve an “8” research result for plutonium production and produce a plutonium reactor. That plutonium reactor will produce enough fissionable material for an atomic bomb in five turns (Winter 1945).

In Spring 1945, the Western Allies achieve a “9” research result for plutonium production and produce a second plutonium reactor. The second plutonium reactor will produce enough fissionable material for an atomic bomb in four turns (Spring 1946). The result would not be applied to the plutonium reactor produced in 1944, because it was producing enough fissionable material for an atomic bomb in Winter 1945, and rebuilding it to apply the improved technology would delay production by a turn.

Had the 1945 research result for plutonium production been an “11+”, reducing the delay to two turns, it would apply to the 1944 plutonium reactor, which would produce enough fissionable material for an atomic bomb in Fall 1945, rather than Winter 1945.

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

Segment 9

Diplomacy and Politics

49. DIPLOMACY

Clarification of 2021 substantive change:

49.4266 WESTERN ALLIED FAILURE:

A. 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 if, after France surrenders:

- a Western Allied seaborne invasion of a beach in occupied France or Denmark is repulsed; or
- Western Allied forces, including an airborne or commando unit, gain control of one or more hexes in occupied France, Belgium, the Netherlands, Denmark or Germany, and the Axis regain control of all of those hexes.

B. "Occupied French hexes" include all European French hexes other than Vichy France, unless Vichy France is under Axis control, and do not include Corsica or French colonies.

C. The +1 pro-Axis diplomatic modifier is not negated by a subsequent successful Western Allied invasion, although a second Western Allied failure in France triggers an additional +1 diplomatic modifier.

50. DECLARATIONS OF WAR

Consistency with *Gathering Storm-A World at War*:

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.
- Russian side of the Pact Line:
 - If RGT are 0 or greater, 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.
- German side of the Pact Line:
 - If RGT are 25 or greater, Russia may declare war on neutral minor countries that are on the German 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 German side of the Nazi-Soviet Pact line, other than those which are controlled by the Axis.
 - If RGT are 50 or more, or Russia is at war with Germany, Russia may declare war on any eligible minor country. Attacking a minor country controlled by the Axis requires a declaration of war on Germany.

51. PEARL HARBOR AND ALLIED UNPREPAREDNESS

52. LENT UNITS

53. MAJOR POWER COOPERATION RESTRICTIONS

Consistency, clarification:

53.51 NATIONALIST-COMMUNIST COOPERATION RESTRICTIONS: Friction between Nationalist and Communist China throughout the war limits cooperation between them as set out below unless Communist China is not a Russian minor ally and:

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. NATIONAL UNITY RESULTS: China achieved at least nine steps of National Unity research in *Storm Over Asia* (53.57D, E).

Substantive change:

53.55 COMMUNIST CHINA AS A RUSSIAN MINOR ALLY: The activation of Communist China as a Russian minor ally, which is optional if full Nationalist-Communist cooperation restrictions do not apply (79.11), triggers full Nationalist-Communist cooperation restrictions.

Substantive change:

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). **53.57D (nine steps) and 53.57E (a second result) do not apply if Communist China is a Russian minor ally):**

...

D. Nine steps of *Storm Over Asia* National Unity research:

- Nationalist and Communist Chinese units may enter any hexes in China, regardless of whether Nationalist or Communist China controls them.
- Nationalist and Communist Chinese units may stack together.
- Nationalist and Communist Chinese units combine for attritions against Japan and are considered to be part of the same alliance faction when attritioned by Japan.

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

- **Catalysts for attritions against Japan:**
- May conduct joint offensive attacks against Japan.

If China achieved nine steps of Storm Over Asia National Unity research, 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
55. GERMAN SURRENDER
56. ITALIAN SURRENDER
57. JAPANESE SURRENDER
58. FRENCH SURRENDER

Clarification:

58.633 STATUS OF VICHY FRANCE: Vichy France is a neutral minor country whose hexes are controlled by neither side. Vichy French air and naval units have a Nationality DRM of one. This may be increased if Vichy France is associated or allied with an alliance faction which has achieved an Air or Naval Nationality research result. For the rules relating to Vichy France, see 77.

59. BRITISH SURRENDER
60. RUSSIAN SURRENDER

Clarification:

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

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

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

C. NO BRP EFFECT IF RUSSIA NOT FULLY MOBILIZED: Until Russia has mobilized its five civilian factories, neither of the above effects apply.

61. CHINESE SURRENDER

Clarification, renumbering:

61.21 UNBUILT UNITS: Unbuilt partisans do not affect Chinese resistance levels.

61.22 NATIONALIST CHINESE FORCE POOL: When determining the size of the Nationalist Chinese force pool for Chinese resistance purposes:

A. Starting Chinese infantry units, replacements and army air factors count.

B. Chinese infantry units from *Storm Over Asia* Chinese army research (*Storm Over Asia* transition rule 6.81) and Flying Tiger army air units (78.6) count, once added to the Chinese force pool.

C. Chinese partisans, Chinese units that have defected (61.32) and Communist Chinese units do not count.

61.23 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

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, once Russia's Siberian garrison is at full strength (81.41) 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).

Consistency with *Gathering Storm-A World at War*:

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).
- If Russia is permitted to declare war on Germany, no Russian surprise effects apply.

Classic A World at War

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

Consistency with *Gathering Storm-A World at War*, renumbering:

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

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

B. RUSSIAN DECLARATION OF WAR ON NEUTRAL MINOR COUNTRIES:

- If the RGT is 0 or more, Russia may declare war on minor neutrals on the Russian side of the Pact Line.
- If the RGT level is 25 or greater, Russia may declare war on minor neutrals on the German side of the Pact Line, except minor countries in which Germany or Italy has an economic interest or which are controlled by the Axis.
- If the RGT level is 35 or greater, Russia may declare war on minor neutrals on the German side of the Pact Line, except minor countries in which Germany or Italy has an economic interest or which are controlled by the Axis.

Classic A World at War

In classic *A World at War*, RGT start at 0 and Russia may declare war on the Baltic States.

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

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

63.54 NO NAZI-SOVIET PACT: If there is no Nazi-Soviet Pact, Russian actions are subject to the following restrictions:

A. RUSSIAN GARRISON REQUIREMENTS: At the end of any Russian player turn prior to the outbreak of war between Germany and Russia or Russia being fully mobilized, so it may declare war on Germany, Russia must meet the garrison requirements set out in 63.51A. If Russia does not have sufficient units to meet those requirements, it must build the required units before making any other BRP expenditures.

B. RUSSIAN SURPRISE EFFECTS: The surprise effects set out in 63.51B apply in the first turn of a German invasion, in addition to all normal modifiers and movement impairments.

C. GERMAN OIL SUPPLIES: Russia may cut off Germany's oil supplies in the turn after France falls or Germany and Russia go to war.

D. RUSSIAN DECLARATION OF WAR ON GERMANY: Russia may declare war on Germany in the turn in which it completes its mobilizations.

Classic A World at War

Rule 63.54 does not apply in classic *A World at War*.

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

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

Segment 12

British Commonwealth

- 70. CANADA AND SOUTH AFRICA
- 71. AUSTRALIA
- 72. INDIA

Clarification:

72.31 ATTRITION COMBAT ONLY: The India box and all adjacent Indian attrition zones are considered to be a single attrition zone unless India has surrendered. Japanese and Indian National Army ground units adjacent to the India box may attrition, and be attritioned by, Western Allied ground units in the India box. Hex results achieved in attrition combat may not be used against the India box, nor may Western Allied ground units capture hexes by attrition advance from the India box. No offensive operations involving ground units are permitted in the India box.

Clarification:

72.41 BRITISH BRPs: For each Japanese and Indian National Army 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 10 BRPs per turn, unless India has surrendered. Indian partisans are not counted.

Clarification:

72.43 INDIAN SURRENDER: India surrenders if, at the end of any Allied player turn, there are at least ten more Japanese and Indian National Army ground factors adjacent to the India box than there are Western Allied ground factors in the India box. Indian partisans are not counted.

- 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:

79.11 COMMUNIST CHINA IS A MINOR COUNTRY: Communist China is a minor country independently at war with Japan. Communist China becomes a Russian minor ally immediately following the outbreak of war between Japan and Russia unless the full Nationalist-Communist cooperation restrictions do not apply (53.5) and Communist China chooses to retain its status as an independent minor country. This decision is made when war breaks out between Japan and Russia and may not be changed.

Consistency with *Storm Over Asia-A World at War*:

79.21 EXTENT: Communist China consists of that part of China north of hex row M and west of the scenario start line. [This may vary as a result of *Storm Over Asia*.](#)

Consistency:

79.31 OFFENSIVE OPERATIONS: Communist China may undertake offensive operations and/or attrition attacks against Japan regardless of whether Nationalist China or any other Allied major power conducts offensive operations or makes attrition attacks on the Asian front, subject to the following exceptions:

A. If Communist China is a Russian minor ally, Communist Chinese and Russian actions must conform.

B. If Communist China is not a Russian minor ally and Communist and Nationalist China may conduct joint offensive attacks against Japan, either because the Chinese resistance level at the end of the previous turn was +2 or greater (53.51A) [or after a second *Storm Over Asia* National Unity result \(53.57E\)](#), Communist China's actions must conform with Nationalist China's actions.

80. RESTRICTIONS ON CHINESE FORCES

Capitalization:

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.

81. MANCHURIA, SIBERIA AND THE URALS BOX

Clarification:

81.42 REDUCING THE SIBERIAN GARRISON: Russia may not reduce its Siberian garrison by transferring any of its mandatory two 3-3 armor units, two 3-2, four 2-2 and four 1-2 infantry units, or five AAF to Europe until the second Allied redeployment phase after at least one of the following conditions is met. Reinforcements added to the Siberian garrison after Russia has mobilized its first civilian factory may be transferred to Europe.

A. WAR WITH GERMANY: Russia and Germany are at war.

B. JAPANESE REDUCTION OF MANCHURIAN GARRISON: Japan reduces the size of its Manchurian garrison, which it may do at any time. The size of the Japanese Manchurian garrison is determined at the start of the Russian player turn.

- ...

Segment 15

Minor Countries

82. MINOR COUNTRIES

Consistency with substantive change:

82.91 Pacific minor countries fall into the following categories:

...

C. MINOR ALLIES: Communist China (Russia, if Russia is at war with Japan and Communist China did not elect to retain its status as an independent minor country - 79.11).

83. CONQUEST OF MINOR COUNTRIES

Substantive change:

83.21 UNITS: All units, wherever located, belonging to a conquered minor country, whether the minor country was neutral, associated with or allied to a major power, are removed from the mapboard at the end of the conquering major power's combat phase. By immediately recapturing the capital of such a minor country, a major power would avert the loss of the minor country's BRPs, but the units of the minor country would still be permanently removed from play (**EXCEPTION:** Axis liberation of Russian conquests - 83.211).

83.211 LIBERATION OF RUSSIAN CONQUESTS: If a minor country conquered by Russia is reconquered by the Axis, the minor country becomes a minor ally of the reconquering Axis major power and its forces may be rebuilt.

- The cooperative conquest rules apply to the reconquest of minor countries (83.5).
- Reconquered minor country units are rebuilt in the normal manner (85.48).
- Reconquered minor countries are no longer diplomatic targets and may not surrender or switch sides.

84. ASSOCIATED MINOR COUNTRIES

Remove cross-reference:

84.47 UNIT CONSTRUCTION:

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

- Poland may rebuild two infantry factors each turn (79.41).
- Communist China's construction limit is determined by the outcome of *Storm Over Asia* (79.41).
- Dutch units in the Dutch East Indies may not be rebuilt (89.25).

Simplification:

84.45 MECHANICS:

...

E. REDEPLOYMENT: Associated minor country units may be redeployed by the controlling major power. Lent Spanish and Vichy French units may be redeployed to, from, and within the eastern front; Vichy France may reinforce its colonies prior to association (77.42).

85. MINOR ALLIES

Clarifications:

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

A. BALKAN MINOR ALLIES:

- **BULGARIA:** Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Bulgarian units may not enter the territory of a Balkan minor country which is part of the same alliance faction.
- **HUNGARY:** The Baltic States, Poland, including eastern Poland, Russia, Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Hungarian units may not enter the territory of a Balkan minor country which is part of the same alliance faction and may not enter Bessarabia unless Rumania has been conquered by any alliance faction or attacked by the alliance faction to which Hungary is allied.
- **RUMANIA:** The Baltic States, Poland, including eastern Poland, Russia, Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Rumanian units may not enter the territory of a Balkan minor country which is part of the same alliance faction. Rumanian naval units are limited to the Black Sea and its ports.
- **YUGOSLAVIA:** Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Yugoslav units may not enter the territory of a Balkan minor country which is part of the same alliance faction.
- **CROATIA:** 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 same alliance faction.
- **SERBIA:** The territory of any conquered or enemy Balkan minor country. Serbian units may not enter the territory of a Balkan minor country which is part of the same alliance faction.

Classic A World at War

In classic *A World at War*, Croatia and Serbia do not exist, as historically no Yugoslavian civil war occurred.

Balkan minor allied army air factors may not base in the territory of other Balkan minor countries that are part of the same alliance faction, but they may fly air missions into such countries (85.461).

Consistency with substantive change:

85.61 COMMUNIST CHINA: Communist China becomes a Russian minor ally immediately following the outbreak of war between Japan and Russia unless the full Nationalist-Communist cooperation restrictions do not apply (53.5) and Communist China chooses to retain its status as an independent minor country. This decision is made when war breaks out between Japan and Russia and may not be changed (79.11). No other Pacific theater minor countries may activate as minor allies. Australia and India are Commonwealth countries (see rules 71 and 72).

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

Research Tables

Consistency with *Gathering Storm-A World at War*:

42.22 AIR:

...

D. JETS: One jet factor is added to the force pool of the eligible major powers in the rolling alliance faction, at no additional RP cost, for each research result for jets. A “9” research result for jets adds one jet factor; a “10” result, two jet factors; an “11” result, three jet factors, and a “12+” result, four jet factors. Germany, Japan and Russia may create no more than four jet factors; Britain and the U.S. may each create no more than two jet factors; Italy, France and China may not create jets.

- An 18-step jet result in *Gathering Storm or Storm Over Asia* gives Germany, Britain, Russia or Japan a prototype jet factor in 1942.
- One jet factor is added to the German, Japanese, Russian, British or American force pool, at no additional RP cost, for each research result for jets. A “9” research result for jets adds one jet factor; a “10” result, two jet factors; an “11” result, three jet factors, and a “12+” result, four jet factors. The prototype jet factor from an 18-step jet result in *Gathering Storm or Storm Over Asia* counts as the jet factor from a “9” research result. Germany, Japan and Russia may create no more than four jet factors; Britain and the U.S. may each create no more than two jet factors; Italy, France and China may not create jets.

Consistency with *Gathering Storm-A World at War*:

42.23 NAVAL:

A. SUBMARINES:

- **CONVENTIONAL SUBMARINES:** 1 submarine factor for each RP, no limit. RPs allocated to conventional submarine production must be activated during the year in which they are allocated. Germany, Italy, Japan, Britain and the U.S. only.
- **ADVANCED SUBMARINES:**
 - An 18-step advanced submarine result in *Gathering Storm* or *Storm Over Asia* gives Germany or Japan a prototype advanced submarine in 1942.
 - One advanced submarine factor is added to the German or Japanese force pool, at no additional RP cost, for each research result for advanced submarines. A “9” research result for advanced submarines adds one advanced submarine factor; a “10” result, two advanced submarine factors; and so on, up to a maximum of six advanced submarine factors on a “14+” result. The prototype advanced submarine from an 18-step advanced submarine result in *Gathering Storm* or *Storm Over Asia* counts as the advanced submarine from a “9” research result. Germany and Japan only.

Consistency with *Gathering Storm-A World at War*:

42.24 MILITARY:

...

E. ROCKET BASES: One rocket factor is added to the force pool of the eligible major powers in the rolling alliance faction, at no additional RP cost, for each research result for rockets. A “9” research result for rockets adds one rocket factor; a “10” result, two rocket factors; an “11” result, three rocket factors, and a “12+” result, four rocket factors. Germany, Japan and Russia may create no more than four rocket factors; Britain and the U.S. may each create no more than two rocket factors; Italy, France and China may not create rockets.

- An 18-step rocket result in *Gathering Storm* or *Storm Over Asia* gives Germany, Russia, the U.S. or Japan a prototype rocket base in 1942.
- Research results for rockets allow rocket bases to be placed, at no additional RP cost, as set out in 26.61. A “9” research result for rockets allows two rocket bases to be placed; a “10” result, four rocket bases; an “11” or “12+” result, six rocket bases. The prototype rocket factor from an 18-step rocket result in *Gathering Storm* or *Storm Over Asia* counts as one of the rocket bases from a “9” research result. Germany, Japan, Russia and the U.S. only.

Diplomatic Tables

Clarification:

GERMANY

- +1 German control of Belgrade

ITALY

- +1 Italian control of Belgrade

Balkan Modifiers:

Substantive change:

- +1 If Russia fought a border war with Poland over eastern Poland.
- +3 If Russia declared war on any Balkan country or Poland. Border wars with Rumania over Bessarabia or Poland over eastern Poland don't count.

Russo-German Tensions

Consistency with *Gathering Storm-A World at War*:

Status Modifiers

- +1 If the Axis have attacked or achieved a diplomatic result of “7” or more in the Baltic States, Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum +1 per game turn).

Consistency with *Gathering Storm-A World at War*:

0. Russia may declare war on minor neutrals on the Russian side of the Pact Line.

10. Russia begins mobilizing its civilian factories (36.11D).
15. Russia may subvert eligible minor countries.
25. Russia may declare war on minor neutrals on the German side of the Pact Line, except minor countries in which Germany or Italy has an economic interest or which are controlled by the Axis.
35. Russia may declare war on minor neutrals on the German side of the Pact Line, except minor countries controlled by the Axis.
40. Russian forces are put on alert. Russian surprise effects do not apply during the Russian player turn following a German declaration of war on Russia (63.52).
45. The Axis may not trace oil supply from Ploesti if Russia controls Ploesti or the minor countries through which the oil supply line must be traced. Germany loses any economic interest it has in Russia.
50. Russian surprise effects do not apply following a German declaration of war on Russia (63.52). Russian garrison requirements no longer apply (63.51). Russia may declare war on Germany. Allied partisans may be built in Europe.

Consistency with substantive changes:

Surprise Effects

For surprise effects applying to Russia in the turn in which Germany declares war, see rule 63.52.

In the first Axis player turn of a German attack on Russia, unless there is a Nazi-Soviet Pact and RGT have reached 50, or there is no Pact and Russia is fully mobilized, the following apply in the first turn of a German invasion, in addition to all normal modifiers and movement impairments:

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

In the Russian movement and redeployment phase of the Russian player turn following the Axis attack, if the Nazi-Soviet Pact was signed and the RGT level is less than 40:

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

The above impairments also apply to Russian associated and minor ally units outside their home country.

U.S.-Japanese Tensions

Clarification:

Surprise Effects

For surprise effects applying to the Western Allies after a Japanese declaration of war, see rule 51.

Player Aids

Consistency with substantive changes:

American forces

		<i>Air</i>								<i>Military</i>						<i>Naval</i>			
1		Jets	NAS	AAF	Int	Str B	Str B	Air T	NAT	5-6	1-3	2-3	3-4	1m3	1n3	ASW	Subs	SBP	SBP
9	At St		[18]	[5]		[1]		[1]	4		[5]	[2]	[2]		[2]	[1]	[1]	1	1
3	Fall										1[5]	1[2]				1[2]	1[2]		
9	Win																		
1940 Pr.																			
1	Spr		8[18]	2[5]											1[2]				

Scenario Cards

Sequence of Play

Clarification:

Player turn

1. Diplomatic phase.
 - a. Moving player announces all diplomatic targets and reaction die rolls, including Russian demands on Finland, Rumania and Poland.
 - ...
 - c. Moving player activates a DP for USAT.

Scenarios

Global War

Substantive change, clarifications:

Initial British Forces in the Pacific Theater: Britain begins the game with one 2-3 armor unit, three 1-2 infantry units, two replacements, two AAF, a CA2 and a DD1 in the Pacific theater. These forces must remain in the Pacific theater until the outbreak of war between Britain and Japan. These units may not be voluntarily eliminated and, if lost in combat with Indian partisans, must be rebuilt and sent back to Asia, **with no USAT effects.**

Pacific Deployment Restrictions: Until the outbreak of war between Britain and Japan:

- British, Indian and Australian units may not end their turn in jungle-mountain hexes which do not contain a city.
- One British 2-3 armor unit, two British AAF and **any Chindits** must be in India.
- Three British 1-2 infantry units must be in India, Burma, Malaya or Singapore.
- One British replacement must be in Hong Kong.
- One British replacement must be in Brunei.
- British naval units beginning in Asia must base **in India, Burma or Singapore.**

Additional British ground, air or naval forces sent to Asia may only deploy in India, Burma, Malaya or Singapore.

Pacific Theater Reinforcements: Before the outbreak of war between Britain and Japan, Britain may reinforce its initial Pacific theater forces by:

- Transferring a maximum of four increments of units each turn to the Pacific theater (each ground factor, three air squadrons or five naval factors counts as one increment). This limit applies whether or not the U.S. is at war with Germany, and is lifted in the turn in which Britain and Japan go to war.
- **Building Chindits, if permitted to do so (10.65).**

Reinforcement Categories: British Pacific theater reinforcements **may only deploy in India, Burma, Malaya or Singapore,** and fall into two categories:

Category 1:

- Up to seven additional factors of naval units.
- Australian and Indian units which had been deployed to Europe **and additional Australian and Indian units available from *Storm Over Asia* diplomatic and research results.**
- **Chindits.**

These reinforcements do not trigger a reduction in USAT and are not subject to any additional deployment restrictions.

Category 2:

- Additional naval factors in excess of the 10-factor limit,
- British, Canadian or South African ground or air factors.

These reinforcements trigger the following reductions in USAT:

- -1 USAT for every five naval factors (round up) in excess of the 10-factor limit.
- -1 USAT for each ground or air factor, or its naval air equivalent (round up).

and are subject to the following additional deployment restrictions until the outbreak of war between Britain and Japan, **whether or not the U.S. is at war with Germany:**

- Additional naval factors in excess of the 10-factor limit must remain in the India box.
- Each ground or air factor deployed on the mapboard must be balanced by the deployment of one ground or air factor to the India box (the first factor must be in the India box; the second factor may deploy on the mapboard; the third factor must be in the India box; the fourth factor may deploy on the mapboard; and so on). Three NAS are equivalent to one factor (round up).

European

Pacific

Global War (historical)

European (historical)

Pacific (historical)

Barbarossa

North Africa

Battle of the Atlantic

Coral Sea

Midway

Leyte Gulf

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