



Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

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35.1 THE YEAR START SEQUENCE (YSS):

35.11 YSS AT THE START OF EACH YEAR: If war breaks out in a *Gathering Storm* Winter turn, so that the first turn of *A World at War* is a Spring turn, a YSS is conducted:

A. NO BRP GROWTH: No BRP growth may occur in this YSS, because there is no previous year to generate a BRP surplus. Any BRPs from *Gathering Storm* tiles and trade pacts are added to the relevant major power's BRP allocation for that year, but do not affect the major power's BRP base.

B. DPs AND RPs: The allotment of DPs and RPs for each major power is based on its basic allotment as supplemented by its BRP level.

35.12 NO YSS DURING THE YEAR: If war breaks out in a *Gathering Storm* Spring, Summer or Fall turn, *A World at War* begins part way through the year, and no YSS is conducted. Each major power receives its basic allotment of DPs and RPs, regardless of its BRP level.

Classic A World at War

In classic *A World at War*, the first turn is Fall 1939 and no YSS is conducted until the 1940 YSS.

35.13 STEPS: The YSS consists of the following steps:

- A. BRP calculations (35.2-5).
- B. Determining each major power's construction limit (27.3).
- C. Allotting and allocating DPs (49.1-3) and RPs (41.2-3).

35.2 BRP CALCULATIONS - OVERVIEW:

35.21 BRP BASES: At the start of the game, each major power has a BRP base, which represents the resources of its national economy. This BRP base may increase (35.41) or decrease (35.42) as the game proceeds (EXCEPTION: China's BRP base may not change - 35.33).

35.22 RUSSIAN ICs: Russian-controlled ICs are not considered part of the Russian BRP base when determining the reduction in Russia's BRP base from economic oil effects or Russia's permitted level of deficit spending (39.22). Increases in the BRP value of Russian-controlled ICs are not counted when determining the number of RPs generated by BRP growth (35.34). The

BRP value of Russian-controlled ICs are counted when determining the Russian construction limit (27.32).

35.23 BRP TOTALS: BRP totals are calculated separately for each major power during each YSS. Major power BRP totals are calculated by the sum of each major power's BRP base and the value of their colonies, minor allies, associated minor countries, conquests and other areas with economic value (35.51). The BRP value of the Dutch East Indies is added to Britain's BRP total only once Britain is at war with Japan (89.24). Territories which are classified as key economic areas (38.3) are included in the BRP base of the major power which originally controlled them.

35.24 ALLIED TOTALS: In Global War, the British, Russian and American BRP levels are represented for the world as a whole, with each country making its own decision as to how to allocate its resources between theaters. In European scenarios, the BRPs represent the resources devoted to the European theater. In Pacific scenarios, Allied BRPs are not tracked.

35.3 BRP BASE GROWTH IN THE YSS:

35.31 GROWTH RATES: During each YSS, unspent BRPs from the previous year, as determined at the end of the previous winter game turn, are multiplied by the major power's growth rate. Fractions are dropped and the result is added to the major power's BRP base, provided oil is used for BRP growth as required by 33.61E. The remaining BRPs are lost. The major power growth rates are as follows:

A. GERMANY, BRITAIN, FRANCE, ITALY: 1936-1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%; up to the maximum allowed for each country:

Classic A World at War

In classic *A World at War* the German, British, French and Italian growth rates are 10% in the 1940 YSS, which is the first YSS of the game.

- Germany: 50%
- Britain: 40%
- France: 30%
- Italy: 20%

B. RUSSIA:

- The Russian growth rate is the RGT level at the end of the preceding winter game turn, up to a maximum of 50% (each RGT level equals one percentage point).
- Once war breaks out between Germany and Russia, the Russian growth rate is 50% for the remainder of the game.

C. JAPAN: The Japanese growth rate is the effective USJT level at the end of the preceding winter game turn, up to a maximum of 50% (each effective USJT level equals one percentage point).

Classic A World at War

This rule change arose out of *Storm Over Asia* and applies to classic *A World at War*.

D. U.S.: The U.S. growth rate is the effective USAT or USJT level, whichever is higher, at the end of the preceding winter game turn, up to a maximum of 50% (each effective USAT or USJT level equals one percentage point).

Classic A World at War

This rule change arose out of *Storm Over Asia* and applies to classic *A World at War*.

E. CHINA: China's normal growth rate is 0%.

- Nine steps of *Storm Over Asia* China Lobby research increase China's growth rate to 10% (*Storm Over Asia* transition rule 6.86B).
- A second *Storm Over Asia* China Lobby result increases China's growth rate to 10% in the 1936-1940 YSS, and 20% in each subsequent YSS (*Storm Over Asia* transition rule 6.86B).

Classic A World at War

In classic *A World at War*, China's growth rate is 0%.

35.32 EFFECT OF UNBUILT UNITS ON NEUTRAL MAJOR POWERS: The BRP value of unbuilt ground and air units, including combat losses and force pool additions from mobilization and production, is deducted from the number of unspent BRPs when determining BRP growth for neutral major powers (EXCEPTION: Japanese units eliminated by China in Allied winter turns). Japan is considered a neutral major power until it is at war with Russia, Britain or the U.S. Britain is considered to be a neutral major power if not at war with Germany following a surrender.

35.33 BRP base growth is restricted as follows:

A. GERMANY: For each BRP by which the new German base would exceed its original value (150 BRPs), Germany must receive two BRPs from conquests and minor countries (35.51A-G). Excess growth is disregarded.

B. CHINA: China has a growth rate of zero and cannot increase its BRP base unless it achieved at least nine steps of *Storm Over Asia* China Lobby research (35.31E). China may improve its economic position by recapturing Chinese objectives from Japan.

Classic A World at War

In classic A World at War, China's growth rate is 0%.

35.34 GENERATING RPs BY GROWTH: In each YSS, one additional RP is received for every 25 BRPs of growth (41.23). BRPs from mobilizations and increases in the BRP value of Russian ICs are not counted (36.21).

35.35 NEGATIVE BRP GROWTH: If a major power ends the year with a BRP deficit, the amount of the deficit is multiplied by the major power's growth rate (35.31) and the major power's BRP base is reduced by the resulting amount (round fractions in favor of BRP base reduction) to a minimum BRP base of zero (35.46). The remaining BRP deficit is deducted from the major power's BRP total for the ensuing year (35.53).

35.4 BRP BASE CHANGES DURING THE YEAR:

35.41 INCREASES: A major power's BRP base may increase during the year through mobilization (36.21). This is distinct from BRP growth during a YSS (35.3).

35.42 DECREASES FROM LOSS OF GERMAN CONQUESTS: If the German BRP base exceeds its original value, Germany must receive two BRPs from conquests and minor countries (35.51A-G) for each additional BRP of German base. At the end of any Axis combat phase in which this condition is not met, the German BRP base is reduced, at no additional BRP cost to Germany other than the normal BRP loss (35.63), to the original value of the German BRP base, plus half the value of Germany's conquests and minor countries.

Classic A World at War

In classic A World at War, the original value of the German BRP base is 150 BRPs.

35.43 LOSS OF KEY ECONOMIC AREAS: If an originally controlled key economic area is captured (38.2), the BRP base of the major power which originally controlled that key economic area is unaffected (38.22) but the major power's construction limit is reduced (27.33).

35.44 CHANGES IN BRP BASES AFFECT CONSTRUCTION LIMITS: Decreases in a major power's BRP base (35.42) reduce that major power's construction limit (27.31). Similarly, increases in a major power's BRP base from mobilization (36.21) raise that major power's construction limit (27.31).

35.45 OTHER LOSSES DO NOT AFFECT BRP BASES: BRP losses from other causes, such as bombing, insufficient transports, and the loss of conquests or colonies, do not reduce major power BRP bases.

35.46 BRP BASE MAY NOT DROP BELOW ZERO: A major power's BRP base may not drop below zero (EXCEPTION: Regardless of what happens to the British BRP base associated with Britain itself, the 20 BRPs from Canada and South Africa are never lost, and the 20 BRPs for Australia and India are lost only if those countries surrender to Japan. Thus the British BRP base normally may not drop below 40 BRPs, reduced to 30 or 20 BRPs if one or both of Australia and India surrender).



35.5 CALCULATION OF BRP TOTALS:

35.51 YSS CALCULATIONS: During each YSS, the total number of BRPs for each major power is calculated by adding to its BRP base for that year the BRP value of the following:

- A. Conquered major powers.
- B. Captured key economic areas.
- C. Colonies and conquered minor countries.
- D. Active minor allies.
- E. Associated minor countries.
- F. Economically penetrated minor countries.
- G. Captured or controlled ICs.

and by subtracting the BRP value of:

- H. BRP deficits from the previous year which did not reduce the major power's BRP base (35.35).
- I. Originally controlled key economic areas (38.3) controlled by another alliance faction.

35.52 SUPPLY IRRELEVANT: The supply status of an area is irrelevant when counting its BRPs during the YSS.

35.53 BRP DEFICITS: If a major power ends a year with a BRP deficit, regardless of its cause, part of that deficit reduces the major power's BRP base (35.35) and the remainder is deducted from the major power's BRP total for the ensuing year (35.51H).

EXAMPLE: Britain has a 15 BRP deficit in at the end of 1940. Britain's BRP base is reduced by 3 BRPs (-15 BRPs times the 20% British growth rate for the 1941 YSS) and the remaining 12 BRPs are deducted from the British BRP total for 1941. Britain begins 1941 with a BRP base of 117 BRPs (40 BRPs of which are derived from the Commonwealth) and 50 BRPs from its colonies, minus the 12 BRPs deducted from 1940, for a total of 155 BRPs.

By Winter 1941 the Axis have invaded Britain and captured London, Birmingham and Manchester. Axis bombing, British transport shortages, territorial losses and expenditures have resulted in Britain having a deficit of -11 BRPs by the start of the Allied Winter 1941 player turn.

In its Winter 1941 player turn Britain may spend no more than 6 BRPs on offensive operations, because its non-Commonwealth BRP base (77 BRPs), adjusted for the loss of the British key economic areas (-60 BRPs) is 17 BRPs. See 39.22A for deficit spending limits.

Britain spends 3 BRPs on offensive operations, increasing its deficit to -14 BRPs. Britain then loses another -5 BRPs because it has failed to recapture 20 BRPs of colonies captured by Japan. Britain's deficit increases to -19 BRPs. The U.S. then grants Britain 20 BRPs, bringing Britain's BRP total up to 1 BRP. Britain may then spend up to 18 BRPs on unit construction, as the maximum allowable British BRP deficit is -17 BRPs (more effective Axis strategic warfare might have caused a BRP deficit greater than -17 BRPs, but Britain may not itself cause its BRP deficit to exceed -17 BRPs).

35.6 BRP GAINS AND LOSSES:

35.61 Major powers may gain or lose BRPs in the course of play.

35.62 BRP GAINS: BRPs are gained for minor countries which activate as minor allies, associate, or are economically penetrated and for conquests in the previous turn. Such BRP additions are prorated in summer, fall and winter turns. BRP gains from mobilizations and Russian IC increases are not prorated.

35.63 BRP LOSSES: BRPs are lost for minor countries which diplomatically withdraw from an alliance faction, the failure to recapture previously conquered areas, or when an IC or key economic area comes under enemy control. Such BRP losses are prorated in summer, fall and winter turns. BRPs lost to enemy strategic bombing and flying bomb or rocket attacks are not prorated.

35.64 CONTESTED AREAS: If a minor ally capital, associated minor country capital or conquest for which an Axis major power received BRPs is captured by the Allies during the Allied Winter player turn, the controlling Axis major power receives the BRPs for the area in the following YSS and would lose the prorated BRPs for the area at the end of the combat phase of its Spring player turn if it failed to recapture the area. The Allied major power which gained control of the minor country would not include the BRPs for the area in its YSS, but would add the BRPs for the area in its Spring player turn if it retained control of it.

35.65 Each major power's BRP base, conquests, minor allies and associated minor countries are set out for each scenario. If a minor country controlled by a major power at the start of a scenario (including its colonies) is captured by enemy forces, that major power loses the BRPs for the minor country if it does not recapture the minor country during its next player turn.

35.7 PRORATING AND TIMING:

35.71 PRORATING: BRP gains and losses (35.62, 35.63) are prorated as follows (round down):

- A. **Spring:** 100%
- B. **Summer:** 75%
- C. **Fall:** 50%
- D. **Winter:** 25%

35.72 All BRP additions and losses during the diplomatic phase are added together before prorating. Similarly, all BRP losses at the end of the combat phase are added together before prorating.

35.73 TIMING: The timing of BRP additions and losses is determined as follows:

A. CONQUESTS: BRPs for conquests in spring, summer and fall turns are received, respectively, at the end of the diplomatic phase of the conquering major power's summer, fall and winter player turn with the prorating being based upon the turn in which the BRPs are received, not the turn in which the conquest occurred. BRPs for Axis conquests in a winter turn are received in the YSS which follows the winter turn.

B. MINOR COUNTRIES: BRPs received or lost because a minor country activates as a minor ally, associates with a major power, is economically penetrated by a major power or diplomatically withdraws from a major power are received or lost at the end of the diplomatic phase in which the event occurs. If the event occurs during the opponent's diplomatic phase, the affected major power receives or loses the BRPs at the end of the opponent's diplomatic phase.

C. LOSS OF CONQUESTS AND MINOR COUNTRIES: BRPs for conquests, minor countries and colonies are lost at the end of the combat phase in which the major power which received the BRPs fails to recapture the area. Recapture by an allied major power transfers hex control and the accompanying BRPs to the allied major power (EXCEPTION: Partisan-controlled hexes - 11.62).

D. CAPTURE OF KEY ECONOMIC AREAS AND ICs: BRPs lost due to the capture of key economic areas controlled by the originally controlling major power and Russian controlled ICs are lost at the end of the opposing player's combat phase in which the key economic areas and ICs were captured. The owning major power does not have an opportunity to recapture the key economic areas and ICs to avoid this BRP loss. For BRP gains and losses, loss or recapture of key economic areas controlled by a major power other than the originally controlling major power and Axis controlled ICs are treated as conquests (37.44, 38.23).

35.8 U.S. ECONOMY:

35.81 UNITED STATES: The conversion of the U.S. economy to war production was one of the most important factors in the Allied victory in World War II. The U.S. economy is therefore handled somewhat differently from that of other major powers, to reflect this dramatic increase in American production.

35.82 U.S. STARTING BRP LEVELS: The U.S. begins all games with a BRP base of 150 BRPs, plus 10 BRPs for the Philippines, in Fall 1939. This applies to a Global War campaign game and the European scenario.

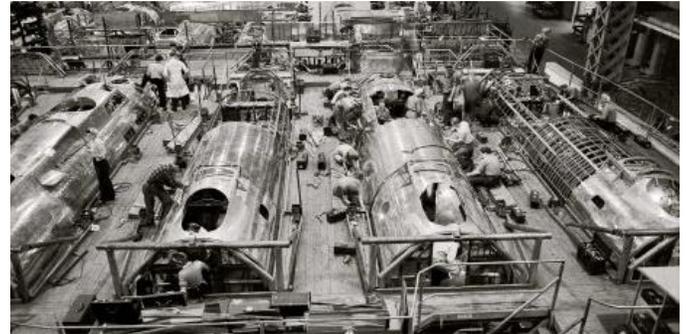
Classic A World at War

This rule change arose out of *Storm Over Asia* and applies to classic A World at War.

35.83 SINGLE U.S. BRP TOTAL: In Global War games, the U.S. BRP total is not kept separately for each theater and the U.S. is subject to a single, global construction limit.

35.84 EFFECT OF AMERICAN MOBILIZATIONS: Each American mobilization adds 25 BRPs to the American BRP base and BRP level (36.21B).

35.85 AMERICAN BRP GROWTH: The U.S. calculates BRP growth normally during each YSS, beginning with the 1940 YSS.



36. MOBILIZATION

- 36.1 TIMING
- 36.2 ECONOMIC EFFECTS
- 36.3 FORCE POOLS
- 36.4 MOBILIZATIONS STAGGERED

36.1 TIMING:

36.11 TIMING: Mobilizations, which represent the conversion of civilian or idle factories to military production, occur at the start of the mobilizing major power's player turn and have the economic and military effects set out below. The number of mobilizations permitted depends on *Gathering Storm* and *Storm Over Asia* factory conversions and other developments. Each major power may mobilize no more than once each turn (EXCEPTIONS: 36.4).

A. GERMANY, ITALY, BRITAIN, FRANCE: Each civilian or idle factory, at the rate of one per turn.

Classic A World at War

In classic A World at War, Germany and France start the game fully mobilized, Italy and Britain each mobilize once in Fall 1939.

B. RUSSIA:

- Until Russia has mobilized all its idle factories, Russia mobilizes as permitted by *Gathering Storm* transition rule 9.41A.
- Once Russia has mobilized all its idle factories, it mobilizes its first civilian factory when the RGT level reaches 10. If the RGT level reaches 10 due to events that occur during the Allied player turn, such as a French surrender, the Russian mobilization is considered to have occurred at the start of the Russian player turn.

Classic A World at War

In classic A World at War, Russia mobilizes the first of its five mobilizations when the RGT level reaches 10.

- The second Russian mobilization occurs two turns after the first Russian mobilization.
- The third Russian mobilization occurs two turns after the second Russian mobilization.
- The fourth Russian mobilization occurs in the turn immediately after the third Russian mobilization.
- The fifth Russian mobilization occurs in the turn immediately after the fourth Russian mobilization.

- If war breaks out between Russian and Germany or Japan, Russia mobilizes every turn. If one of the first two Russian mobilizations is partially completed when war breaks out between Germany or Japan and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

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

C. JAPAN:

- Starting in the first turn of *A World at War*, Japan may mobilize one of its original four civilian factories, and any other idle or civilian factories not mobilized in *Storm Over Asia*, at the rate of one mobilization per turn. These mobilizations have no effect on USJT.

Classic A World at War

In classic *A World at War*, Japan mobilizes the first of its four mobilizations in Fall 1939.

- Japan's three additional mobilizations may occur no later than when the USJT level reaches 10, 20 and 30 or the corresponding American Pacific theater mobilizations occur in Winter 1940, Summer 1941 and Winter 1941, whichever is earlier (36.11D).
- If USJT increases from status modifiers trigger a Japanese mobilization in the turn Japan attacks the U.S., the USJT level increases by one prior to the Japanese declaration of war, with a possible additional increase if Japan uses the mobilization to increase its shipbuilding rate.
- If a Japanese mobilization is triggered by a USJT increase or American mobilization during an Allied player turn, the Japanese mobilization is considered to have occurred during the preceding Japanese player turn.

EXAMPLE: USJT reach 10 during the Allied Fall 1940 player turn. If Japan has not already triggered its second mobilization, it must do so during the Fall 1940 game turn. Japanese air units mobilized in Fall 1940 may be constructed in the Japanese Fall 1941 unit construction phase.

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

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

E. CHINA: None.

36.2 ECONOMIC EFFECTS:

36.21 BRP ADDITIONS: Each mobilization results in BRP increases to the mobilizing major power's BRP base, construction limit and BRP level, as set out below. BRP additions from mobilization are not prorated.

A. GERMANY, ITALY, JAPAN, BRITAIN, FRANCE: 10 BRPs per mobilization.

B. U.S.: 25 BRPs per mobilization.

C. RUSSIA: Russia constructs an IC and adds the BRP value of the IC to its BRP level (37.62).



36.3 FORCE POOLS:

36.31 FORCE POOL INCREASES: Mobilization increases the force pool of the mobilizing major power. In the turn of mobilization, the mobilizing major power announces and records the types of units being mobilized and when they enter its force pool, then places the units in the appropriate location on the turn record track (EXCEPTIONS: Shipbuilding increases - 36.34; deferred force pool additions - 36.351). The size of force pool increases from mobilization is proportional to the mobilizing major power's growth rate:

A. GERMANY, JAPAN, RUSSIA, U.S.: 20 BRPs of units for each turn of mobilization (EXCEPTION: For its first two peacetime mobilizations, Russia adds 10 BRPs of units in the first turn of the mobilization and another 10 BRPs of units in the following turn).

B. BRITAIN: 16 BRPs of units for each turn of mobilization.

C. FRANCE: 12 BRPs of units for each turn of mobilization.

D. ITALY: 8 BRPs of units for each turn of mobilization.

36.32 ELIGIBLE UNITS: Force pool increases from mobilization, even if deferred and combined with production, may only be used to generate the following types of units:

A. Army air.

- A major power may mobilize no more than five AAF in one turn (EXCEPTION: If the U.S. mobilizes in both theaters in the same turn, the U.S. may mobilize up to ten AAF in that turn).
- Russia must mobilize at least one AAF each mobilization.

B. Naval air.

C. Armor:

- Italy may mobilize only one armor unit each mobilization.
- Britain may mobilize only one armor unit each mobilization, subject to the restrictions set out in *Gathering Storm* transition rule 4.52:
 - If Britain does not achieve a *Gathering Storm* armor research result, it may only mobilize three 2-5 armor units.
 - If Britain achieves a *Gathering Storm* armor research result, it may mobilize a fourth 2-5 armor unit.
 - If Britain achieves eight or more steps of *Gathering Storm* armor research, one or more of its 2-5 armor units are 3-5 armor units.

Classic A World at War

In classic *A World at War*, Britain may mobilize both a 4-5 armor unit and a 2-5 armor unit in Fall 1939.

- The U.S. may mobilize only one 5-6 armor unit each European theater mobilization. Pacific theater mobilizations may not be used to mobilize 5-6 armor units.
- Russia must mobilize one 3-5 armor unit, 4-5 armor unit or 5-6 armor unit each mobilization. Russia must mobilize its eight 3-5 armor units before mobilizing 4-5 armor units or 5-6 armor units. The Russian player

may mobilize the required armor unit in either the first or second turn of a peacetime mobilization. The remaining units for each Russian mobilization must consist of infantry, additional armor or army air units, in whatever combination the Russian player wishes. Russia may not mobilize 5-6 armor units until it has completed its armor research (*Gathering Storm* transition rules 4.72C, 6.51B).

Classic A World at War

In classic *A World at War*, Russia has mobilized all its 3-5 armor units.

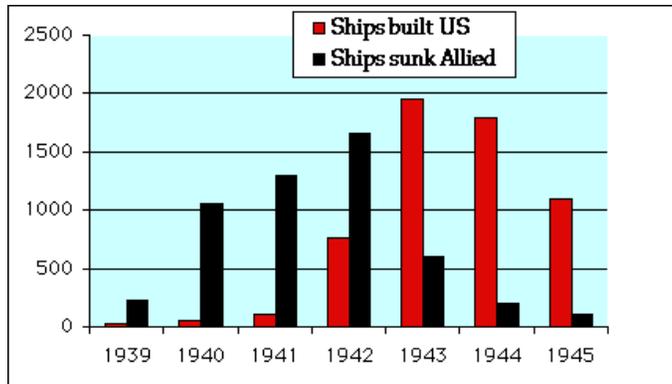
D. Infantry.

E. Mechanized infantry. Britain may mobilize only one 3-4 infantry unit.

F. Transports. Transports may only be mobilized by the U.S, subject to the following restrictions:

- Transports may only be mobilized once the U.S. is at war in a theater, including the turns in which war breaks out between the U.S. and Germany and the U.S. and Japan.
- Each mobilized transport is equivalent to five BRPs of units.
- No more than one transport may be mobilized for each American mobilization.
- A transport may not be mobilized in the same mobilization as two shipbuilding increases (36.341).

36.33 PROHIBITED UNITS: The force pools of units other than those listed in 36.32, including submarines, ASW, strategic bombers, interceptors, air transports, specialized units, flak and partisans, may only be increased by the investment of RPs in production.



36.34 SHIPBUILDING: Subject to the restrictions in 36.341, a mobilizing major power may increase its shipbuilding rate rather than its ground or air force pools. Each shipbuilding rate increase is equivalent to five BRPs of units.

36.341 RESTRICTIONS: Shipyard mobilization is subject to the following restrictions:

A. Shipbuilding rates may not be increased more than once per turn, whether by mobilization or production (42.23E) (EXCEPTIONS: The U.S. may increase its shipbuilding rate in each theater in the same turn; once the U.S. is at war in a theater, including the turns in which war breaks out between the U.S. and Germany and the U.S. and Japan, the U.S. may increase its shipbuilding twice per turn in that theater, whether by mobilization or production. The same mobilization may not generate a second shipbuilding increase if a transport is generated as part of that mobilization).

B. American shipbuilding increases from mobilization must be assigned to the theater in which the mobilization occurs.

C. American shipbuilding increases from production in a theater are prohibited until the U.S. is at war in that theater or U.S. tensions in that theater have reached 50.

D. German, Italian and French mobilizations may not be used to increase shipbuilding. Britain may increase its shipbuilding rate once from mobilizations, provided it has not already done so in *Gathering Storm*.

Classic A World at War

In classic *A World at War*, this prohibition applies only to the Italian and British Fall 1939 mobilizations.

E. Counting the Japanese mobilizations that have occurred prior to the start of *Storm Over Asia* as its first three mobilizations:

- Japan may increase its shipbuilding rate by mobilizing only once from its first eight mobilizations. There is no USJT effect associated with this shipbuilding increase.
- Japan may increase its shipbuilding rate from its ninth, tenth and eleventh mobilizations, at the rate of one shipbuilding increase per mobilization. The first such increase triggers a +1 USJT event modifier, the second such increase triggers a +2 USJT event modifier, and the third such increase triggers a +3 USJT event modifier.
- Japan is therefore limited to a total of four shipbuilding increases from mobilizations.

Classic A World at War

In classic *A World at War*, this prohibition applies only to the Japanese Fall 1939 mobilization.

F. Deferred mobilizations may not be used to increase shipbuilding rates (36.351).

36.35 TIMING OF FORCE POOL INCREASES: Force pool increases from mobilization are subject to the following delays:

A. SHIPBUILDING: None.

B. AIR: Four turns.

C. INFANTRY: Two turns.

D. MECHANIZED INFANTRY: Four turns.

E. ARMOR: Six turns.

F. TRANSPORTS: None.

36.351 DEFERRING FORCE POOL ADDITIONS: Mobilizations may not be postponed or declined, but Japan, Russia and the U.S. may defer up to five BRPs of force pool additions from mobilization. Deferred force pool additions from mobilization may be triggered on any of the four turns following the deferment. Force pool additions which are not triggered within this time are lost. The delay for deferred force pool additions is determined from the turn in which the force pool addition is announced. Force pool additions generated partly from mobilization and partly from production are subject to the delay associated with mobilization.

This allows a major power to combine a portion of a mobilization with a subsequent mobilization or production so as to add units to its force pool which would otherwise be too costly to mobilize or produce. It also allows a neutral major power to avoid having its BRP base growth diminished in a YSS due to unbuilt units.

EXAMPLE: In Fall 1939, Japan mobilizes 3 AAF, 6 NAS and defers 5 BRPs of force pool additions from its mobilization. In Spring 1940, Japan uses the deferred mobilization to generate 5 more NAS. In Fall 1940, the 3 AAF and 6 NAS mobilized in Fall 1939 are added to the Japanese force pool. With Japan's naval air training rate of 3, all of the 6 NAS added to the Japanese force pool may be built before the 1941 YSS and there is no decrease in the number of unspent BRPs used to determine Japan's BRP base growth (35.32).

36.352 RESTRICTIONS: Britain and Italy may not defer force pool additions.

36.353 DELAYING FORCE POOL ADDITIONS: A major power may not voluntarily delay force pool additions from mobilization.

36.4 MOBILIZATIONS STAGGERED:

36.41 MOBILIZATION STAGGERED: Each major power may mobilize only once per turn, subject to the following exceptions:

A. RUSSIA: Russia's first two mobilizations take two turns to complete unless they occur after war has broken out between Germany and Russia. Russia must complete its final peacetime mobilization before starting its wartime mobilizations - if a Russian peacetime mobilization is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs (36.11B).

Classic A World at War

This rule applies as written in classic *A World at War*. The cross-reference has been changed.

EXAMPLES: RGT reach 10 in Fall 1940 and Russia mobilizes. This mobilization is completed in Summer 1941. The second Russian mobilization occurs in Spring 1941, and is completed in Summer 1941, even if Germany attacks Russia in Summer 1941.

If RGT reached 10 only in Winter 1940, Russia's first mobilization would occur in Winter 1940, and could complete in Spring 1941. If Germany attacked Russia in Summer 1941, Russia's second mobilization would occur after the outbreak of war and would take only one turn. Russia would then mobilize again in Fall 1941, Winter 1941 and Spring 1942.

B. U.S.: American mobilization in one theater does not affect American mobilization in the other theater.



37. INDUSTRIAL CENTERS (ICs)

- 37.1 BRP VALUE OF ICs
- 37.2 LOCATION OF ICs
- 37.3 MOVEMENT OF ICs PROHIBITED
- 37.4 CAPTURE OF ICs
- 37.5 ELIMINATION OF ICs
- 37.6 NEW ICs
- 37.7 SUPPLY FROM ICs
- 37.8 EFFECTS OF ICs ON COMBAT

37.1 BRP VALUE OF ICs:

37.11 STARTING VALUES: At the start of the game, and during each YSS following the outbreak of war, Russia receives BRPs for each IC under its control. Until all of Russia's ICs are mobilized, each IC is worth 10 BRPs.

Classic A World at War

In classic *A World at War*, the game starts in Fall 1939.

37.12 EFFECT ON UNIT CONSTRUCTION: ICs under Russian control increase the Russian construction limit (27.32).

37.13 INCREASES IN IC VALUE TRIGGERED BY GERMAN ATTACK: If Germany declares war on Russia, the total value of the ICs under Russian control increase by 10 BRPs each turn as follows:

A. Starting in the first Russian player turn after the last mobilized IC has been placed on the board (36.11B), each turn the BRP value of two ICs increases by 5 BRPs each during the Russian unit construction phase. The Russian BRP total immediately increases by the same amount and the Russian construction limit increases in the turn of the IC increases.

Classic A World at War

This rule applies as written in classic *A World at War*. The cross-reference has been changed.

B. An IC worth 15 BRPs may increase its BRP value to 20 BRPs, even though other ICs are still only worth 10 BRPs.

C. An IC worth 10 BRPs may only increase its BRP value to 20 BRPs in a single turn if no other Russian-controlled ICs may increase in value.

D. The maximum BRP value of each IC is 20 BRPs.

E. The BRP value of an IC which was unable to trace a land supply line from the eastern edge of the mapboard may not be increased. This does not preclude a later BRP increase in a subsequent turn if the supply status of the IC is restored.

F. Russian ICs do not increase in value if:

- the Russian resistance level was 0 or less at the end of the previous Allied player turn (60.31A); or
- Russia declared war on Japan (37.14).

37.14 If Russia declares war on Germany or Japan, the value of Russia's ICs remains fixed at 10 BRPs for each IC for the remainder of the game.

37.15 A Japanese declaration of war on Russia does not allow Russia to increase the BRP value of its ICs and does not change the effect of a subsequent German declaration of war on Russia on the BRP value of Russian ICs (37.13).

37.16 If Russia regains control of an IC which was captured by the Axis, the BRP value of the IC never increases (37.43).

37.2 LOCATION OF ICs:

37.21 INITIAL LOCATION OF ICs: Russia begins the game with seven ICs, which are placed in Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov and Gorki.

37.22 LOCATION OF ADDITIONAL ICs: In addition to its seven starting ICs, Russia mobilizes five additional ICs once the RGT level reaches 10. These additional ICs, as well as ICs constructed by investing RPs in IC production (42.24G), must be constructed, if possible, in Kuibyshev, Magnitogorsk and Sverdlovsk, in that order, and then in any fully supplied, Russian-controlled city in European Russia which does not already contain an IC. The locations of the Russian ICs are shown on the mapboard in gray.

37.3 MOVEMENT OF ICs PROHIBITED:

37.31 LOCATION OF ICs FIXED: ICs may not be moved or redeployed.

37.4 CAPTURE OF ICs:

37.41 CAPTURE OF ICs: Russian-controlled ICs are captured by the Axis when the hex they occupy comes under Axis control.

37.42 EFFECTS OF CAPTURE: When a Russian-controlled IC is captured by the Axis, Russia immediately loses the prorated value of the IC from its current BRP level and the Russian construction limit is recalculated accordingly.

37.43 VALUE OF CAPTURED ICs: When the Axis capture an IC, the IC retains its full value and is treated in the same manner as other conquests. The value of captured ICs remains fixed for the remainder of the game, regardless of any subsequent changes in control.

37.44 EFFECTS OF RUSSIAN RECAPTURE: If Russia regains control of a captured IC, Russia's construction limit increases (27.32). The IC is treated as a conquest for BRP purposes (35.73A).

37.5 ELIMINATION OF ICs:

37.51 RUSSIA: Russia may voluntarily eliminate an IC under its control which has been bombed by the Axis (26.75), but may not otherwise voluntarily eliminate ICs. This results in an immediate Russian loss of BRPs equal to the full value of the IC.

37.52 AXIS: The Axis may not eliminate captured ICs.

37.6 NEW ICs:

37.61 CONSTRUCTION OF ADDITIONAL ICs: Russia may construct additional ICs in two ways: by mobilization (36.21C) or by investing RPs in their production (42.24G). New ICs must be built in fully supplied, Russian-controlled cities in European Russia which do not already contain an IC. If no such location exists, new ICs must be placed in the Urals box and used to increase Russian oil production (37.65).

37.62 BRPs FROM NEW ICs: Newly constructed ICs are worth 10 BRPs. When a new IC is constructed, Russia immediately adds the 10 BRP value of the IC to its BRP total at the start of its unit construction phase during the turn of construction.

37.63 INCREASES IN VALUE: The BRP value of newly constructed ICs increases in the same manner as other ICs (37.13).

37.64 NEW ICs INCREASE THE RUSSIAN CONSTRUCTION LIMIT: The construction of a new IC increases the Russian construction limit in the turn of construction.

37.65 ICs AS OIL SOURCES: When an IC is first constructed, Russia may increase the oil production of the Urals box rather than place an IC on the board (33.21B). Once this decision is made, it cannot be reversed; existing ICs may not be used for oil production and an earlier increase in oil production may not be converted into an IC. ICs used in this manner are

forfeit and do not modify the Russian resistance level. ICs devoted to oil production produce their first oil counter at the start of the Russian player turn in which the IC is constructed.

37.7 SUPPLY FROM ICs:

37.71 LIMITED SUPPLY SOURCE: Russian-controlled ICs are a limited supply source for Russian and Russian minor country units in them only.

37.72 EFFECTS OF ISOLATION: If a Russian-controlled IC is unable to draw full supply from the eastern edge of the mapboard, the DM of the hex containing the IC is reduced by one for each turn of isolation until the units in the hex defend at face value. This effect is delayed by one turn for every five BRPs in the IC. If full supply to the IC is re-established, the negative DM effects are negated.

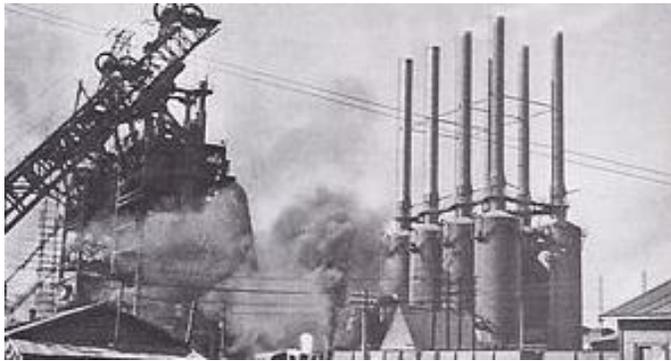
EXAMPLE: In Fall 1941, Leningrad, which contains an IC worth 10 BRPs and a fortification, is encircled. In Winter 1941 and Spring 1942, Russian units in Leningrad defend normally (Winter 1941: a +3 DM, because the swamp is frozen (34.23C); Spring 1942: +4). In Summer 1942, the Russian units would be subject to a -1 DM. In Fall 1942 they would be subject to a -2 DM, and so on, until they defended at face value or until the siege was broken.

37.8 EFFECTS OF ICs ON COMBAT:

37.81 EFFECTS ON COMBAT: ICs have the following effects on combat:

A. ATTRITION: ICs may not be selected for attrition occupation (14.62C).

B. GROUND ATTACKS: Infantry and replacement units defending in ICs are not subject to a -1 DM when attacked by exploiting armor (15.33A).



38. KEY ECONOMIC AREAS

38.1 OVERVIEW

38.2 CAPTURE OF KEY ECONOMIC AREAS

38.3 KEY ECONOMIC AREAS BY COUNTRY

38.1 OVERVIEW:

38.11 KEY ECONOMIC AREAS INTEGRAL TO BRP BASE: Certain areas were essential to the economy or administration of the major power which originally controlled them (38.3).

38.12 BRP VALUE OF KEY ECONOMIC AREAS FIXED: The BRP values of key economic areas are unaffected by their capture, recapture or by changes to the BRP base of the a major power which controls them.

38.13 KEY ECONOMIC AREAS DURING YSS CALCULATIONS: During each YSS, a major power subtracts the BRP value of any originally controlled key economic areas controlled by another alliance faction and adds the BRP value of any captured key economic areas (35.51) (EXCEPTION: Key economic areas in Germany and Japan have no BRP value as conquests - 38.231). A major power receives no additional BRPs for controlling a key economic area that it originally controlled.

38.2 CAPTURE OF KEY ECONOMIC AREAS:

38.21 CAPTURE: A key economic area is captured when its hex comes under enemy control, including control by enemy partisans.

38.22 EFFECTS OF CAPTURE: If a key economic area controlled by its originally controlling major power is captured, the originally controlling major power immediately loses the prorated value of the key economic area from its current BRP level. The originally controlling major power's construction limit (27.335) and deficit spending limit (39.22A) are also reduced, but its BRP base is unaffected (35.43).

38.23 KEY ECONOMIC AREAS AS NORMAL CONQUESTS: If a major power captures a key economic area which originally belonged to another major power, the captured key economic area is treated as a conquest (EXCEPTION: Key economic areas in Germany and Japan - 38.231). If the capturing major power retains control of the key economic area during the opposing player turn, it receives the prorated BRPs for the key economic area in its next turn and the full BRP value of the key economic area as a conquest during the YSS (EXCEPTION: Key economic areas captured and retained by the Axis in a winter turn are simply added to the capturing Axis major power's YSS total). If control of a captured key economic area for which the BRPs have been received is lost for any reason, the major power does not immediately lose the prorated value of the key economic area. Instead, the major power has one turn to try and recapture the key economic area to avoid any BRP loss (35.63, 35.73C).

38.231 NO ECONOMIC VALUE FOR CONQUERED GERMAN AND JAPANESE HOME ISLAND KEY ECONOMIC AREAS: Berlin, Essen, Cologne, Leipzig, Breslau, Tokyo, Osaka and Kagoshima have no economic value as conquests.

38.24 RECAPTURE: If an enemy controlled, originally controlled key economic area is recaptured by the alliance faction of the major power which originally controlled the key economic area, the construction limit (27.335) and deficit spending limit (39.22A) of the original controlling major power is immediately increased. If the key economic area is retained, the originally controlling major power regains the prorated BRP value of the area at the beginning of its next player turn (EXCEPTION: Axis winter turn conquests are included in the YSS total - 35.64; French key economic areas after France surrenders and Italian key economic areas after Italy surrenders are always treated as normal conquests).

38.25 NO DOUBLE JEOPARDY: If an originally controlled key economic area is bombed in the same player turn that it is captured, any BRP losses from bombing are deducted from the value of the key economic area before determining the prorated losses (38.22) or the construction limit reduction (27.335) incurred by the defending major power because of the capture of the key economic area.

38.3 KEY ECONOMIC AREAS BY COUNTRY:

38.31 GERMANY:

A. Berlin: 50 BRPs.

B. Essen, Cologne, Leipzig, Breslau: 25 BRPs (each).

38.32 BRITAIN:

A. London: 30 BRPs.

B. Manchester, Birmingham: 15 BRPs (each).

38.33: ITALY:

A. Rome: 20 BRPs.

B. Milan, Genoa: 10 BRPs (each).

38.34 FRANCE:

A. Paris: 20 BRPs.

B. Marseilles, Lyon: 10 BRPs (each).

38.35 RUSSIA:

A. Vladivostok, Irkutsk: 10 BRPs (each).

38.36 JAPAN:

A. Tokyo: 30 BRPs.

B. Osaka, Kagoshima: 15 BRPs (each).

C. Mukden, Harbin (Manchuria): 10 BRPs (each).

D. Seoul (Korea): 10 BRPs.

E. Taipei (Formosa): 5 BRPs.

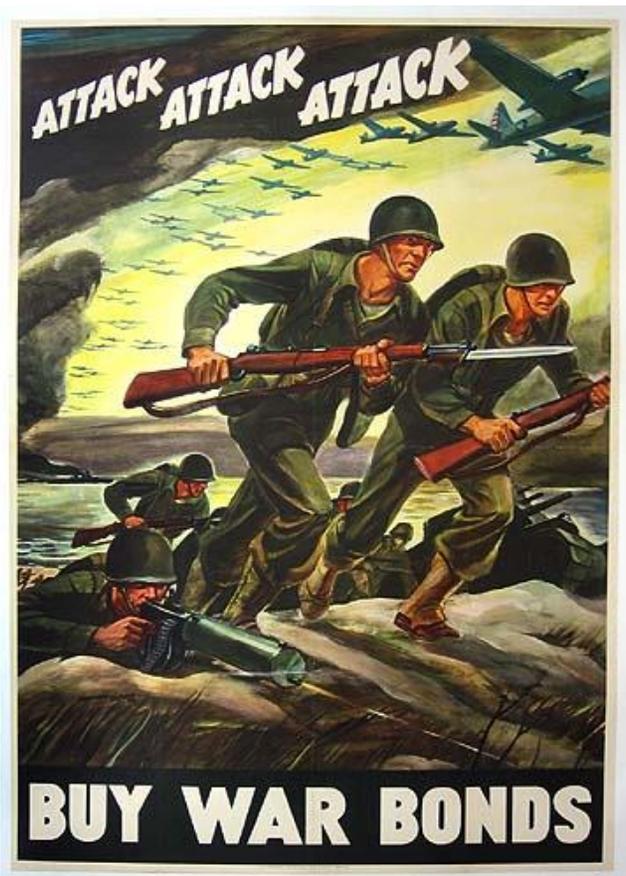
Classic A World at War

This rule change arose out of *Storm Over Asia* and applies to classic A World at War.

38.37 CHINA:

A. Chungking, Peking, Nanking, Shanghai, Canton: 5 BRPs (each).

38.371 In the Campaign and Pacific scenarios, Japan begins the scenario controlling Peking, Nanking, Shanghai and Canton.



39. SPENDING LIMITS

- 39.1 SPENDING LIMITS
- 39.2 DEFICIT SPENDING
- 39.3 CONSTRUCTION LIMITS

39.1 SPENDING LIMITS:

39.11 OVERALL SPENDING LIMIT ONLY FOR CHINA: A major power is not restricted in the number of BRPs it may spend in a single player turn, other than by the number of BRPs it has available, together with any limit on deficit spending (39.2) and its construction limit (39.3). The only exception is China:

A. China may not spend more than half its YSS BRP total (round down) in a single player turn. This calculation is made during the YSS and is unaffected by events during the ensuing year. The Chinese spending limit should be recorded for future reference.

B. Involuntary Chinese BRP losses from enemy action, such as bombing or the loss of key economic areas, do not count towards the Chinese spending limit.

C. Chinese *Storm Over Asia* KMT research modifies China's per turn spending limit, to a maximum of +/-6 BRPs (*Storm Over Asia* transition rule 6.811).

- For each step of Chinese *Storm Over Asia* KMT research below six steps, China's spending limit is decreased by one BRP.
- For each step of Chinese *Storm Over Asia* KMT research above six steps, China's spending limit is increased by one BRP.

Classic A World at War

In classic *A World at War*, rule 39.11C does not apply.

39.2 DEFICIT SPENDING:

39.21 DEFICIT SPENDING: Germany, Japan, Russia, Britain and the U.S. may spend BRPs they do not have by deficit spending.

39.22 RESTRICTIONS ON DEFICIT SPENDING: Deficit spending is subject to the following restrictions:

A. Deficit spending is limited to the value of the major power's BRP base, minus the BRP value of any uncontrolled key economic areas (38.22).

- This determination is made when the expenditure is made. BRP additions which reduce a major power's deficit may permit deficit spending later in the year.
- When calculating the deficit spending limit:
 - The BRP value of the British BRP base is determined without counting Canada, South Africa, India and Australia.
 - The BRP value of the Russian BRP base is determined without counting Russian ICs.

B. Italy, France and China may not deficit spend.

C. If the first turn of *A World at War* is a Summer, Fall or Winter turn, deficit spending is prohibited until the following year. If war breaks out at the end of a *Gathering Storm* Winter turn, and the first turn of *A World at War* is a Spring turn, deficit spending is allowed in that year.

Classic A World at War

In classic *A World at War*, deficit spending is prohibited in 1939.

39.3 CONSTRUCTION LIMITS:

39.31 CONSTRUCTION LIMITS: Each major power may use no more than one-third, rounded down, of its current BRP base each turn for unit construction. See 27.3 for details.



40. BRP GRANTS

- 40.1 OVERVIEW
- 40.2 MECHANICS
- 40.3 RESTRICTIONS ON BRP GRANTS
- 40.4 MURMANSK CONVOYS
- 40.5 BRP GRANTS TO RUSSIA THROUGH PERSIA
- 40.6 BRP GRANTS TO RUSSIA THROUGH TURKEY
- 40.7 BRP GRANTS TO RUSSIA THROUGH SIBERIA
- 40.8 BRP GRANTS TO CHINA

40.1 OVERVIEW:

40.11 BRPs may be granted from one major power to another or from the U.S. to Canada, South Africa, Australia or India during initial supply determination and post-combat supply determination.

40.12 Subject to enemy air attack or naval interception, BRP grants arrive immediately after they are made.

40.2 MECHANICS:

40.21 SUPPLY LINE REQUIRED: BRP grants are made during initial supply determination and post-combat supply determination and require the tracing of a supply line from an unlimited supply source controlled by the grantor in its home country to any hex in the recipient in which unit construction is permitted or, for Russia, the Urals box. The required supply line for BRP grants may be traced by land (30.321) or by sea (40.22).

40.22 BRP GRANTS BY SEA:

40.221 TRANSPORT REQUIREMENTS: Western Allied BRP grants by sea require sea escort by one Western Allied transport for every five BRPs granted (round up).

A. ATLANTIC TRANSPORTS: Atlantic transports must be used to sea escort BRP grants from Britain, France or the U.S. which pass through the Atlantic.

B. PACIFIC TRANSPORTS: Pacific transports must be used to sea escort BRP grants from the U.S. which pass through the Pacific.

C. INDIAN OCEAN TRANSPORTS: Indian Ocean transports must be used to sea escort BRP grants to Russia, India or China via the South Africa and Australia boxes.

40.222 BRP grants to different ultimate destinations may be carried by the same transport for the part of their grant route which is between the same two mapboard boxes.

40.223 ENEMY ACTION: BRP grants by sea are subject to interception and attack by enemy naval and air forces as they trace a path on the mapboard. If combat losses cause the number of transports assigned to a BRP grant to drop below that required, some or all of the BRPs being granted are eliminated. The off-board portion of BRP grant routes may not be intercepted or attacked.

40.224 TIMING: All BRP grants are completed in the player turn in which they are made, subject to enemy interception.

40.225 COST: There is no cost to BRP grants, other than the BRPs themselves and the one-time cost of opening the Persian (40.52) and Alaskan (40.72) routes.

40.23 EFFECT OF BRP GRANTS:

A. GRANTING MAJOR POWER: A major power announces its intention to grant BRPs during initial supply determination or post-combat supply determination.

- **BRP LEVEL:** The granting major power immediately deducts the amount of the BRP grant from its BRP total.
- **CONSTRUCTION LIMIT:** For every three BRPs granted to another major power, the grantor's construction limit is reduced by one BRP in the turn the grant is made. American BRP grants to Canada, South Africa, Australia and India count fully against the American construction limit.

B. RECIPIENT MAJOR POWER:

- **BRP LEVEL:** The recipient major power adds the amount of the BRP grant to its BRP total immediately, if the grant was made by land; or after any enemy interception is resolved, if the grant was made by sea or air.
- **CONSTRUCTION LIMIT:** For every three granted BRPs received by a major power, its construction limit is increased by one BRP.

40.24 MECHANICS:

40.241 GERMAN BRP GRANTS TO ITALY: German BRP grants to Italy must be made by land.

40.242 BRITISH BRP GRANTS TO FRANCE: British BRP grants to France must be made by sea.

40.243 AMERICAN BRP GRANTS TO BRITAIN AND FRANCE: American BRP grants to Britain and France must be made by sea (EXCEPTION: The U.S. may grant BRPs to Britain by land if British units may be built in Canada - 59.82).

40.244 AMERICAN BRP GRANTS TO COMMONWEALTH COUNTRIES: BRPs granted to Canada, South Africa, Australia and India are limited to the BRP expenditures for the construction of the recipient's units, including shipbuilding, in the turn of the grant and count against the American construction limit. American BRP grants to Commonwealth countries have no effect on the British BRP level or the British construction limit.

A. CANADA: The U.S. may grant BRPs to Canada by land without using transports.

B. SOUTH AFRICA: The U.S. may grant BRPs to South Africa by sea through the Atlantic.

C. AUSTRALIA: The U.S. may grant BRPs to Australia by sea through the Pacific.

D. INDIA: The U.S. may grant BRPs to India by sea by either of two routes:

- To the South Africa box through the Atlantic, then to the India box through the Indian Ocean.
- To the Australia box through the Pacific, then to the India box through the Indian Ocean.

40.245 AMERICAN BRP GRANTS TO CHINA: BRP grants to China must be made via a Chinese or French Indochinese port, the Burma Road, or the Hump (40.8).

40.246 WESTERN ALLIED BRP GRANTS TO RUSSIA: BRP grants to Russia must be made via Murmansk (40.4), Persia (40.5), Turkey (40.6) or Siberia (40.7).

40.25 WESTERN ALLIED OIL SHIPMENTS TO RUSSIA: Oil counters may be shipped to Russia by the Western Allies, in addition to or instead of BRP grants, provided the route in question is available. The maximum number of oil counters that may be shipped to Russia each turn is:

A. Murmansk: Two.

B. Persia: One.

C. Turkey: One.

D. Siberia: One.

40.251 Each oil counter shipped counts as 10 BRPs against the limit of the BRP route used. Oil may not be shipped to Russia by a route with a capacity of less than 10 BRPs per turn.

40.252 Each oil counter shipped by sea requires sea escort by one Western Allied transport; oil counters moved by land from Abadan or Ahwaz through Persia or from Mosul through Turkey do not.

40.253 Western Allied and Russian BRP levels and construction limits are not affected by oil shipments (33.4623).



40.3 RESTRICTIONS ON BRP GRANTS:

40.31 GENERAL RESTRICTIONS: The restrictions on BRP grants for each major power are set out below. Major powers may only grant BRPs as specified.

40.32 AXIS BRP GRANTS:

A. Germany may grant BRPs to Italy, even while Italy is neutral.

B. Italy may not grant BRPs.

C. Japan may neither grant nor receive BRPs.

40.33 AMERICAN BRP GRANTS:

40.331 EUROPE:

A. AMERICAN BRP GRANTS TO THE WESTERN ALLIES: American BRP grants to France and Britain, including Canada and South Africa, are limited to one BRP per turn for each USAT level above 25 at the moment the grant is sent (one BRP could be granted if the USAT level was 26, two BRPs could be granted if the USAT level was 27, and so on), up to a maximum grant of 25 BRPs per turn. Once the U.S. is at war with Germany, there is no limit on the number of BRPs the U.S. may grant France and Britain, including Canada and South Africa, other than the logistics of the BRP grants themselves and the number of BRPs required for Canadian and South African construction. Grants to France are allowed only if Paris is under Allied control.

B. AMERICAN BRP GRANTS TO RUSSIA: The U.S. may not grant BRPs to Russia unless the U.S. is at war with Germany and Russia and Germany have gone to war.

40.332 PACIFIC:

A. WESTERN ALLIED BRP GRANTS TO CHINA: British and American BRP grants to China are limited as set out in 40.81.

Classic A World at War

This rule change arose out of *Storm Over Asia* and applies to classic A World at War.

B. AMERICAN BRP GRANTS TO AUSTRALIA AND INDIA: The U.S. may not grant BRPs to Australia or India until the outbreak of war between Japan and the U.S. or a British surrender.

C. INDIAN SURRENDER: If India surrenders, BRP grants to China through the India box are prohibited.

D. AUSTRALIAN SURRENDER: If Australia surrenders, BRP grants to China or India through the Australia box are prohibited.

40.34 BRITAIN:

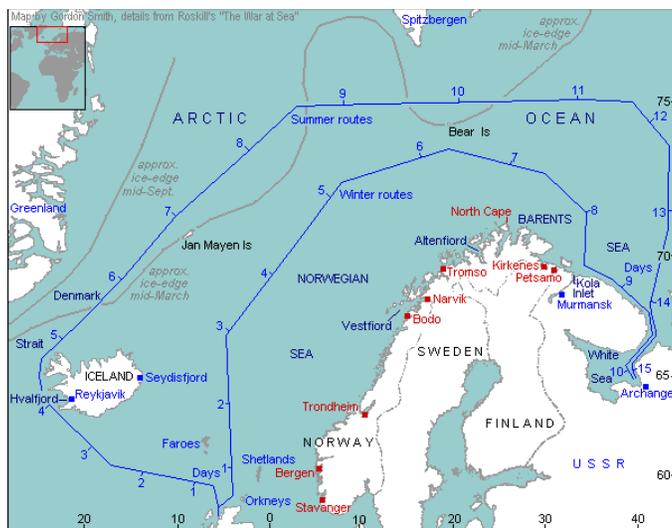
A. BRITISH BRP GRANTS TO FRANCE: Britain may grant BRPs to France only if all Anglo-French cooperation restrictions have been lifted and Paris is under Allied control.

B. BRITISH BRP GRANTS TO RUSSIA: Britain may grant BRPs to Russia once Russia and Germany have gone to war.

C. BRITISH BRP GRANTS TO THE U.S.: Britain may not grant BRPs to the U.S.

40.35 FRANCE: France may grant BRPs to Russia once Russia and Germany have gone to war. France may not grant BRPs to Britain or the U.S.

40.36 RUSSIA: Once Russia has gone to war with Germany, the Western Allies may grant BRPs to Russia. Russia may not grant BRPs.



40.4 MURMANSK CONVOYS:

40.41 The route for Western Allied aid to Russia with the greatest capacity is by Arctic convoy to Murmansk and Archangel. The drawbacks to this route are that Murmansk convoys are subject to attack from German air and naval units based in Norway and German submarines, and that the terminus of the Murmansk route may be cut by Axis advances in northern Russia.

40.411 CAPACITY OF MURMANSK ROUTE: The capacity of the Murmansk route is five BRPs in the first Allied player turn following the outbreak of war between Russia and Germany; ten BRPs in the second Allied player turn; 15 BRPs in the third Allied player turn; and 20 BRPs in each Allied player turn thereafter for the remainder of the game.

40.412 THE RUSSIAN PORTION OF THE MURMANSK ROUTE: The Russian portion of the Murmansk convoy route is traced as follows:

A. MURMANSK (year round): From the northern edge of the mapboard through hex A47, which represents the railroad from Murmansk to Vologda. To receive a Murmansk convoy through Murmansk, Russia must control hex A47 and be able to trace a land supply line from the northern edge of the mapboard through hex A47 to a Russian-controlled Vologda.

B. ARCHANGEL (summer and fall turns only): From the northern edge of the mapboard through hex A50, which represents the railroad from Archangel, to Vologda. To receive a Murmansk convoy through Archangel, Russia must control hex A50 and be able to trace a land supply line from the northern edge of the mapboard through hex A50 to a Russian-controlled Vologda.

C. VOLOGDA: Through Vologda to the eastern edge of the mapboard. Murmansk convoys are prohibited if Vologda is under Axis control, in an Axis ZoC or if Russia is unable to trace a supply line from Vologda to the eastern edge of the mapboard.

Murmansk and Archangel are both too far north to appear on the mapboard. During winter and spring turns, ice prevents convoys to Archangel, which is connected to Vologda by a rail line passing through hex A50. Thus Russian control of hex A47 and the route to Vologda permits Murmansk convoys year round, while retention of the Archangel route permits Murmansk convoys only during summer and fall turns. The loss of Vologda itself prevents Murmansk convoys, regardless of the turn.

40.42 ALLIED NAVAL UNITS: Atlantic transports used in a Murmansk convoy may be protected by additional naval units, including carriers, but not ASW. These additional naval units may be based in any western front port, the Atlantic U.S. box or the Atlantic SW box. Naval units which protect a Murmansk convoy enter the Murmansk box by moving off the north edge of the board between hexes A23 and A34, inclusive, and are subject to interception as they do so. If more than one nation is sending BRPs by convoy, all such convoys merge into a single convoy as soon as they enter the Murmansk box.

40.43 UNOPPOSED CONVOYS:

40.431 ALL BRPs ADDED TO RUSSIAN TOTAL: If a Murmansk convoy is unopposed, all the BRPs convoyed to Russia are immediately added to the Russian total.



40.44 OPPOSING MURMANSK CONVOYS: Murmansk convoys may be opposed by German air units, naval units and submarines as follows:

A. The German units must be based in an operational Bergen or Scapa Flow.

B. In addition to any German submarines based in Bergen or Scapa Flow, if Bergen or Scapa Flow is an operational Axis port, one German submarine in the Atlantic SW box may attack a Murmansk convoy for every ten German submarines in the Atlantic SW box (round up).

40.45 GERMAN ATTACKS ON MURMANSK CONVOYS:

A. The German player indicates which German air and naval units based in Bergen or Scapa Flow will intercept the Allied convoy. All air units are considered to be within range of the Allied convoy and naval interception is automatic without risk of air attack or counter-interception. Submarines that choose to intercept are designated as intercepting either in conjunction with or separate from any other intercepting naval units.

B. If only German land-based air units and/or submarines intercept the Allied convoy, the German player resolves air and submarine attacks normally. These attacks are considered to occur in a maximum of six off-board hexes as the convoy sails around northern Norway into the Barents Sea.

- Western Allied carrier-based air may be used to fly combat air patrol, but may not counterair German land-based air units (40.45C, 23.61).
- Land-based air attacks continue until the Allied convoy is destroyed or aborts, or until Germany runs out of air squadrons, calls off its air attacks or has made six air attacks, one for each hex entered by the Allied convoy. Submarine attacks continue until all submarines have attacked, or until the Allied convoy is destroyed or aborts.
- When an air attack is announced, the German player may also commit to attack the Murmansk convoy with one or more submarines that intercepted separately from other naval units. After the air attack is resolved, the German player resolves the previously committed submarine attack.

- Attacking German submarines incur a -1 modifier for multiple attacks (22.9416) only if more than one submarine attack is made against the same Western Allied combat group in the same hex.
- C. If German naval units intercept the Allied convoy, naval combat is resolved normally.
- German air units based in Bergen or Scapa Flow:
 - Are considered to be three hexes from the interception hex.
 - May be attacked by Western Allied carrier-based air at the start of each round of naval combat (23.61).
 - May participate in the naval combat. One-third (rounded up) of the German air squadrons assigned to air cover may engaged attacking Western Allied carrier-based air (22.22A).
 - Submarines designated as intercepting in conjunction with German naval units may participate in the naval combat.
 - Naval combat continues until one side or the other withdraws (22.6). If the Western Allies withdraw, the Murmansk convoy aborts.

D. German land-based air units and/or submarines that intercepted separately from other naval units may attack a convoy before naval combat is resolved or, if the convoy continues, after naval combat is resolved.

E. Once a Murmansk convoy aborts, it is considered to have moved out of air range of the German bases in northern Norway. No additional air attacks are permitted, and no further naval combat or submarine attacks are resolved.

40.46 EFFECTS ON CONVOY: The number of BRPs lost due to attacks by German air and naval units on any combat group in the Allied convoy are as follows:

A. AIR ATTACKS AND FLEET COMBAT: One BRP for each hit inflicted on the defending light ships.

B. SUBMARINE ATTACKS: One BRP for each hit inflicted by submarine.

40.47 MURMANSK CONVOY RESULTS:

A. BRPS: After submarine attacks are resolved, all surviving BRPs in the convoy are added to the Russian BRP total. The number of BRPs reaching Russia can never exceed five BRPs for each surviving Western Allied transport assigned to the convoy. Excess BRPs are eliminated. If the Germans defeated the Allies in fleet combat and forced the convoy to turn back, or if the convoy aborts, all surviving BRPs are returned to the grantor's BRP total.

B. OIL: For every two BRPs (rounded down) of damage inflicted, one partial oil counter is eliminated.

40.48 DISPOSITION OF UNITS AFTER COMBAT: After resolving any opposition to a Murmansk convoy:

A. GERMAN AIR AND NAVAL UNITS: Surviving German air and naval units return to Bergen or Scapa Flow.

B. GERMAN SUBMARINES: Surviving German submarines return to Bergen, Scapa Flow or the Atlantic SW box.

C. WESTERN ALLIED NAVAL UNITS: Surviving Western Allied naval units return to their port or mapboard box of origin.



40.5 BRP GRANTS TO RUSSIA THROUGH PERSIA:

40.51 CAPACITY:

A. 10 BRPs may be granted to Russia through Persia each turn if the Persian route has been opened by the Western Allies.

B. The capacity of the Persian route is reduced by 5 BRPs per turn by each Persian partisan adjacent to Abadan, Ahwaz or Tehran (40.532).

C. Oil may not be shipped to Russia by the Persian route if the capacity of the Persian route has been reduced (40.251).

BRP grants through Persia are more difficult to stop than Murmansk convoys (40.4), but the Persian route costs BRPs to open and the capacity of the southern route is smaller, as no more than 10 BRPs may be sent each turn.

40.52 OPENING THE PERSIAN ROUTE:

40.521 25-BRP EXPENDITURE REQUIRED: To use the Persian route, one Western Allied major power at war with the Axis must pay 25 BRPs during its unit construction phase. This expenditure represents the cost of creating and improving transportation facilities in Persia and the exertion of political pressure, and does not count against the expending major power's unit construction limit.

40.522 REDUCTION OF BRP EXPENDITURE: If either the Axis or Allies have declared war on Persia, the Allies may open the Persian BRP route by expending 15 BRPs. Otherwise an expenditure of 25 BRPs is required.

40.523 FRENCH OR BRITISH SURRENDER: If the Western Allied major power which paid to open the Persian BRP route surrenders, the Persian route remains open without the need for further BRP expenditures.

40.524 EFFECTS OF OPENING THE PERSIAN ROUTE:

A. During the unit construction phase in which a Western Allied major power pays the BRPs to open the Persian route, all Persian hexes not under Axis control come under the joint control of all Western Allied major powers.

B. Axis units in Persia are considered to be in partial supply during the first Axis player turn following the opening of the Persian BRP route (88.642).

C. Any Persian hexes controlled by Russia pass to Western Allied control when the Persian route is opened.

D. Western Allied units may redeploy through Persia in the redeployment phase of the Allied player turn in which the Persian route is opened, and in subsequent turns, provided no Axis units or counters are adjacent to the redeployment route.

E. Western Allied units may sea transport through Abadan in the movement phase of the Allied player turn following the opening of the Persian route, and in subsequent turns, provided all other requirements for sea transport are met.

F. The opening of the Persian route does not damage the Persian oil centers.

40.525 RESTRICTIONS ON OPENING THE PERSIAN ROUTE: The Allies may not open the Persian route:

A. Before Germany and Russia have gone to war.

B. While Persia is unconquered after an Allied declaration of war.

C. If the Axis control Tehran, including control by a Persian partisan.

40.526 If Persia is an Axis associated minor country or if the Axis control Tehran, Tehran must be captured by the Allies to permit the opening of the Persian route.

40.53 CUTTING THE PERSIAN ROUTE: Allied BRPs may not be sent to Russia through Persia if the Allies are unable to trace a continuous supply line from the South Africa box onto the mapboard through hexes NN41, NN42 or NN43, through Basra or Abadan, through Tehran, to the eastern edge of the mapboard in Russia or Persia. Persian oil may not be sent to Russia if the Allies are unable to trace a land supply line from Abadan or Ahwaz, through Tehran, to the eastern edge of the mapboard in Russia or Persia.

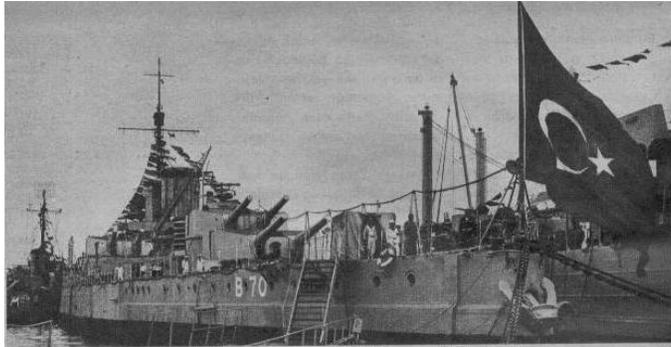
40.531 RESTORING THE PERSIAN ROUTE: If the above condition arises, the Allies may reopen the Persian route, without the need for a second 25-BRP expenditure, by reestablishing the required supply line.

40.532 EFFECT OF PERSIAN PARTISANS:

A. Each Persian partisan causes BRP losses to the Western Allied major power that opened the Persian route (11.71).

B. Each Persian partisan adjacent to Abadan, Ahwaz or Tehran reduces the capacity of the Persian BRP route by five BRPs. Oil may not be shipped to Russia by the Persian route if the capacity of the Persian route has been reduced (40.251).

40.54 MECHANICS: Starting in the turn after the Persian route is opened, Western Allied BRPs may be granted to Russia through Persia by shipping them through the Atlantic to the South Africa box, then through the Indian Ocean to Persia, then by land to Russia.



40.6 BRP GRANTS TO RUSSIA THROUGH TURKEY:

40.61 CAPACITY:

A. 10 BRPs may be granted to Russia through Turkey each turn if Ankara is controlled by the Allies.

B. The capacity of the Turkish route is reduced by two BRPs per turn for each Axis Turkish partisan on the board, for a maximum reduction of 6 BRPs per turn (40.65).

C. Oil may not be shipped to Russia by the Turkish route if the capacity of the Turkish route has been reduced (40.251).

40.62 ROUTE: Allied BRP grants to Russia may be made through Turkey if the Allies can trace a continuous supply line through a Turkish port, through Turkey, to the eastern edge of the mapboard in Russia. The required supply line from the Turkish port to Russia may only pass through Allied-controlled hexes in Turkey and Russia which are not in an Axis ZoC.

40.63 MECHANICS: BRPs may be granted through Turkey by two routes:

A. MEDITERRANEAN: The BRPs are shipped through the Atlantic and Mediterranean to Istanbul, Izmit, Izmir or Antioch, then through Turkey into Russia.

B. INDIAN OCEAN: The BRPs are shipped through the Atlantic to the South Africa box, then through the Indian Ocean to Suez, then from Suez by sea through the Mediterranean to Istanbul, Izmit, Izmir or Antioch, then by land to Russia.

40.64 INTERCEPTION: The Axis may prevent BRP grants through Turkey by intercepting them in the Atlantic or Mediterranean or by cutting the land portion of the supply line. The Atlantic or Indian Ocean transports used to carry the BRPs through the Mediterranean to the Turkish port are at risk if the Axis intercept or attack the grant.

40.65 EFFECT OF TURKISH PARTISANS: Each Axis Turkish partisan on the board reduces the capacity of the Turkish route by two BRPs per turn. Oil may not be shipped to Russia by the Turkish route if the capacity of the Turkish route has been reduced (40.251).

40.66 NO ACTIVATION COST: In contrast to the Persian BRP route, no activation cost need be paid by the Western Allies to send BRP grants through Turkey.



40.7 BRP GRANTS TO RUSSIA THROUGH SIBERIA:

40.71 MECHANICS: Starting in the turn after the U.S. has built the Alaska highway, American BRP grants may be made to Russia by sea through the Pacific.

40.72 THE ALASKA HIGHWAY: To use the Siberian BRP route, the U.S. must first expand the transportation routes through the wilds of British Columbia and Alaska. Construction of the Alaska highway costs 25 BRPs, may not be undertaken unless the U.S. and Germany are at war, and does not count against the American construction limit.

40.73 CAPACITY OF THE SIBERIAN ROUTE:

A. 10 BRPs may be granted to Russia by the U.S. via Siberia each turn once the Alaska highway is built.

B. The capacity of the Siberian route is reduced to 5 BRPs per turn if Japan is at war with Russia or if Japan controls either Vladivostok or Dutch Harbor.

C. Oil may not be shipped to Russia by the Siberian route if the capacity of the Siberian route has been reduced to 5 BRPs per turn (40.251).

40.74 INTERCEPTION PROHIBITED: Siberian grants do not occur on the mapboard and may not be intercepted or attacked.



40.8 BRP GRANTS TO CHINA:

40.81 Britain and the U.S. may grant BRPs to China, as follows. BRP grants to China are limited by the capacity of the BRP routes to China.

40.811 BRITISH BRP GRANTS TO CHINA: Britain may grant five BRPs per turn to China.

40.812 AMERICAN BRP GRANTS TO CHINA: American BRP grants to China are limited as follows:

A. U.S. NEUTRAL: Before the outbreak of war between Japan and the U.S., U.S. grants to China are limited by the USJT level (USJT below 5; none; USJT 5-9; 1 BRP per turn; USJT 10-14; 2 BRPs per turn; USJT 15-19; 3 BRPs per turn; USJT 20-24; 4 BRPs per turn; and so on, up to a maximum of 10 BRPs per turn.

B. U.S. AT WAR: If Japan and the U.S. are at war, the U.S. may grant 10 BRPs to China each turn.

C. EFFECT OF CHINA LOBBY RESEARCH: *Storm Over Asia* China Lobby research may increase or decrease the limits on American aid to China (6.86A).

- For each step of *Storm Over Asia* China Lobby research below six steps, the limit on American BRP grants to China is decreased by one BRP.
- For each step of *Storm Over Asia* China Lobby research above six steps, the limit on American BRP grants to China is increased by one BRP.

Classic A World at War
This rule change arose out of <i>Storm Over Asia</i> and applies to classic A <i>World at War</i> .

Classic A World at War
In classic A <i>World at War</i> , rule 40.812C does not apply.

40.82 MECHANICS: British and American BRP grants to China are made by sending the granted BRPs along one of the following routes. All land hexes along the route must be under Nationalist Chinese, Communist Chinese or Western Allied control and free of Japanese ZoCs; all grants must ultimately end in a fully supplied hex controlled by Nationalist China. Transports used to carry BRP grants to China are at risk if intercepted or attacked at sea.

A. From Britain or the Atlantic U.S. box through the Atlantic to the South Africa box, then through the Indian Ocean to the India box, then to Kunming via the Burma Road (40.84) or over the Hump (40.85), then to a fully supplied hex controlled by Nationalist China.

B. From the Pacific U.S. box through the Pacific, then on the Pacific mapboard to:

- a port in China, then to a fully supplied hex controlled by Nationalist China;
- a port in French Indochina, then to Kunming, then to a fully supplied hex controlled by Nationalist China;
- a port in Burma or India, then to Kunming via the Burma Road (40.84) or over the Hump (40.85), then to a fully supplied hex controlled by Nationalist China.

Classic A World at War
This rule change arose out of <i>Storm Over Asia</i> and applies to classic A <i>World at War</i> .

C. From the Pacific U.S. box through the Pacific to the Australia box; then through the Indian Ocean to the India box, then to Kunming via the Burma Road (40.84) or over the Hump (40.85), then to a fully supplied hex controlled by Nationalist China.

40.83 CHINESE PORTS AND FRENCH INDOCHINA: Up to ten BRPs may be granted to China via a Chinese port or French Indochina each turn.

40.831 RESTRICTIONS:

A. BRP grants may be made through Chinese ports that are not under Japanese control or in the ZoC of a Japanese armor unit.

B. BRP grants may be made through French Indochina only if the Western Allies control Haiphong and can trace a supply line from Haiphong to Kunming without passing through Burma.



40.84 THE BURMA ROAD: If China does not achieve at least three steps of *Storm Over Asia* Burma Road research, Western Allied BRP grants to China via the Burma Road are prohibited (*Storm Over Asia* transition rule 6.89).

A. Three steps of *Storm Over Asia* Burma Road research allow the Western Allies to grant China five BRPs per turn via the Burma Road.

B. A *Storm Over Asia* Burma Road result allows the Western Allies to:

- Grant China ten BRPs per turn via the Burma Road.
- Trace supply by land into China via the Burma Road.

Classic A World at War
In classic A <i>World at War</i> , the Allies achieved a Burma Road research result and rule 40.84B applies.

40.841 RESTRICTIONS: The Burma Road is closed if there is no supply line from the India box to Mandalay, then from Mandalay to Kunming.



40.85 THE HUMP: Up to five BRPs may be granted to China over the Himalayas each turn.

40.851 MECHANICS: One uninverted Western Allied air transport factor must be used to fly BRPs to China. The air transport must fly from a Western Allied air base in India or Burma over the Himalayas to Kunming. Both must be operational air bases. The air route of the grant may be traced over hexes adjacent to Japanese units, but not over hexes under Japanese control, and may not be more than three hexes in length.

40.852 INTERCEPTION: BRP grants to China using air transport may be intercepted by Japanese air units (18.621), which can in turn be counter-intercepted by Allied air units (18.622).