

A WORLD AT WAR Diplomatic Record Sheet

Axis: _____ Allies: _____ Date: _____

	19	19	19	19	19	19	19				
Albania											
Austria											
Bel/Lux.								Turn	RGT	USAT	USJT
Bulgaria*								Spr 19			
Czechoslovakia								Sum 19			
Finland*								Fall 19			
France								Win 19			
Greece*								Spr 19			
Hungary*								Sum 19			
Ireland								Fall 19			
Italy								Win 19			
Norway								Spr 19			
Poland								Sum 19			
Rumania*								Fall 19			
Spain								Win 19			
Sweden*†								Spr 19			
Turkey*								Sum 19			
Ukraine*								Fall 19			
USAT								Win 19			
Vichy France								Spr 19			
Yugoslavia*†								Sum 19			
Intelligence								Fall 19			
* Russian DPs may be placed in the country.								Win 19			
† May not be named by Russia until Germany is at war with Russia.								Spr 19			
Notes								Sum 19			
								Fall 19			
								Win 19			
								Spr 19			
								Sum 19			
								Fall 19			
								Win 19			

Russo – German Tension Record

Axis: _____ Allies: _____ Date: _____

		19				19				19				19				19			
		Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
Automatic	<i>+1</i>	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
Allied major powers at war¹	+																				
Russian mobilizations²	+/-																				
No Nazi-Soviet Pact	<i>+1</i>																				
Poland unconquered³	<i>+1</i>																				
Axis penetration of the Balkans⁴	<i>+1</i>																				
Axis ground units in Britain	<i>+1</i>																				
Japan has surrendered	<i>+2</i>																				
Axis territorial acquisitions ⁵	+																				
Axis expansion ⁶	+																				
Rus. penetration of the Balkans⁷	<i>-1</i>																				
Russian expansion ⁸	-																				
Current turn tension change																					
Tension level																					
Cohesion level																					
Russian mobilizations (5)																					

1. Two or more Allied major powers at war with Germany: (+1); one Allied major power at war with Germany: (+2); no Allied major power at war with Germany: (+3).
 2. If Russia has fewer than 7 ICs, because it did not mobilize all its idle factories in Gathering Storm; +1 for the first Russian civilian factory mobilized (the mobilization allowed when RGT level = 10); +2 for the next mobilization; and so on.
 3. If the Nazi-Soviet Pact is in effect
 4. Axis have attacked or achieved a diplomatic result of “7” or more in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey: (+1).
 5. Axis control of Paris, London: (+2); Birmingham, Manchester: (+1).
 6. Axis gain control of one or more hexes in Finland (+1), Hungary (+2), Rumania (+2), Bulgaria (+2), Turkey (+6), Finnish border hexes (+2), Bessarabia (+2), one or more Persian hexes adjacent to Russia (+2); Axis control of eastern Poland (+4); Axis declare war on the Baltic States (+6), Effects are determined separately for each minor country and territory.
 7. If Russia has attacked or achieved a diplomatic result of “0” or less in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum -1 per game turn). A Russian occupation of Bessarabia does not trigger this modifier.
 8. Each Russian declaration of war against a minor neutral: -1. Russian occupation of eastern Poland: -1. Russia gains control of one or more hexes in any territory west of the Nazi-Soviet Pact line except for Finland: Hungary (-4), Rumania (-4), Bulgaria (-4), Turkey (-12); for other minor countries, -2 for every five BRPs in the minor country. Effects are determined separately for each minor country.



U.S. - Axis Tension Record



Axis: _____ Allies: _____ Date: _____

		19				19				19				19				19			
		Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
Automatic	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
DPs and covert operations	+/-1																				
Allied major powers at war¹	+																				
Axis ground units in Britain	+1																				
Axis ground units in Russia	+1																				
Axis gains in Mediterranean²	+1																				
Japan and the U.S. at war	+1																				
If Japan has surrendered	+2																				
Axis offensive operations ³	+																				
Axis declarations of war ⁴	+																				
Axis bombing ⁵	+																				
Axis territorial acquisitions ⁶	+																				
German atomic attacks ⁷	+																				
Allied aggression ⁸	-																				
Allied bombing ⁹	-																				
British reinforcement of Asia ¹⁰	-																				
Post-election modifiers ¹¹	+																				
Current turn tension change																					
Actual tension level																					
Random tension variation ¹²																					
Effective tension level																					
American mobilizations (12)																					

- Two or more Allied major powers at war with Germany: (+1); one Allied major power at war with Germany: (+2); no Allied major power at war with Germany: (+3).
- Axis control of any of Madrid, Gibraltar, any city in Egypt or any hex in Palestine, Transjordan, Iraq, Lebanon-Syria, Persia or Turkey (maximum +1 per game turn). Control of Lebanon-Syria solely as a result of a British attack and control of hexes by Axis partisans do not count.
- For every 15 Axis BRPs spent on offensive operations (a remnant of seven or fewer BRPs is ignored): (+1).
- Axis declarations of war against a major power: (+2); Axis declarations of war against a minor neutral: (+1).
- If 10 or more Western Allied BRPs are lost to Axis bombing: (+1 maximum each turn).
- Axis control of Paris, London, Moscow, Baku: (+2); Birmingham, Manchester, Gibraltar, Malta, Baghdad or any city in Egypt (+1 for each; capture of more than one Egyptian city does not trigger an additional modifier), Leningrad, Stalingrad, Maikop or Grozny: (+1); each IC captured by the Axis: (+1).
- Each German atomic attack against Britain: (+5); Each German atomic attack against Russia: (+3).
- Western Allied declaration of war on Italy, Russian declaration of war on Germany: (-2); Western Allied declarations of war against a minor neutral: (-2); Russian declarations of war against a minor neutral: (-1); Russian occupation of eastern Poland: (-1); each Russian subversion attempt: (-1); Western Allied mining of Norwegian waters without Norwegian permission: (-1).
- If 10 or more Axis BRPs are lost to Allied bombing: (-1 maximum each turn).
- 1 for every British, Canadian or South African ground or air factor sent to the Far East before the outbreak of war between Britain and Japan (EXCEPTIONS: Australian and Indian units returning to the Far East; the Chindit); if there are more than 10 British naval factors in India or the Far East before the outbreak of war between Britain and Japan: -1 for every five naval factors (round up) in excess of the 10-factor limit).
- Each major power other than the U.S. at war with Germany (+1) (This modifier supersedes the normal modifier for the number of major powers at war with the Axis); if the British resistance level at the end of the previous game turn was "0" or less (+2); if the Russian resistance level at the end of the previous game turn was "0" or less (+2).
- Die roll = 1: (-2); die roll = 2: (-1); die roll = 3,4: (-); die roll = 5: (+1); die roll = 6: (+2). Effects last until the next roll.



U.S. - Japanese Tension Record



Axis: _____ Allies: _____ Date: _____

		19				19				19				19				19			
		Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
Automatic	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
USJT level negative	+1																				
Japanese mobilizations¹	+																				
Oil embargo²	+1																				
Japan controls French Indoch	+1																				
Germany and the U.S. at war	+1																				
Japan at war with Russia³	+																				
Japanese shipbuilding increase ⁴	+#																				
Japan launches a 3+factor ship	+1																				
Japanese fortification construction	+1																				
Japanese offensive operations ⁵	+																				
Japanese conquests ⁶	+																				
Japanese bombing ⁷	+																				
Japanese declarations of war ⁸	+																				
Paris captured by Axis	+2																				
British surrender	+5																				
Russia declares war on Japan	-2																				
Post-election modifiers ⁹	+																				
Current turn tension change																					
Actual tension level																					
Random tension variation ¹⁰																					
Effective tension level																					
Japanese mobilizations (4)																					
American mobilizations (12)																					

1. Each Japanese mobilization, beginning in the turn in which it occurs, unless Japan is at war with a neutral Russia (the Japanese automatic Fall 1939 mobilization is not counted): (+1).
2. If an oil embargo against Japan is in effect.
3. Germany and Japan at war with Russia: (+2).
4. For the first Japanese shipbuilding increase: +1; for the second: +2; for the third: +3; and so on.
5. For every 15 Japanese BRPs spent on offensive operations (a remnant of seven or fewer BRPs is ignored): (+1).
6. Japanese capture of Canton, Chungking, Nanking, Peking, or Shanghai: (+1 for each).
7. Japanese bomb China or the India box: (+1).
8. Japanese declaration of war on Britain: (+4, or the USJT level automatically goes to 20); Japanese declaration of war on Russia, if it is at war with Germany: (+2).
9. Each major power other than the U.S. at war with Japan (+1); if Australia has surrendered (+1).
10. Die roll = 1: (-2); die roll = 2: (-1); die roll = 3,4: (-); die roll = 5: (+1); die roll = 6: (+2). Effects last until the next roll.