

Substantive rule changes since the second printing of A World at War (to June 30, 2017)

Segment 1

Table of Contents

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. TERRAIN AND THE MAPBOARD
5. MAPBOARD BOXES
6. COUNTERS
7. SCENARIOS
8. SEQUENCE OF PLAY
9. OFFENSIVE OPERATIONS

Segment 2

Ground Operations

10. GROUND UNITS
11. PARTISANS
12. STACKING

Substantive change (June 30, 2017):

No more than three shock armies may be used in each attack. This change is also set out in the production rules.

12.16 Each shock army result allows one Russian 3-3 infantry unit to end the movement phase overstacked adjacent to an enemy ground unit, up to a limit of three shock armies (nine factors) per ground attack. Shock armies are eliminated after regular ground combat is resolved, before advancing after combat (42.241).

13. MOVEMENT
14. ATTRITION COMBAT
15. OFFENSIVE COMBAT

Substantive change (June 30, 2017):

Seaborne invasions incur mandatory losses based on the attacker's CTL, in the same manner as attacks against fortifications.

15.55 SEABORNE INVASIONS AND ATTACKS AGAINST FORTIFICATIONS: When resolving invasion combat, or ground combat against any hex containing a fortification or fortress, other than beach defenses attacked from land, directional fortifications attacked from behind and tactical atomic attacks (43.424A), the defender has the option of compelling the following results (EXCEPTION: The initial Japanese surprise turn - 51.721):

- A. If the attacker has a CTL of 1 or less, "Ex-2", "d" and "D" results may be treated as "Ex-1" results.
- B. If the attacker has a CTL of 2, "d" and "D" results may be treated as "Ex-2" results.
- C. If the attacker has a CTL of 3 or more, "d" and "D" results may be treated as "Ex-3" results.

16. EXPLOITATION

Segment 3

Air Operations

17. AIR UNITS
18. AIR OPERATIONS

Substantive change (June 30, 2017):

Ground support from CVEs is limited to the number of ground factors involved in the invasion attack.

18.553 GROUND SUPPORT FROM CVEs:

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C. The number of combat factors added to a ground attack by ground support from CVEs may not exceed the number of invading ground factors involved in the invasion attack.

19. AIR COMBAT

Segment 4

Naval Operations

20. NAVAL UNITS

Substantive change (June 30, 2016):

Transports must always be at sea, vulnerable to Axis submarines and raiders.

20.621 CONSTRUCTION: Each transport costs one shipbuilding point and three BRPs to construct.

A. Newly constructed Western Allied transports must first be placed in SW boxes which contain fewer transports than their minimum initial levels (20.631); surplus transports may then be placed in any of the three SW boxes. Transports may not remain in port. The minimum transport levels are:

- **Atlantic:** 15 Western Allied transports.
- **Indian Ocean:** 5 Western Allied transports.
- **Pacific:** 10 Western Allied transports.

20.622 REDEPLOYMENT: After use, Western Allied transports may be redeployed from one location to another during the redeployment phase.

A. Only transports in excess of a location's initial level may be redeployed, and a redeployment may not reduce the number of transports in a location below its initial level. A player may not voluntarily eliminate transports in order to rebuild them elsewhere.

B. Transports may be redeployed in the turn they are constructed. Transports that are used and then redeployed may be used in their new location in the following player turn. Transports may only be used in the location in which they began the turn.

C. Transports may not redeploy from an SW box to a port or mapboard box to avoid enemy SW combat in the following turn. All built Western Allied transports must be in one of the three SW boxes at the end of the Allied player turn; all Japanese transports must be in the Pacific SW box at the end of the Japanese player turn.

20.63 LOCATIONS: Transports may not base in ports except after being damaged by enemy SW combat (20.66), and newly constructed transports are not placed on mapboard hexes like other units. Western Allied transports are placed in the Atlantic, Pacific and Indian Ocean SW boxes; Japanese transports are placed in the Pacific SW box. Transports may not base in ports in order to avoid enemy activity in an SW box and only function if they are in an SW box at the start of their player turn.

Transports are versatile, but whenever they operate they are exposed to enemy attack. Damaged transports used as permitted by 20.636B are also at risk of being sunk if intercepted by Axis air or naval units.

Substantive change (June 30, 2016):

The Allied ability to use transports is never less than one transport for every five transports in a SW box prior to Axis strategic warfare (round up).

20.636 AVAILABLE TRANSPORTS: Once enemy SW combat has been resolved, the number of transports that may be used in an SW box is the greater of:

- A. The number of undamaged transports in the SW box; or
- B. One surviving (undamaged or damaged) transport for every five transports in the SW box at end of the moving player's previous 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 transports that may be so used is limited to the number of transports damaged in the relevant SW box by SW combat in the previous opposing player turn.

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.

21. NAVAL OPERATIONS

Substantive change (June 30, 2017):

One-third of the losses from invasion combat must be taken from destroyers.

21.517 INVASION COMBAT:

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H. INVASION COMBAT LOSSES:

- At least one-third (rounded down) of the ground combat losses incurred by the invasion force must be taken from destroyers if possible.
- The remaining ground combat losses incurred by the invasion force may be taken from ground units that took part in the invasion combat, air factors or CVEs that provided ground support, fleets that provided shore bombardment or destroyers that carried the invading ground units.
- 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.

22. NAVAL INTERCEPTION AND COMBAT

Air-Naval Operations

23. AIR-NAVAL OPERATIONS

Segment 5

Strategic Warfare

- 24. STRATEGIC WARFARE
- 25. SUBMARINE WARFARE
- 26. STRATEGIC BOMBING

Substantive change (June 30, 2017):

Firestorm markers are removed prior to surrender, starting in the Spring turn of the second year after the year in which they occurred.

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).

Segment 6

Logistics

27. UNIT CONSTRUCTION

Substantive change (June 30, 2016):

British units may be built in Canada in extreme circumstances.

27.42 HOME COUNTRY: Units may only be constructed in the constructing major power's home country (EXCEPTIONS: 27.47), subject to the following qualifications and restrictions:

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D. BRITAIN: Ulster is an integral part of Britain. British units may be built in Canada if Britain has surrendered and the British resistance level is zero or less or if all hexes in Britain are isolated or under Axis control (59.82).

Substantive change (June 30, 2017):

Strategic bombers and interceptors may be used in the turn in which they are produced. This change is also set out in the production rules.

27.91 TIMING: SW units may be constructed as follows:

A. INTERCEPTORS AND STRATEGIC BOMBERS: Newly produced interceptors and strategic bombers enter the owning major power's force pool at the end of the research phase and may be constructed immediately, prior to the resolution of SW during both the Axis and Allied player turns. When newly produced interceptors or strategic bombers are constructed in this manner:

- All major powers place their newly produced interceptors and strategic bombers in a SW box and assign them to a front. The Axis complete this step first, then the Allies do the same.
- The newly produced interceptors and strategic bombers are uninverted and may participate in both offensive and defensive SW combat in the turn in which they are created.
- The construction cost of each newly produced interceptor and strategic bomber counts against the construction limit for the owning major power in the turn they are built. The decision to build newly produced interceptors and strategic bombers in this manner is optional, but once made the decision is irrevocable and takes priority over all other construction for that turn.
- interceptors and strategic bombers which already existed may only be built during the unit construction phase and are uninverted at the end of the player turn in which they are redeployed to an SW box (28.82).

B. SUBMARINES, ASW AND TRANSPORTS: Submarines, ASW and transports may only be built during the unit construction phase. Submarines redeployed on the mapboard in the player turn of construction remain inverted in the same manner as naval units (28.81).

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

Substantive change (June 30, 2017):

As part of the oil revisions, Western Allied oil use is not tracked until France surrenders.

33.48 INITIAL WESTERN ALLIED OIL RESERVE: Until the start of the first Allied player turn following the fall of France, Western Allied oil consumption is not tracked and the Western Allied oil reserve is deemed to contain six oil counters.

Substantive change (June 30, 2017):

The oil usage rules have been simplified. The main change is set out below; ancillary changes are found in other parts of the oil rules.

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. The effects are:

A. AIR: One oil counter is required to offset the air oil effect. This eliminates the air oil effects for 25 air factors and permits the owning player to expend additional oil counters to use additional air factors. All the alliance faction's AAF, including associated and allied minor country AAF, air transports, jets, interceptors and strategic bombers are counted; NAS, whether land- or carrier-based, and kamikazes are not.

• ...

B. NAVAL: One oil counter is required to offset the naval oil effect. This eliminates the naval oil effects for two TFs and permits the owning player to expend additional oil counters to use additional TFs.

• ...

C. ARMY: One oil counter is required to offset the army oil effects.

• ...

D. CONSTRUCTION: Construction at normal construction costs requires the expenditure of oil counters. Subject to overall construction limits: the affected alliance faction may build up to 25 BRPs of units at normal construction costs if one oil counter is expended; up to 50 BRPs if two oil counters are expended; up to 75 BRPs if three oil counters are expended, and so on (27.35). Additional units are built at double the normal construction cost (27.13B; see also 27.14). A major power is considered to have incurred the construction oil effect if its alliance faction does not spend at least one oil counter to allow up to 25 BRPs of builds at normal construction cost.

E. ECONOMIC: There is no economic oil effect as such. If an alliance faction's oil reserve is not full at the end of a year, the BRP growth rates for each major power in that alliance faction is reduced by 5% for each missing oil counter, to a maximum reduction to a 0% growth rate. This determination is made during the YSS and the BRP growth rate used is the growth rate for the major power for the year in question: Germany, Britain, France, Italy: 1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%; up to the maximum allowed for each country; Russia and Japan: 50% (35.31). This has no effect on the BRP growth rate used for negative BRP growth (35.35).

34. WEATHER

Segment 7

Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

36. MOBILIZATION

Substantive change (June 30, 2015):

Russian and American mobilizations schedules more structured. These changes are reflected in the RGT, USAT and USJT section of the diplomatic rules.

36.11 TIMING: Mobilization represents the conversion of civilian factories to military production and has the economic and military effects set out below in each turn in which mobilization occurs. Mobilization increments are triggered for each major power in the following turns.

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D. RUSSIA: Russia mobilizes as follows:

- 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.
- The second Russian mobilization occurs two turns after the first Russian mobilization.
- The third Russian mobilization occurs two turns after the second Russian mobilization.
- The fourth Russian mobilization occurs in the turn immediately after the third Russian mobilization.
- The fifth Russian mobilization occurs in the turn immediately after the fourth Russian mobilization.
- If war breaks out between Russian and Germany, Russia mobilizes every turn. If one of the first two Russian mobilizations is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

Until war breaks out between Russian and Germany, the first two Russian mobilizations take two turns to complete. After those mobilizations are completed, or possibly sooner if war breaks out between Russian and Germany, each Russian mobilization is completed in a single turn. Since each of the first two Russian mobilizations must be completed before the next Russian mobilization occurs; Russia may never mobilize its first two mobilizations faster than one mobilization every two turns unless war breaks out between Russian and Germany.

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G. U.S.: The U.S. mobilizes independently in each theater, as set out below. The effective tension level for each theater is determined at the end of the Allied diplomatic phase, immediately after a die roll is made to determine the effective tension level for that turn (49.851A, 49.852A):

- In Europe:
 - The first American mobilization occurs when the effective USAT tension level reaches 10, or Summer 1940, whichever is earlier.
 - The second American mobilization occurs when the effective USAT tension level reaches 20, or Winter 1940, whichever is earlier.
 - The third American mobilization occurs when the effective USAT tension level reaches 30, or Summer 1941, whichever is earlier.
 - All subsequent American mobilizations occur every turn, until all 12 of American mobilizations are completed.
 - The U.S. mobilizes every turn, regardless of the USAT level, if war breaks out between the U.S. and Germany.
- In the Pacific:
 - The first American mobilization occurs when the effective USJT tension level reaches 10, or Winter 1940, whichever is earlier.
 - The second American mobilization occurs when the effective USJT tension level reaches 20, or Summer 1941, whichever is earlier.
 - The third American mobilization occurs when the effective USJT tension level reaches 30, or Winter 1941, whichever is earlier.
 - All subsequent American mobilizations occur every turn, until all 12 of American mobilizations are completed.
 - The U.S. mobilizes every turn, regardless of the USJT level, if war breaks out between the U.S. and Japan.

37. INDUSTRIAL CENTERS

Substantive change (June 30, 2017):

Russia ICs retain their value when captured.

37.43 VALUE OF CAPTURED ICs: When the Axis capture an IC, it gains the full value of the IC, which is then treated as a conquest worth the BRP value of the IC at the time it is captured. 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

Segment 8

Research and Intelligence

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

Segment 9

Diplomacy and Politics

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

Segment 10

Surrender of Major Powers

- 54. GENERAL
- 55. GERMAN SURRENDER

Substantive change (June 30, 2017):

Germany may surrender without Berlin being captured by the Allies; Germany may also continue fighting once Berlin falls.

55.11 GERMAN RESISTANCE LEVEL: At the end of each Allied player turn, the German Resistance Table is consulted to determine whether Germany surrenders. Germany surrenders at the end of any Allied player turn in which the German resistance level is zero or less, whether or not Berlin is under Allied control or has an atomic attack marker in it.

German Resistance Table - 55.11	
+/-#	German DP level as calculated at the end of the current Allied player turn. The German DP level may be negative.
+2	German control of Berlin.
+1	German control Breslau, Essen, Cologne or Leipzig (+1 for each).
+1	German control of Berchtesgaden.
-1	For each German city that has been firestormed (cumulative).
-#	For each atomic attack against Germany (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Germany surrenders.	

56. ITALIAN SURRENDER
 57. JAPANESE SURRENDER

Substantive change (June 30, 2017):

The Japanese Resistance Table has been simplified:

- *Taipei (Formosa) is a -1 modifier.*
- *Allied control of 12 or more island groups is an additional -1 modifier.*
- *Unbuilt Japanese units are no longer counted.*

Japanese Resistance Table - 57.11	
Situation Modifiers	
-1	Allied control of Peking, Shanghai, Nanking, Canton, Harbin, Mukden, Seoul, Taipei or Okinawa (-1 for each).
-1	For every ten unbuilt Japanese ground/army air factors
Cumulative Modifiers	
-1	If the Western Allies control at least 8, but less than 12, island groups (round down).
-2	If the Western Allies control 12 or more island groups (round down).

58. FRENCH SURRENDER

Substantive change (June 30, 2015):

The French surrender level is no longer automatically +1 after a voluntary French surrender.

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

Substantive change (June 30, 2017):

The three French North African colonies have graduated alignments when France surrenders.

58.531 After Germany has announced whether or not it is establishing Vichy France, the political alignment of the French colonies is determined by a die roll for Lebanon-Syria and a second die roll for Tunisia-Algeria-Morocco.

- A. The die roll for the French colonies is modified by the French surrender level and by +3 if Vichy France was established.
- B. French colonies that do not become Free French become Vichy French if Vichy France was established, and become independent, neutral minor countries if Vichy France was not established (58.532).
- C. Britain receives the prorated BRPs for Free French colonies at the start of the next Allied player turn. All Free French colonial hexes become British-controlled, with the exception of Axis-controlled hexes, which remain under Axis control.:
- D. Lebanon-Syria becomes Free French on a modified die roll of 3 or lower.

E. For French North Africa:

- Morocco becomes Free French on a modified die roll of 3 or lower.
- Algeria and Morocco become Free French on a modified die roll of 2 or lower.
- Tunisia, Algeria and Morocco also become Free French on a modified die roll of 1 or lower.

59. BRITISH SURRENDER

Substantive change (June 30, 2016):

A British surrender does not trigger a U.S. election. This change is reflected in other parts of the British surrender rules.

59.14 If the Axis accept a British surrender offer:

- A.** The size of the British ground and air force pools is adjusted and portions of the Royal Navy may be eliminated. Commonwealth force pools are unaffected.
- B.** A British surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction alongside what remains of Britain after Britain surrenders unless Russia is also in a state of surrender and Japan has not surrendered (62.91).

60. RUSSIAN SURRENDER

Substantive change (June 30, 2016):

A Russian surrender does not trigger a U.S. election.

60.22 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 (June 30, 2017):

Russia never stops fighting; instead it incurs adverse force pool and BRP effects when its resistance level drops to zero or less.

60.12 RUSSIA CONTINUES FIGHTING: If the Russian resistance level is zero or less, Russia is considered to be in a state of surrender for victory condition purposes (62.91), but no matter how low the Russian resistance level drops, Russia never surrenders as such and continues to fight, although its ability to do so may be fatally impaired by BRP and units losses.

60.2 BRP EFFECTS:

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.

60.22 SUBSEQUENT TURNS: The BRP effects described above are implemented for every turn the Russian resistance level is zero or less.

60.3 FORCE POOL EFFECTS:

60.31 20 BRPs OF UNITS REMOVED FROM PLAY: If the Russian resistance level less than zero at the end of an Allied player turn, Russia permanently removes 20 BRPs of units from play for each negative Russian resistance level (Russian resistance -1: 20 BRPs of units; Russian resistance -2: 40 BRPs of units; Russian resistance -3: 60 BRPs of units; and so on), as follows. Russia does not remove units if the Russian resistance level is zero or higher.

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

- One 4-5 armor unit.
- One AAF.
- Three 3-3 infantry units.
- If no 4-5 armor units are available, Russia removes a 3-5 armor unit and two additional infantry factors.

B. SOURCES OF REMOVED UNITS: The removed units are taken from the following sources, in the indicated order:

- Mobilized units which have not yet entered the Russian force pool.
- Unbuilt units.
- Built units which are on the mapboard or in the Urals box. The Russian player decides which units.

60.32 SUBSEQUENT TURNS:

A. REMOVAL OF ADDITIONAL UNITS: Once a negative Russian resistance level has triggered the removal of Russian units, Russia does not remove additional units in subsequent turns unless the Russian resistance level decreases.

EXAMPLE: At the end of the Fall 1942 Allied player turn, the Russian resistance level is -3. Russia removes 60 BRPs of units. At the end of the Winter 1942 Allied player turn, the Russian resistance level is -2. Russia does not remove an additional 40 BRPs of units. Russia would only remove additional units in Winter 1942 if the Russian resistance level dropped to -4 or less.

B. REMOVED UNITS NOT COUNTED WHEN CALCULATING THE RUSSIAN RESISTANCE LEVEL: Russian units removed from play are not considered to be unbuilt when calculating the Russian resistance level in subsequent turns.

61. CHINESE SURRENDER
62. U.S. ELECTIONS

Substantive change (June 30, 2016):

British and Russian surrenders do not trigger a U.S. election. This change is reflected in other parts of the U.S. election rules.

62.21 TRIGGERING EVENTS: A U.S. election occurs at the following times:

A. AFTER THE 1945 YSS: Immediately after the 1945 YSS, in every game.

B. IF THE U.S. IS SUBJECT TO ATOMIC ATTACK: At the end of any game turn in which the continental U.S. is subject to a successful German atomic attack.

The Nazi-Soviet Pact and Eastern Europe

- 63. EASTERN EUROPE
- 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
- 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

Substantive change (June 30, 2017):

Germany may deactivate Vichy France by declaring war on it when the Allies attack a Vichy French North African colony.

77.51 DECLARATION OF WAR REQUIRED: A declaration of war on Vichy France is permitted only in the following circumstances:

A. Germany, Britain and the U.S. may declare war on Vichy France if Germany and the U.S. are at war. A declaration of war on Vichy France may be made at the same time as a German declaration of war on the U.S. or an American declaration of war on Germany.

B. Germany may declare war on Vichy France in the turn in which it makes a reaction die roll as a result of an Allied attack on a French North African colony in the previous turn (49.633). Otherwise Germany may not declare war on Vichy France prior to U.S. entry into the war.

C. Britain may not declare war on Vichy France prior to U.S. entry into the war unless a diplomatic result of “7” or “8” for Vichy France is in effect.

Segment 14

China, Manchuria and Siberia

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

Segment 15

Minor Countries

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

87. WESTERN EUROPE

Substantive change (June 30, 2015):

Spain is not fully conquered unless the attacker controls both Madrid and Tangiers, although for BRP purposes Madrid is sufficient.

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

- 84. ASSOCIATED MINOR COUNTRIES
- 85. MINOR ALLIES
- 86. SCANDINAVIA
- 87. WESTERN EUROPE
- 88. THE MIDDLE EAST
- 89. THE FAR EAST

Research Tables

Substantive change (June 30, 2017):

Radar results no longer give a +1 modifier for Air and Naval Nationalist DRM research.

Air Nationality DRM

Modifiers:

+1 For each radar research result achieved.

-# For the Air Nationality DRM of the senior partner in the rolling alliance faction (-1 for an Air Nationality DRM of 1; -2 for an Air Nationality DRM of 2; and so on).

Substantive change (delete radar modifier):

Naval Nationality DRM

Modifiers:

+1 For each radar research result achieved.

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

Diplomatic Tables

Player Aids

Scenario Cards

Sequence of Play

Scenarios

Global War

Substantive change (June 30, 2015):

Prior to the outbreak of war between Britain and Japan:

- *The rate at which Britain may transfer forces to the Pacific theater is limited.*
- *For units that attract a USAT penalty, half of the units transferred must remain in the India box until the outbreak of war between Britain and Japan.*

Transfer of Additional Forces to the Pacific Theater: Each turn before the outbreak of war between Britain and Japan, Britain may transfer a maximum of four increments of units (each ground factor, three air squadrons or five naval factors counts as one increment) to the Pacific theater, with the following USAT effects:

- **No USAT penalty:**

- Up to seven factors of naval units.
- Australian and Indian units which had been deployed to Europe.
- The Chindit.

- **USAT penalty:** For units that trigger a USAT penalty, each factor deployed on the mapboard must be balanced by deploying at least one factor or squadron of a comparable type to the India box (armor for armor; infantry for infantry; AAF for AAF; NAS for NAS; naval factors for naval factors).

- Additional naval factors (-1 for every five naval factors (round up) in excess of the 10-factor limit)
- British, Canadian or South African ground or air factors (-1 USAT for each factor).

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

Examples of Play