

Preface

Congratulations!

Congratulations! You are about to play what we consider to be the ultimate World War II strategy game. *A World at War* will allow you to explore every facet of the Second World War – and have a lot of fun while you do.

It's likely that if you're playing this game, you've played other strategic games in the past. Some things will be familiar, but much may be new. And you will have many questions.

Why do the rules have to be so long?

This may be your first question, and it is a fair one. Your task of learning to play *A World at War* will be much easier once you know the answer.

A World at War rules began as an amalgam of the rules of two predecessor games - *Advanced Third Reich* (64 pages) and *Rising Sun* (72 pages, plus 10 pages of research rules). While the consolidation of the rules into a single game saved some space, the *A World at War* rulebook necessarily began at over 100 pages. World War II was a complicated historical event.

But there are two reasons why the rules became longer. The first was that a great many questions and answers from the predecessor games were incorporated into the rules, as were questions from five years of playtesting. There is therefore a very good chance that questions you may have are already answered in the rules.

The second reason the rules are long is that they are deliberately repetitious. This is because the rules are intended to serve as a reference even for experienced players, to be consulted when necessary. As everyone knows, there is nothing more irritating than trying to find an obscure (or even a not-so-obscure) rule during the heat of battle. Where do you look? *A World at War* resolves this problem by setting out the rules in several places – namely where experience has shown that players tend to look. When playtesting showed that players had trouble finding a rule, the rules were modified to meet the expectations of the players. The result was a longer, but more easily used, rulebook.

Fortunately the index provides an efficient shortcut when specific rules are being sought. Use it!

How do I start?

To play *A World at War*, you only really need to know certain rules. Like a computer program, 10% of the functions are used 90% of the time. This not only means you don't have to read all the rules before playing, it also means you will become increasingly familiar with the "basic" rules – a misleading term for the most commonly used rules – just from playing.

By all means read the first two sections of the rules, but things only become interesting when you hit rule 9 (Offensive Operations). The rules on Ground Operations (10-16), Air Operations (17-19), Naval Operations (20-22) and Air-Naval Operations (23) are essential, although new players who start with the North Africa and Barbarossa scenarios can concentrate on the first two, while naval enthusiasts playing the Pacific battle scenarios can focus on the last two.

Rules 10-23 set out the mechanics of how the pieces move. Some of the rules are critical, while many deal with esoteric situations which rarely arise. Some players have found it useful to photocopy the rules and highlight the parts which are most important.

When playing a campaign game, the Strategic Warfare (24-26), Unit Construction (27), Redeployment (28) and Logistics (29-34) rules must be mastered. As mentioned above, these rules apply to virtually every turn, and therefore are quickly learned.

More than just fighting

A World at War deals with more than just fighting. The rules relating to Economics (35-40), Research and Intelligence (41-48) and Diplomacy and Politics (49-53) give the game a richness and unpredictability not found in most wargames. Some of these rules are specialized (for example, rules 44-48 deal with various types of intelligence activities), while others have general application. The Historical campaign scenarios allow players to opt out of the mobilization, research and diplomatic rules altogether.

To a certain extent, some of these rules are primarily used for reference. Rule 51 (Pearl Harbor and Allied Unpreparedness) illustrates this. This rule

has no application whatsoever to a European theater game, so it can be ignored if that's what you're playing. Even in Pacific theater games, it applies only once – albeit to a rather important turn! When carrying out the Pearl Harbor attack, it is good enough to follow the rule as you go. Even experienced players don't bother to memorize rules which, by definition, apply only once each game. But the rules relating to Allied unpreparedness in the first turn of the Japanese attack are different, because the limitations on Allied forces affect how the Allies set up their units before Japan attacks, and a flawed setup can result in disaster (that is, a worse disaster than happened historically). So those rules have to be understood by both players.

The rest of the rules

The rest of the rules are easier. The Surrender of Major Powers (54-62) contains either intuitively obvious rules (German surrender) or intriguingly complicated rules which are rarely applied (British surrender, U.S. elections). Most of the remaining rules are theater-specific and players need only be aware of their existence until the topic actually arises. Many of the rules dealing with specific minor countries simply gather together rules stated elsewhere (Persian partisans, for example, are discussed in rule 11 (Partisans) and rule 88 (the Middle East), so players concerned about this subject can look in either place).

The Sequence of Play

Playtesters have found the one-page Sequence of Play player aid to be invaluable, as one of the main sources of confusion in playing *A World at War* is not what you do, but when you do it. By following the sequence carefully, many unnecessary problems can be avoided.

Help?

Ideally you learn the game at the feet of an experienced player, absorbing his wisdom until, after a game or two, you crush him like a bug. But this is by no means the only way to get help in understanding the game, thanks to miracle of modern communications.

If you don't know about the *A World at War* website, go to your computer right now and go to

<http://aworldatwar.org/>

The website contains an immense amount of material which will benefit players at all levels. At one time, thought was given to including a "Battle Manual" with the game, but no one could agree on what would be most helpful to new players. Ultimately, a compromise was adopted – put several up on the website and let players read whichever one(s) they liked! But you will also find articles, opinions and a great deal more about *A World at War*.

The website will also introduce you to *ULTRA*, the newsletter devoted to *A World at War*. *ULTRA* has been published since 1991, when it was founded to knit together the *Advanced Third Reich* community. The articles in *ULTRA* are invaluable for helping players avoid mistakes and develop and implement strategies which will have their non-subscriber opponents begging for a truce. *ULTRA* is available at no charge.

Questions?

For specific questions, another resource exists. The *A World at War* Yahoo discussion group has several hundred members who have playtested the game and have a detailed knowledge of the rules. Thanks to a worldwide membership and the odd sleeping habits of certain *A World at War* players, players can get answers to questions literally within minutes of posting.

Go to

<http://groups.yahoo.com/group/aworldatwar>

and select "Subscribe to this list". Membership is free. If you have any difficulty subscribing, contact the website administrator for assistance.

Enjoy the game!

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Introduction

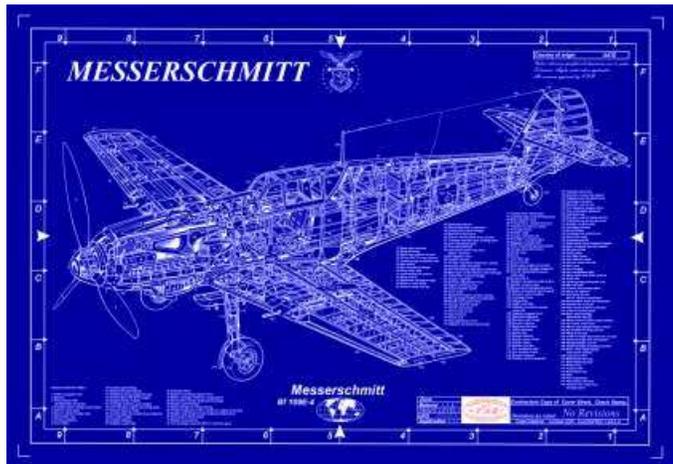
1. GAME COMPONENTS

1.1 A WORLD AT WAR COMPONENTS

1.1 A WORLD AT WAR COMPONENTS:

1.11 *A World at War* contains the following components:

- A. Four unmounted 22" by 30" mapsheets (two for the European theater and two for the Pacific theater).
- B. Ten counter sheets.
- C. Rulebook.
- D. Research and Diplomacy Tables booklet.
- E. Scenario booklet.
- F. Eight Player Aid cards.
- G. Four Naval Status Charts.
- H. Four Naval Combat Charts.
- I. Codebreaking and oil effect cards.
- J. Research, diplomatic, economic and other record sheets.
- K. Force pool record sheets for each major power.
- L. Naval and unit construction sheets for each major power.
- M. Eight six-sided dice.



Components and Concepts

2. OVERVIEW

- 2.1 A WORLD AT WAR
- 2.2 TWO- OR MULTI-PLAYER GAMES
- 2.3 DURATION OF PLAY
- 2.4 TURNS
- 2.5 ECONOMICS

2.1 A WORLD AT WAR:

2.11 EITHER OR BOTH THEATERS MAY BE PLAYED: *A World at War* is a multi-player game which seeks to represent all strategic aspects of the Second World War, including land, naval, air, economic, diplomatic and technological warfare. Each player controls one or more of the eight represented major powers. Players may refight the entire war or restrict their play to the European or Pacific theaters.

2.2 TWO- OR MULTI-PLAYER GAMES:

2.21 *A World at War* may be played as a two-sided game, with teams of two or three players playing each side, or as a multi-player game, in which each major power has distinct victory conditions and in which players may negotiate directly with both enemy and allied major powers.

A World at War works best as a two-sided game. Bragging rights may be apportioned after victory has been achieved.

2.3 DURATION OF PLAY:

2.31 SCENARIOS: Global War and the European and Pacific theater scenarios may all be played as campaign games which begin in Fall 1939 and conclude with the surrender or victory of the Axis major powers. Several scenarios are also provided which limit the duration and areas of play. *A World at War* rules apply to the campaign scenarios; where exceptions apply to shorter scenarios, these are noted.

2.4 TURNS:

2.41 GAME TURNS: *A World at War* is played in game turns of three months each (spring, summer, fall and winter).

2.42 PLAYER TURNS: Each *A World at War* game turn consists of an Axis/Japanese and an Allied player turn, during which players move their forces, attack enemy forces, construct units and redeploy forces behind friendly lines.

2.5 ECONOMICS:

2.51 BRPs: Many activities in *A World at War* involve the expenditure of economic resources. These resources are measured in terms of Basic Resource Points (BRPs). The acquisition of BRPs through diplomacy and conquest, and the destruction of enemy BRPs, are two of the key elements of the game.



3. DEFINITIONS

3.1 DEFINITIONS AND ACRONYMS

3.1 DEFINITIONS AND ACRONYMS:

3.11 In *A World at War*, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The following list sets out the definitions and acronyms used in these rules:

“A”: The attacker loses a number of factors equal to the modified value of the defender’s units, taking into account the defender’s DM. An offensive operation ground combat result. See 15.61.

“a”: The attacker loses a number of factors equal to half the modified value of the defender’s units, taking into account the defender’s DM. An offensive operation ground combat result. See 15.61.

“AAF”: Army air factor(s). See 17.2.

“AAS”: Army air squadron. AAF which engage in air combat with enemy NAS, participate in naval combat, fly air cover or attack enemy naval units at sea operate as squadrons. See 23.13.

“adjacent”: Units are not adjacent when they are separated by all-water (non-river) hexsides, including those containing crossing arrows, or when one unit is in a neutral country.

“air base”: Any city, port or airbase counter capable of acting as a base of operations for air units. See 18.1.

“air factor”: An increment of air costing three BRPs. Air transports, strategic bombers and interceptors always operate as factors. AAF and jets break down into squadrons when engaging naval units or NAS, and recombine into factors after the engagement is concluded.

“air squadron”: An increment of air costing one BRP. Naval air units always operate as squadrons. AAF break down into squadrons when engaging naval units or NAS, and recombine into factors after the engagement is concluded.

“airbase”, “airbase counter”: Airbase counters permit the basing of air units in hexes which otherwise would be unable to act as a base of operations for those units. Airbases also enhance the air defense of the hex they occupy. Each major power is provided with a specific number of airbase counters. See 18.14.

“alliance faction”: Major powers and their minor countries with close political ties to one another. There are four alliance factions in the game: the European Axis, Japan, the Western Allies and Russia.

“Allies”, “Allied”: The Allies consist of Britain, France, Poland and whichever major powers and minor countries join them in war against any of the three Axis major powers. Russia is not considered Allied until it and at least one Western Allied power are jointly at war with at least one of the three Axis major powers. China is not considered Allied until the start of the first Allied player turn following the outbreak of war between Japan and the U.S.

“allies”, “allied”: Countries which are fighting a common foe. Only when this term is capitalized does it refer exclusively to Britain and its allies.

“Asian theater”, “in Asia”: A general term referring to the entire Pacific theater mapboard.

“associated minor countries”: A minor country political alignment short of full alliance. A European minor country which survives the first turn of an Axis attack associates with Britain; a European minor country which survives the first turn of an Allied attack associates with Germany. Association may also be triggered by a diplomatic result. In the Pacific, certain minor countries associate with major powers when specified events occur. See 84.

“ASW”: Anti-submarine warfare. This term is used to refer both to SW units which operate against enemy submarines and naval units assigned to anti-submarine duties. See 20, 24, and 25.

“Axis”: In Global War and European scenarios, “Axis” refers to Germany, Italy and whichever countries join them in their war with the Allies. Italy is considered part of the Axis while neutral. Depending on the context, Japan may be referred to as part of the Axis once it is at war with a major power other than China. (See “European Axis”).

“Balkans”, “Balkan”: The Balkans consist of Bulgaria, Hungary, Rumania (including Bessarabia) and Yugoslavia.

“base”: Depending on the context, this may refer to an air base or a naval base. The latter includes ports and mapboard boxes.

“BB”, “BBs”: Battleship(s). A BB is represented by a 3-, 4- or 5-factor unit. See 20.25.

“BC”, “BCs”: Battlecruiser(s). A BC is represented by a 2- or 3-factor unit. See 20.25.

“box”, “mapboard box”: Designated areas on the mapboards which represent regions not covered by hexes. See 5.

“BRP”, “BRPs”: Basic Resource Point(s). BRPs are the fundamental currency of the game, and are used to measure the economic strength of each country. See 35.

“CA”: Cruisers. Cruisers are unnamed naval units that are always represented in even-numbered increments. “CA”, without any number, refers to a single, two-factor cruiser unit. Where a number appears after “CA” (“CA4”, “CA6”, etc.), the number indicates the number of cruiser factors. See 20.24.

“CAP”: Combat Air Patrol. Carrier-based naval air units may fly CAP over naval combat groups during carrier battles to protect friendly units from enemy air attack. See 23.3.

“capital”: A city designated by a star instead of a dot. See 4.612.

“China”: For game purposes, “China” does not include Manchuria, Hong Kong, Taiwan or Hainan. References in the rules to “China” refer to Nationalist China unless the context indicates otherwise.

“city”, “cities”: Cities are designated by black or red dots and may base air units. Capitals, ports and capital-ports are also cities. See 4.61.

“colonies”: Minor countries which are controlled by a major power at the start of the game. Colonies do not have independent military forces (EXCEPTION: The Philippines).

“combat phase”: The portion of a player turn in which combat is resolved. See 14-16.

“CTL”: Combat training level. All ground, air and naval units have a CTL. Combat training levels modify attrition combat, determine the number of combat rounds in which units may engage and affect exploitation abilities. See 15.8.

“counters”: All half-inch square playing pieces used on the mapboard, except those with a purely information function (such as national flags to show hex control). Some, but not all, counters are also “units” (see below).

“CRT”: Combat Results Table. The CRT is used to resolve ground combat during offensive operations. See 15.6.

“CVE”, “CVEs”: Escort carrier(s). CVEs are represented by unit counters of various denominations, and are restricted in the types of operations they may conduct. See 20.4.

“CVL”, “CVLs”: Light carrier(s). A CVL is represented by a 2-factor carrier unit. See 20.3.

“CV”, “CVs”: Fleet carrier(s). A CV is represented by a 3-factor carrier unit. See 20.3.

“CVB”, “CVBs”: Super carrier(s). A CVB is represented by a 4-factor carrier unit. See 20.3.

“D”: Defender eliminated. An offensive operation ground combat result. See 15.61.

“d”: Half of the defender’s forces are eliminated. An offensive operation ground combat result. See 15.61.

“DD”: Destroyers. “DD”, without any number, refers to a single destroyer factor. Where a number appears after “DD” (“DD2”, “DD3”, etc.), the number indicates the number of destroyer factors. See 20.23.

“declarations of war”: Generally a neutral country may not be attacked without a declaration of war. Declarations of war against minor countries cost 10 BRPs. Declarations of war against major powers normally cost 35 BRPs. See rule 50.

“DP”, “DPs”: Diplomatic Point(s). DPs are used to represent the diplomatic influence of the various major powers. See 49.

“DM”, “DMs”: Defense Multiplier(s). The defensive strength of a ground unit being attacked during offensive operations is calculated by multiplying its combat factor by the net DM. DMs can be both positive and negative, and are always cumulative. See 15.3.

“DRM”, “DRMs”: Die (Dice) Roll Modifier(s). This term refers to the modifications to a die or dice roll. The result of the roll is determined by the result after all DRMs are taken into account.

“Dutch East Indies”: The Dutch East Indies consists of the following areas: Sumatra, the Dutch part of Borneo, Java, Bali, Sumbawa, Flores, Timor, Tanimbar, Aroe, Western (Netherlands) New Guinea, Buru, Ceram, Biak, Halmahera and the Celebes. (Palawan is part of the Philippines.)

“Eastern Europe”: Eastern Poland, the Baltic States, Bessarabia (Rumania east of the eastern front boundary) and the Finnish border hexes. See 63.11.

“economic interest”: A major power is considered to have an economic interest in a country if it is obtaining BRPs from that country.

“European Axis”: All European Axis major powers and minor countries.

“European theater”, “in Europe”: A general term referring to the entire European theater mapboard, including portions of Africa, Asia, and the Atlantic Ocean.

“Ex”, “Ex-1”, “Ex-2”: Exchange results - both the attacker and the defender suffer losses. These are offensive operation ground combat results. See 15.61.

“Far East”: The Pacific Theater.

“fast carrier(s)”: Light-carriers (CVLs), fleet-carriers (CVs) and super-carriers (CVBs). Each fast carrier is represented by an individual counter bearing the carrier’s name. Escort carriers (CVEs) are not considered fast carriers. See 20.3.

“force pool”: The units, both built and unbuilt, that are available to each major power. A major power may not construct more units of a given type than are contained in its force pool.

“fronts”: The European mapboard is divided into three fronts - the western, eastern and Mediterranean. The Pacific mapboard is divided into three fronts - the Pacific, Asian and Southeast Asian.

“fully operational fast carrier”: An undamaged fast carrier which is carrying its full complement of NAS.

“game turns”: Each year consists of four game turns. These are identified by the seasons: spring, summer, fall and winter.

“IC”, “ICs”: Industrial Center(s). ICs represent areas of Russian industrial production. The BRPs derived from ICs make up a considerable portion of the Russian BRP total. ICs are not destroyed when captured and may be voluntarily eliminated only to avoid bombing losses. See 37.

“interceptors”: Interceptor factors represent fighters dedicated to defending against or escorting heavy bombers, and may be used in offensive and defensive SW operations. See 17.8 and 26.

“Japan”: Japan consists of Kyushu, Shikoku, Honshu and Hokkaido for unit construction and resistance purposes. Karafuto, the Kuriles and Okinawa are not considered to be part of Japan.

“limited offensive(s)”: Offensive operations for which less than 15 BRPs are spent on a front and attrition combat is therefore also permitted. See 9.6.

“major powers”: The countries which have independent BRP levels and force pools. In Global War there are eight major powers: Germany, Italy, Japan, Britain, China, France, Russia and the U.S. In European scenarios there are six major powers: Germany, Italy, Britain, France, Russia and the U.S. In Pacific scenarios there are five major powers: Japan, Britain, China, Russia and the U.S.

“minor allies”: Certain minor countries may become allied with a major power as a result of specific events. See 85.

“minor countries”: All countries, including colonies, other than the eight major powers. See 82.

“movement phase”: The portion of a player turn in which units are moved. See 13.

“NAS”: Naval air squadron.

“naval units”: Naval units include fleets, carriers and submarines, unless otherwise specified. Submarines, ASW and transports are also SW units.

“neutral”: A major power is considered to be neutral if it is not at war with an opposing alliance faction.

“NR”, “NRs”, “NRed”: Naval Redeployment(s), Navally Redeploy(ed). NRs take place during the redeployment phase, and allow the movement of naval units. See 28.5.

“objectives”: Cities whose names and icons are printed in red and one-hex islands whose names are printed in red. Some, but not all, objectives are also key economic areas. There are fourteen objectives on each front on each mapboard. See 4.613.

“operational air base”: A city or airbase counter which is controlled, fully supplied and not subject to air oil effects.

“operational port”: A port which is controlled, fully supplied and not subject to naval oil effects, including a port counter or mapboard box.

“Pacific theater”, “in the Pacific”: A general term referring to the entire Pacific theater mapboard.

“PB”, “PBs”: Pocket battleship(s). A PB is represented by a 2-factor unit. See 20.25.

“Philippines”: The Philippines consist of Cebu, Leyte, Luzon, Mindanao, Mindoro, Negros, Palawan, Panay and Samar.

“player turns”: Each game turn is divided into an Axis and an Allied player turn. The Axis player turn is always first. See 8.

“port”: A city designated by a non-solid circle instead of a dot. In all cases, the terms “port” and “ports” includes port counters. See 4.614.

“RGT”: Russo-German tensions. RGT are used to measure tensions between Russia and Germany prior to the outbreak of war between the two. See 49.8.

“RP”, “RPs”: Research Points. RPs are used to represent the research capabilities of the various major powers. See 41.

“senior alliance partner”: For the European Axis: Germany. For the Western Allies: the U.S. (if at war in that theater), Britain and France, in that order.

“Siberia”: That part of Russia which appears on the Pacific theater mapboard. Siberia does not include Mongolia or Tannu Tuva, although Russia controls both areas.

“strategic bombers”: Strategic bomber factors represent heavy bombers, and are used in offensive SW operations against enemy countries. See 17.7 and 26.

“SR”, “SRs”, “SRed”: Strategic Redeployment(s), Strategically Redeploy(ed). SRs take place at the end of the redeployment phase, and allow the movement of a limited number of units behind friendly lines. See 28.6.

“submarines”: All references to submarines apply to both conventional submarines and advanced submarines except where otherwise noted.

“supplied”: a unit is considered “supplied” if it has drawn supply from an unlimited supply source. See 30.51.

“SW”: Strategic Warfare. SW involves the use of submarines, strategic bombers, ASW and interceptors. SW is resolved during the combat phase of each game turn. Successful SW eliminates enemy transports and BRPs. See 24-26.

“SW units”: Submarines, ASW, transports, strategic bombers and interceptors.

“TF”, “TFs”: Task force(s). A grouping of between 10 and 25 undamaged naval factors belonging to the same alliance faction, no more than half of which may be fast carriers. Task forces are hidden by task force markers. See 20.16.

“TR”, “TRs”, “TRed”: Tactical Redeployment(s), Tactically Redeploy(ed). TRs take place at the start of the redeployment phase, and allow the limited movement of ground and air units behind friendly lines. See 28.4.

“transports”: Transports represent merchant shipping. See 20.6 and 25.

“unit”: A ground (infantry, replacement, armor, airborne, Chindit, marine, commando, flak or partisan), air (army air, naval air, kamikaze, jet or air transport), naval (destroyer, cruiser, capital ship, fast carrier or escort carrier) or SW (transport, submarine, ASW, strategic bomber or interceptor) counter is a unit. Other counters are not units.

“unit construction phase”: The portion of a player turn in which units are constructed. See 27.

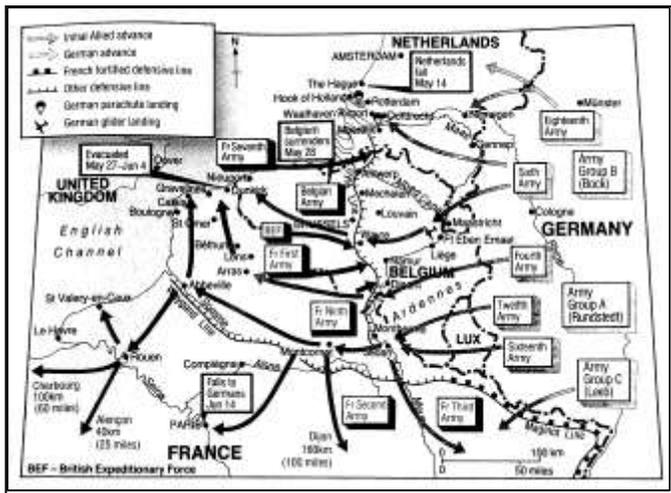
“USAT”: U.S. - Axis tensions. USAT are used to measure tensions between the United States and Germany prior to the outbreak of war between the two. See 49.8.

“USJT”: U.S. - Japanese tensions. USJT are used to measure tensions between the United States and Japan prior to the outbreak of war between the two. See 49.8.

“Western Allies”, “Western Allied”: All Allied major powers and minor countries, other than Russia and Russia’s associated and allied minor countries. Nationalist China joins the Western Allies at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

“YSS”: Year Start Sequence. The YSS takes place at the start of each year, before the first game turn of the year. During the YSS, the BRP levels of all major powers are determined, and diplomatic and research decisions for the upcoming year are made. See 35.

“ZoC”, “ZoCs”: Zone(s) of Control. A fully supplied armor unit may exert a ZoC into adjacent hexes. ZoCs influence enemy movement, unit construction and supply. See 10.34.



4. TERRAIN AND THE MAPBOARD

- 4.1 THE MAPBOARDS
- 4.2 GRID COORDINATES
- 4.3 FRONT BOUNDARIES
- 4.4 UNPLAYABLE HEXES
- 4.5 LAND AND SEA HEXES
- 4.6 MAPBOARD FEATURES
- 4.7 ISLANDS
- 4.8 TERRAIN EFFECTS

4.1 THE MAPBOARDS:

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 the northern Pacific Ocean.

4.12 HEXES: Superimposed over both mapboards is a hexagonal grid, which is used to determine movement. The Pacific mapboard covers approximately four times the area of the European mapboard, and as such, movement rates differ between the two maps.

4.13 FEATURES CONFORM TO HEX GRID: National borders (black dashed lines) and geographical features have been rationalized to conform to the hexagonal grid.

4.14 UNIQUE TERRAIN: Each theater mapboard has unique terrain: only the European theater has Qattara terrain, and only the Pacific theater has jungle, Himalayan and outback terrain. Mountains, forest and swamps also have different effects in the two theaters in certain instances.

4.2 GRID COORDINATES:

4.21 GRID COORDINATES: Each hex of the hex grid superimposed over either mapboard may be located by a specific grid coordinate reference. Thus on the European mapboard Lisbon is V8, Marrakech is EE2, Dublin is H22, Rome is Y22, Berlin is L31, Helsinki is D41, Moscow is H47 and Perm is D61; and on the Pacific mapboard, Tokyo is L32, Manila is W21 and Pearl Harbor is P53.

4.3 FRONT BOUNDARIES:

4.31 FRONT BOUNDARIES: Solid red front boundaries separate each mapboard into three fronts. The European mapboard consists of the eastern, western and Mediterranean fronts. The Pacific mapboard consists of the Pacific, Asian and Southeast Asian fronts. Fronts are significant with respect to a variety of situations such as weather and the conduct of offensive operations.

4.4 UNPLAYABLE HEXES:

4.41 UNPLAYABLE HEXES: Solid gray areas on the edges of the board are not playable and are impassable to all units, including air and naval units, except where explicitly permitted (see 21.217 for off-board naval movement). Swiss hexes are impassable to ground and air units. The middle four outback hexes are impassable to ground (but not air) units. All other hexes are playable (see 4.43 for impassable hexsides).

4.42 GRAY HEX FRAGMENTS AND ISLANDS: Any completely gray land mass is impassable to ground units. Such areas are included on

the mapboard for aesthetic purposes only. Thus areas such as the islands east of Athens (DD28 and CC28) do not exist for game purposes. Similarly, gray land fragments are ignored for game purposes. F33 is not considered a one-hex island (4.73), even though the G32 portion of the island is unplayable.

4.43 IMPASSABLE HEXSIDES: Ground movement, ZoCs, combat, redeployment and the tracing of supply lines are not allowed across all-Qattara hexsides (NN25-NN26 and MM26-NN26), all-Himalayan hexsides and all-outback hexsides (the hexsides of all outback hexes along the southern edge of the mapboard and the interior hexsides of the middle four outback hexes). This prohibition does not apply to air operations.

4.5 LAND AND SEA HEXES:

4.51 LAND/SEA HEXES: Land terrain is defined as the area inside the shoreline bordering all bodies of water. Hexsides must have land on both sides to allow normal ground movement or combat across them. Similarly, sea hexsides are defined as any hexside having blue on both sides of the hexside, provided the blue is not solely attributable to a river. Naval movement is allowed only across sea hexsides. (EXCEPTION: The Suez canal). Where the red front boundary follows a coastline it is treated as sea for the purposes of this rule.

4.52 PARTIAL SEA HEXES: Hexes which are partially sea and partially land are considered both land and sea for all purposes. Naval movement into and out of a partial sea hex is permitted unless land in the hex extends to the edge of the hex so as to block such movement. The dark blue outline around land represents water, and therefore allows naval movement and blocks land movement when it extends to the edge of a hex. For example, on the European mapboard, naval movement is permitted between hexes C27-C28 (northern Scotland) and through hexes CC17-DD17-EE17 (near Tunis) and DD26-EE26-FF26 (near Greece), because the peninsulas in DD17 and EE26 do not extend to the hex boundaries so as to block such movement.

4.53 LAKES: Lakes which do not completely cover a hexside have no effect on play and are included on the mapboard for aesthetic purposes only.

4.6 MAPBOARD FEATURES:

4.61 URBAN AREAS:

4.611 CITIES: The terms "city" and "cities" include capitals, ports and capital-ports.

4.612 CAPITALS: Capitals are cities designated by a star, including those in colonies. Capitals may not be selected for attrition occupation (14.6). Infantry and replacement units defending in capitals are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a "7" or higher winter effect (15.33G). See 30.2 for details of capitals as supply sources.

4.613 OBJECTIVES: Objectives are one-hex islands whose names are printed in red and cities whose names and icons are printed in red. Objectives may not be selected for attrition occupation (14.6). Infantry and replacement units defending in objectives are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a "7" or higher winter effect (15.33G). Objectives are used for SRs (28.6).

4.614 PORTS: Ports are cities designated by a non-solid circle. Ports may base naval units (21.11). Brindisi is on the east coast of AA25; naval units may traverse it only via the easternmost of the two water areas within the hex. Similarly, Rosyth (F26) is on the east coast of Scotland, Plymouth (K21) is on the southern coast of its peninsula, Lorient (NI9) is on the southwest coast of its peninsula and Famagusta (GG34) is on the southeast coast of Cyprus.

4.615 CAPITAL-PORTS: Capital-ports are cities designated by a star inside a circle. Capital-ports function as both a port and a capital. The comprehensive list of capital-ports in the game is Algiers, Athens, Helsinki, Lisbon, Oslo, Stockholm, Tripoli and Tunis in Europe; Balikpapan, Bangkok, Batavia, Kuching, Manila, Palembang, Rangoon, Saigon, Seoul, Singapore, Taipei and Tokyo in the Pacific.

4.616 OTHER CITIES: Other cities, designated by black dots, have no military significance except for their ability to base air units (17.21) and their effect on air defense levels (23.42, 26.461A). Such cities have no effect on ground combat.

4.62 FORTIFICATIONS AND FORTRESSES: See rule 32.

4.63 CROSSING ARROWS: Blue crossing arrows permit ground units to move or engage in offensive or attrition combat across all-water hexsides in either direction. In Europe, crossing arrows occur in Denmark (3), Scotland (1), the Turkish Straits (2), the strait of Kerch (1) and the strait of Messina (1). In the Pacific, crossing arrows occur in the Philippines (3), Japan (5) and Sakhalin (1).

4.631 The water between land areas connected by crossing arrows is considered to be controlled by the neutral minor country or major power which controls those land areas, therefore air and naval activities over and through the water portion of such hexes are subject to restrictions.

4.64 TERRAIN FILLS THE HEX: Sometimes terrain is printed over only a portion of a hex. Swamp, mountain, forest, jungle and jungle/mountain are considered to cover the entire land portion of any hex in which they appear, and therefore affect the DM for seaborne invasions and attacks across hexsides free of such terrain markings.

4.7 ISLANDS:

4.71 UNPLAYABLE ISLANDS: Islands shown in dark blue are included on the board for aesthetic purposes only. Such islands are not playable, may not be invaded, and are not considered islands for game purposes.

4.72 INVADABLE HEXES: All one-hex islands, including Scapa Flow, I32 (the Danish island containing Copenhagen) and I31, but not the island at the northern tip of Denmark, are invadable. Larger islands may be invaded only at beach hexes.

4.73 ONE-HEX ISLANDS: An island covering more than one hex is not a one-hex island, even if only one hex of it is playable.

4.731 BASING AT ONE-HEX ISLANDS: One NAS may base on a one-hex island, regardless of how many air factors are also based on that island (18.13). Naval units may only base at one-hex islands which contain a port counter.

4.732 SUPPLY AND NRs TO ONE-HEX ISLANDS: Supply may be traced to one-hex islands even if they do not contain a port or bridgehead (30.331B). Units may also be NRed into and out of such islands (28.511).

4.74 ISLAND GROUPS: A number of Pacific islands form groups, as follows:

A. Aleutian Islands (U.S.): Adak, Attu, Kiska, Unalaska, Umnak.

B. Bismarck Archipelago (Britain): New Britain, New Ireland, Manus.

C. Caroline Islands East (Japan): Oroluk, Ponape, Truk.

D. Caroline Islands West (Japan): Palau, Ulithi, Woleai, Yap.

E. Ellice Islands (Britain): Funafuti, Niulakita, Niutao.

F. Fiji (Britain): Vanua Levu, Viti Levu.

G. Gilbert Islands (Britain): Beru, Makin, Nauru, Tamana, Tarawa.

H. Hawaiian Islands (U.S.): Hawaii, Kauai, Maui, Necker, Oahu, Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.

I. Kurile Islands (Japan): Etorofu, Paramushiro, Uruppa.

J. Marianas Islands (U.S. and Japan): Guam (U.S.), Saipan (Japan).

K. Marshall Islands (Japan): Bikini, Eniwetok, Kwajalein, Majuro, Wotje.

L. New Hebrides (Britain): Efate, Espiritu Santo.

M. Society Islands (France): Bora Bora, Tahiti.

N. Solomon Islands (Britain): Bougainville, Guadalcanal, New Georgia, San Cristobal, Santa Cruz, Santa Isabel.

4.741 CONTROL OF ISLAND GROUPS: At the start of each scenario, each island group is controlled by a major power (EXCEPTION: In the campaign game, the Marianas are split between the U.S. and Japan). Once play begins, rule 29.71 governs the control of island groups.

4.75 TWO-HEX ISLANDS WITHOUT PORTS: For sea supply, sea transport, seaborne invasion and NR purposes, the beach hexes in New Ireland, Palawan and Halmahera are treated as ports. No bridgehead is required. This does not permit air or naval basing in these hexes or permit them to be used in support of naval operations.

4.8 TERRAIN EFFECTS:

4.81 GROUND MOVEMENT: The effects of terrain on ground movement are set out in rule 13.41.

4.82 ATTRITION: The effects of terrain on attrition combat are set out in rule 14.62.

4.83 GROUND COMBAT: The effects of terrain on offensive ground combat are set out in rule 15.3.

4.84 TERRAIN EFFECTS CHART: The Terrain Effects Chart summarizes the effects of terrain features on movement and combat.

5. MAPBOARD BOXES

- 5.1 INTRODUCTION
- 5.2 U.S. BOXES
- 5.3 SOUTH AFRICA BOX
- 5.4 INDIA BOX
- 5.5 AUSTRALIA BOX
- 5.6 ETHIOPIA BOX
- 5.7 URALS BOX
- 5.8 MURMANSK BOX
- 5.9 SW BOXES

5.1 INTRODUCTION:

5.11 PURPOSE OF THIS RULE: The purpose of this rule is to gather together the rules applicable to the various mapboard boxes in one location for ease of reference. Specific references to the various mapboard boxes are found throughout the rules dealing with specific topics, as well as in the rules dealing with the areas in question, such as rule 71 (Australia), rule 72 (India), rule 88.4 (Ethiopia), and rule 81 (Manchuria, Siberia and the Urals box).

5.12 GENERAL CHARACTERISTICS: All mapboard boxes share certain general characteristics:

A. UNLIMITED CAPACITY: All mapboard boxes have an unlimited stacking capacity for ground units (EXCEPTIONS: The Murmansk and SW boxes) and an unlimited basing capacity for air and naval units, provided the units are otherwise permitted to enter the box in question.

B. NAVAL RANGE RESTRICTIONS APPLY NORMALLY: Except where specifically stated, range restrictions on naval activities (21.361) apply to all naval activities to and from mapboard boxes, based on the distance in off-board hexes from the mapboard box in question to the mapboard, as set out below for each mapboard box.

C. AIR MISSIONS PROHIBITED: Offensive or defensive air missions into or out of mapboard boxes are prohibited (EXCEPTION: Strategic bombing).



5.2 U.S. BOXES:

5.21 CONCEPT:

A. ATLANTIC U.S. BOX: The Atlantic U.S. box represents the Atlantic coast of the U.S. and Canada.

B. PACIFIC U.S. BOX: The Pacific U.S. box represents the Pacific coast of the U.S. and Canada.

5.22 DISTANCE FROM THE MAPBOARDS:

A. ATLANTIC U.S. BOX: The Atlantic U.S. box is 16 off-board hexes from the western edge of the European mapboard, through hexes A23 to EE1.

B. THE PACIFIC U.S. BOX: The Pacific U.S. box is eight off-board hexes from the eastern edge of the Pacific mapboard, through hexes A59 to KK48.

5.23 CONTROL: The U.S. boxes are permanently controlled by the Western Allies. Axis and Japanese units may never enter either U.S. box.

5.24 BRP VALUE: The U.S. boxes have a BRP value equivalent to the U.S. BRP base, as well as 10 Canadian BRPs.

5.25 SUPPLY AND OIL:

A. SUPPLY: The U.S. boxes are unlimited Western Allied supply sources.

B. OIL: Both U.S. boxes produce an unlimited number of oil counters each turn. For the oil status of units supplied from the U.S. boxes, see 33.533.

5.26 UNIT CONSTRUCTION: Newly constructed American and Canadian ground and air units are placed in either U.S. box (27.42G, 70.15). American and Canadian naval units are launched in whichever U.S. box is associated with the shipbuilding used to build them.

5.27 GROUND AND AIR UNITS:

A. MOVEMENT: Ground and air units may not move or stage into or out of the U.S. boxes during the movement phase.

B. COMBAT:

- Ground combat cannot occur in the U.S. boxes.
- Air combat may occur in the U.S. boxes only as a result of Axis or Japanese strategic bombing of the U.S.

C. REDEPLOYMENT: Ground and air units may only enter or leave the U.S. boxes during the redeployment phase by NR (EXCEPTION: Unlimited SRs between the U.S. boxes are permitted).



5.28 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities from the Atlantic U.S. box is traced onto the European mapboard through any of hexes A23 to EE1 along the western edge of the European mapboard. The path of naval activities from the Pacific U.S. box is traced onto the Pacific mapboard through any of hexes A59 to KK48 along the eastern edge of the Pacific mapboard.

B. BASE CHANGES: Western Allied naval units may change between:

- the Atlantic U.S. box and any western front port, the South Africa box or the Pacific U.S. box.
- the Pacific U.S. box and the Australia box, the Atlantic U.S. box, Dutch Harbor, Pearl Harbor, Papeete or any port constructed in the Hawaiian or Society Islands.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported from the U.S. boxes through the Atlantic and Pacific Oceans onto the mapboard. In addition, one transport from the SW box through which the sea transport passes is required for every five ground or air factors sea transported through the Atlantic or Pacific SW boxes. Sea transport from the Atlantic U.S. box must terminate in a western front port (21.433A). Sea transport from the Pacific U.S. box must terminate in Dutch Harbor, the Hawaiian Islands, or the Society Islands (21.433B).

D. SEABORNE INVASIONS: Two destroyer factors are required for each ground factor conducting a seaborne invasion from a U.S. box through the Atlantic and Pacific Oceans, plus an additional destroyer for each ground factor if the invasion hex is occupied by an enemy ground unit. In addition, one transport from the SW box through which the seaborne invasion passes is required for every five invading ground factors.

E. NRs AND SEA ESCORT:

- One transport is required for every five ground or air factors, or for every five BRPs, NRed between a U.S. box and the mapboard. No destroyers are required for sea escort.
- NRs to and from U.S. boxes may be protected by naval units in the originating location and by naval units in the SW box through which the NR passes.
- Naval units in the Atlantic and Pacific U.S. boxes may NR into and out of the Atlantic and Pacific SW boxes, respectively.
- NRs and sea escort are 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).

F. INTERCEPTION: Naval interception from the U.S. boxes is prohibited.

G. SEA SUPPLY: Each sea supply line traced from a U.S. box requires one transport from the SW box through which the sea supply line is traced (30.365).



5.3 SOUTH AFRICA BOX:

5.31 CONCEPT: The South Africa box represents South Africa and the adjacent British colonies.

5.32 DISTANCE FROM THE MAPBOARD: The distance of the South Africa box from the European and Pacific mapboard does not affect play. Naval units may not be displaced to the South Africa box.

5.33 CONTROL: The South Africa box is permanently controlled by the Western Allies. Axis and Japanese units may never enter the South Africa box.

5.34 BRP VALUE: The South Africa box has a value of 10 BRPs.

5.35 SUPPLY AND OIL:

A. SUPPLY: The South Africa box is an unlimited Western Allied supply source.

B. OIL: The South Africa box does not produce oil. The South African oil reserve has a capacity of three oil counters. For the oil status of units supplied from the South Africa box, see 33.533.

5.36 UNIT CONSTRUCTION: The South African 3-4 and 1-3 infantry units may only be built in the South Africa box (27.472).

5.37 GROUND AND AIR UNITS:

A. MOVEMENT: Ground and air units may not move or stage into or out of the South Africa box during the movement phase (EXCEPTION: Sea transport through the Indian Ocean).

B. COMBAT: Ground and air combat cannot occur in the South Africa box.

C. REDEPLOYMENT: Ground and air units may only enter or leave the South Africa box during the redeployment phase by NR (EXCEPTION: SR to and from Ethiopia - 88.422C).

5.38 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities from the South Africa box is traced onto the European mapboard to the western front through any of hexes A23 to EE1 along the western edge of the European mapboard, or to Suez through hexes NN30 or NN31 or to Basra or Abadan through hexes NN41, NN42 or NN43, on the southern edge of the European mapboard.

B. BASE CHANGES: Western Allied naval units may change base between the South Africa box and any western front port, Suez, Basra and Abadan, and the Atlantic U.S., India and Australia boxes.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported to or from the South Africa box through the Indian Ocean to or from Suez, Basra or Abadan. In addition, one Indian Ocean transport is required for every five ground or air factors sea

transported through the Indian Ocean SW box. Sea transport to or from the South Africa box through the Atlantic Ocean or to and from the India box through the Indian Ocean is prohibited.

D. SEABORNE INVASIONS: Seaborne invasions to or from the South Africa box are prohibited.

E. NRs AND SEA ESCORT:

- One Indian Ocean transport is required for every five ground or air factors, or for every five BRPs, NRed between the South Africa box and the India, Australia or Ethiopia boxes or Suez, Basra or Abadan. No destroyers are required to sea escort such NRs. NRs to and from the South Africa box through the Indian Ocean may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.
- One Atlantic transport is required for every five ground or air factors, or for every five BRPs, 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.
- Naval units in the South Africa box may NR to any western front port, Suez, Basra and Abadan, and the Atlantic U.S., India and Australia boxes.

F. INTERCEPTION: Naval interception from the South Africa box is prohibited. Naval units in the South Africa box may engage raiders in the Indian Ocean, but not in the Atlantic Ocean.

G. SEA SUPPLY: Each sea supply line traced from the South Africa box to Suez, Basra or Abadan requires one Indian Ocean transport (30.365).



5.4 INDIA BOX:

5.41 CONCEPT: The India box represents that part of India which does not appear on the board.

5.42 DISTANCE FROM THE MAPBOARD:

A. The India box is adjacent to the India hexes along the western edge of the Pacific mapboard.

B. The ports in the India box are eight hexes from hex CC2 on the western edge of the Pacific mapboard.

5.43 CONTROL: The India box is controlled by the Western Allies unless India surrenders (72.5). Japanese units may never enter the India box (EXCEPTION: Strategic bombing).

5.44 BRP VALUE: The India box has a value of 10 BRPs. For each Japanese 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.

5.45 SUPPLY AND OIL:

A. SUPPLY: The India box is an unlimited Western Allied supply source unless India has surrendered.

B. OIL: The Indian oil reserve has a capacity of three oil counters. For the oil status of units supplied from the India box, see 33.4715C.

5.46 UNIT CONSTRUCTION: Indian units may be built in the India box (27.474, 72.16). For limits on and costs of Indian production, see 72.12. For the effect of Japanese bombing of the India box, see 72.321. For the effect of Japanese units adjacent to the India box, see 72.42.

5.47 GROUND AND AIR UNITS:

A. MOVEMENT:

- Western Allied ground units may move into the India box from an Indian hex south of the Himalayas adjacent to the western edge of the Pacific mapboard.
- Western Allied ground units may move out of the India box into an Indian hex south of the Himalayas adjacent to the western edge of the Pacific mapboard, provided this does not result in there being fewer ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the Pacific mapboard at the end of the movement phase.
- Air units may stage up to six hexes from an Indian hex into the India box, or stage up to six hexes from the India box into an eligible Indian hex. Staging between the India box and hexes outside India, including China and the Andaman Islands (Z9), is not permitted.

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 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.
- Western Allied armor units may enter the India box by exploitation movement from an Indian hex off the western edge of the Pacific mapboard.
- Air combat may occur in the India box only as a result of Japanese strategic bombing of the India box.

C. REDEPLOYMENT:

- Western Allied ground and air units may enter the India box by TR or SR off the western edge of the Pacific mapboard, or by NR from the South Africa, Australia or Ethiopia boxes, Suez, Basra or Abadan, or through hex CC2.
- Western Allied ground and air units which begin their turn in the India box, enter the India box during the movement or combat phases, or are constructed in the India box, may TR, SR or NR onto the Pacific mapboard, provided this does not result in there being fewer ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the Pacific mapboard at the end of the redeployment phase.
- Western Allied ground and air units which redeploy into the India box must end the redeployment phase in the India box.

5.48 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities between the India box and the Pacific mapboard is traced through hex CC2, on the western edge of the Pacific mapboard. CC2 is considered to be eight off-board hexes from the ports in which naval units base while in the India box.

B. BASE CHANGES: Western Allied naval units may change base between the India box and the South Africa and Australia boxes, Suez, Basra, Abadan and Pacific ports accessible through CC2.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported through the Indian Ocean between the India box and Suez, Basra or Abadan or the Pacific mapboard. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported to or from the India box. Sea transport between the India box and the Australia and South Africa boxes is prohibited.

D. SEABORNE INVASIONS: Two destroyer factors are required for each ground factor conducting a seaborne invasion from the India box onto the Pacific mapboard, plus an additional destroyer for each ground factor if the invasion hex is occupied by an enemy ground unit. In addition, one transport from the Indian Ocean SW box is required for every five invading ground factors. Seaborne invasions from the Indian box onto the European mapboard or into the South Africa or Australia boxes are prohibited.

E. NRs AND SEA ESCORT:

- One Indian Ocean transport is required for every five ground or air factors, or for every five BRPs, 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.

- Naval units in the India box may NR to the South Africa box, the Australia box, Suez, Basra or Abadan, or onto the Pacific mapboard.

F. INTERCEPTION: Naval interception from the India box onto the Pacific mapboard is conducted normally. Naval units in the India box may engage raiders in the Indian Ocean.

G. SEA SUPPLY: Each sea supply line traced from the India box through hex CC2 onto the Pacific mapboard requires one Indian Ocean transport (30.365).

H. DISPLACED NAVAL UNITS: Naval units displaced from Suez, Basra or Abadan may go to the India box.



5.5 AUSTRALIA BOX:

5.51 CONCEPT: The Australia box represents that part of Australia which does not appear on the board.

5.52 DISTANCE FROM THE MAPBOARD:

A. The Australia box is adjacent to the Australia hexes along the southern edge of the Pacific mapboard.

B. The ports in the Australia box are eight hexes from hexes NN15 and NN24 on the southern edge of the Pacific mapboard.

C. Noumea (in New Caledonia) is considered to be ten hexes from the Australia box.

5.53 CONTROL: The Australia box is controlled by the Western Allies unless Australia surrenders (71.5). Japanese units may never enter the Australia box (EXCEPTION: Strategic bombing).

5.54 BRP VALUE: The Australia box has a value of 10 BRPs. For each Japanese ground factor adjacent to the Australia box in excess of the number of Western Allied ground factors in the Australia box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless Australia has surrendered.

5.55 SUPPLY AND OIL:

A. SUPPLY: The Australia box is an unlimited Western Allied supply source unless Australia has surrendered.

B. OIL: The Australian oil reserve has a capacity of three oil counters. For the oil status of units supplied from the Australia box, see 33.4715D.

5.56 UNIT CONSTRUCTION: Australian units may be built in the Australia box (27.473, 71.15). For limits on and costs of Australian production, see 71.12. For the effect of Japanese bombing of the Australia box, see 71.321. For the effect of Japanese units adjacent to the Australia box, see 71.42.

5.57 GROUND AND AIR UNITS:

A. MOVEMENT:

- Western Allied ground units may move into the Australia box from a non-outback Australian hex adjacent to the southern edge of the Pacific mapboard.
- Western Allied ground units may move out of the Australia box into a non-outback Australian hex adjacent to the southern edge of the Pacific mapboard, provided this does not result in there being fewer ground factors in the Australia box than there are Japanese ground factors adjacent to the Australia box along the southern edge of the Pacific mapboard at the end of the movement phase.
- Air units may stage from an Australian hex off the southern edge of the Pacific mapboard into the Australia box, or stage from the Australia box into an eligible Australian hex. Staging between the Australia box and hexes outside Australia, including Port Moresby, is not permitted.

B. COMBAT:

- Ground attacks from the Australia box onto the Pacific mapboard, or from the Pacific mapboard into the Australia box, are prohibited.
- For attrition combat purposes, the Australia box is considered to be part of each Australian attrition zone that touches the Australian map edge across a non-outback hexside. Japanese ground units adjacent to the Australia box may attrition, and be attritioned by, Western Allied ground units in the Australia box. Hex results achieved in attrition combat solely against the Australia box have no effect, nor can Western Allied ground units capture hexes by attrition advance from the Australia box.
- Western Allied armor units may enter the Australia box by exploitation movement from an Australian hex off the southern edge of the Pacific mapboard.
- Air combat may occur in the Australia box only as a result of Japanese strategic bombing of the Australia box.

C. REDEPLOYMENT:

- Western Allied ground and air units may enter the Australia box by TR or SR off the southern edge of the Pacific mapboard, or by NR from the Pacific U.S. box, the South Africa box, the India box, off the southern edge of the Pacific mapboard through hexes NN24 (Townsville) or NN31 (Noumea), or from Suez, Basra or Abadan.
- Western Allied ground and air units which begin their turn in the Australia box, enter the Australia box during the movement or combat phases, or are constructed in the Australia box, may TR, SR or NR onto the Pacific mapboard, provided this does not result in there being fewer ground factors in the Australia box than there are Japanese ground factors adjacent to the Australia box along the southern edge of the Pacific mapboard at the end of the redeployment phase.
- Western Allied ground and air units which redeploy into the Australia box must end the redeployment phase in the Australia box.

5.58 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities between the Australia box and the Pacific mapboard is traced through one of hexes NN15, NN24 (Townsville) or NN31 (Noumea), on the southern edge of the Pacific mapboard. NN15, NN24 (Townsville) are considered to be eight off-board hexes, and NN31 (Noumea) ten off-board hexes, from the ports in which naval units base while in the Australia box.

B. BASE CHANGES: Western Allied naval units may change base between the Australia box and any Pacific mapboard hexes accessible through hexes NN15, NN24 and NN31, Suez, Basra and Abadan, and the Pacific U.S., India and South Africa boxes.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported through the Indian Ocean between the Australia box and Suez, Basra or Abadan or the Pacific mapboard. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported between the Australia box and Suez, Basra or Abadan; one Pacific transport is required for every five ground or air factors sea transported between the Australia box and the Pacific mapboard. Sea transport between the Australia box and the Pacific U.S., India and South Africa boxes is prohibited.

D. SEABORNE INVASIONS: Two destroyer factors are required for each ground factor conducting a seaborne invasion from the Australia box onto the Pacific mapboard, plus an additional destroyer for each ground factor if the invasion hex is occupied by an enemy ground unit. In addition, one transport from the Pacific SW box is required for every five invading ground factors. Seaborne invasions from the Australia box into the Pacific U.S., South Africa and India boxes are prohibited.

E. NRs AND SEA ESCORT:

- One Indian Ocean transport is required for every five ground or air factors, or for every five BRPs, 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, or for every five BRPs, 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.

- Naval units in the Australia box may NR to the South Africa box, the India box, Suez, Basra or Abadan, the Pacific U.S. box, or onto the Pacific mapboard.

F. INTERCEPTION: Naval interception from the Australia box is conducted normally.

G. SEA SUPPLY: Each sea supply line traced from the Australia box onto the mapboard through one of hexes NN24 (Townsville) or NN31 (Noumea) requires one Pacific transport (30.365).



5.6 ETHIOPIA BOX:

5.61 CONCEPT: The Ethiopia box represents the Italian colony of Ethiopia.

5.62 DISTANCE FROM THE MAPBOARD: The Ethiopia box is adjacent to Egyptian hexes NN27-NN30 on the southern edge of the European mapboard.

5.63 CONTROL: The Ethiopia box is controlled by Italy at the start of the game, but may be conquered by the Western Allies (88.43).

5.64 BRP VALUE: The Ethiopia box has no BRP value.

5.65 SUPPLY AND OIL:

A. SUPPLY: All units in Ethiopia are automatically in unlimited supply.

B. OIL: Units in Ethiopia are immune from oil effects.

5.66 UNIT CONSTRUCTION: Unit construction in the Ethiopia box is prohibited.

5.67 GROUND UNITS:

A. MOVEMENT: Ground units may not move into or out of the Ethiopia box during the movement phase.

B. COMBAT: Ground combat cannot occur in the Ethiopia box.

C. REDEPLOYMENT: Ground units may only enter and leave the Ethiopia box during the redeployment phase, as set out in 88.42.

5.68 NAVAL ACTIVITIES: Naval activities from the Ethiopia box are prohibited, although control of Ethiopia is required for the Axis to conduct naval operations from Suez, should the Axis capture it (88.37B, C).



5.7 URALS BOX:

5.71 CONCEPT: The Urals box represents that part of Russia which does not appear on either mapboard.

5.72 DISTANCE FROM THE MAPBOARD:

A. EUROPE: The Urals box is adjacent to hexes A62-Z53 in Russia on the eastern edge of the European mapboard.

B. PACIFIC: The Urals box is adjacent to hexes A23-L15 on the western edge of the Pacific mapboard.

5.73 CONTROL: The Urals box is permanently controlled by Russia. Axis and Japanese units may never enter the Urals box.

5.74 BRP VALUE: The Urals box has a BRP value equivalent to the Russian BRP base. For each Axis and Japanese ground factor adjacent to the Urals box in excess of the number of Russian ground factors in the Urals box at the end of the Axis combat phase, Russia loses one BRP, up to

a maximum of 15 BRPs per turn, provided Russia is at war with the European Axis or Japan, as the case may be.

5.75 SUPPLY AND OIL:

A. SUPPLY: The Urals box is an unlimited Russian supply source.

B. OIL: The Urals box has an oil production of one counter per turn and a reserve capacity of ten oil counters.

5.76 UNIT CONSTRUCTION: Unit construction in the Urals box is prohibited.

5.77 GROUND AND AIR UNITS:

A. MOVEMENT:

- Russian ground units may move into the Urals box from adjacent European or Pacific mapboard hexes.
- Russian ground units may move out of the Urals box into an adjacent European or Pacific mapboard hex, provided this does not result in there being fewer ground factors in the Urals box than there are Axis or Japanese ground factors adjacent to the Urals box at the end of the movement phase.
- Russian air units may stage from the mapboard into the Urals box, or stage from the Urals box into an eligible hex.

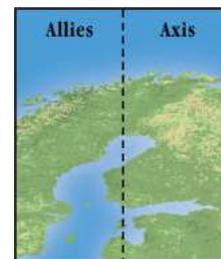
B. COMBAT:

- Ground attacks from the Urals box onto the European and Pacific mapboards, or from the European and Pacific mapboards into the Urals box, are prohibited.
- For attrition combat purposes, the Urals box is considered to be part of each European and Pacific attrition zone that touches the Urals box. Axis and Japanese ground units adjacent to the Urals box may attrition, and be attritioned by, Russian ground units in the Urals box. Hex results achieved in attrition combat solely against the Urals box have no effect, nor can Russian ground units capture hexes by attrition advance from the Urals box.
- Russian armor units may enter the Urals box by exploitation movement from adjacent European or Pacific mapboard hexes.
- Air combat may occur in the Urals box only as a result of Axis or Japanese strategic bombing of the Urals box.

C. REDEPLOYMENT:

- Russian ground and air units may enter the Urals box by TR or SR from adjacent European or Pacific mapboard hexes.
- Russian ground and air units which begin their turn in the Urals box or which enter the Urals box during the movement or combat phases may TR or SR onto the European or Pacific mapboards, provided this does not result in there being fewer ground factors in the Urals box than there are Axis or Japanese ground factors adjacent to the Urals box at the end of the redeployment phase.
- Russian ground and air units which redeploy into the Urals box must end the redeployment phase in the Urals box.

5.78 NAVAL ACTIVITIES: Naval activities from the Urals box are prohibited.

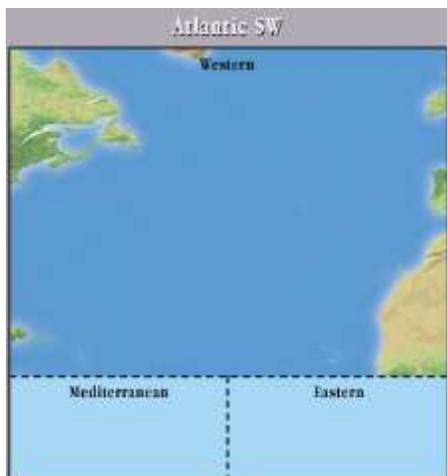


5.8 MURMANSK BOX:

5.81 CONCEPT: The Murmansk box is used only to resolve Murmansk convoy battles. After resolving a Murmansk convoy battle, all air and naval units must leave the Murmansk box.

5.82 GERMAN AIR AND NAVAL UNITS: German air and naval units based in Bergen and Scapa Flow may enter the Murmansk box to oppose Murmansk convoys without risk of Allied air attack or naval counter-interception.

5.83 WESTERN ALLIED NAVAL UNITS: Western Allied naval units may enter the Murmansk box only as part of a Murmansk convoy.



5.9 SW BOXES:

5.91 CONCEPT: The three SW boxes represent both the shipping lanes in the Atlantic, Pacific and Indian Oceans and the strategic bombing campaigns in Europe and Asia. Each SW box abstractly represents both on-map and off-map regions. Naval units generally enter and exit an SW box by sailing across the edge of one of mapboards (5.932, 25.33). However, when naval units from an SW box participate in a naval activity which begins in an on-board port (25.35), those naval units are presumed to already be stationed in the portion of their SW box which overlaps that on-board port. Upon reaching the destination hex of the naval activity, naval units from the SW box have the option of immediately returning to the SW box without further risk of air attack or naval interception, or of accompanying other naval units back to port, where they automatically re-enter the SW box.

A. THE ATLANTIC SW BOX: Located in the upper left corner of the European mapboard.

B. THE PACIFIC SW BOX: Located in the upper right corner of the Pacific mapboard.

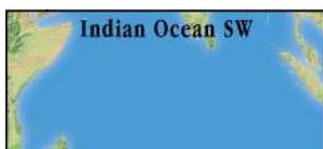
C. THE INDIAN OCEAN SW BOX: Located in the lower right corner of the European mapboard.

5.92 SUBDIVISION OF SW BOXES:

A. ATLANTIC AND PACIFIC SW BOXES: The Atlantic and Pacific SW boxes are each divided into three sections:

- The “Western” section of the Atlantic SW box and the “Pacific” section of the Pacific SW box represent the Western Allied shipping lanes in the Atlantic Ocean and the Western Allied and Japanese shipping lanes in the Pacific Ocean, respectively; as well as the airspace over those fronts.
- The other sections of the Atlantic and Pacific SW boxes represent the airspace over those fronts.

B. INDIAN OCEAN SW BOX: The Indian Ocean SW box contains one section for naval activities, representing the Western Allied shipping lanes in the Indian Ocean.



5.93 NAVAL ACTIVITIES IN SW BOXES:

5.931 UNITS: Transports, ASW, submarines and naval units may be placed in the naval activity section of the SW box:

A. TRANSPORTS: Transports (20.6) may be used to carry oil, sea supply, ground and air units, and BRP grants between mapboard areas and mapboard boxes (20.64).

B. ASW: ASW (20.8) protect transports from SW attacks by enemy submarines (25).

C. SUBMARINES: Submarines (20.7) may conduct SW against enemy transports in an SW box (25).

D. NAVAL UNITS: Naval units in an SW box (25.3) protect transports and other naval activities from attacks by enemy air and naval units, defend against enemy raiders (21.53) and may provide shore bombardment or conduct fast carrier missions in conjunction with seaborne invasions originating solely from the U.S., Australia or India boxes (Western Allied naval units only) (21.523, 21.553).

E. RAIDERS: Raiders may enter an SW box during the owning player’s combat phase and attempt to attack the defender’s transports (21.53).

5.932 DISTANCE FROM THE MAPBOARDS:

A. THE ATLANTIC SW BOX: The Atlantic SW box is adjacent to the western edge of the European mapboard, through hexes A23 to EE1.

B. THE PACIFIC SW BOX: The Pacific SW box is adjacent to the eastern edge of the Pacific mapboard, through hexes I62 to KK48, and is eight hexes from the southern edge of the Pacific mapboard, through hexes NN24 to NN45.

- The portion of the Pacific SW box representing Western Allied shipping lanes is considered to be adjacent to the eastern edge of the Pacific mapboard, through hexes I62 to KK48, and is eight hexes from the southern edge of the Pacific mapboard, through hexes NN24 to NN45. British and American naval units deployed to the Pacific SW box must be based in Pearl Harbor, Tahiti or the Pacific U.S. or Australia boxes (25.31B), and must return to one of these locations when leaving the Pacific SW box.
- The portion of the Pacific SW box representing Japanese shipping lanes is considered to be adjacent to ports in Japan and Truk. Japanese naval units deployed to the Pacific SW box must be based in a port in Japan or in Truk, must return to one of these locations when leaving the Pacific SW box (25.31B), and may be intercepted in their destination port hex as they do so.

C. THE INDIAN OCEAN SW BOX: The Indian Ocean SW box is eight hexes from the western edge of the Pacific mapboard, through hex CC2.

5.933 WHEN UNITS IN SW BOXES VISIBLE: All SW and naval units are fully visible to both sides while in an SW box (EXCEPTION: Naval forces concealed by TF markers).

5.934 ENTERING AND LEAVING SW BOXES:

A. TRANSPORTS, ASW AND SUBMARINES: Transports, ASW and submarines may be transferred into or out of an SW box by changing base or NRing in the owning player’s turn (25.31), including the player turn in which they are constructed (28.82) (EXCEPTION: Submarines may not enter or leave an SW box during the movement phase - 25.12). Transports, ASW and submarines may be transferred from one SW box to another during the redeployment phase (5.935, 24.52).

B. NAVAL UNITS: Naval units may enter or leave an SW box during the movement and redeployment phases. Naval units which withdraw from an SW box in the movement phase are inverted for the remainder of their player turn and may be subsequently uninverted in accordance with 33.9; naval units which withdraw from an SW box in the redeployment phase are inverted for the remainder of their player turn and for the next opposing player turn (25.372) and may be subsequently uninverted in accordance with 33.9.

5.935 TRANSFERS OF UNITS BETWEEN SW BOXES: Both SW units (submarines, ASW, transports, strategic bombers and interceptors) and naval units may be transferred between SW boxes during the redeployment phase, subject only to the normal restrictions applying to the operation of the units in question in the SW boxes. Units transferred between SW boxes are not inverted and may be used in their new SW box in the next player turn, regardless of their use in the SW box from which they were redeployed. All three SW boxes are connected and transfers between them are not subject to any delay and may not be intercepted (EXCEPTION: German submarines may enter the Indian Ocean SW box only from a Mediterranean port through the Suez canal - 25.13A).

5.94 AIR ACTIVITIES IN SW BOXES:

5.941 UNITS: Only strategic bombers and interceptors may be deployed to the air activity sections of an SW box (26).

5.942 ELIGIBLE SW BOXES: Strategic bombers and interceptors may be deployed only to the Atlantic and Pacific SW boxes.



5.943 ENTERING AND LEAVING SW BOXES:

A. Upon construction, strategic bombers and interceptors may be placed on any front in the relevant SW box, provided the owning alliance faction controls an operational air base on that front (26.22).

B. After initial placement, strategic bombers and interceptors may deploy from one front to another (26.21) within an SW box.

C. Strategic bombers and interceptors may be transferred from one eligible SW box to the other, and may be used in the owning player's turn following their transfer.

5.944 EMPLOYMENT:

A. **STRATEGIC BOMBERS:** Strategic bombers may bomb any eligible target within range of an operational air base on their front (17.72).

B. **INTERCEPTORS:** Interceptors may defend any eligible target on their front (26.443) (EXCEPTION: Russian and Western Allied interceptors may not defend each other's hexes).



6. COUNTERS

- 6.1 GROUND UNIT COUNTERS
- 6.2 AIR AND NAVAL COUNTERS
- 6.3 SW COUNTERS
- 6.4 STATUS COUNTERS
- 6.5 SPECIALIZED COUNTERS
- 6.6 INSTALLATIONS
- 6.7 EVENT MARKERS
- 6.8 COUNTER AVAILABILITY

6.1 GROUND UNIT COUNTERS:

6.11 Ground unit counters show a combat factor as the first (left) number on the counter, followed by a movement factor (EXCEPTIONS: Replacement and flak counters, which have a movement factor of one, show only a combat factor). British, Russian and American units, which can operate on both mapboards, have two movement factors (the larger one applies to Europe; the smaller one applies to the Pacific).

6.2 AIR AND NAVAL COUNTERS:

6.21 Army and naval air unit counters also show a combat factor and a movement or range factor. British, Russian and American units, which can operate on both mapboards, have two movement factors (the larger one applies to Europe; the smaller one applies to the Pacific). Each type of AAS is represented by a different counter.

6.22 Each jet counter represents one jet factor. Each air transport counter represents one air transport factor. Naval unit counters show only a combat factor; their range is limited by the activity they perform (21.361). Various countries are provided with air, transport, destroyer and cruiser counters in varying denominations (17.9, 20.9). CVEs may also be broken down into partial counters (20.9). The ship graphic for CVEs is printed on a purple background. Fast carriers and named capital ships are represented by individual counters which may not be broken down into partial counters. The ship graphic for fast carriers is printed on a yellow background. The ship graphic for "slow" capital ships (20.121) is printed on an orange background.

6.3 SW COUNTERS:

6.31 SW counters (submarines, advanced submarines, ASW, transports, strategic bombers and interceptors), similar to destroyer counters, show only the number of factors present.

6.4 STATUS COUNTERS:

6.41 Various status counters are provided. Turn counters are used on the Time Track on the mapboard. Country flag counters can be used to mark hex control of empty hexes. Markers for isolated units, breakthroughs and exploiting units are also provided.

6.5 SPECIALIZED COUNTERS:

6.51 Each major power has a limited number of airbase (18.14) counters, which may be increased by production. TF markers permit major powers to conceal the composition of their naval forces (20.16). Port (21.12) and railhead (28.65) counters may be produced. There is no limit to the number of bridgehead counters each major power may place (31). Major powers may construct fortifications and beach defenses (32).

6.6 INSTALLATIONS:

6.61 The following counters are provided to indicate industrial or technical installations:

A. IC counters are used to represent concentrations of industry in Russia (37).

B. Oil plant counters are used to represent German oil plants and Russian ICs diverted to oil production (37.65).

C. No markers are provided for uranium plants and plutonium reactors.

6.7 EVENT MARKERS:

6.71 The following counters are used to mark the indicated events:

A. Atomic attack markers are used to indicate strategic atomic attacks (they may also be placed in a hidden location prior to use to keep track of the owning major power's atomic stockpile) (43.3).

B. Firestorm markers are used to indicate firestorms (26.9).

6.8 COUNTER AVAILABILITY:

6.81 **GROUND UNITS:** Counter availability is an upper limit on the number of each type of ground unit each nationality may have in play. This limit is distinct from the major power force pools and minor country force levels. The number and type of Vlasov, Wang and Indian National Army units which may be in play is limited by the counter set provided with the game.

6.82 **AIR AND NAVAL UNITS:** Counter availability does not limit the number of air units which may be in play, although that number is subject to the major power force pool and minor country force level limits. There is no limit to the number and type of eligible ships which may be built, other than for naval units which have force pools. If the desired counter is not available, improvise.



7. SCENARIOS

- 7.1 CHOOSING A SCENARIO
- 7.2 SCENARIO INFORMATION
- 7.3 BEGINNING A GAME

7.1 CHOOSING A SCENARIO:

7.11 When beginning a game, players must choose which scenario they wish to play. The campaign game scenario can be played either across both theaters (Global War), in just the European theater or in just the Pacific theater. Alternatively, players may choose one of the shorter scenarios. The European theater offers the North Africa, Barbarossa and Battle of the Atlantic scenarios. The Pacific theater offers the Coral Sea, Midway and Leyte Gulf scenarios, which are aimed at familiarizing players with the naval combat rules. In addition, players may wish to play the “historical” Global War, European or Pacific scenarios. In each scenario, the historical situation at the starting date of the scenario is set out, along with other information and rules applicable only to the scenario.

7.2 SCENARIO INFORMATION:

7.21 The information contained in each scenario consists of the following:

7.211 DURATION: This defines the length of the scenario.

7.212 SITUATION: This indicates which nations are at war and the alignment of minor countries at the start of the scenario. No BRPs are expended to attain these states of war.

7.213 ORDER OF DEPLOYMENT: Prior to play, each nation involved in the scenario sets up its forces in the indicated order.

7.214 ORDER OF MOVEMENT: Once play begins, the indicated order of movement is followed.

7.215 VICTORY CONDITIONS: In each scenario, the victory conditions for two-player (and if applicable, multi-player) games are indicated.

A. The winner of the scenario is determined only at the end of the scenario, unless one side concedes. If both sides fulfill their victory conditions, the winner is determined by comparing the level of victory conditions achieved. Similarly, in a multi-player game, more than one major power may achieve its victory conditions.

B. Britain and Russia are considered to be conquered for the purpose of the Axis victory conditions only if their surrenders are in effect at the end of the game.

C. The European Axis are conquered when both Germany and Italy surrender. Major powers are conquered as described in (54-62).

D. When victory is determined by the possession of objective hexes at the end of play, objectives in neutral minor countries are not credited to either side unless one side or the other has gained control over them as a consequence of a diplomatic result. If Italy or Russia remain neutral, objective hexes under their control at the end of play are credited to the Axis/Allied totals in a two-player game and to the European Axis/Russian totals in a multi-player game. All objective hexes under British control at the end of the game are counted in the Allied total, even if Britain has surrendered.

E. Where one player controls two or more major powers in a game governed by multi-player victory conditions, that player must abide by the victory conditions of the nation under his control which controls the most objective hexes at the start of the scenario. Although the player controls the forces of one or more other major powers, those major powers are not considered for victory determination purposes except insofar as they influence the victory conditions achieved by other, determinant major powers.

F. In a multi-player game, a player may withdraw from the game at any time by assigning play of his major power(s) to another player participating in his alliance. When a player acquires a second or third major power, that player must abide by the victory conditions of the nation under his control which controls the most objective hexes at the time he takes control of the additional major powers. The acquiring player may choose a major power for victory determination purposes only if the additional major powers have the same number of objective hexes as his original major power when he acquires control over them.

G. As players withdraw, the game may ultimately become a two-player game in which normal two-player victory conditions apply.

H. If a scenario is played where there are separate British and American players, they play as partners, winning or losing jointly.

7.22 MAJOR POWER CAPABILITIES:

7.221 BRP LEVEL AND GROWTH RATE: The starting BRP level for each major power is indicated. The source of these BRPs, including each major power’s BRP base, is set out in parentheses. The growth rate (35.31), which determines the rate of BRP increase each year, is listed below each major power’s BRP level. Growth rates for Germany, Britain, France and Italy increase gradually (35.31).

7.222 DP AND RP ALLOTMENT: The basic allotment of Diplomatic points (DPs) and Research points (RPs) are specified for each major power. The number of DPs and RPs received in any subsequent YSS may be more or less than these initial values.

7.223 FORCE POOL: “At start” forces are placed on the mapboard during the initial setup of the scenario. Other forces become available as “allowable builds” as indicated. In each scenario, the number of units of each type available to each major power is indicated in brackets (“[]”). The number which precedes the brackets indicates units added to or subtracted from each major power’s force pool at a given time. Once forces are available, they may be constructed during a player’s unit construction phase. Units eliminated during the game are returned to the owning major power’s force pool as allowable builds and generally may be rebuilt that turn (27.2).

7.224 AIRBASE COUNTERS: The number of airbase counters (18.14) initially available to each major power is indicated.

7.23 DEPLOYMENT LIMITS: A major power may be required to place specific minimum forces in a given location or area. Additional forces may be placed in such areas, subject to stacking limits. Certain deployment limits apply throughout the game while others apply only until certain events occur (French 1-3 infantry units are restricted to French colonies until France is conquered; Western Allied deployment limits in the Pacific are lifted when Japan and the Western Allies go to war, or when USJT reach specified levels).

7.24 CONTROL: The indicated areas are controlled by the major power at the start of the scenario. During the opening setup, units may only be placed in controlled areas. A player may not set up units in areas controlled by another major power, even if that major power is an ally. Thus the United States and Britain could not begin the Campaign Game with units in either France or China, although they could later move units into these

countries if permitted by the country in question and if otherwise able to do so.

7.25 SUPPLY: All units and all controlled hexes are considered to be in unlimited supply and in full oil supply at the start of any scenario.

7.26 SCENARIO CARDS: There are three sets of scenario cards included in the game which correspond to the Global War, European and Pacific scenarios. The European scenario cards should be used for the Barbarossa and North Africa scenarios. The scenario cards assist players in the construction and repair of naval units, as well as tracking unbuilt units in a major power's force pool, ground units that are eliminated due to isolation, and alliance faction oil reserves.

7.3 BEGINNING A GAME:

7.31 PLACEMENT OF FORCES: Each player places his at start forces on the mapboard, following the order of deployment, and places his allowable builds on the force pool section of his scenario card. Units may not begin the game in a mapboard box (EXCEPTIONS: Submarines, ASW and transports are placed in the Atlantic, Indian Ocean and Pacific SW boxes; the British strategic bomber factor is placed in the Atlantic SW box; German pocket battleships may begin the Global War, European and Battle of the Atlantic scenarios in the Atlantic SW box - 21.5331; some American units begin the Campaign Game in the U.S. boxes; some Commonwealth units begin the game in mapboard boxes).

7.32 REMAINING UNITS: Each major power's airbase and substitute air and naval counters are kept available.

7.33 RP AND DP ALLOCATIONS: Once all at start forces have been set up, RP and DP allocations are made (41.3, 49.2).

7.34 PLAY: Play then begins as indicated by the order of movement for the scenario.

8. SEQUENCE OF PLAY

- 8.1 GAME TURNS
- 8.2 PLAYER TURNS
- 8.3 YEAR START SEQUENCE
- 8.4 SEQUENCE OF PLAY AID

8.1 GAME TURNS:

8.11 GAME TURN CONSISTS OF TWO PLAYERS TURNS: Each game turn consists of a research phase, followed by an Axis, then an Allied, player turn.

8.12 AXIS ALWAYS MOVE FIRST: The Axis, including a neutral Italy and Japan, move first in every game turn.

8.13 MINOR COUNTRIES: Minor countries which survive an attack by a hostile major power move at the same time as the opposing alliance, whether or not they immediately associate with a major power (82.81, 82.82). When Rumania and Finland engage in a border war with Russia they move at the same time as the Axis.

8.2 PLAYER TURNS:

8.21 The highlights of each player turn are summarized below:

8.22 DIPLOMACY: Each alliance faction may attempt to influence eligible major powers and minor countries. DPs allocated during the YSS are normally triggered during the diplomatic phase.

8.23 DECLARATIONS OF WAR: Each major power announces any declarations of war it is making that turn and immediately pays the BRP cost associated with each declaration of war. The forces of minor countries which have been subject to a declaration of war are then set up by an opponent of the major power which made the declaration of war.

8.24 MOVEMENT: Movement of units takes place. Supply is determined during the movement phase. Oil shipments and BRP grants may be made. BRP expenditures are incurred during the movement and combat phases when offensive operations are carried out.

8.25 COMBAT: After all movement is completed, combat takes place. All offensive combat, including limited offensive operations and exploitation movement and combat, is resolved before attrition combat. Post-combat supply is determined; oil shipments and BRP grants may be made.

8.26 POST-COMBAT ADJUSTMENTS: After all combat is completed, BRP levels are adjusted due to conquests, post-combat supply is

determined, oil shipments and BRP grants are made, and unsupplied ground units are eliminated.

8.27 UNIT CONSTRUCTION: After post-combat adjustments, unbuilt units may be constructed (27).

8.28 REDEPLOYMENTS: During the redeployment phase, units may be tactically, navally and strategically redeployed (TRed, NRed and SRed - 28).

8.29 END-OF-TURN ADJUSTMENTS: Air and naval units may be uninverted (33.7), and major powers may surrender (54).

8.3 YEAR START SEQUENCE:

8.3 YEAR START SEQUENCE: At the start of every year (after the winter game turn), the BRP bases and levels of each major power are recalculated (35).

8.4 SEQUENCE OF PLAY AID:

8.41 DETAILED SEQUENCE OF PLAY: The detailed Sequence of Play player aid should be consulted by players regularly during play.



9. OFFENSIVE OPERATIONS

- 9.1 GENERAL DEFINITION
- 9.2 OFFENSIVE AIR OPERATIONS
- 9.3 OFFENSIVE NAVAL OPERATIONS
- 9.4 OFFENSIVE GROUND OPERATIONS
- 9.5 BRP COST OF OFFENSIVE OPERATIONS
- 9.6 ATTRITIONS AND OFFENSIVES
- 9.7 OPERATIONS ACROSS FRONT BOUNDARIES
- 9.8 ATTACKS BY ISOLATED UNITS
- 9.9 SPECIAL SITUATIONS

9.1 GENERAL DEFINITION:

9.11 OFFENSIVE OPERATIONS: Offensive operations have the following characteristics. Offensive operations:

- A. May be carried out by air, naval and ground units.
- B. Generally occur during either the movement or combat phases.
- C. May be conducted by uninverted air and naval units only from operational bases.
- D. Normally require the expenditure of BRPs.

9.2 OFFENSIVE AIR OPERATIONS:

9.21 MOVEMENT PHASE: The following offensive air operations may be flown during the movement phase:

- A. Counterair (18.52).
- B. Attacks on patrolling submarines (21.4184C).
- C. Attacks on bases by patrolling TFs (21.41, 23.6).
- D. Air supply (18.53).
- E. BRP grants to China over the Hump (using air transports at no BRP cost - 40.85).

- F. Air transport (18.54).
- G. Ground support for overruns (18.55).
- H. Interception of defensive air support for overruns (18.56).
- I. Counter-interception of defending air which intercept air transports (18.622).

9.22 COMBAT PHASE: The following offensive air operations may be flown during the combat phase:

- A. Counterair (18.52).
- B. Attacks on naval bases (23.5, 23.6).
- C. Airdrops (10.53).
- D. Ground support, both for regular and exploitation attacks (18.55).
- E. Interception of defensive air support (18.56).
- F. Strategic bombing (26).
- G. BRP grants to China over the Hump (using air transports at no BRP cost - 40.85).
- H. Counter-interception of defending air which intercept air transports (18.622).

9.23 REDEPLOYMENT PHASE: The following offensive air operations may be flown during the redeployment phase at no BRP cost:

- A. Air transport (18.54).
- B. Counter-interception of defending air which intercept air transports (18.622).

9.3 OFFENSIVE NAVAL OPERATIONS:

9.31 MOVEMENT PHASE: The following offensive naval operations may be conducted during the movement phase:

- A. Patrols.
- B. Sea transport.

9.32 COMBAT PHASE: The following offensive naval operations may be conducted during the combat phase:

- A. Shore bombardment.
- B. Seaborne invasions.
- C. Raiding.
- D. Attacks on enemy bases (fast carriers only).
- E. Ground support (carriers only).
- F. Intercept enemy defensive air support (fast carriers only).

9.33 ADDITIONAL NAVAL UNITS: Naval units that protect a naval operation by accompanying it are considered to be participating in that naval operation.

9.4 OFFENSIVE GROUND OPERATIONS:

9.41 MOVEMENT PHASE: The following offensive ground operation may be carried out during the movement phase:

- A. Overruns.

9.42 COMBAT PHASE: The following offensive ground operations may be carried out during the combat phase:

- A. Ground attacks, including invasions and airdrops against defended hexes (15).
- B. Placement on a breakthrough hex, exploitation movement and combat (armor units only).

9.5 BRP COST OF OFFENSIVE OPERATIONS:

9.51 BRP EXPENDITURE REQUIRED: Except where otherwise specified, offensive operations require the expenditure of BRPs as follows:

- A. **GROUND UNITS:** One BRP for each ground factor, including partisans.
- B. **ARMY AIR UNITS:** One BRP for each AAF. Each attack AAS used to attack patrolling enemy submarines counts as the use of its parent AAF.
- C. **NAVAL AIR UNITS:** One BRP for every three land-based NAS (computed each phase, with fractions rounded up).

D. JETS: One BRP for each jet factor.

E. AIR TRANSPORT: One BRP for each air transport factor.

F. DESTROYERS: One BRP for each destroyer factor.

G. CRUISERS: One BRP for each two-factor cruiser.

H. NAMED SHIPS: One BRP for each named ship.

I. CVEs: One BRP for each CVE factor.

9.52 SEA AND AIR TRANSPORT: No BRP expenditure is required for ground units which sea or air transport. The attacker pays only for the naval units or air transports he employs.

9.53 SEABORNE INVASIONS: The attacker always pays the BRP cost of naval units employed in a seaborne invasion. The attacker must also pay the BRP cost of all ground units that invade a defended hex, including ground units that do not engage in ground combat against defending ground units in the invasion hex. No BRP expenditure is required for ground units that invade an undefended hex, or for ground units that do not invade because the naval mission is aborted before ground combat against defending ground units in the invasion hex occurs.

9.54 AIRDROPS: The attacker always pays the BRP cost of the air transport factor employed in an airdrop. No BRP expenditure is required for airborne units which airdrop on an undefended hex. If ground combat occurs against a defended drop hex, the attacker must also pay the BRP cost of the airborne units which engage in ground combat.

9.55 CARRIER-BASED NAVAL AIR UNITS: The cost for using naval air units based on carriers is covered by the BRPs paid to use the carrier itself.

9.56 NO BRP COST FOR SUBMARINES, SW OR ROCKETS: No BRP expenditure is required for:

- A. Offensive operations by submarines.
- B. Strategic warfare by submarines, strategic bombers or interceptors. BRPs are expended for AAF which bomb and jets which escort bombing missions.
- C. Rocket and flying bomb attacks.

9.57 BRP COST ONLY PAID ONCE: The expenditure of BRPs for a unit allows that unit to carry out any number of offensive operations if it is otherwise permitted to do so. A ground unit may therefore overrun, exploit and attack, a fast carrier may patrol and provide ground support, and an airborne unit may airdrop and attack, without the need for repeated expenditures. Actions by units which affect enemy units on more than one front, such as multi-hex attacks (15.44) against units on different fronts (15.45), or exploitation onto another front, need only be paid for once.

9.58 TIMING OF BRP EXPENDITURES: A player indicates which units, including naval units concealed by task force markers, will be employed in offensive operations and announces and pays the BRP cost for such operations as he goes, when the offensive operation is announced. The BRP cost is paid even if the operation is not carried out, such as naval units on a mission that aborts or air units providing ground support for an attack that is not made.

EXAMPLE: On a given front a player wishes to sea transport a 2-3 infantry unit, using two destroyers, invade an undefended beach hex, using three destroyers and a 3-3 infantry unit, and conduct a ground attack using six ground factors.

During the movement phase, the player announces his sea transport mission, and pays two BRPs. During the combat phase, the player announces his invasion and pays three BRPs. Before any offensive ground attacks are announced, the defender decides whether to fly defensive air support. If he does, the attacker may use available air units to intercept, paying one BRP for each AAF which intercepts. After air combat is resolved, the attacker would announce his ground attack and pay another six BRPs.

If the attacker intercepted the defensive air support with more than three air factors, he would either have to restrict the number of ground factors he used to attack if he wished to attrition on that front, as no more than 14 BRPs could be spent on offensive operations on a front in which attrition combat occurred, or he would have to forego his attrition in favor of a full offensive.

9.6 ATTRITIONS AND OFFENSIVES:

9.61 ATTRITIONS: An alliance faction may only conduct attrition combat (14) on a front if less than 15 BRPs of offensive actions are carried out by that alliance faction on that front in the turn in question, whether the cost of the offensive action was paid for that front or not (9.57). Attrition combat is resolved at the end of the regular combat phase, after all offensive operations have been carried out. There is no BRP cost for attrition combat.

9.62 LIMITED OFFENSIVES: If an alliance faction spends 14 or fewer BRPs on offensive operations on a front in a turn, the alliance faction is considered to be conducting a limited offensive.

9.63 FULL OFFENSIVES: If an alliance faction spends 15 or more BRPs on offensive operations on a front in a turn, the alliance faction is considered to be conducting a full offensive. If a major power spends 15 BRPs on offensive operations on a front in a turn, all units belonging to that major power and any of its minor allies and associated minor countries may conduct offensive actions on that front without any additional expenditure of BRPs. If a major power spends less than 15 BRPs, only the offensive operations for which it pays the BRP cost may be conducted.

9.64 EXPLOITATION AS A LIMITED OFFENSIVE OPERATION: Exploitation is permitted on a front on which an attrition is being conducted, provided the offensive operation cost for the exploiting units does not cause the level of offensive operations on that front to exceed 14 BRPs. If at least one major power paid 15 BRPs for offensive operations on the front in question, air, armor and airborne units belonging to alliance partners which have not paid 15 BRPs for a full offensive may also exploit if the BRP cost for offensive operations by such units is paid.

9.65 DOUBLE ATTACKS BY GROUND UNITS PROHIBITED: Ground units which engage in offensive ground attacks are not counted toward the attrition level. A ground unit may overrun an enemy unit, then engage in attrition combat.

9.66 RESTRICTIONS ON OFFENSIVE OPERATIONS: If a limit on the BRP expenditures for offensive operations exists for a given area, such as for mud on a portion of the eastern front (34.22, 34.31), the fact that a major power carries out a full offensive on the applicable front does not nullify the restriction on the number of BRPs which may be used for offensive operations in the restricted area.

9.7 OPERATIONS ACROSS FRONT BOUNDARIES:

9.71 HEX RECEIVING ACTION GOVERNS: The hex which receives the action determines the front for which offensive operation BRP expenditures must be made.

9.72 NAVAL OPERATIONS: Front boundaries have no effect on naval activities.

EXAMPLES: If British naval units in the Mediterranean carry ground units which invade southern France or sea transport units into Marseilles, these offensive operations are attributed to the western front. The restrictions on seaborne invasions in winter (34.23A) apply to the front through which the naval units move, so the invasion described above would be permitted even in winter. Similarly, the expenditure for air units in northern Italy which attacked targets in southern France would be on the western front.

Italian ground units in Turin and U21 which attacked adjacent units in France would count as offensive operations on the western, not the Mediterranean, front. Similarly, the Italian units could be counted as part of a western front attrition, even if the Axis spent more than 14 BRPs on offensive operations on the Mediterranean front.

Japanese naval units based in Okinawa, on the Pacific front, which operate off French Indochina, on the Southeast Asian front, would be conducting an offensive operation on the Southeast Asian front. The Japanese naval units could not operate off India, because of the twenty-hex range limit (21.3614).

Japanese ground units in French Indochina which attack adjacent units in China would be conducting an offensive operation on the Asian front, and would not be counted towards the attrition total on either the Southeast Asian or Asian fronts. The Japanese units could instead be counted as part of an Asian front attrition, even if Japan carried out a full offensive in Southeast Asia.

9.73 ACROSS FRONT BOUNDARIES: A unit may only participate in an action on two fronts by:

A. Conducting a single attack against units in several hexes on different fronts (9.57), or

B. Exploiting from one front into another front.

9.74 NO SPECIAL RULES AT FRONT BOUNDARIES: A unit at a front boundary may not make separate attacks against defending units on both fronts, be counted in the attrition total for both fronts or make an offensive attack on one front and attrition on the other.

9.75 ATTRIBUTING BRP EXPENDITURES: While the BRP cost for offensive operations need only be paid once for units which attack on more than one front (9.57), the BRP cost is counted on each front in which the unit moves or attacks when determining whether an attrition is permitted on those fronts.

Fortunately this tricky situation doesn't arise very often! An example may help. The attacker has ground units on the western front and wants to make a single ground attack against two enemy units: one on the western front and the other on the eastern front. The BRPs paid by the attacker count against the total of BRPs spent on offensive operations on both the western and eastern fronts when determining whether the attacker may also attrition on those fronts, but are counted only for the western front when determining whether the 15 BRP threshold for a full offensive has been reached.

9.76 RESTRICTIONS ON EXPLOITING ARMOR: Exploitation movement across front boundaries and exploitation attacks on different fronts are permitted only if the major power which owns the exploiting armor units conducts a full offensive on that front, participates in the full offensive of an alliance faction partner on that front, or conducts the movement or attacks as part of a limited offensive.

9.8 ATTACKS BY ISOLATED UNITS:

9.81 ATTACKS BY ISOLATED UNITS PERMITTED: Ground units which fail to receive supply during initial supply determination of their turn may engage in offensive or attrition combat during the ensuing combat phase of that turn.

9.82 OFFENSIVE ATTACKS AT NO BRP COST: Isolated ground units which carry out offensive attacks have the choice of attacking at the normal BRP cost (9.51A), including as part of a full offensive, or of attacking at no BRP cost. Isolated units which attack without expending BRPs are not counted when determining whether attrition combat is permitted (9.61), may not attack in combination with supplied ground units which are conducting offensive attacks, may not receive ground support, are eliminated once their attack is resolved, regardless of the outcome on the Combat Results Table, and may be rebuilt in the turn they are eliminated only at double the normal BRP construction cost (27.13A).

9.9 SPECIAL SITUATIONS:

9.91 INITIAL AXIS OFFENSIVE OPERATIONS: In the first turn of *A World at War*, an Axis major power that undertook aggression against a minor country in the final turn of *Gathering Storm* may not carry out any offensive actions or attritions on fronts other than the one containing that minor country. (EXCEPTION: Raiders - 21.5331).

9.92 ALLIED PARALYSIS FOLLOWING A JAPANESE ATTACK: The Western Allies may not carry out any offensive actions in the Pacific theater in the Allied player turn following a Japanese attack on either Britain or the U.S. (51.73A), provided USJT had not reached 40 or more at the moment Japan declared war (51.71). This restriction does not apply to the U.S., if Japan has declared war only on Britain (50.552), or to Russia or China.

9.93 ITALY:

A. Italian units may not carry out any offensive actions if Rome is under Allied control or there are no Axis units in Africa (56.73).

B. Italian air, armor and airborne units may not carry out any offensive actions on the eastern front at any time.