

Index

AAF.....	3.11	defensive air missions	18.6
AAS.....	3.11	assist friendly naval units at sea	18.63
Abadan	33.22C, 33.4723	defensive air support.....	18.61
accelerating construction of naval units	27.7272B	interception of attacker air transport activities	18.621
adjacent units	3.11	employment.....	18.4
advance after combat	15.9	air interactions.....	18.47
advanced submarines	20.78	one mission per player turn	18.41
on board attacks by.....	22.941	returning to base	18.46
SW by.....	25.73	offensive air missions.....	18.5
Ahwaz	33.22D, 33.4723	airdrops	10.52
air attacks on naval units.....	23.4	air supply.....	18.53
air attack dice rolls	23.44	air transport.....	18.54
air defense dice roll	23.42	assist friendly naval units at sea	
at sea		attack enemy naval units at sea.....	23.8
carrier-based air units	22.47, 23.7	provide air cover	22.4421, 23.2
effect of defending air on	23.412	search.....	22.4422
land-based air units	22.48, 23.8	attacks on bases by patrols.....	21.41H, 23.6
naval units returning to base.....	23.47	attacks on naval bases	23.5, 23.6
effects independent.....	23.444	BRP grants to China over the Hump.....	40.85
escape of naval units	23.462	counterair	18.52
in naval bases		counter-interception of air units intercepting air transport	18.622
carrier-based air units	23.6	ground support.....	18.55
damaged naval units	23.48	interception of defensive air support.....	18.56
effect of defending air on	23.411	strategic bombing.....	26
land-based air units	23.5	range	18.3
losses from mixed forces.....	20.57	interceptors.....	17.82
submarines		operational	18.45
in port or at sea, not subject to.....	20.77	strategic bombers	17.72
on patrol during opponent's turn, subject to	21.4176C	staging.....	18.2
target selection.....	23.43	Air Range Effects Table	17.72
airbases.....	3.11, 18.14	air squadron.....	3.11
initial placement at start of scenario	18.141	conversion to AAF	23.14
number provided to each major power	18.14	distinction with air factor	17.14
operational.....	3.11	land-based, multiple use of	23.16
placement of.....	18.142	operations	23.11
recycling of.....	18.143	air strikes	see air attacks on naval units
removal when enemy-controlled or unsupplied	18.147	air supply	18.53
airborne	10.5	air transports required.....	18.532
air combat.....	19	subject to interception	18.534
between army and naval air units	19.51	air transport	17.6, 18.54
between strategic bomber force and defending air units	26.45	during redeployment	28.36
losses from mixed forces.....	19.6	effect on ground unit movement	18.547
for strategic bomber forces	26.454	eligible units	18.543
modifiers.....	19.3	subject to interception	18.546
resolution	19.4	air units.....	17
Air Combat Table	19.2	air transport.....	17.6
air cover.....	22.4421, 23.2	army air units.....	17.2
against land-based air attacks.....	23.22	displaced.....	18.26
during naval combat.....	22.41G, 23.23	effect of displacement	18.263
no BRP cost except for offensive missions	23.21D	effects of partial supply on	30.523
Air Defense Table	23.42	effect of redeployment on	28.81
airdrops.....	10.52	interceptors	17.8
interception by defending air units	10.54	inversion of.....	18.42
movement prohibited following.....	10.56	when constructed	27.81
no automatic supply following.....	10.57	jets.....	17.5
no effect of ZoCs on.....	10.58	kamikazes	17.4
restrictions on	10.53	naval air units	17.3
air factor	3.11	offensive operations	9.2
distinction with air squadron.....	17.14	operational	3.11
Air Nationality Chart	19.31A, 23.441A	partial air counters	17.9
air-naval operations.....	23	sea transport of	21.436
air attacks on naval units	23.4	stacking limits.....	12.4, 18.12
at sea		strategic bombers.....	17.7
carrier-based air units.....	23.7	uninversion of.....	33.9
land-based air units	23.8	Alaska highway.....	40.7
in naval bases		alliance faction.....	3.11
carrier-based air units.....	23.6	Allied, Allies	3.11
land-based air units	23.5	Allied unpreparedness.....	51.7
air cover	23.2	surprise effects during	
combat air patrol	23.3	Allied player turn.....	51.73
air operations.....	18	Japanese player turn.....	51.72
basing.....	18.1	Anglo-French cooperation restrictions	53.2

activities			
permitted	53.252		
prohibited	53.251		
hexes, prohibited	53.23		
Arabia	88.2		
armor	10.3		
army air units	17.2		
conversion to AAS	23.13		
strategic bombing, may be used for	26.422		
associated minor countries	3.11, 84		
association	84.1		
effects of	84.4		
in Asia	84.3		
in Europe	84.2		
geographical restrictions	84.46		
unit construction	84.47		
ASW	3.11, 20.8, 25.2		
Atlantic U.S. box	5.2		
naval units based in the	21.14		
redeployments to and from the	28.751		
atomic attacks (and atomics)	43		
markers	43.31		
removal of	26.82, 43.37		
multi-target	43.5		
strategic	43.2		
effects of	43.3		
diplomatic	43.33		
economic	43.34		
political	43.32		
tactical	43.4		
military	43.42		
rocket and strategic bomber	43.44		
submarine	43.43		
attrition combat	9.61, 14		
attrition zones	14.211		
determining attrition levels	14.2		
eligible units	14.22		
ineligible units	14.23		
resolution	14.4		
modifiers	14.42		
selecting "2C" result instead of "1C/1H" result	14.43		
results			
counters	14.5		
restrictions on losses	14.52		
hexes	14.6		
ineligible hexes	14.62		
retreats	14.7		
separate attritions	14.3		
Attrition Table	14.41		
Australia	71		
Australian forces	71.12		
geographical restrictions on	71.13		
unit construction	71.15		
Australia box	5.5, 71.2		
combat involving the	71.3		
entering and leaving the	71.22, 71.23		
Japanese forces adjacent to the	71.4		
naval operations from the	71.71		
naval units based in the	21.17		
redeployments to and from the	28.755		
supply from the	71.61		
Australian surrender	71.5		
Axis	3.11		
Baku	33.22E		
Balkans	3.11, 49.91B		
Baltic States, the	65		
conquest of	65.2		
control for BRP purposes	65.12		
beginning a game	7.3		
Belgium and Luxembourg	49.91A, 87.1		
Bessarabia	66		
border war	66.2		
restrictions on Russian units	66.22		
conquest of	66.3		
Russian territorial demands	66.1		
Russo-Rumanian war	66.4		
breakthroughs	16.1		
against vacant hexes	16.14		
bridgeheads	31		
combat effects	31.6		
placement as a result of	31.2		
seaborne invasions	31.22		
overruns	31.24		
river crossings	31.23		
removal of	31.4		
stacking in	31.5		
supply	31.7		
when placed	31.3		
British Asian colonies	74		
British Commonwealth	82.61		
Australia	71		
Canada	70.1		
India	72		
South Africa	70.2		
British Concession Table	59.61		
British Resistance Table	59.21		
British surrender	59		
after a	59.9		
effects of a	59.5		
German-British negotiations	59.6		
German forbearance	59.7		
BRPs (Basic Resource Points)	3.11		
BRP calculations	35		
BRP base	35.21		
growth	35.3		
rates	35.31		
reduction of	35.42		
BRP gains and losses	35.6		
contested areas	35.64		
prorating and timing	35.7		
BRP totals	35.5		
construction limits	27.3		
deficit spending	39.2		
non-base BRP deficits	35.53		
spending limits, China only	39.11		
U.S. economy	35.8		
BRP costs	9.5		
attacks by isolated units	9.8		
attributing to a front	9.75		
no cost for SW or rockets	9.56		
offensive operations	9.5		
only paid once	9.57		
timing of BRP expenditures	9.58		
unit construction	27.11		
BRP grants	40		
American	40.33		
Axis	40.32		
by sea, transport or destroyer requirements	40.221		
effect of	40.23		
mechanics	40.2		
restrictions	40.3		
to China via	40.8		
the Burma Road	40.84		
Chinese ports and French Indochina	40.83		
the Hump	40.85		
to Russia via			
Murmansk convoys	40.4		
Persia	40.5		
Siberia	40.7		
Turkey	40.6		
Brunei	33.22I, 33.4522		
Burma Road	40.84		
restrictions on use	40.841		
supply to China via	30.326		
CA (cruisers)	3.11, 20.24		
Canada	70.1		
CAP (combat air patrol)	3.11, 23.3		
capital-ports	4.615		
capitals	3.11, 4.612		
capital ships	20.25		
carriers	see fast carriers		
China	3.11		
BRP grants to	40.8		
Communist	see Communist China		

Nationalist	see Nationalist China	
Nationalist-Communist cooperation restrictions	53.5	
Chindit, the.....	10.6	
Chinese forces, restrictions on.....	80	
attacks at less than 1:1 odds prohibited.....	80.21	
geographical restrictions	80.3	
Chinese occupation policies	44.33	
Chinese Resistance Table	61.11	
Chinese surrender	61	
cities	4.611, 4.616	
codebreaking.....	25.67, 48	
cards only used once	48.8	
mechanics	48.2	
Pearl Harbor	48.71	
strategic effects.....	48.6	
submarine warfare and ASW effects	48.4	
tactical effects.....	48.5	
timing.....	48.3	
code names.....	41.51	
colonies	3.11, 83.33, 83.4	
combat.....	see air, attrition, naval or offensive combat	
combat air patrol	23.3	
one-third restriction	23.32	
combat groups.....	22.42	
Combat Results Table (CRT).....	15.6	
combat training levels	15.8	
effects on		
attrition combat	14.42	
breakthroughs and exploitation	15.82B	
ground attacks.....	15.82A	
starting levels.....	41.921	
commandos	10.8	
Communist China	79	
BRP costs	79.5	
conquest and hex control.....	79.7	
offensive operations	79.3	
restrictions	see Chinese forces, restrictions on	
supply	79.6	
unit construction.....	79.4	
Communist subversion	44.24, 49.42, 63.51A	
Axis reaction die rolls resulting from	49.634	
conquest of minor countries	see minor countries	
construction costs.....	27.1	
reconstruction costs doubled.....	27.13	
construction limits.....	27.3	
increases in	27.35	
reductions in	27.34	
due to British transport shortages.....	20.6331	
due to flying bombs and rockets	26.653	
due to strategic bombing	26.71B	
contested areas	35.64	
cooperative conquests	83.5	
counterair	18.52	
attacks against enemy bases.....	22.43	
effects on defending air units.....	18.43, 18.526	
counter-intelligence	45	
accumulation of results prohibited.....	45.41	
effects	45.21	
restrictions	45.5	
timing.....	45.31	
counter-interception.....	22.16	
counters	3.11, 6	
air.....	6.2	
event	6.7	
ground unit	6.1	
installations.....	6.6	
naval	6.2	
specialized	6.5	
status.....	6.4	
SW (strategic warfare).....	6.3	
covert operations.....	47	
accumulation of results prohibited.....	47.61	
effects of	47.2	
negated by counter-intelligence	47.41	
Russo-Allied cooperation.....	47.5	
timing.....	47.3	
critical hits	20.525	
crossing arrows	4.63	
CRT (Combat Results Table).....	3.11	
cruisers	20.24	
CV (fleet carriers).....	3.11, 20.112, 20.31	
CVB (super carriers).....	3.11, 20.112, 20.31	
CVE (escort carriers)	3.11, 20.4	
modify SW combat dice rolls	25.64	
CVL (light carriers).....	3.11, 20.112, 20.31	
damage markers, removal of	26.8	
declarations of war.....	50	
cost.....	50.2	
minor country exceptions	50.22	
effects	50.5	
Europe, initial situation	50.6	
Pacific, initial situation.....	50.7	
requirements	50.4	
restrictions	50.3	
timing.....	50.1	
defensive air missions	see air operations	
defensive air support	18.61	
interception of.....	18.56	
limits on	18.614	
deferring construction of naval units	27.7272C	
deficit spending	39.2	
Denmark.....	86.1	
deployment limits.....	7.23	
DD (destroyers).....	3.11, 20.23	
diplomacy	49, diplomatic tables	
diplomatic die rolls.....	49.42	
automatic.....	49.7	
restrictions.....	49.43	
diplomatic table clarifications	49.91	
DPs	49.1	
activation of	49.4	
allocation of	49.2	
restrictions	49.3	
hex control by.....	29.4	
ten-factor limit	49.54, 82.32	
reaction die rolls	49.6	
results.....	49.5	
tension levels	49.8	
DMs (defense multipliers)	3.11, 15.3	
positive	15.32	
negative.....	15.33	
cumulative effects of	15.35	
DPs (diplomatic points)	3.11, 49.1	
activation of.....	49.4	
allocation of.....	49.2	
restrictions.....	49.3	
calculations relating to the surrender of major powers	54.2	
may be used as RPs for intelligence	41.24	
DRMs (die roll modifiers)	3.11	
Dutch East Indies	3.11, 89.2	
eastern Europe.....	63	
entry into.....	63.4	
Nazi-Soviet Pact Line	63.2	
restrictions on Russian activities	63.5	
eastern Poland	64.3	
distinct from Poland proper.....	64.31	
economic interest	3.11	
Egypt	88.3	
embargo, oil	33.45211	
escort carriers (CVEs).....	20.4	
espionage.....	46	
spy rings		
effects.....	46.4	
elimination of.....	46.5	
establishment of.....	46.2	
restrictions.....	46.3	
Ethiopia	88.4	
conquest of	88.43	
redeployments to and from	88.42	
European Axis.....	3.11	
European scenarios		
Allied BRP totals.....	35.24	
American fast carrier construction.....	27.73251	
American forces available after Japanese surrender.....	57.82	

American naval air training rate and CVE construction	17.355	status of	76.2
American RPs	41.221	French Pacific islands	76.51
British resistance modifier for control of Singapore	59.22B	French forces, restrictions on	75
Siberian grants	40.75	due to Axis occupation of Paris	75.4
European Theater	3.11	French colonial forces	75.61
exploitation	16	attacks at less than 1:1 odds prohibited	75.21
as a limited offensive operation	9.64	French surrender	58
attacks	16.4	establishment of Vichy France	58.3
advance after combat	16.47	French colonies, determination of political alignment	58.53
from the breakthrough hex	16.45	Vichy and Free French forces	58.6
into other areas	16.46	front boundaries	4.31
restrictions	9.76	ignored for naval activities	21.362
sequence of	16.44	operations across	9.7
breakthroughs	16.1	fronts	3.11
chain of exploiting armor units	16.36, 16.37	attributing BRP expenditures to	9.75
effects of oil on	33.61C	naval basing	21.131
eligibility requirements for	16.22	full offensives	9.63
exploitation movement	16.3	game turns	3.11, 8.1
restrictions on	9.76, 16.31	German economic interests	69
exploitation supply	16.61	German-Italian cooperation restrictions	53.3
negated by redeployment	30.552	German surrender	55
from invasion hexes	21.517	Gibraltar	73
into other fronts	16.39	redeployments through	73.4
placement of armor on breakthrough hex	16.2	grid coordinates	4.2
prohibition of	16.13	ground attacks	15.2
stacking limits	16.51	ground combat	see offensive combat
Far East	89	ground support	18.55
fast carriers	3.11, 17.312	limits on	18.554
attacks on		ground units	10
enemy bases	23.6	airborne	10.5
enemy naval units at sea	23.7	armor	10.3
missions	21.55	Chindit, the	10.6
operational	3.11, 20.33	commandos	10.8
operations, restrictions on	21.313	effects of partial supply on	30.522
Finland	49.91C, 86.2	flak	10.9
limits on Axis forces in	82.322	infantry	10.1
Finnish border hexes	67	marines	10.7
border war	67.2	movement	13.4
restrictions on Russian units	67.22	effects of terrain on	13.41C
conquest of	67.3	offensive operations	9.4
Russian territorial demands	67.1	double attacks prohibited	9.65
Russo-Finnish war	67.4	replacements	10.2
firestorms	26.9	sea transport of	21.435
effects	26.93	specialized units	10.4
flak	10.9	stacking limits	12.1
fleet combat	22.5	Grozny	33.22F
division of naval units into categories	22.53	“happy time” effect of German-U.S war	25.66
effects independent	22.58	harbor attacks	21.44
modifiers	22.552	hex control	29
sequence	22.54	by diplomacy	29.4, 49.54
fleets	20.2	by isolation	29.3
flying bombs	26.6	by occupation	29.2
defending against	26.66	by partisans	11.61, 29.26
effects of	26.65	major power conquests	29.6
Flying Tigers	78.6, 80.32	minor country conquests	29.5
force pools	3.11, 7.223	Pacific island groups	29.7
increases from mobilization	36.3	transfer to allies prohibited	29.24
deferment of	36.351	hexes	
delays associated with	36.35	gray	4.42
increases from production	42.3	impassable	4.43
fortifications	32	land/sea	4.5
construction of	32.1	unplayable	4.41
restrictions	32.14	Himalayas, effects on ground units and supply	4.43, 13.43C
effects on	32.2	Hump, BRP grants to China over the	40.85
air defense	32.25	ICs (Industrial Centers)	3.11, 35.22, 37
attrition combat	32.22	BRP value of	37.1
offensive combat	32.21	capture of	37.4
supply	32.24	effects on combat	37.8
ZoCs	32.23	elimination of	37.5
elimination of	32.3	location of	37.2
starting fortifications	32.4	new	37.6
fortresses	see fortifications	as oil sources	37.65
Free French Forces Table	58.621	movement prohibited	37.3
French Asian colonies	76	use of ICs for supply	37.7
French Indochina	76.1	India	72
BRP grants through	76.31, 40.82A, 40.83		
Japanese occupation of	76.4		

Indian and Burmese objectives	72.8	German-Italian	53.3
Japanese occupation increases Indian National Army	72.93A	Nationalist-Communist Chinese	53.5
Indian forces	72.12	Russo-Allied	53.4
geographical restrictions on	72.13	Major Power Partisan Table	11.22
unit construction	72.16	major powers	3.11
India box	5.4	Manchuria	81.11
combat involving the	72.3	Manchurian garrison	81.3
entering and leaving the	72.22, 72.23	mapboard boxes	5
Japanese forces adjacent to the	72.4	Australia	5.5
naval operations from the	72.71	India	5.4
naval units based in the	21.18	Murmansk	5.8
oil consumption by the	33.4733B	South Africa	5.3
redeployments to and from the	28.754	South Pacific	5.6
supply from the	72.61	SW	5.9
Indian National Army	72.9	Urals	5.7
force pool	72.93	U.S.	5.2
geographical restrictions	72.94	marines	10.7
unit construction	72.92	Middle East, the	88
Indian subversion	42.26F, 44.34	minor allies	3.11, 85
Indian surrender	72.5	alliance	85.1
infantry	10.1	effects of	
initial supply determination	30.42	activation	85.4
intelligence	44	surrender	85.52
production projects	44.3	switching sides	85.53
research projects	44.2	European minor allies	85.2
interception	see naval interception	activation of	85.3
interceptors	17.8	geographical restrictions	85.46
invasions	see seaborne invasions	initial placement of units	85.45
Iraq	88.5	unit construction	85.48
Ireland	49.91D, 87.2	Pacific minor allies	85.6
IRA partisans	87.23	geographical restrictions	85.63
iron ore shipments	86.32, 86.42	minor countries	3.11, 82
interruption reduces Germany's construction limit	86.421	associated	84
island groups	4.74	attacks on	82.4
islands	4.7	declaration of war, when unnecessary	82.42
invadable	4.72	defending against the initial attack	82.7
one-hex	4.73	enemy units in country at moment of declaration of war	82.56
unplayable	4.71	survival results in automatic association	82.81
without port access	21.37	BRPs	82.2
isolated units, attacks by	9.8	capitals provide oil only for that minor country	33.25
isolation, hex control by	29.3	conquest of	83
Italian surrender	56	colonies	83.4
Italian units in Russia	9.93	cooperative conquests	83.5
Japanese Resistance Table	57.11	effects of	83.2
Japanese surrender	57	minor country BRPs	83.3
jets	17.5	one turn to recapture	83.31
kamikazes	17.4	transferring control of minor countries prohibited	83.6
do not abort when attacking ships at sea	17.461	control of hexes by major powers	82.3
target selection	17.462	ten-factor limit	82.32
key economic areas	38	deployment of European minor country units	82.5
by country	38.3	effect of enemy units in a minor country on the	82.56
capture of	38.2	mandatory deployment in capital	82.54
treated as normal conquests	38.23	force levels	82.6
land-based air attacks on	22.48	in the Pacific Theater	82.9
enemy bases	23.5	status of European minor countries	82.1
enemy naval units at sea	23.8	Minor Country Forces Table	11.23, 82.61
conversion of AAF to AAS	23.13	mobilization	36
during naval combat	23.84	BRP additions from	36.21
one air sortie per hex	23.811	force pool increases from	36.3
resolution of	23.86	deferment of	36.351
land supply lines	30.321	delays associated with	36.35
lent units	52	mobilizations staggered	36.4
Australian	52.7	shipbuilding rate increases from	36.34
effects	52.3	restrictions	36.341
Italian	52.4	timing	36.1
mechanics	52.2	monsoons	34.24, 34.33
Nationalist Chinese	52.6	Moslem unrest	44.35
Spanish and Vichy French	52.5	Mosul	33.22B, 33.4722
limited offensives	3.11, 9.62	movement	13
limited supply sources	30.26	air units	see air operations, staging
Magic	48.12B	ground units	13.4
Maikop	33.22G	overruns	13.5
major power cooperation restrictions	53	naval units	see naval operations
Anglo-French	53.2	order of	13.1
Major Power Partisan Table	11.22	mud	34.22, 34.31
major powers	3.11	Murmansk box	5.8
Manchuria	81.11	Murmansk convoys	40.4
Manchurian garrison	81.3	capacity of	40.411
mapboard boxes	5		
Australia	5.5		
India	5.4		
Murmansk	5.8		
South Africa	5.3		
South Pacific	5.6		
SW	5.9		
Urals	5.7		
U.S.	5.2		
marines	10.7		
Middle East, the	88		
minor allies	3.11, 85		
alliance	85.1		
effects of			
activation	85.4		
surrender	85.52		
switching sides	85.53		
European minor allies	85.2		
activation of	85.3		
geographical restrictions	85.46		
initial placement of units	85.45		
unit construction	85.48		
Pacific minor allies	85.6		
geographical restrictions	85.63		
minor countries	3.11, 82		
associated	84		
attacks on	82.4		
declaration of war, when unnecessary	82.42		
defending against the initial attack	82.7		
enemy units in country at moment of declaration of war	82.56		
survival results in automatic association	82.81		
BRPs	82.2		
capitals provide oil only for that minor country	33.25		
conquest of	83		
colonies	83.4		
cooperative conquests	83.5		
effects of	83.2		
minor country BRPs	83.3		
one turn to recapture	83.31		
transferring control of minor countries prohibited	83.6		
control of hexes by major powers	82.3		
ten-factor limit	82.32		
deployment of European minor country units	82.5		
effect of enemy units in a minor country on the	82.56		
mandatory deployment in capital	82.54		
force levels	82.6		
in the Pacific Theater	82.9		
status of European minor countries	82.1		
Minor Country Forces Table	11.23, 82.61		
mobilization	36		
BRP additions from	36.21		
force pool increases from	36.3		
deferment of	36.351		
delays associated with	36.35		
mobilizations staggered	36.4		
shipbuilding rate increases from	36.34		
restrictions	36.341		
timing	36.1		
monsoons	34.24, 34.33		
Moslem unrest	44.35		
Mosul	33.22B, 33.4722		
movement	13		
air units	see air operations, staging		
ground units	13.4		
overruns	13.5		
naval units	see naval operations		
order of	13.1		
mud	34.22, 34.31		
Murmansk box	5.8		
Murmansk convoys	40.4		
capacity of	40.411		

German attacks on.....	40.45	fronts	21.13
when prohibited.....	40.412	two-front ports	21.132
Nationalist China	78	employment.....	21.3
Chinese surrender.....	61	front boundaries ignored.....	21.362
Flying Tigers	78.6, 80.32	range and distances.....	21.36
restrictions	see Chinese forces, restrictions on	returning to base	21.33
supply	78.9	movement.....	21.2
Nationalist-Communist Chinese cooperation restrictions.....	53.5	base changes	21.22, 21.32
nationality modifiers, effect of research on.....	41.91	off-board	21.218
naval activities		through straits, restrictions on	21.211
aborting.....	22.29	sea escort	21.6
during the combat phase	21.5	naval repair.....	see naval construction and repair
carrier attacks on enemy bases	23.6	Naval Repair and Construction Costs.....	27.7221
carrier missions.....	21.55	naval units	20
raiders.....	21.53	ASW	20.8
seaborne invasions.....	21.51	basing.....	20.15
shore bombardment	21.52	damaged, restrictions on.....	21.314
during the movement phase	21.4	displaced.....	21.23
harbor attacks.....	21.44	effects of partial supply on	30.524
patrols.....	21.41	effect of redeployment on	28.81
protecting sea supply	30.36	effects of attacks on.....	20.5
sea transport.....	21.43	losses from mixed forces	20.57
sea escort	21.6	escape following air attacks on naval bases.....	23.46
Naval Activities Table	20.18, 21.31	escort carriers (CVEs).....	20.4
naval air training rates.....	17.353	fast carriers	17.312, 20.3
in European scenarios	17.355	fleets.....	20.2
naval air units	17.3	inversion of	
carrier-based	17.312	after use.....	21.311
BRP cost covered by use of carriers.....	9.55	when constructed or repaired.....	27.81
do not abort when attacking ships at sea	23.424	offensive operations	9.3
effects of naval combat on.....	22.85	across front boundaries.....	9.72
construction of.....	27.61	partial naval counters	20.9
Naval Attack Table.....	20.51, 22.55, 23.44	speed.....	20.121
naval combat	22.3, 22.46	stacking limits.....	12.4, 20.1
critical hits	20.525	submarines.....	20.7
losses from mixed forces	20.57	task forces (TFs).....	20.16
segments	22.4	transports	20.6
additional rounds of naval combat	22.7	uninversion of.....	21.7
air strikes against enemy naval units.....	22.47, 23.7	Netherlands	87.3
allocation of air units.....	22.44	New Zealand	71.9
combat groups, formation of and assignment to	22.42	Norway.....	86.3
counterair attacks against enemy bases.....	22.43, 23.6	mining Norwegian waters	86.33
effects of.....	22.8	NRs (naval redeployments)	3.11, 28.12B, 28.5
fleet combat.....	22.5	interception of	
land-based air attacks	22.48, 23.84	between on-board ports	28.52
revealing combat groups.....	22.452	to and from mapboard boxes	28.53
search	22.45	restrictions	28.51
submarine attacks.....	22.66, 22.9	objectives	3.11, 4.613
surprise.....	22.46	off-board SRs	28.7
withdrawal.....	22.6	offensive air missions	see air operations
naval construction and repair	27.7	offensive combat	15
accelerating construction.....	27.7272B	advance after.....	15.9
beginning new construction.....	27.725	restrictions.....	15.92
beginning repairs	27.726	combat training levels	15.8
continuing construction and repairs.....	27.727	effects on	
naval construction chart.....	27.723	breakthroughs and exploitation.....	15.82B
restrictions on naval construction	27.7222	ground attacks	15.82A
shipbuilding locations.....	27.71	defense multipliers (DMs)	15.3
shipbuilding rates.....	27.73	ground attacks.....	15.2
naval interception	22.1	additional rounds of	15.7
abandoning an interception attempt.....	22.2412	additional forces prohibited	15.73
continuing an interception attempt	22.2411	attacker receives +1 DRM	15.75
counter-interception	22.16	odds recalculated.....	15.74
interception	22.14	mechanics of	15.4
of sea supply	30.37	defending units in different hexes.....	15.44
of withdrawing naval units.....	22.64	offensive operations into other fronts	15.45
mutual support	22.28	resolution of	15.5
submarines independent of other naval units	22.915	determining odds.....	15.51
when intercepting naval units inverted	22.26	selecting "Ex" result in place of "d" result	15.53
resolution	22.2	results	15.61
modifiers	22.23	air losses	15.63, 18.556
number of dice rolled.....	22.22	fleet losses	15.64
sequence	22.164	offensive operations	9
Naval Interception Table	22.23	across front boundaries	9.7
Naval Nationality Chart	22.552A, 23.441B	attributing BRP expenditures to a front.....	9.75
naval operations	21	hex receiving action governs	9.71
basing.....	21.1	no effect on naval operations.....	9.72

restrictions on exploiting armor	9.76	in major powers	11.33
air	9.2	in minor countries	11.34
attacks by isolated units	9.8	mechanics of	11.35
attritions	9.61	restrictions on	11.353
BRP cost	9.5	economic effect of	11.7
no cost for SW or rockets	9.56	force pools	11.2
only paid once	9.57	in major powers	11.22
timing of BRP expenditures	9.58	in minor countries	11.23
full offensives	9.63	hex control by	11.61, 29.26
ground	9.4	Indian	11.32B, 11.341C, 44.34
limited offensives	9.62	Middle Eastern	11.341A, 44.35, 88.58
naval	9.3	movement and combat	11.4
restrictions	9.66	do not participate in attrition combat	11.45
special situations	9.9	Persian	11.71B, 40.532, 88.63
oil	33	Russian	11.352A, 44.37
alliance faction oil status and sources		supply	11.51
China exempt from oil effects	33.48	Wafdist	11.66, 59.62F, 88.33
European Axis	33.44	Western Allied	44.36
Japan	33.45	patrols	21.41
Russia	33.46	defensive	21.418
Western Allies	33.47	functions	21.417
consumption	33.5	interception of	21.416
timing	33.52	sequencing	21.415
effect on		Pearl Harbor	51
exploitation	33.61C	air strikes on	
uninversion of air and naval units	33.9	initial	51.3
restrictions	33.92	effect of strategic Magic cards on	48.71
embargo	33.45211	second	51.4
oil counters	33.41	third prohibited	51.5
use of	33.411	Allied unpreparedness	51.7
oil damage markers, removal of	26.83	U.S. Navy	51.2
oil effects	33.6	Pearl Harbor Surprise Table	51.31
voluntary incurrence of	33.73	Persia	88.6
production	33.3	BRP grants to Russia through	40.5
effect of enemy occupation on	33.32	Persian route, opening the	40.52
oil centers	33.321	Philippines, the	89.4
exceptions	33.3211	placement of newly constructed units	27.4
synthetic oil plants	33.322	player turns	8.2
reserves	33.42	Ploesti	33.22A, 33.4421
increase of	33.43	Poland	64
locations of	33.421	eastern Poland	64.3
maximum levels	33.422	port counters	21.12
sources	33.2	ports	3.11, 4.614
ICs, newly constructed	37.65	capacity for basing naval units	21.11
international market	33.24, 33.4521	operational	3.11
mapboard boxes	33.21	two-front ports	21.132
minor country capitals, only for that minor country	33.25	Portugal	87.4
oil centers	33.22	post-combat supply determination	30.43
effect of bombing on	26.72, 26.74	production	42
repair of	26.81, 33.35	costs	42.2
synthetic oil plants	33.23	force pool increases	42.3
effect of bombing on	26.72, 26.73	prorating of BRP gains and losses	35.7
status of supplied areas	33.53	protecting sea supply	30.36
order of deployment	7.213	Qattara depression, effects on ground units and supply	4.43, 13.43B
Outback, effects on ground units and supply	4.41, 4.43, 13.43D, 71.81	radar, effects on	
overruns	13.5	ASW research	research tables
Pacific island groups, hex control of	29.7	air combat arising from strategic bombing	26.453
Pacific scenarios		enemy surprise rolls	22.462D
Allied BRPs are not tracked	35.24	flying bomb attacks	26.661A
Britain and Russia never surrender	54.11	raiders	21.53
Chinese objectives, control of	38.371	defending against	21.534
Communist Chinese offensive operations and unit construction	79.53	determining which ships engage	21.5342
Japan begins game at war with China	50.71	effects	21.536
Japanese reduction of Manchurian garrison	81.33	groups	21.533
Japanese surrender ends game	57.91	movement to SW boxes	21.532
minor countries, determining status of	82.93	placement during opening setup	21.5334
minor country units, deployment of	82.92	resolving fleet combat	22.372
Pacific U.S. box	5.2	returning to port	21.537
naval units based in	21.15	second engagement attempt	21.538
redeployments to and from the	28.752	Raider Table	21.5342
Palembang	33.22H, 33.4522	railheads	28.65
partial air counters	17.9	reaction die rolls	49.6
partial naval counters	20.9	reconstruction costs doubled	27.13
partially supplied units	30.52	redeployment	28
partisans	11	effect on air, naval and SW units	28.8
construction of	11.3	mechanics	28.3
general restrictions	11.32		

NRs	28.5	captured, use of	27.713
off-board redeployments	28.7	effects of strategic bombing on naval units in	26.76
restrictions on	28.2	shock armies	12.16, 15.47, 42.24I
SRs	28.6	shore bombardment	21.52
TRs	28.4	effect of	21.525
voluntary elimination of units at end of redeployment phase	28.91	limits on	21.526
replacements	10.2	losses to naval units providing	21.528
research	41, research tables	Siberia	3.11
code names	41.51	BRP grants to Russia through	40.7
combat training levels (CTLs)	41.92	Siberian garrison	81.4
general research, effects of	41.4	South Africa	70.2
high technology projects	41.31C	South Africa box	5.3
nationality modifiers	41.91	redeployments to and from the	28.753
results	41.8	Spain	49.91E, 87.5
RPs	41.2	specialized units	10.4
activation of	41.7	spending limits, China only	39.11
allocation of	41.3	spy rings	see espionage
pooling	41.6	SRs (strategic redeployments)	3.11, 28.12C, 28.6
secrecy	41.5	restrictions on	28.62
rocket bases	26.61	stacking	12
elimination and damage of	26.62	limits on	
rockets	26.6	air units	12.4, 18.12
effects of	26.65	ground units	12.1
no defense against	26.651B	naval units	12.4, 20.1
RPs (research points)	3.11, 41.2	political restrictions	12.31
activation of	41.7	when limits apply	12.2
allocation of	41.3	staging	18.2
restrictions on	41.31	straits, restrictions on naval movement through	21.211
pooling	41.6	strategic bombers	3.11, 17.7
Russian occupation policies	44.32	British and U.S. forces must remain at equal strength	24.232
Russian Resistance Table	60.11	range	17.72
Russian surrender	60	strategic bombing	26, 26.4
Russian unpreparedness	63.51F	attacks	26.41
Russo-Allied cooperation restrictions	53.4	bomber component	26.42
relating to		AAF	26.422
covert operations	47.5	bombers which reach their target	26.47
DPs	49.4261B	defending against	26.44
espionage	46.411C	escort component	26.43
		resolving air combat between attackers and defenders	26.45
		air combat losses for strategic bomber force	26.454
		resolving attacks against targets	26.46
		deployment of air units for	26.2
		effects	26.7
		BRP losses	24.631B, 24.632B, 26.71
		limit on	26.71A
		on construction limits	26.71B
		on naval units in shipyards	26.76
		flying bombs and rockets	26.6
		removal of damage markers	26.8
		restrictions on	26.5
		targets	26.3
		atomic attacks	26.33
		secondary targets	26.32
		Strategic Warfare Combat Table	24.62
		Submarine Attack Table	22.942
		submarines	20.7, 25.1
		air attacks on	
		in port or at sea, not subject to	20.77
		on patrol during opponent's turn, subject to	21.4176C
		attacks	22.66, 22.9
		against Murmansk convoys	40.45
		effects of	22.944
		modifiers	22.943
		resolution	22.94
		timing	22.941
		targets	22.93
		interception	22.91
		independent of other naval units	22.915
		patrols	21.4176
		submarine warfare	25
		in the	
		Atlantic	25.7
		Indian Ocean	25.8
		Pacific	25.9
		modifiers	25.6
		codebreaking	25.67
		CVEs, number of	25.64
		distance from submarine bases	
Scandinavia	86		
scenario cards	7.26		
scenarios	7		
scuttling	27.7272D		
seaborne invasions	21.51		
exploitation following	21.517		
Gibraltar, of	73.31		
placement of bridgehead following	21.5172		
prohibitions	21.512		
restrictions	21.513		
sea escort	21.6		
protection of	21.615		
restrictions	21.611, 21.64		
using destroyers	21.612		
using transports	21.613		
search	22.45		
results	22.452		
rolls	22.451		
Search Table	22.45		
sea supply	30.33		
disruption of	30.38		
interception of	30.37		
protection of	30.36		
sea supply lines	30.331		
air attacks on	23.87, 30.374		
length of	30.334		
unprotected, Naval Nationality DRM of	30.3612		
sea transport of	21.43		
air units	21.436		
ground units	21.435		
sequence of play	8		
Sequence of Play	tables and player aids		
shipbuilding	27.72		
American prewar	27.732		
shipbuilding rate	27.724A, 27.73		
increases from mobilization	36.34		
restrictions on	36.341		
shipyard capacity	27.724B, 27.74		
shipyards			

Indian Ocean	25.811, 25.82	ground movement	13.41C
Pacific Ocean	25.92	Terrain Effects Chart	4.84, tables and player aids
“happy time” effect of German-U.S war	25.66	TFs (task forces)	3.11, 20.16, 21.312
penalty for dropping below optimal transport levels	20.633	fast carrier restriction	20.162D
restrictions on submarine deployments for SW	25.13	Thailand	89.5
subversion		TRs (tactical redeployments)	3.11, 28.12A, 28.4
Communist	44.24, 49.4263, 63.51A	transports	20.6
Axis reaction die rolls resulting from	49.634	assignment to carry oil by	
Indian	42.26F, 44.34	Japan	33.4523
Suez canal	88.34	interception of	33.4524
Axis use of the	88.37	Western Allies	33.473
closing the	88.344	interception of	33.4734
naval movement through the	21.212	functions	20.64
supply	30	initial starting levels	20.631
determination of	30.4	penalty for dropping below optimal levels	20.633
initial	30.42	Turkey, BRP grants to Russia through	40.6
post-combat	30.43	two-front ports	21.132
exploitation supply	16.61		
negated by redeployment	30.552	Ukraine, the	49.91F, 68
hex supply	30.6	as a diplomatic target	68.2
supply lines	30.3	as a German minor ally	68.3
land	30.32	Ultra	48.12A
sea	30.331	uninversion of air and naval units	33.9
supply sources	30.2	unit	3.11
ICs may be used as	37.7	unit construction	27
limited	30.26	BRP costs	27.1
restrictions on	30.29	construction limits	27.3
unlimited	30.22	force pools and inter-theater transfers	27.5
supply zones	30.34	inversion of newly constructed air and naval units	27.8
unit supply	30.5	naval air construction	27.6
surprise	22.46	naval construction and repair	27.7
modifiers	22.462	placement of newly constructed units	27.4
Surprise Table	22.463	restrictions	27.2
surrender of major powers	54	SW unit construction	27.9
Britain	59	unlimited supply sources	30.22
China	61	unsupplied units	30.53
DP calculations relating to the	54.2	elimination of	30.54
France	58	Urals box	5.7, 81.6
Germany	55	Axis forces adjacent to the	81.7
Italy	56	entering and leaving the	81.63, 81.65
Japan	57	oil production by the	33.21B
Russia	60	redeployments to and from the	28.757
U.S. elections	62	U.S.	
SW (Strategic Warfare)	3.11, 24	economy	35.8
boxes	5.9	elections	62
air activities in	5.94	American reentry into the war	62.7
naval activities in	5.93	Atomic war	62.8
subdivision of	5.92	post-election tensions	62.5
use of naval units in	25.3	results	62.4
combat resolution	24.6	a separate peace	62.6
additional losses from submarines and bombers	24.64	triggering events	62.21
effect of SW combat modifiers	24.65	Navy	51.2
results	24.63	U.S. boxes	5.2
strategic bombing	26	invasions from	21.5131D, 21.5133B
submarine warfare	25	oil production by the	33.21A
force pools	24.2	USAT (U.S. - Axis tensions)	49.851, 50.53, diplomatic tables
starting levels	24.3	U.S. Election Modifiers	62.31
unit construction	24.4, 27.9	U.S. Election Results	62.41
unit deployment	24.5	USJT (U.S. - Japanese tensions)	49.852, 51.24, diplomatic tables
units	3.11	Vichy France	49.91G, 77
ASW	20.8	as a	
effect of redeployment on	28.82	diplomatic target	77.7
interceptors	17.8	German minor ally	77.8
strategic bombers	17.7	attacks on	
submarines	20.7	Vichy France	77.5
transports	20.6	Vichy French colonies	77.6
Sweden	86.4	elimination of	77.9
Switzerland	4.41	establishment of	58.3
synthetic oil plants	33.23	hexes	77.3
destroyed by enemy occupation of hex	33.322	units	77.4
effect of bombing on	26.72, 26.73	Vichy France Forces Table	58.631
tension levels	49.8	victory conditions	7.215
actual and effective	49.85	voluntary elimination of units	13.2
terrain	4	at end of redeployment phase	28.91
effects on	4.8		
attrition combat	14.62	weather	34
offensive combat	15.32	affected areas	34.3

different types on the same front	34.25
effects	34.2
types.....	34.11
clear.....	34.21
monsoons	34.24, 34.33
mud	34.22, 34.31
winter	34.23, 34.32
Western Allies.....	3.11
Western Europe	87
winter	34.23, 34.32
winter preparation.....	34.4, 42.24I
Winter Table	34.41
withdrawal from naval combat	22.6
YSS (Year Start Sequence).....	3.11, 35.1
ZoC (zone of control)	3.11, 10.34
effects on	
fortifications.....	32.231
ground movement.....	13.41D
land supply lines	30.321, 30.322
unit construction	27.44
Russian ZoCs during first turn of German attack.....	10.344