

A WORLD AT WAR Diplomatic Record Sheet

Axis: _____ Allies: _____ Date: _____

	1939	1940	1941	1942	1943	1944	1945-46				
Bel/Lux. (0)											
Bulgaria* (+3)								Turn	RGT	USAT	USJT
Finland* (+1)								Fall 1939			
France								Win 1939			
Greece* (+1)								Spr 1940			
Hungary* (+5)								Sum 1940			
Ireland (0)								Fall 1940			
Italy								Win 1940			
Norway (0)								Spr 1941			
Rumania* (+4)								Sum 1941			
Spain (0)								Fall 1941			
Sweden**† (0)								Win 1941			
Turkey* (0)								Spr 1942			
Ukraine* (+1)								Sum 1942			
USAT								Fall 1942			
Vichy France								Win 1942			
Yugoslavia**† (+1)								Spr 1943			
Intelligence								Sum 1943			
* Russian DPs may be placed in the country.								Fall 1943			
† May not be named by Russia until Germany is at war with Russia.								Win 1943			
Notes								Spr 1944			
								Sum 1944			
								Fall 1944			
								Win 1944			
								Spr 1945			
								Sum 1945			
								Fall 1945			
								Win 1945			
								Spr 1946			
								Sum 1946			
								Fall 1946			



Russo – German Tension Record



Axis: _____ Allies: _____ Date: _____

		1939		1940				1941				1942				1943			
		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
Allied major powers at war ¹	+	+1																	
Russian mobilizations ²	+																		
Poland unconquered	+5																		
Axis penetration of the Balkans ³	+1																		
Axis ground units in Britain	+1																		
Japan has surrendered	+2																		
Axis territorial acquisitions ⁴	+																		
Axis expansion ⁵	+																		
Rus. penetration of the Balkans ⁶	-1																		
Russian expansion ⁷	-																		
Current turn tension change																			
Tension level																			
Russian mobilizations (5)																			

- 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).
- Each Russian mobilization, beginning with the RGT level = 10 mobilization: (+1).
- Axis have attacked or achieved a diplomatic result of “7” or more in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey: (+1).
- Axis control of Paris, London: (+2); Birmingham, Manchester: (+1).
- 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 declare war on the Baltic States (+6), Effects are determined separately for each minor country and territory.
- 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.
- 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: _____

		1939		1940				1941				1942				1943			
		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
DPs and covert operations	+/-1																		
Allied major powers at war ¹	+	+1																	
Axis ground units in Britain	+1																		
Axis ground units in Russia	+1																		
Axis gains in Mediterranean ²	+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 ¹⁰	+																		
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: _____

		1939		1940				1941				1942				1943			
		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
Japanese mobilizations ¹	+																		
Oil embargo ²	+1																		
Japan controls French Indoch	+1																		
Germany and the U.S. at war	+1																		
Japan at war with Russia ³	+																		
Japanese shipbuilding increase ⁴	+#																		
Japan launches a 3+factor ship	+1	+1						+1	+1		+1			+1					
Japanese fortification construction	+1																		
Japanese offensive operations ⁵	+																		
Japanese bombing ⁶	+																		
Japanese declarations of war ⁷	+																		
Paris captured by Axis	+2																		
British surrender	+5																		
Russia declares war on Japan	-2																		
Post-election modifiers ⁸	+																		
Current turn tension change																			
Actual tension level																			
Random tension variation ⁹																			
Effective tension level																			
Japanese mobilizations (4)		M1																	
American mobilizations (12)																			

1. Each Japanese mobilization, beginning in the turn in which it occurs (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 bomb China or the India box: (+1).
7. Japanese declaration of war on Britain: (+4, or the USJT level automatically goes to 20); Japanese declaration of war on Russia: (+2).
8. Each major power other than the U.S. at war with Japan (+1); Japanese air units bomb the Australia box (+1); if Australia has surrendered (+1).
9. 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.