



Diplomacy and Politics

49. DIPLOMACY

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49.1 DIPLOMATIC POINTS (DPs):

49.11 DIPLOMATIC POINTS (DPs): During the opening setup of each scenario, including the campaign game and 1939 scenario, and during each subsequent YSS, each major power receives an allotment of DPs, which may be allocated to eligible targets and intelligence projects, subject to the restrictions set out below.

49.12 BASIC ALLOTMENTS: The basic allotments are: Germany, Britain, Russia: 3 each; Italy and France: 2 each; U.S.: 1 for every 10 USAT levels (round down), to a maximum of 5. Japan and China do not receive DPs.

49.13 ALLOTMENTS DURING OPENING SETUP: No additional DPs are received for BRP levels (49.14) and control of territory (49.15) during the opening setup of the campaign game. The basic allotment of DPs during the opening setup of scenarios other than the campaign game may be supplemented by DPs received for BRP levels and control of territory.

49.14 ADDITIONAL DPs FOR BRPs: During each YSS, each of Germany, Italy, France, Britain, the U.S. and Russia is also allotted one additional DP for every 100 BRPs (round down) in its YSS BRP total. Additional DPs for BRPs are not allotted during the opening setup of the Global War campaign game and the European theater campaign game scenarios.

49.141 AMERICAN DPs IN A EUROPEAN SCENARIO: In a European scenario, the U.S. receives one additional DP in the 1942 YSS, two additional DPs in the 1943 YSS, three additional DPs in the 1944 YSS, four additional DPs in the 1945 YSS, and five additional DPs in the 1946 YSS, to reflect the Pacific BRPs not represented in the game.

49.15 ADDITIONAL DPs FROM OTHER SOURCES:

49.151 OTHER SOURCES: The DPs available to each major power are also increased or decreased according to the control of various territories and by various military and political developments, as set out in the first page of the diplomatic tables.

49.152 HEX CONTROL DETERMINES DP ALLOTMENT: The major power which controls the hex(es) at the end of a year receives the DPs for contested areas, even if opposing major power(s) receive the BRPs for the areas (35.64). BRPs and supply are irrelevant when determining DP allotments.

49.153 LOSS OF CONTROL IRRELEVANT AFTER YSS: Once a major power receives its YSS allotment of DPs for control of an area, the subsequent loss of that area has no effect on those DPs, although it will affect the DP allotment for the following YSS.

49.154 LOSS OF RUSSIAN DPs FOR UNDEFENDED OBJECTIVES AND ICs: Russia loses one DP for each undefended Russian objective or IC occupied by the Axis during an Axis movement phase:

A. An objective or IC is considered to be “undefended” if it did not contain any Russian or Russian minor ally ground units at the start of the Axis player turn in which it is occupied.

B. Objectives and ICs which are isolated or were adjacent to Axis-controlled hexes at the start of the Russian player turn immediately preceding their occupation are exempt.

C. The penalty only applies to objectives inside Russia. Russian-controlled objectives outside Russia, such as Riga and Lvov, do not count.

D. The penalty is not cumulative: undefended objective hexes which also contain an IC, such as Kharkov, would cost Russia only one DP if occupied by Axis forces.

E. The Axis capture of Russian objectives and ICs as a result of regular combat, airdrops or exploitation does not trigger the penalty.

F. The penalty applies during the current year, when calculating the Russian DP level for Russian resistance purposes, and in the ensuing year, both in the YSS and when calculating the Russian DP level for Russian resistance purposes.

49.16 MINIMUM ALLOTMENT OF DPs IS ZERO: A major power cannot begin a year with a negative number of DPs. In such a case, there is no penalty to its allies and no DP deficit is carried forward to the next year. The major power simply cannot allocate any DPs during that year.

49.17 EFFECTS OF SURRENDER: Britain receives DPs after it has surrendered to Germany. The U.S. receives DPs after it has sued for peace. Other countries do not receive DPs after they have surrendered.

49.2 ALLOCATION OF DPs:

49.21 ALLOCATION OF DPs SECRET DURING YSS: After determining the total number of DPs available, each player secretly records his DP allocations, revealing them during the ensuing year (EXCEPTION: DPs allocated to minor countries containing enemy spy rings are announced during the YSS - 46.411A).

49.22 TIMING OF ALLOCATIONS DURING OPENING SETUP: During the opening setup of the campaign game and 1939 scenario, DPs are allocated after all units are deployed.

49.23 TIMING OF ALLOCATIONS DURING YSS: During the YSS, DPs are allocated immediately after BRP calculations are completed.

49.24 GENERAL RULE REGARDING ALLOCATIONS: Subject to the restrictions set out below, DPs may be allocated to the various targets listed in the diplomatic tables, USAT and intelligence research projects.

49.25 MAJOR POWER MAY ALLOCATE DPs TO ITSELF: A major power may allocate DPs to itself.

49.26 NEUTRAL ITALIAN DPs: Italy is considered Axis even while it is neutral.

49.3 RESTRICTIONS ON DP ALLOCATIONS:

49.31 ONE-THIRD LIMIT: Each alliance faction (the European Axis, the Western Allies and Russia) may place no more than one-third (round up) of its DPs in a single diplomatic target, including intelligence research as a whole. In addition, the placement of DPs in USAT is limited by the rate at which they may be triggered (49.34, 49.82C). German and Italian DPs are combined in a single total to determine the diplomatic allocation limit for the European Axis; British, French and American DPs are combined in a single total to determine the diplomatic allocation limit for the Western Allies. The diplomatic allocation limits for Russia are determined separately.

49.32 RUSSIAN DP ALLOCATIONS: Russia may allocate DPs only to Bulgaria, Finland, Greece, Hungary, Rumania, Sweden, Turkey, the Ukraine and Yugoslavia.

49.33 RGT: DPs may not be placed in RGT.

49.34 USAT: DPs may only be placed in USAT in 1939, 1940 and 1941. The European Axis and the Western Allies may each trigger one DP to modify USAT during the diplomatic phase of each turn during the year the DP is placed (49.82).

49.35 USJT: DPs may not be placed in USJT.

49.36 MINOR COUNTRIES:

A. BELGIUM AND LUXEMBOURG: Belgium and Luxembourg are considered to be one country for diplomatic purposes.

B. VICHY FRANCE: DPs may not be placed in Vichy France during a YSS in which France is still unconquered.

49.4 ACTIVATION OF DPs:

49.41 THE DIPLOMATIC PHASE: At the start of each player turn, the moving player may undertake each of the following diplomatic activities:

49.411 EUROPEAN AXIS:

A. The European Axis may select one target for a diplomatic die roll (EXCEPTION: The European Axis may also make die rolls for Bulgaria, Finland, Hungary, Rumania and Yugoslavia and may even name all five in the same turn, but may only name each once per year).

B. The European Axis may also make a reaction die roll for Norway, Spain and/or Vichy France if otherwise permitted to do so (49.6).

C. The European Axis may trigger DPs to reduce USAT.

49.412 WESTERN ALLIES:

A. The Western Allies may select one target for a diplomatic die roll.

B. The Western Allies may also make a reaction die roll for Norway if otherwise permitted to do so (49.6).

C. The Western Allies may trigger DPs to increase USAT.

49.413 RUSSIA:

A. Russia may select one target for a diplomatic die roll.

49.42 DIPLOMATIC DIE ROLLS:

49.421 NO BRP COST: Diplomatic die rolls are made at no BRP cost.

49.422 ALL TARGETS ANNOUNCED BEFORE DPs REVEALED: Each alliance faction making a diplomatic die roll selects and announces its target(s) before any major powers reveal their placement of DPs in any of the selected targets and before any diplomatic die rolls are actually made.

49.423 TARGETS MUST HAVE FRIENDLY DPs IN THEM: An alliance faction may only select a target for a diplomatic die roll if it placed DPs in the target in the preceding YSS (EXCEPTIONS: The Axis may make diplomatic die rolls for Bulgaria, Finland, Hungary, Rumania and Yugoslavia even if no Axis DPs were allocated to them - 49.411A; reaction die rolls - 49.6).

49.424 RUSSIAN RESISTANCE LEVEL IRRELEVANT: Russia may make diplomatic die rolls regardless of its resistance level.

49.425 MECHANICS: Once all targets are named by the moving players, all DPs placed in the targets in the preceding YSS are revealed. Russia then announces if it is applying a subversion modifier to the target, after which any covert operations are announced (47.31). One die is then rolled by the player who named the target.

49.426 MODIFIERS:

49.4261 DPs: Each diplomatic die roll is increased by the total number of Axis DPs in the target, and decreased by the total number of Allied DPs in the target:

A. AXIS DPs: German and Italian DPs are combined even if Italy is still neutral.

B. WESTERN ALLIED AND RUSSIAN DPs:

- Before Russia and Germany have gone to war or the RGT level is 50 or more, Western Allied and Russian DPs are not combined. If both the Western Allies and Russia allocated DPs to the same target, the Allied total is considered to be the greater of the Western Allied or Russian DPs, and the DPs allocated by the other are disregarded.
- Once Russia and Germany go to war or the RGT level is 50 or more, Western Allied and Russian DPs are combined in targets selected by the Axis, but for targets selected by the Western Allies or Russia, only DPs allocated to the target by the alliance faction which selected the target modify the diplomatic die roll.

49.4262 SPY RINGS AND COVERT OPERATIONS: Each spy ring (46.411B) and covert operation (47.21A) modifies the diplomatic die roll by +/-1, as the case may be.

49.4263 COMMUNIST SUBVERSION: Russia may use subversion to modify a diplomatic die roll by up to -5, depending on the level of subversion research it has achieved (44.24).

49.4264 UNBUILT UNITS: Minor country units which have been permanently eliminated because that minor country switched sides (85.53A) are not counted when applying the diplomatic modifier for unbuilt units ("±1 For each unbuilt minor country air, armor or infantry unit"). Each unbuilt minor country air factor counts as one unbuilt unit.

49.4265 OTHER MODIFIERS: The modifiers set out in the applicable diplomatic table are applied to determine the diplomatic result.

49.4266 SEQUENCE: All diplomatic die rolls during the same diplomatic phase, including reaction die rolls, are considered to be simultaneous and therefore such diplomatic die rolls are not affected by diplomatic results which occur during the diplomatic phase in which they are made.

49.43 RESTRICTIONS ON DIPLOMATIC DIE ROLLS:

49.431 TARGETS MAY ONLY BE NAMED ONCE EACH YEAR: A target may only be named for a diplomatic die roll once each year, with the following exceptions. DPs placed in a target remain for the entire year and apply to all diplomatic die rolls for that target in that year:

A. REACTION DIE ROLLS: Reaction die rolls may occur every turn (49.6). A normal diplomatic die roll for the same target can be made in the same year in which a reaction die roll occurs.

B. FINLAND AND THE BALKANS: If the Western Allies or Russia name Bulgaria, Finland, Hungary, Rumania or Yugoslavia before Russia is at war with Germany, the European Axis may name that country later in the same year.

C. VICHY FRANCE: Vichy France may not be named for a diplomatic die roll in the year in which France surrenders.

49.432 MINOR ALLIES: A player may not select a friendly minor ally as a diplomatic target, as no greater result may be obtained and this unfairly prevents the opponent from naming that minor ally until the following year (49.431). This restriction also prevents the Western Allies and Russia from naming one another's minor allies.

49.433 WESTERN ALLIED AND RUSSIAN RESULTS: The Western Allies may not select a minor country as a diplomatic target if it is allied to or associated with Russia or if a diplomatic result of "-1" or "0" favoring Russia is in effect for that minor country. Similarly, Russia may not select a minor country as a diplomatic target if it is allied to or associated with the Western Allies or if a diplomatic result of "-1" or "0" favoring the Western Allies is in effect for that minor country. Pro-Allied modifiers for hex control (-1), association (-2) and alliance (-3) apply if the Axis name the minor country as a diplomatic target.

49.434 FINLAND, SWEDEN AND YUGOSLAVIA: Finland, Sweden and Yugoslavia may not be named by Russia for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Finland, Sweden and Yugoslavia before these conditions are met. This prohibition does not apply to the Western Allies.

49.435 EFFECTS OF AGGRESSION: If a major power declares war on a neutral minor country, thereby causing that minor country to associate with a member of an opposing alliance faction, the aggressor major power may not again select that minor country as a target for a diplomatic die roll. Once the capital of a minor country comes under the control of enemy forces, that minor country is conquered and any diplomatic result for that minor country no longer applies. Conquered minor countries may not be named as diplomatic targets.

49.44 FINLAND AND RUMANIA: Russia may not name Finland or Rumania for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more. Russia may, however, make territorial demands of Finland or Rumania, regardless of the RGT level (49.71, 66.1, 67.1). Such a demand may be made even if the Axis have named Finland or Rumania as a diplomatic target earlier in the same year, and the Axis may subsequently name Finland or Rumania as a diplomatic target later in a year in which Russia made a territorial demand against the target country.

49.441 When making the diplomatic die roll triggered by Russia's territorial demands on Rumania, both the +2 modifier for making such a demand and the negative modifier for Russian forces adjacent to Rumania apply; the +2 modifier for France having not surrendered does not.

49.45 UNUSED DPs ARE LOST: DPs may not be accumulated from year to year, either by the major power generating them or in a recipient, so there is no point in leaving DPs uncommitted. At the end of each year, all DPs are eliminated, even in recipients which were not selected for a diplomatic die roll (EXCEPTION: DPs used as RPs in intelligence projects - 41.76).

49.46 CONQUEST AND SURRENDER HAS NO EFFECT: If a major power is conquered or surrenders, its DPs remain in play for the remainder of the year.



49.5 DIPLOMATIC RESULTS:

49.51 RESULTS: Once all diplomatic die rolls are made for the targets announced for a particular diplomatic phase, the diplomatic results are implemented as set out in the applicable diplomatic table.

A. When a minor country is economically penetrated by (82.2) or grants hex control to the European Axis, associates with the European Axis, or activates as a European Axis minor ally, Germany benefits.

B. When a minor country is economically penetrated by (82.2) or grants hex control to the Western Allies, associates with the Western Allies, or activates as a Western Allied minor ally, the senior alliance partner benefits unless a junior alliance partner is already benefiting from a diplomatic result for that minor country (EXCEPTION: Britain always benefits from a Western Allied diplomatic result for Vichy France - 77.95).

The senior alliance partner for the Western Allies is the U.S. once it is at war with Germany. All Western Allied diplomatic results therefore benefit the U.S. (except for Vichy French results) unless Britain (or, in rare cases, France) has already achieved a diplomatic result for that minor country.

C. When Western Allied and Russian DPs are combined in a minor country and a pro-Allied result occurs, the alliance faction which placed the greater number of DPs in the target receives the benefit. Ties are resolved by agreement or a die roll.

49.52 PERMANENT RESULTS: A "*" beside a diplomatic result means the result is permanent and the target may not again be selected for a diplomatic die roll.

49.53 LESSER RESULTS: An alliance faction which achieves a favorable diplomatic result (i.e., a result on its side of a "3-4" "continues current policies" result) may choose to implement any lesser result, either to avoid a "*" result or to achieve a particular lower-ranked but, in the circumstances, more desired result. This rule may be invoked by whichever player achieved the favorable diplomatic result, regardless of which side selected the diplomatic target and made the diplomatic die roll. The

selection of a lesser result must be made at the time the diplomatic roll is made, before any subsequent rolls. A lesser result may not be selected for an allied or associated minor country that causes it to lose its allied or associated status.

EXAMPLE: Germany obtains a diplomatic result of "9" for Hungary (association). Germany makes another diplomatic die roll for Hungary in a subsequent year and obtains only a "7" result (BRPs). Germany may select a "3-4" or "5-6" result (continues current policies) to maintain its position in Hungary.

Rule 49.53 may not be used by one player to inflict a nominally favorable result on an unwilling opponent. Otherwise both sides would impose "favorable" results on the opponent, and the game would be drawn by repetition!

49.54 HEX CONTROL: When a diplomatic die roll for a minor country results in hex control, the alliance faction which gained control of the minor country's hexes is deemed to have controlled those hexes from the start of its player turn. When a diplomatic result of "8" or "-1" permits units to enter a neutral minor country, no more than ten foreign naval/ground/air factors may be in that minor country at the end of any movement, combat or redeployment phase (EXCEPTION: The limit for Axis units in Finland is five factors - 86.23). Units which trace supply through such a minor country count towards this limit (82.32).

49.55 MINOR COUNTRY ACTIVATION OR ASSOCIATION: When a diplomatic die roll for a minor country results in activation or association, the successful alliance faction is deemed to have controlled the minor country's hexes from the start of its player turn. After a minor country activates as a minor ally or becomes an associated minor country, future diplomatic die rolls for that minor country are made using the same table.

49.56 MINOR COUNTRY UNIT PLACEMENT: When a diplomatic die roll results in a minor country becoming associated with or allied to a major power, the minor country's units are placed on the mapboard by the controlling major power immediately after the diplomatic die roll is made unless they are already on the mapboard.

49.57 PASSAGE THROUGH MINOR COUNTRIES: Whenever a major power is diplomatically permitted to place a certain number of factors of units in a given minor country, that is the maximum number of factors which may be present at the end of the movement, combat or redeployment phase. Factors in excess of the specified amount may move through the country during any given phase, but may not remain in the minor country at the end of that phase.

49.58 IF MINOR COUNTRY ASSOCIATED, ALLIED OR AT WAR: Germany may accept a diplomatic result which gives it control over the hexes of a minor country which is associated to, allied with or at war with Russia, even though Germany is not at war with Russia, but only if Germany declares war on Russia during that player turn. Similarly, Russia may retain a diplomatic result giving control of a minor country's hexes in such a situation only by declaring war on Germany.

EXAMPLES: Russia is at war with Rumania. Germany makes a diplomatic die roll for Rumania and achieves a "10+" result. Germany must declare war on Russia immediately after activating Rumania as a minor ally. If Germany is unwilling or unable to declare war on Russia, it must select a lesser diplomatic result for Rumania.

Germany declares war on Turkey but fails to conquer it. A neutral Russia makes a diplomatic die roll for Turkey and achieves a "-3" result. Russia may activate Turkey if it declares war on Germany. If Russia is unwilling or unable to declare war on Germany, it must select a lesser diplomatic result for Turkey.

49.59 DIPLOMATIC RESULTS IN THE OPPONENT'S DIPLOMATIC PHASE: If a player makes a diplomatic die roll which yields a favorable result for the opposing side, any hex control and tension effects occur immediately, although BRPs from such results are added to the major power beneficiary's total at the start of its next player turn.

49.6 REACTION DIE ROLLS:

49.61 REACTION DIE ROLLS: Certain player actions permit the opposing player to make a reaction die roll for certain targets in either the diplomatic phase in which the action is taken (Russian subversion during the Axis diplomatic phase) or during the reacting player's next diplomatic phase (Russian subversion during the Allied diplomatic phase, Allied mining of Norwegian waters, declarations of war, attacks on French colonies). Reaction die rolls may not be deferred. Reaction die rolls do not permit two diplomatic die rolls for the same target in the same diplomatic phase. Reaction die rolls may be made:

A. In addition to any normal diplomatic die rolls for other targets;

B. Even if a previous normal or reaction die roll for that target has already been made during the current year;

C. Whether or not the alliance faction in question placed DPs in the target during the preceding YSS.

49.62 ELIGIBLE TARGETS: Reaction die rolls may be made for the following diplomatic targets:

A. Norway (European Axis and Western Allies).

B. Spain (European Axis only).

C. Vichy France (European Axis only).

D. Hungary, Rumania, Bulgaria, Yugoslavia and Greece (European Axis only).

49.63 TRIGGERING A REACTION DIE ROLL: A reaction die roll may be made for an eligible target as set out below:

49.631 NORWAY:

A. EUROPEAN AXIS: The European Axis may make a reaction die roll for Norway during the Axis diplomatic phase following the triggering of one or more of the following modifiers:

+1 *If the Allies mine Norwegian waters without a Norwegian diplomatic result of "0" or less being in effect.*

+2 *If Russia declares war on Finland.*

+2 *If Russia declares war on Sweden.*

B. WESTERN ALLIES: The Western Allies may make a reaction die roll for Norway during the Allied diplomatic phase following the triggering of one or more of the following modifiers:

-2 *If the Axis declare war on Sweden.*

-1 *If the Axis declare war on Denmark.*

49.632 SPAIN: The Axis may make a reaction die roll for Spain during the Axis diplomatic phase following a Western Allied declaration of war on Portugal. Spain automatically associates with Germany if the Western Allies declare war on Portugal when Spain is neutral, but the diplomatic modifiers resulting from Spanish association do not apply to the reaction die roll. If the Axis reaction die roll results in a "10+" diplomatic result for Spain, Spain becomes a German minor ally, rather than associating with Germany.

+1 *If the Western Allies declare war on Portugal.*

49.633 VICHY FRANCE: The Axis may make a reaction die roll for Vichy France during the Axis diplomatic phase following an Allied declaration of war on Vichy France or the triggering of the following modifier:

+2 *For each French colony attacked by the Allies in the previous turn.*

49.634 RUSSIAN SUBVERSION: The Axis may make a reaction die roll for one or more of Hungary, Rumania, Bulgaria, Yugoslavia and Greece during any Axis diplomatic phase in which Russian subversion is used to modify an Axis diplomatic die roll, or during the Axis diplomatic phase following Russia's use of subversion to modify one of its own diplomatic die rolls.

A. SUBVERSION DURING THE AXIS DIPLOMATIC PHASE: If Russian subversion is used during the Axis diplomatic phase, the following modifier

+2 *For each use of Russian subversion to modify a diplomatic die roll, other than for the target of the subversion in the diplomatic phase it is used.*

will apply to any of Hungary, Rumania, Bulgaria, Yugoslavia and Greece. This modifier applies both to minor countries which were selected by the Axis player as a diplomatic target in the Axis diplomatic phase prior to the use of Russian subversion and to minor countries which were selected for a reaction die roll after the use of Russian subversion was announced by the Russian player; this modifier does not apply to the target of the subversion itself. The diplomatic die roll for the subverted minor country is made first.

B. SUBVERSION DURING THE ALLIED DIPLOMATIC PHASE: If Russian subversion is used during the Allied diplomatic phase, the Axis may make a reaction die roll for any of Hungary, Rumania, Bulgaria, Yugoslavia and Greece, other than the target of the subversion, during the Axis diplomatic phase following Russia's use of subversion. The following modifier

+2 *For each use of Russian subversion to modify a diplomatic die roll, other than for the target of the subversion in the diplomatic phase it is used.*

will apply to each eligible minor country's reaction die roll.

Modifiers which allow reaction die rolls are bolded in the diplomatic tables to assist players in identifying them.

49.64 MECHANICS: Every time a reaction die roll is made for a target, all DPs placed in that target for that year are counted. All other currently applicable modifiers are also applied for each reaction die roll.

49.65 RESULTS: Reaction die roll results are implemented immediately.

49.7 AUTOMATIC DIPLOMATIC DIE ROLLS:

49.71 RUSSIAN TERRITORIAL DEMANDS: If Russia makes territorial demands of Rumania, a diplomatic die roll is made immediately to see whether Rumania is willing to resist the Russian territorial demands (66.1).



49.8 TENSION LEVELS:

49.81 ALLOCATION OF TENSION DPs: Axis and Western Allied DPs may be allocated to increase or decrease tension levels as follows:

A. RGT: DPs may not be used to modify RGT.

B. USAT: The Axis and Western Allies may both place DPs in USAT in 1939, 1940 and 1941. Russia may not place DPs in USAT.

C. USJT: DPs may not be used to modify USJT.

49.82 ACTIVATION OF TENSION DPs:

A. DPs ACTIVATED DURING DIPLOMATIC PHASE: DPs allocated to USAT may be activated by the owning alliance faction during any of its diplomatic phases during the year of allocation.

B. ACTIVATION INDEPENDENT OF DIPLOMATIC DIE ROLLS: DPs allocated to USAT may be activated even if the owning alliance faction makes a normal diplomatic die roll in the same turn.

C. ACTIVATION LIMITED TO ONE DP PER TURN: The Axis and Western Allies may each activate no more than one DP in USAT each turn.

49.83 EFFECT OF DPs ON TENSIONS: Each DP may only be used once to decrease or increase tensions, but such decreases and increases are permanent, lasting beyond the end of the year.

49.84 OTHER TENSION MODIFIERS:

49.841 STATUS MODIFIERS:

A. Tension changes from status modifiers for major powers being at war with one another are implemented at the start of the game turn if those major powers went to war on a previous game turn. Status modifiers for countries being at war do not apply in the game turn in which war breaks out (although event modifiers do).

B. Other status modifiers are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn.

C. Tension increases from status modifiers are not negated if the indicated condition ceases to exist.

49.842 EVENT MODIFIERS: Event modifiers are implemented only when the indicated event occurs. Event modifiers based on the capture or control of territory are negated if the territory in question is recaptured and apply again if the territory changes hands a second time.

49.85 ACTUAL AND EFFECTIVE TENSION LEVELS:

49.851 USAT:

A. The actual USAT level is determined by the USAT modifiers. The effective USAT level is the actual USAT level as modified by a die roll. This die roll is made at the end of each Allied diplomatic phase, after the Allies have had an opportunity to use a DP to modify the actual USAT level. This die roll does not change the actual USAT level.

B. This die roll may result in the effective USAT level being less than, the same as, or more than the actual USAT level, as follows: die roll of 1: -2; die roll of 2: -1; die roll of 3 or 4: no effect; die roll of 5: +1; die roll of 6: +2.

C. The effects of each die roll continue throughout the Allied player turn.

D. The effective USAT level governs American mobilizations, YSS RP and DP allotments, BRP grants, deployment of ASW from the U.S. to the Atlantic SW box, construction of CVEs and transports and when the U.S. may declare war on Germany. The effective USAT level at the time an American action is carried out determines whether the action is permitted. The effective USAT level at the end of the Allied diplomatic phase (49.851A) is used to determine whether American mobilizations occur.

49.852 USJT:

A. The actual USJT level is determined by the USJT modifiers. The effective USJT level is the actual USJT level as modified by a die roll. This die roll is made at the end of each Allied diplomatic phase (EXCEPTIONS: If Japan declares war on Britain, without declaring war on the U.S., the die roll is made immediately; if Japan declares war on the U.S., a final die roll is made immediately). This die roll does not change the actual USJT level.

B. This die roll may result in the effective USJT level being less than, the same as, or more than the actual USJT level, as follows: die roll of 1: -2; die roll of 2: -1; die roll of 3 or 4: no effect; die roll of 5: +1; die roll of 6: +2.

C. The effects of each die roll continue from when the die roll is made until the end of the Allied player turn. The effective USJT level determines what American actions are permitted during the Allied player turn (49.852D), and only affects Japanese actions if it forces Japan to mobilize during the Allied player turn, in which case the Japanese mobilization is considered to have occurred during the preceding Japanese player turn (36.11C).

D. The effective USJT level governs American and Japanese mobilizations, YSS RP allotments, BRP grants, deployment limits, imposition of an oil embargo, restrictions on the construction of American carriers, fortification construction, Flying Tiger force pool additions, acceleration and deferring of shipbuilding, the applicable column used on the Pearl Harbor Surprise Table, when the U.S. goes on alert, and when the U.S. may declare war on Japan. The effective USJT level at the time an American action is carried out determines whether the action is permitted. The effective USJT level at the end of the Allied diplomatic phase (49.852A) is used to determine whether American mobilizations occur.

49.86 ACTIONS NOT REVERSED BY A DROP IN TENSIONS:

Once an action permitted by a tension level increase has been carried out, a subsequent decrease in applicable tension level does not negate the action. Thus a Russian declaration of war on a minor country or the deployment of ASW from the U.S. to the Atlantic SW box is not reversed by a subsequent change in the RGT level or in the actual or effective USAT level (EXCEPTION: The adjustment of USAT or USJT levels following a U.S. election).

49.87 TENSION INCREASES FROM OFFENSIVE OPERATIONS:

The USAT and USJT levels increase by one for every 15 BRPs spent on offensive operations each turn by the European Axis and Japan, respectively. At the end of the Axis combat phase, a remnant of eight or more BRPs triggers an increase; a remnant of seven or fewer BRPs is ignored.

The fronts on which offensive operations are conducted are irrelevant when determining the tension effect of such operations. The BRPs spent on offensive operations on all fronts in a theater are totaled, and tensions increase by one for every multiple of 15 BRPs spent. Once the tension increases, if any, from these expenditures are determined, a remnant of eight or more BRPs then triggers an additional tension increase; a remnant of seven or fewer BRPs does not. In either case, the remnant is then discarded and the BRP expenditures for offensive operations are recalculated for the next turn. Thus the tension effect of BRP expenditures on offensive operations is: 0-7 BRPs = no tension increase; 8-22 BRPs = +1; 23-37 BRPs = +2; and so on.

49.9 SPECIFIC DIPLOMATIC TABLES:

49.91 CLARIFICATIONS: Some diplomatic tables have idiosyncrasies which are clarified below:

A. BELGIUM/LUXEMBOURG:

- If the Axis declare war on either or both of Belgium and Luxembourg while a “-1” diplomatic result is in effect, association with the Allies is automatic and immediate for either or both of the attacked countries if the attacked country is occupied by Allied forces.
- If France surrenders while a “-1” result is in effect, Belgium and Luxembourg hexes under French control pass to British control.

B. BULGARIA, HUNGARY, RUMANIA, YUGOSLAVIA:

- A Russian war with Turkey is not a “war with [a] Balkan country”.
- The +1 modifier for Russia having “entered the Baltic States, Bessarabia or the Finnish border hexes” also applies if Russia obtains a diplomatic result giving it control of Rumania or Finland.
- The +1 modifier for “Russia and Rumania fought over Bessarabia” applies after one turn of combat in a border war between Russia and Rumania, even if a border war over Bessarabia is still going on. In this case the +3 modifier for Russia being at war with a Balkan country also applies.

C. FINLAND:

- One turn of fighting between Russia and Finland triggers the +2 modifier for Russia and Finland having fought over the border hexes, even if the border war is still in progress.

D. IRELAND:

- If Germany declares war on Ireland, any pro-German partisans are immediately and permanently eliminated.

E. SPAIN:

- Inactive Vichy French units are not considered “Axis” units in Africa.

F. THE UKRAINE:

- The activation of the Ukraine as a German minor ally has no effect on the control of hexes in the Ukraine (68.31).
- When Germany achieves a diplomatic result of “5” or more for the Ukraine, one or more Ukrainian infantry units may be placed, at no BRP cost, in any Axis-controlled, fully supplied hex in the Ukraine not in a Russian ZoC. If eliminated, Ukrainian infantry units may be rebuilt in the same manner, and subject to the same restrictions, as other minor country infantry units (85.481A). Germany may also build Vlasov infantry units (if permitted to do so by a research result) in fully supplied, Axis-controlled Ukrainian cities, and Russia may build Russian units in fully supplied, Russian-controlled Ukrainian hexes. In all cases, the hexes must have been under friendly control at the start of the building player’s turn.
- Russian partisans inside the Ukraine when the Axis achieve a diplomatic result of “6” or more are immediately eliminated.
- If Russia conquers the Ukraine after it activates as a German minor ally, it receives the 10 BRPs for the Ukraine, but Russian partisans are still prohibited from operating inside the Ukraine.
- The Ukraine, even while active as a German minor ally, is still part of Russia for the purposes of Russian unit construction, weather, minor country geographical restrictions and the restrictions prohibiting Western Allied units from entering Russia.

G. VICHY FRANCE:

- The -1 modifier for “each Vichy French colonial capital controlled by the Allies” does not apply to colonies that became Free French when the French surrender was resolved or to Vichy French colonies conquered by the Allies, then reconquered by the Axis.
- Inactive Vichy French units are not considered “Axis” units in Africa.
- If U.S./British armor or infantry forces are in a bridgehead in France and in a port in Belgium, both the -1 and -2 modifiers apply.
- Allied units may not invade Corsica while Vichy France is neutral without a declaration of war against Vichy France.
- After a “-2” result, Vichy France becomes an Allied associated minor country, and after a “-3” result, Vichy France becomes an Allied minor ally (77.95). In both cases, all Vichy French units which survive the

change in sides and all Free French units are treated as French minor allied units and, if eliminated, may be rebuilt anywhere in continental France. France may be reconquered only if both Paris and Vichy city are Axis-controlled at the end of an Axis combat phase.



50. DECLARATIONS OF WAR

- 50.1 TIMING
- 50.2 COST
- 50.3 RESTRICTIONS
- 50.4 REQUIREMENTS
- 50.5 EFFECTS
- 50.6 EUROPE - INITIAL SITUATION
- 50.7 PACIFIC - INITIAL SITUATION

50.1 TIMING:

50.11 DECLARATIONS OF WAR MADE AFTER THE DIPLOMATIC PHASE: Declarations of war are made after the diplomatic phase and the placement of newly activated minor allies and associated minor countries. Declarations of war may not be made at any other time.

Plan ahead! It is illegal to declare war on a minor country halfway through your move, when it suddenly turns out to be convenient. Always give your diplomats time to find a pretext for going to war.

50.12 DECLARATIONS OF WAR SIMULTANEOUS: Declarations of war made in the same player turn are considered to be simultaneous. Thus if the USAT level is 50 or more, the U.S. may declare war on Germany even if Britain declares war on a minor neutral in the same turn and this would have the effect of reducing the USAT level below 50 (50.53).

50.2 COST:

50.21 DECLARATIONS OF WAR ON MAJOR POWERS: A declaration of war against a major power costs 35 BRPs, subject to the following exceptions:

A. GERMANY - U.S.: There is no BRP cost for a German declaration of war on the U.S. or an American declaration of war on Germany.

B. JAPAN - U.S.: There is no BRP cost for a Japanese declaration of war on the U.S. or an American declaration of war on Japan, but Japan may not declare war on the U.S. without also being at or going to war with Britain, at a cost of 35 BRPs.

50.22 DECLARATIONS OF WAR ON MINOR COUNTRIES: A declaration of war against a minor country costs 10 BRPs, subject to the following exceptions:

A. BELGIUM AND LUXEMBOURG: Any major power may declare war on Belgium and Luxembourg as a unit by making a single declaration of war at a cost of 10 BRPs. If a declaration of war is made against only one of Belgium or Luxembourg, the other remains neutral and a second declaration of war, requiring another 10 BRPs, must be made before it can be attacked.

B. DENMARK AND NORWAY: Any major power may declare war on Denmark and Norway as a unit by making a single declaration of war at a cost of 10 BRPs. If a declaration of war is made against only one of Denmark or Norway, the other remains neutral and a second declaration of war, requiring another 10 BRPs, must be made before it can be attacked.

C. BALTIC STATES: Estonia, Latvia and Lithuania are considered a single country for declaration of war purposes.

50.23 MINOR COUNTRIES CONTROLLED BY MAJOR POWERS:

A major power which declares war on a colony or a minor country which is allied to, associated with or under the control of a major power pays the BRP cost for a declaration of war against that major power and is then at war with that major power.

50.24 ECONOMICALLY PENETRATED MINOR COUNTRIES: If Russia declares war on a minor country which Germany has economically penetrated (69.21), Germany must immediately announce whether or not it will support that minor country. If it does, Russia must declare war on Germany at an additional cost of 35 BRPs or back down and forfeit the 10 BRPs already spent on the initial declaration of war on the minor country.

50.25 COST MAY NOT BE SPLIT: The cost of a declaration of war may not be split between two major powers.

50.3 RESTRICTIONS:

50.31 GENERAL RESTRICTIONS:

A. WAR BETWEEN POTENTIAL ALLIES PROHIBITED: A declaration of war may not be made which would result in war between the eventual Axis partners (Germany, Italy and Japan) or the eventual Allied partners (Britain, France, the U.S., Russia and China).

B. JOINT WARS BY POTENTIAL ENEMIES PROHIBITED: A declaration of war may not be made against a minor country if that minor country is at war with a neutral major power. A potential enemy major power may only become involved in a war between a neutral major power and a minor country by declaring war on the neutral major power.

50.32 DECLARATIONS OF WAR ON MAJOR POWERS:

A. GERMANY: Germany may declare war on the U.S. and Russia at any time.

B. ITALY: Italy may not declare war on Britain or France in Fall 1939. Italy may not declare war on the Western Allies once the U.S. is at war with Germany. Italy may not declare war on Russia.

C. JAPAN: Japan and Nationalist China are at war in Fall 1939 without a declaration of war. Japan may declare war on Britain, the U.S. and Russia. Japan may declare war on Britain without declaring war on the U.S., but not vice versa: a Japanese declaration of war on the U.S. automatically puts it at war with Britain as well. The outbreak of war between Japan and Russia affects USJT, but does not automatically cause either the U.S. or Russia to go to war with any other major power, regardless of the situation in Europe. Similarly, the outbreak of war between Germany and Russia does not cause Japan to go to war with Russia or the Western Allies.

D. BRITAIN AND FRANCE: Britain and France may declare war on Italy. They may not declare war on Japan.

E. THE U.S.: The U.S. may declare war on Germany only if the USAT level is at least 50. The U.S. may declare war on Japan only if the USJT level is at least 50.

F. RUSSIA: Russia may declare war on Germany only if the current RGT level is at least 50 (EXCEPTION: If Germany has an economic interest in a minor country that is attacked by Russia and Germany supports the minor country, Russia may declare war on Germany - 50.24). At the start of the Campaign Game scenario the RGT level is zero. Russia may not declare war on Italy without also declaring war on Germany. Russia may declare war on Japan only if the BRP value of the Siberian garrison is at least twice the BRP value of the Manchurian garrison (EXCEPTIONS: The BRP value of the Manchurian garrison is less than 30 BRPs or Germany has surrendered - 81.51B).

50.33 DECLARATIONS OF WAR ON MINOR COUNTRIES:

A. GERMANY: Germany may not declare war on any minor countries in Fall 1939.

B. ITALY: The only minor countries on which Italy may declare war are Greece, Yugoslavia, Arabia, Persia and independent French colonies (58.532).

C. RUSSIA: Until Russia is at war with Germany or Russo-German tensions have reached 50:

- Russia may declare war on the Baltic States at any time, provided Germany has not done so, as they are on the Russian side of the Nazi-Soviet Pact line.
- The only other minor countries on which Russia may declare war are Bulgaria, Finland, Greece, Hungary, Persia, Rumania, Turkey and Yugoslavia, subject to the following restrictions:
 - Until Russo-German tensions reach 25, no Russian declarations of war on these minor countries is permitted.
 - Once Russo-German tensions reach 25, Russia may declare war on these minor countries except for those in which Germany has an economic interest or which are controlled by the Axis.
 - Once Russo-German tensions reach 35, Russia may declare war on these minor countries, including minors in which Germany has an economic interest, except those controlled by the Axis.

D. U.S.: Until the U.S. is at war with Germany, it may not declare war on any minor countries.

E. BRITAIN: Britain may not declare war on any minor countries in the Pacific theater.

F. CHINA: China may not declare war on any minor country.

G. JAPAN: Japan may not declare war on any minor country. Japan and Communist China are at war in Fall 1939 without a declaration of war.

All minor countries in the Pacific theater except Thailand, which is associated with Japan, are either colonies of or associated with Allied major powers. Japan therefore cannot attack any minor countries without also going to war with the major power with controls them. French Indochina, which can be occupied by Japan without attacking it, is a special case.

H. VICHY FRANCE: Neither side may declare war on Vichy France unless Germany and the U.S. are at war or an adverse diplomatic result for Vichy France is in effect (77.51).

50.4 REQUIREMENTS:

50.41 DECLARATIONS OF WAR ON MAJOR POWERS: A major power which declares war on another major power must, on the turn it declares war, either move forces into territory controlled by that major power or conduct an offensive or attrition attack against that major power's forces or forces of a minor country allied to or associated with that major power. (EXCEPTION: When the U.S. declares war against Germany or Japan, and vice versa, this requirement is ignored).

50.42 DECLARATIONS OF WAR ON MINOR COUNTRIES: A major power which declares war on a minor country must, on the turn it declares war, either move forces into that minor country or conduct an offensive or attrition attack against that minor country's forces.

50.43 MEETING THE REQUIREMENTS: The requirements of 50.41 and 50.42 can be met in a number of ways. The flight of air units over land hexsides in the target country is sufficient, even if no attacks are made and no forces remain in the target at the end of the movement or combat phase. Similarly, unsuccessful ground attacks or sea transport or invasions which are intercepted and defeated are sufficient. Units belonging to minor countries allied to and associated with the major power which declared war may be used to meet the requirements, but alliance faction partner units may not.

50.44 PENALTY FOR FAILING TO MEET THE REQUIREMENTS: If a major power fails to meet the requirements of 50.41 or 50.42, its declaration of war is revoked at the end of its combat phase and the BRPs spent for the declaration of war are lost. If a major power fails to meet the requirements against one of Belgium/Luxembourg or Denmark/Norway, after making a single declaration of war against both countries, its declaration of war is revoked as against the minor country it failed to attack.

50.441 EFFECT OF REVOCATION: If a major power's declaration of war is revoked, the targeted country returns to its prior status. If the target was a minor country, its units would be removed from the board. If Italian entry into the war as a German ally is revoked, any German units in Italy which do not leave Italy by the end of the Axis redeployment phase are eliminated.

50.442 ADVERSE POLITICAL EFFECTS REMAIN: A revoked declaration of war still affects tension levels and, where applicable, diplomatic die rolls.

50.5 EFFECTS:

50.51 VIOLATIONS OF NEUTRALITY PROHIBITED: A major power may not attack the forces of a neutral country, violate its territory by moving ground units into it or flying air units over it, or attack enemy forces in neutral country hexes. These restrictions extend to colonies and minor countries controlled by potential enemy major powers. Air and naval units may enter hexes which are part water and part neutral land through water or part water hexsides (18.22, 21.21).

50.52 POLITICAL EFFECTS:

50.521 WHO GOES TO WAR: A declaration of war places the declaring major power and all its major and minor allies, associated minor countries and colonies at war with the major power against which the declaration of war is made, all its major and minor allies, associated minor countries and colonies.

50.522 ALLIANCES: If a declaration of war is made by or against a previously neutral major power, it brings that major power into alliance with all major powers and minor countries at war with the major power against which or by whom the declaration of war is made. No BRP costs are incurred other than for the one declaration of war, no matter how many other nations are involved. A major power that is the subject of a declaration of war does not have to expend BRPs for a reciprocal declaration of war against the declaring major power.

50.523 MULTI-PLAYER GAMES: A declaration of war by one major power against a minor country allows an allied major power to attack that minor country. In a multi-player game, where alliance partners are controlled by different players, the second major power may only attack the minor country with the permission of the declaring major power. This permission may be granted either on the first turn of the declaration of war or any turn thereafter, but once given, it may not be revoked. If two allied major powers cannot agree on how to proceed against a minor country, the senior alliance partner decides.

EXAMPLE: In Fall 1939, a neutral Italy declares war on Yugoslavia, but fails to conquer it. In Winter 1939, Italy declares war on France. Because Germany is already at war with France, Germany becomes allied with Italy, and therefore also goes to war with Yugoslavia and may take action against Yugoslavia without requiring a separate declaration of war against Yugoslavia. In a multi-player game, German action against Yugoslavia would be allowed only with Italy's permission.

50.524 NEUTRAL ALLIANCE PARTNERS: Germany and Italy may not attack the same minor country until Italy is at war with the Western Allies. Similarly, Russia and the Western Allies may not attack the same minor country until Russia is at war with Germany.

50.525 NO DECLARATION OF WAR REQUIRED FOR BRITISH ATTACKS ON VICHY COLONIES: Britain may attack Vichy colonies without declaring war on Vichy France, although this triggers an adverse diplomatic modifier for Vichy France and therefore gives the Axis the option of making a reaction die roll for Vichy France during the next diplomatic phase (49.633). Britain may not attack French Indochina before the Western Allies are at war with Japan.

50.526 RUSSIAN ATTACKS ON VICHY COLONIES: Russia may only attack Vichy colonies if Russia is at war with Germany and Vichy France is an Axis minor ally or associated minor country; or if Vichy France has been deactivated. Russia may not declare war on Vichy France.

50.527 BORDER WARS: Russia may fight border wars with Finland and Rumania without declarations of war (66.2, 67.2). Russia may attack Finland proper without a declaration of war if a border war escalates (67.25).

50.53 USAT EFFECTS:

A. Axis declarations of war increase USAT, as set out in the USAT Table.

B. Western Allied declarations of war decrease USAT, as set out in the USAT Table.

C. If Belgium and Luxembourg, or Denmark and Norway, are subject to a single declaration of war, the USAT effect is either +1 (for an Axis declaration of war) or -2 (for a Western Allied declaration of war). If Belgium and Luxembourg, or Denmark and Norway, are subject to separate declarations of war, USAT are affected by both declarations of war.

50.54 OUTBREAK OF WAR BETWEEN GERMANY AND THE U.S.: The outbreak of war between Germany and the U.S. triggers a pro-Axis modifier for the submarine war in the Atlantic. The timing of this modifier will depend on which major power declares war (25.66).

50.55 JAPANESE DECLARATION OF WAR ON BRITAIN:

50.551 AUSTRALIA, INDIA AND THE DUTCH EAST INDIES: A Japanese declaration of war on Britain places Japan at war with Britain, Australia, India and the Dutch East Indies, and causes the Dutch East Indies to associate with Britain at the start of the second British player turn following the Japanese declaration of war.

50.552 AMERICAN REACTION: A Japanese declaration of war on Britain does not automatically trigger war between Japan and the U.S. and the Japanese surprise effects (51.7) do not apply to U.S. forces when the U.S. and Japan do go to war. A Japanese declaration of war on Britain has the following effects on the U.S.:

A. At the moment Japan declares war on Britain, the USJT level immediately rises to 20 or by four, whichever yields the greater result. For the remainder of the turn in which Japan declares war on Britain, other USJT modifiers are applied normally. In each subsequent turn, all USJT modifiers are disregarded and the USJT level automatically increases by six at the start of each game turn.

B. American forces in the Far East are put on alert and the U.S. may ignore deployment limits in the Far East and deploy whatever ground and air forces it wishes in areas it controls. Both the U.S. and Japan may accelerate shipbuilding (27.7272B). These results do not affect the rate of American mobilization, which is based on the increases in USJT.

C. Australia and all British-controlled territories on the Pacific front, other than New Guinea and British island groups which have been attacked by Japan, come under American control at the start of the Western Allied player turn immediately following the Japanese attack against Britain and may not be attacked by Japan until Japan and the U.S. are at war.

50.56 AMERICAN DECLARATION OF WAR ON JAPAN: An American declaration of war on Japan automatically places Britain, Australia, India and the Dutch East Indies at war with Japan as well.

50.57 DEPLOYMENT OF AMERICAN FORCES:

A. American units may not be deployed onto the European mapboard or to the South Africa or Ethiopia boxes until the U.S. and Germany are at war (EXCEPTIONS: When allowed by the USAT level, Western Allied transports may be constructed and Western Allied ASW may be deployed from the U.S. to the Atlantic SW box; American units may NR to the South Africa box if the U.S. and Japan are at war).

B. American units may not be deployed onto the Pacific mapboard or to the Australia or India boxes until the U.S. and Japan are at war or as allowed by USJT results (EXCEPTION: A Japanese declaration of war on Britain, 50.552B).

50.6 EUROPE - INITIAL SITUATION:

50.61 GERMANY AT WAR WITH BRITAIN, FRANCE AND POLAND: The campaign games and 1939 scenarios begin with Germany already at war with Britain, France and Poland. No declarations of war are required to reach this situation, no BRPs are expended, no USAT effects occur, and these declarations of war may not be revoked.

50.7 PACIFIC - INITIAL SITUATION:

50.71 JAPAN AT WAR WITH CHINA: The Global War and Pacific campaign game scenarios begin with Japan at war with Nationalist and Communist China and at peace with the Western Allies and Russia. Japan may not attack any British possessions in the Far East, French Pacific islands or the Dutch East Indies without declaring war on Britain.



51. PEARL HARBOR AND ALLIED UNPREPAREDNESS

- 51.1 PEARL HARBOR
- 51.2 THE U.S. NAVY
- 51.3 THE INITIAL AIR STRIKE ON PEARL HARBOR
- 51.4 THE SECOND AIR STRIKE ON PEARL HARBOR
- 51.5 THIRD AIR STRIKE PROHIBITED
- 51.6 AMERICAN NAVAL DISPOSITIONS AFTER PEARL HARBOR
- 51.7 ALLIED UNPREPAREDNESS

51.1 PEARL HARBOR:

51.11 HISTORICAL SIGNIFICANCE: The Japanese attack on Pearl Harbor on December 7, 1941, was a momentous event which transformed the world political situation. There is still debate as to whether it had any real impact on the strategic situation in the Pacific, especially since the American carriers were not in Pearl Harbor when the attack occurred.

51.12 JAPANESE STRIKE FORCE: As the first patrol mission of the turn in which Japan declares war on the U.S., Japan may attack Pearl Harbor by air with a naval force consisting of any number of CVs and CVBs, plus at least two fast three-factor battleships and one cruiser, without regard for the normal range limit on patrols (21.3614, 21.3616). CVLs may not be used for the initial attack on Pearl Harbor. The Japanese strike force sails as a single TF, despite its size (20.162A) and composition (20.162F), may attack no other bases, and counts as one TF for the purpose of oil use.

51.13 IMMEDIATE INVASION PROHIBITED: A Japanese invasion of Pearl Harbor on the first turn of the war is prohibited (21.3614, 21.3616).

51.2 THE U.S. NAVY:

51.21 INITIAL THEATER ALLOCATIONS: All American naval units available in Fall 1939 begin the game in either the Pacific or Atlantic U.S. boxes:

A. PACIFIC FLEET: The Pacific Fleet consists of the *Enterprise* (CV), *Saratoga* (CV), *Lexington* (CV), *Arizona* (3), *California* (3), *Maryland* (3), *Nevada* (3), *Oklahoma* (3), *Pennsylvania* (3), *Tennessee* (3), *West Virginia* (3), CA14, DD12.

B. ATLANTIC FLEET: The Atlantic fleet consists of the *Yorktown* (CV), *Colorado* (3), *Idaho* (3), *Mississippi* (3), *New Mexico* (3), *New York* (3), *Texas* (3), CA14, DD6.

51.22 RESTRICTIONS ON PREWAR DEPLOYMENTS:

51.221 ATLANTIC FLEET RESTRICTIONS:

A. The six 3-factor battleships, 14 cruiser factors and 6 destroyer factors that form the core of the U.S. Atlantic fleet must remain in the European theater until the U.S. is at war with Japan. American naval units lost to enemy action in the European theater are considered to have remained in the European theater.

B. The *Yorktown* and American naval units launched in the Atlantic after the start of the game may be assigned to the Pacific fleet in Pearl Harbor, but may not be transferred to the India or Australia boxes or to any location on the Pacific mapboard other than Pearl Harbor until the USJT level reaches 45 or the U.S. is at war with Japan.

51.222 PACIFIC FLEET RESTRICTIONS: American naval units which have been assigned to the Pacific fleet may not be transferred to the Atlantic fleet until war breaks out between the U.S. and Japan.

51.223 FORMATION OF CARRIER TFs: Each American fast carrier assigned to the Pacific fleet must form a TF consisting of one operational fast carrier and enough fleet factors to create a 10-factor TF. Between six and eight fleet factors will be required, depending on whether the fast carrier is a CVL, CV or CVB. These carrier TFs may contain no more than ten naval factors, must each contain one fast carrier and, in addition to light ships, may contain no more than one four-factor battleship. Three-factor battleships may not be assigned to these American fast carrier TFs. If there are not enough TF markers, four-factor battleships or light ships available to create the required TFs, new fast carriers must be assigned to the Atlantic fleet.

51.224 ADDITIONAL NAVAL UNITS: American naval units constructed after the start of the game are assigned to either the Pacific or Atlantic fleets at the end of the Allied redeployment phase. A naval unit constructed in one theater therefore has the option of redeploying to the other theater before it is assigned to one of the two American fleets. A naval unit which is redeployed from the Atlantic U.S. box to the Pacific U.S. box prior to the outbreak of war between the U.S. and Japan is considered to be immediately assigned to the Pacific Fleet. If the Pacific Fleet is based in Pearl Harbor, the naval units are immediately placed there.

51.23 EFFECT OF TENSIONS:

51.231 Both the Pacific and Atlantic fleets must remain in their U.S. boxes unless permitted to leave by a USAT or USJT tension result.

51.232 If the USJT level is 8 or more, the U.S. must NR the Pacific fleet to Pearl Harbor. Once this is done, the Pacific fleet must remain in Pearl Harbor until the outbreak of war with Japan or until the USJT level reaches 45. All naval units assigned to the Pacific fleet are considered to be based at Pearl Harbor.

51.233 While neutral, the U.S. may construct Western Allied transports only as permitted by cash and carry (27.7322A) and lend lease (27.7322B).

51.234 If the USAT level is 25 or greater, the U.S. may deploy one ASW factor to the Atlantic SW box to be used against German submarines. If the USAT level is 35 or greater, the U.S. may deploy a second ASW factor to the Atlantic SW box to be used against German submarines.

51.235 If the USJT level is 40 or more, the U.S. may deploy one Western Allied ASW from the U.S. to the Pacific SW box each turn.

51.3 THE INITIAL AIR STRIKE ON PEARL HARBOR:

51.31 PEARL HARBOR SURPRISE TABLE: If the Pacific Fleet is based in Pearl Harbor when Japan attacks the U.S., the Pearl Harbor Surprise Table is used to determine the location of the American carriers assigned to the Pacific fleet and the modifier which applies to the Japanese surprise die roll against Pearl Harbor itself.

51.311 DETERMINING WHICH COLUMN TO USE: The column used on the Pearl Harbor Surprise Table is determined by the USJT level at the moment Japan declares war on the U.S. The USJT level used to determine the applicable column is reduced by one for each strategic Magic card played by Japan and increased by one for each strategic Magic card secretly played by the U.S. in the turn in which Japan attacks. Strategic Magic cards used to modify the USJT level in relation to the Pearl Harbor attack may not be used for any other purpose.

If USJT increases from status modifiers trigger a Japanese mobilization in the turn Japan attacks the U.S., the USJT level increases by an additional one prior to the Japanese declaration of war, with possible additional increases if Japan uses the mobilization to increase its shipbuilding rate (36.11C).

51.312 AMERICAN CARRIER LOCATIONS: If the Pacific Fleet is based in Pearl Harbor when Japan attacks the U.S., the location of each American fast carrier TF in the Pacific fleet at the moment of the Japanese attack is determined by a secret roll of two dice for each fast carrier TF. The possible results are set out below. Results 51.312B-D are not revealed until the Japanese attack on Pearl Harbor, including a possible second air strike, is completed.

A. PEARL: The carrier TF is in port in Pearl Harbor and may be attacked in the initial Japanese air strike.

B. PACIFIC: The carrier TF is in the Pacific U.S. box for refitting.

C. NUMBER: A numerical result means the American carrier TF is at sea (the larger the number, the farther the distance from the Japanese strike force). This determines how likely the carrier TF is to intercept the Japanese strike force if it remains in the vicinity of Pearl Harbor to launch a second strike.

D. AUTO: The carrier force is adjacent to the patrol hex of the Japanese strike force and interception is automatic if the Japanese player elects to launch a second strike against Pearl Harbor.

51.313 THE SURPRISE LEVEL OF THE PEARL HARBOR ATTACK: Once the locations of the American carrier TFs are determined, the Japanese player determines the surprise level of his initial air strike against Pearl Harbor by rolling one die, adding the modifier at the bottom of the applicable column on the Pearl Harbor Surprise Table, and consulting the surprise results on the Pearl Harbor Surprise Table. No other modifiers, including defending air factors and radar, apply to the Pearl Harbor surprise die roll.



51.32 THE INITIAL JAPANESE AIR STRIKE: Once the American player has secretly determined the location of his carriers and the Japanese player has determined the surprise level achieved at Pearl Harbor, the Japanese player launches an air strike against Pearl Harbor.

51.33 NAVAL INTERCEPTION PROHIBITED: Naval interception of the Japanese strike force is prohibited until one air strike has been resolved. All the naval air units in the Japanese strike force are used in the initial air strike against Pearl Harbor, as there is no need for the Japanese player to hold naval air units back for combat air patrol or air strikes against American naval units at sea.

51.34 RESOLVING THE INITIAL PEARL HARBOR ATTACK: The initial Japanese air strike against Pearl Harbor is resolved normally, with the Japanese player assigning his attacking naval air units separately to any American AAF, NAS, named ships and light ships in Pearl Harbor as he wishes. Oil counters in Pearl Harbor may not be attacked in the initial Japanese air strike against Pearl Harbor.

51.35 STATUS OF AMERICAN AIR UNITS IN PEARL HARBOR: During the first Japanese air strike against Pearl Harbor, American air units in Pearl Harbor, including naval air units on carriers which are in Pearl Harbor, are uninverted and are either surprised on the ground or available to engage attacking Japanese naval air units, as determined by the Japanese surprise result at Pearl Harbor.

Pearl Harbor Surprise Table - 51.31					
	USJT Level + Magic Draw				
DR	0-33	34-35	36-37	38-39	40+
2	Pearl	Pearl	Pearl	Pearl	Pacific
3	Pearl	Pearl	Pearl	Pacific	Pacific
4	Pearl	Pearl	Pacific	Pacific	Pacific
5	Pearl	Pacific	Pacific	Pacific	6
6	Pacific	Pacific	Pacific	6	5
7	Pacific	Pacific	6	5	4
8	Pacific	6	5	4	3
9	6	5	4	3	2
10	5	4	3	2	Auto
11	4	3	2	Auto	Auto
12	3	2	Auto	Auto	Auto
DRM	+6	+6	+5	+4	+3
Pearl:	Carrier TF in Pearl Harbor.				
Pacific:	Carrier TF in the Pacific U.S. box.				
Number:	Distance of carrier TF from Japanese patrol hex.				
Auto:	Interception of Japanese patrol automatic.				
Explanation:	Consult the appropriate column and roll two dice for each American carrier TF. The column used is determined by the USJT level at the moment Japan declares war on the U.S., less all strategic Magic cards played by Japan and plus all strategic Magic cards (secretly) applied by the U.S. in the turn in which Japan attacks (48.71). The result indicates the location of each American carrier TF at the time of the Japanese attack. A numerical result means the American carrier TF is at sea (the larger the number, the farther the distance from the Japanese striking force). If the Japanese striking force launches a second air strike against Pearl Harbor, the U.S. player may try to intercept it. American carrier TFs in Pearl Harbor or a U.S. box may not attempt interceptions; American carrier TFs which achieved an Auto result intercept automatically; otherwise one die is rolled for each American carrier TF. The interception attempt succeeds if the result is equal to or greater than the numerical result for that American carrier TF. “DRM” indicates the modifier applied to the die roll made by the Japanese to determine the level of surprise achieved against Pearl Harbor in the first round of their attack. In all cases, apart from any other modifiers, American air defense dice level is reduced by one and Japanese air attack dice rolls against enemy naval units and surprised air units receive a +1 DRM. American air units which are surprised on the ground are attacked as naval units (One AAF and three NAS are the equivalent to one naval factor). Army and naval air units are attacked separately.				
Surprise Level	Result				
4	One fewer defending air squadron engages the attacking naval air.				
5	Two fewer defending air squadrons engage the attacking naval air.				
6	Three fewer defending air squadrons engage the attacking naval air.				
7+	No defending air squadrons engage the attacking naval air. No air defense dice roll is made. All air attacks which damage a named ship trigger a critical hit die roll against the target (20.5241C).				

51.36 EFFECT OF SURPRISE ON AIR UNITS: American air units surprised in Pearl Harbor are not counteraired, but instead are subject to attack in the same manner as naval units, with a Naval Nationality DRM equal to the Western Allied Air Nationality DRM. Each Naval Attack Table result eliminates one AAF or three NAS, as the case may be. Surprised American air units in Pearl Harbor which are not eliminated by attacking Japanese naval air units engage the attacking Japanese naval air units after they have completed their initial air strike by making one air combat dice

roll; the Japanese naval air units do not make an air combat dice roll against the American air units.

The lower the USJT level when Japan attacks, the greater the chances that the U.S. will be unprepared at Pearl Harbor and that one or more American carriers will be caught in Pearl Harbor. But a good Magic draw by the American player, or high dice rolls when determining the American carrier TF locations, may offset the effects of a low USJT level. Whether Japan should forego shipbuilding increases or opportunities in China, or attack the U.S. prior to Winter 1941, in order to increase the likelihood of sinking American carriers is a difficult strategic question.



51.4 THE SECOND AIR STRIKE ON PEARL HARBOR:

51.41 THE SECOND JAPANESE AIR STRIKE: Once the first air strike against Pearl Harbor is resolved, the Japanese player may either withdraw his strike force or launch a second air strike against Pearl Harbor with some or all of his available naval air units.

A. If the Japanese player launches a second air strike, no surprise die roll is made and any American air units in Pearl Harbor which survived the initial Japanese air strike are available to defend Pearl Harbor.

B. A second Japanese air strike on Pearl Harbor may target any American air units, naval units or oil counters (33.424) in Pearl Harbor.

C. The Pearl Harbor oil reserve is attacked as a single target using the Naval Attack Table. No DRMs are applied to the air attack dice roll. On a “1” air attack result, one oil counter is destroyed. On a “2” air attack result, two oil counters are destroyed. On a “3” or greater air attack result, all three oil counters are destroyed.

51.42 NAVAL INTERCEPTION PERMITTED: Once the second Japanese air strike is resolved, any American carrier TFs which achieved an “Auto” or numerical result may attempt to intercept the Japanese strike force. Each American carrier TF makes a separate naval interception die roll. American carrier TFs which achieved an “Auto” result may intercept automatically. Each American carrier TF which achieved a numerical result may roll one die. The interception attempt succeeds if the result is equal to or greater than the numerical result for that American carrier TF. American naval units in Pearl Harbor or the U.S. Pacific box may not intercept the Japanese strike force. The American player is not required to attempt interception of the attacking Japanese TF.

51.43 NAVAL COMBAT RESOLUTION: If one or more American carrier TFs intercept the Japanese strike force, naval combat is resolved as follows:

A. A single round of naval combat is resolved, after which the Japanese strike force must withdraw.

B. Japanese naval air units used for a second strike against Pearl Harbor are not available for defensive operations against the intercepting American carrier TFs. Up to one-third of the Japanese NAS may be held back to fly CAP.

C. Each American carrier TF is considered to form a separate combat group.

D. The U.S. is deemed to have found the Japanese strike force, Japan is deemed to have failed to find any of the American combat groups. No search rolls are actually made.

E. The American combat groups then attack with their full complement of NAS, up to the limit permitted by the American Air Nationality DRM (eight NAS if the American Air Nationality DRM is two; 12 NAS if the American Air Nationality DRM has increased to three - 23.73) and makes a surprise roll (23.7413).

F. Once the American surprise air strike is resolved, any additional American naval air units may make a second, non-surprise, air strike (23.74), after which the naval combat ends and the Japanese strike force returns to base. No fleet combat occurs.

The first difficult decision of the war for the Japanese! Genda, the genius behind the Pearl Harbor attack, understood the true spirit of the operation and urged a second strike, but Admiral Nagumo erred on the side of caution by withdrawing the Japanese strike force in order to preserve it intact for future operations. If the Japanese catch some American carriers at Pearl Harbor, or if the American player has deliberately kept some carriers in the Atlantic, a second strike requires little courage; but if several American carrier TFs are at large, the character of the Japanese player will quickly become apparent.

51.5 THIRD AIR STRIKE PROHIBITED:

51.51 ONLY TWO AIR STRIKES ALLOWED: Japan may make no more than two air strikes against Pearl Harbor in the first turn it attacks the U.S.

51.52 RETURN TO BASE: After all Pearl Harbor related air and naval combat is resolved, all surviving attacking Japanese naval units in the Pearl Harbor strike force return together to Japan and are inverted.

51.6 AMERICAN NAVAL DISPOSITIONS AFTER PEARL HARBOR:

51.61 DURING THE JAPANESE TURN: Once the Japanese striking force has returned to base, all surviving American carrier TFs which were not caught in Pearl Harbor are placed in the Pacific U.S. box (a "Pacific" result), or Pearl Harbor (a numbered or "Auto" result). Undamaged American naval units in Pearl Harbor and American carrier TFs in Pearl Harbor which did not intercept the Japanese striking force in naval combat may attempt to intercept Japanese invasions of Midway and Johnston Islands or subsequent Japanese NRs to those islands.



51.7 ALLIED UNPREPAREDNESS:

51.71 JAPANESE SURPRISE EFFECTS: The initial Japanese onslaught in December 1941 achieved complete strategic and tactical surprise, despite many indications that a Japanese attack was imminent. This Allied misjudgment of Japanese intentions and capabilities was a significant factor in Japan's early successes.

A. The following effects apply in the Pacific theater during the game turn in which Japan declares war on Britain, or on both Britain and the U.S., provided the effective USJT level has not reached 40 or more at the moment Japan declares war.

B. If the U.S. declares war on Japan, or if the effective USJT level is 40 or more when Japan declares war, the Japanese lose the advantage of surprise and these rules do not apply.

C. If Japan declares war on either Britain or the U.S., the USJT level for Pearl Harbor and surprise effects is determined at the time of the Japanese declaration of war, after USJT increases at the start of the game turn are taken into account. A final die roll to modify the actual USJT level is made immediately after the Japanese declaration of war, and the resulting effective USJT level is used to determine Pearl Harbor and surprise effects (49.852A).

D. Magic is not taken into account in determining the effective USJT level for Japanese surprise effects, although strategic Magic cards may affect the Japanese attack on Pearl Harbor (51.311).

51.72 SURPRISE EFFECTS DURING THE JAPANESE PLAYER TURN:

A. GROUND UNITS: All Western Allied and Dutch infantry and replacement units are subject to a -1 DM. This does not apply to Western Allied armor and specialized units or to Nationalist and Communist Chinese units.

B. AIR UNITS: Western Allied and Dutch air units are uninverted and defend normally (EXCEPTION: American air units surprised in Pearl Harbor - 51.36).

C. NAVAL UNITS: British, Australian and Dutch naval units may intercept Japanese naval activities normally. American submarines are inverted. For American naval units which survive the Pearl Harbor attack, see 51.61.

D. SEA TRANSPORT: Japanese ground units which sea transport do not incur the basic movement cost for debarking, although they must use a movement factor to debark in hexes containing mountain, jungle/mountain or swamp.

E. INVASIONS: Japanese units which invade undefended beaches may place bridgeheads and then may move, conduct overruns and attack inland, just as though they sea transported. The normal movement cost for debarking following sea transport applies to such invasions (21.437A).

F. AIR TRANSPORT: Japanese ground units which air transport do not incur the basic movement cost for debarking, although they must use a movement factor to debark in hexes containing mountain, jungle/mountain or swamp.

G. INTELLIGENCE FAILURE: American strategic Magic cards may only be used at Pearl Harbor (51.311) and may not be used for any other purpose.

H. MONSOONS: Japanese forces are not affected by monsoons.

I. COMBAT AND CTL EFFECTS: The defender may not modify the results of Japanese contested invasions or attacks against fortifications (15.55) and the CTL of Japanese armor units exploiting from seaborne invasions is not reduced (21.5183).

51.73 WESTERN ALLIED SURPRISE EFFECTS: The following restrictions do not apply to the U.S., if Japan has declared war only on Britain (50.552), or to Russia or China:

A. FIRST TURN: During the Allied player turn following a Japanese declaration of war on either Britain or the U.S:

- Western Allied units in the Philippines may not move.
- Western Allied units may not enter jungle/mountain hexes except by sea.
- Western Allied offensive operations are prohibited in the Pacific theater.
- Dutch units may not move or conduct offensive operations.
- The construction of Filipino units and Western Allied airbases, ports and fortifications is prohibited in the Pacific theater.
- Western Allied naval units in the Indian Ocean box may not be used for any naval activities on the Pacific mapboard (EXCEPTION: Indian Ocean transports).
- Western Allied naval units which change base to the Pacific U.S. box or the South Africa box, then NR to the Pacific theater, are inverted and may not be uninverted until the following turn.
- If Japan attacked Pearl Harbor:
 - only half of the American DDs in the Pacific theater (round up) at the start of the Allied player turn may be used for sea escort. Other Western Allied DDs are unaffected by this restriction.
 - only half of the Western Allied transports in the Pacific SW box (round up) at the start of the Allied player turn may be used.

B. SECOND TURN: During the second Allied player turn following a Japanese declaration of war on either Britain or the U.S:

- Western Allied units may not enter jungle/mountain hexes except by sea.

51.74 CHINESE UNITS: Nationalist Chinese ground units may not operate outside China and the Flying Tigers may not be lent until the second Allied player turn after Britain and Japan go to war (52.6).



52. LENT UNITS

- 52.1 WHEN LENDING PERMITTED
- 52.2 MECHANICS
- 52.3 EFFECTS
- 52.4 LENT ITALIANS
- 52.5 LENT SPANISH AND VICHY FRENCH
- 52.6 LENT NATIONALIST CHINESE
- 52.7 LENT AUSTRALIANS

52.1 WHEN LENDING PERMITTED:

52.11 RESTRICTIONS: Units may be lent only as set out in 52.4 to 52.7.

52.2 MECHANICS:

52.21 UNITS LENT WHEN REQUIRED: Units are lent during the player turn, as they are used.

52.22 RETURNING CONTROL TO LENDER: Lent units may be returned to the lender's control at any time during the player turn in which they are lent.

52.23 CLEAN SLATE AT THE START OF EACH PLAYER TURN: All lent units return to the lender's control at the start of its player turn.

52.24 EFFECTS OF CONQUEST: When Australia, Spain or Vichy France is conquered, lent Australian, Spanish and Vichy French units are removed from play in the same manner as units which are not lent.

52.3 EFFECTS:

52.31 CONTROL: The recipient controls lent units as if they were his own, paying for offensive operations in which they participate.

52.32 PARTICIPATION IN OFFENSIVES: Lent units may participate in full offensives of the alliance faction partner to which they are lent without the need to pay the normal BRP cost for the participating units (9.63).

52.33 HEX CONTROL: Hexes gained by lent units are controlled by the recipient.

52.34 REBUILDING LENT UNITS: Lent units which are eliminated return to the lender's force pool and the lending country must pay the BRP cost of their reconstruction.

52.4 LENT ITALIANS:

52.41 LENDING OF ITALIAN UNITS PROHIBITED: Italian units may not be lent to Germany.

52.5 LENT SPANISH AND VICHY FRENCH:

52.51 DIPLOMATIC RESULT REQUIRED: A diplomatic result for Spain or Vichy France of "5-6", "7", "8" or "9" allows Spain or Vichy France to lend ground units to Germany for use on the eastern front once

Germany and Russia go to war, as follows:

A. "5-6" RESULT: One 2-3 infantry unit;

B. "7" RESULT: Two 2-3 infantry units;

C. "8" or "9" RESULT: Three 2-3 infantry units.

52.52 LENT UNITS NOT SUBJECT TO ADVERSE DM: Lent Spanish and Vichy French units are not subject to the normal -1 DM for minor infantry units fighting outside their home country.

52.53 EFFECT OF ELIMINATION: Lent Spanish and Vichy French units which are eliminated may be rebuilt at the rate of one unit per turn, at no BRP cost, but another diplomatic result for Spain or Vichy France is required before Spanish or Vichy French units may again be sent to the eastern front.

52.54 CHANGE IN DIPLOMATIC RESULT: If a subsequent diplomatic result decreases the number of lent Spanish or Vichy French units which may be used on the eastern front, all lent units affected by the change must redeploy back to their home country in their next player turn or be eliminated. These units may not attrition or conduct offensive operations in the interim.

52.6 LENT NATIONALIST CHINESE:

52.61 NATIONALIST CHINESE GROUND UNITS MAY NOT BE LENT: Nationalist Chinese ground units may not be lent. Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may move and attack into the Southeast Asian Front unless the Chinese resistance level is -1 or less (80.31A).

52.62 FLYING TIGERS MAY BE LENT: Starting in the second Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may be lent to the U.S. if they are based on the Southeast Asian front. If lent, the BRP cost for offensive operations by the Flying Tigers is paid for by the U.S.

52.7 LENT COMMONWEALTH UNITS:

52.71 AUSTRALIANS: Australian units may be lent to the United States once both countries are at war with Japan or if Britain surrendered in a previous game turn (59.52).

52.72 OTHER COMMONWEALTH UNITS: Canadian, South African and Indian units may be lent to the United States if Britain surrendered in a previous game turn (59.52).

52.73 There is no limit to the number or types of Canadian, South African, Australian and Indian units which may be lent once lending is permitted.

53. MAJOR POWER COOPERATION RESTRICTIONS

- 53.1 OVERVIEW
- 53.2 ANGLO-FRENCH COOPERATION RESTRICTIONS
- 53.3 GERMAN-ITALIAN COOPERATION RESTRICTIONS
- 53.4 RUSSO-ALLIED COOPERATION RESTRICTIONS
- 53.5 NATIONALIST-COMMUNIST CHINESE COOPERATION RESTRICTIONS

53.1 OVERVIEW:

53.11 TWO TYPES OF COOPERATION RESTRICTIONS: Cooperation restrictions can apply between:

A. **ALLIANCE FACTION PARTNERS:** Britain and France; Germany and Italy.

B. **FACTIONS:** Western Allies and Russia; including Nationalist and Communist China.

53.2 ANGLO-FRENCH COOPERATION RESTRICTIONS:

53.21 COOPERATION RESTRICTIONS TEMPORARY: Friction between Britain and France early in the war limits cooperation between the two powers as set out below. Some or all of the Anglo-French cooperation restrictions can be lifted by a successful Anglo-French cooperation research result. Regardless of the current Anglo-French cooperation level from research, all Anglo-French cooperation restrictions are lifted at the earliest of the following three times:

A. The start of the second Allied player turn following any one of:

- An Italian declaration of war against Britain or France;
- The first Axis full offensive on the western front; or
- The first German declaration of war against a minor country on the western front.
- A German declaration of war on Russia.

B. The start of the Allied Spring 1941 player turn.

C. The start of the Allied player turn after France surrenders.

53.22 RESTRICTIONS ON ANGLO-FRENCH COOPERATION:

While Anglo-French cooperation restrictions are in effect, the following rules apply unless negated by a specific Anglo-French cooperation research result:

53.23 PROHIBITED HEXES: British units may not occupy:

A. Paris;

B. Marseilles or Lyon;

C. The city of Vichy;

D. Any Maginot hex. Once a Maginot Line hex has been occupied by Axis forces, British forces may enter it, even if France has not fallen and Anglo-French cooperation restrictions are still in effect.

53.231 PASSAGE THROUGH PROHIBITED HEXES PERMITTED:

Passage through these prohibited hexes during movement, sea transport, air missions, exploitation or redeployment is allowed, but British units may not end the movement, combat or redeployment phase in any of the prohibited hexes and are eliminated if forced to retreat into such hexes after attrition combat.

53.24 FRENCH UNITS MAY NOT ENTER BRITISH AREAS:

French ground, air and naval units may not enter British colonies or possessions, including Gibraltar (EXCEPTIONS: France may use British-controlled ports to meet range restrictions; French naval units may NR past a British-controlled Gibraltar; French naval units may temporarily base in British-controlled ports if forced to do so (53.243); French units may participate in an Allied reconquest of a British colony which has been conquered by the Axis). French units may never enter Britain itself, regardless of Anglo-French cooperation restrictions (75.31).

53.241 FRENCH AIR ACTIVITY PERMITTED: The restriction in 53.24 does not prevent French air units from flying missions over or into Britain or British colonies or possessions, provided the air units are not based in such areas. French air units may redeploy through such areas.

53.242 FRENCH NAVAL UNITS: French naval units may only base in France, French colonies or captured, French-controlled ports.

53.243 DISPLACED FRENCH NAVAL UNITS: Displaced French naval units which have no French base available within range may temporarily move to the nearest vacant British-controlled port outside Britain that is within range. Until the end of the player turn in which the French naval units return to a French-controlled port or the applicable Anglo-French cooperation restrictions are lifted, the French naval units are inverted and no British units may enter the port they occupy.

53.25 STACKING: British and French units and counters may not stack together under any circumstances.

53.251 PROHIBITED ACTIVITIES: The restriction in 53.25 prohibits the following:

A. EXPLOITATION: British armor may not exploit a French breakthrough. If British and French units combine in an attack, and a British unit advanced into the enemy hex, British armor could exploit, even if the British armor were adjacent only to French units, and even if the only armor unit involved in the original attack were French.

B. OVERRUNS: British and French units may not combine to execute an overrun.

C. AIR BASING: British air units may not base on a French airbase counter. British ground units and naval units may not stack with a French airbase counter.

D. DEFENSIVE AIR SUPPORT: British air units may not provide defensive air support for French units.

E. GROUND SUPPORT AND AIR INTERCEPTION: British and French air units may not combine to provide ground support for an attack directed against enemy units on a single hex, nor may France provide ground support in a hex in which a British airdrop is made. Similarly,

British air units may not intercept Axis defensive air support in a hex in which French air units were providing ground support, nor may British and French air units combine to intercept German air supply, air transports or airdrops, or combine to counter-intercept an Axis interception of a Western Allied air transport activity.

F. AIR COVER AND AIR ATTACKS ON NAVAL UNITS: British air units may not provide air cover for French naval units. British air units and French naval units may not intercept an Axis naval activity in the same hex. British and French air units may not attack Axis naval units in the same hex.

G. CARRYING TROOPS: British destroyers may not carry or sea escort French units. British naval units may not provide shore bombardment for a French invasion. British air transport units may not air transport French units.

H. NAVAL INTERCEPTIONS: British and French naval units may not attempt to intercept the same enemy naval activity.

I. NAVAL COUNTER-INTERCEPTIONS: British naval units may not counter-intercept Axis naval units in a hex where French naval units have been intercepted.

J. INTERCEPTION OF AIRDROPS AND AIR TRANSPORT: British air units may not intercept Axis airdrops and air transport missions in the prohibited hexes set out in 53.23A-D, in hexes containing French ground units or airbases, or in hexes in which French air units are providing defensive air support. British and French air units may not combine to intercept an Axis airdrop or air transport.

K. INTERCEPTION OF DEFENSIVE AIR SUPPORT: British air units may not intercept Axis defensive air support in the prohibited hexes set out in 53.23A-D or in hexes in which French air units are providing ground support. British and French air units may not combine to intercept Axis defensive air support.

53.252 PERMITTED ACTIVITIES: The following activities are permitted while Anglo-French cooperation restrictions apply:

A. GROUND ATTACKS: British and French ground units may combine to attack enemy units, provided they do not stack together.

B. GROUND SUPPORT FOR OTHER'S GROUND UNITS: British air units may provide ground support for French ground attacks, provided the attacked enemy units are not in a hex prohibited by 53.23. British air units may also provide ground support for French overruns and invasions.

C. GROUND SUPPORT AND INTERCEPTION WHEN TWO HEXES ATTACKED: British and French air units may combine to provide ground support for an attack directed against enemy units on more than one hex if British air units fly over one of the attacked hexes and French air units fly over another attacked hex. Similarly, British air units may intercept Axis defensive air support over one of the attacked hexes, even if French air units were providing ground support over the other attacked hex.

D. BRITISH BASING IN FRENCH CITIES AND PORTS: British air and naval units may base in French cities and ports, other than those prohibited by 53.23, unless French units or other French counters are in the hex.

E. PROTECTION OF SEA SUPPLY: British naval units may protect sea supply to French units.

F. ASSISTING NAVAL INTERCEPTION: British air factors modify French naval unit interception die rolls.

53.253 The restrictions set out in 53.251 and 53.252 do not affect the movement of ground units, the flight of air units or the operation of naval units. Units may pass over one another freely for these purposes. However, British and French naval forces passing through the same sea hexes engage in naval combat separately while Anglo-French cooperation restrictions are in effect (22.141E).

53.26 BRITISH BRP GRANTS TO FRANCE PROHIBITED: Britain may not grant BRPs to France while Anglo-French cooperation restrictions are in effect (40.34).

53.27 RESTRICTIONS RECIPROCAL: The restrictions in 53.24 to 53.26 apply equally with respect to France and Britain: British units may not enter French colonies, French armor may not exploit a British breakthrough, etc. British units may always enter France, including Corsica, regardless of Anglo-French cooperation restrictions.

53.28 RESTRICTIONS DO NOT APPLY TO OTHER UNITS: There are no restrictions on the stacking of or cooperation between British and Free French units, nor are there ever any restrictions between American and

any type of French units. Anglo-French cooperation restrictions apply between Commonwealth units (82.13) and France, but do not apply to any other Western Allied minor countries.

53.3 GERMAN-ITALIAN COOPERATION RESTRICTIONS:

53.31 RESTRICTIONS BEFORE ITALIAN ENTRY: Until Germany and Italy are both at war against the Western Allies, their units may not enter each other's controlled territory and their fleets may not embark each other's units. Axis supply lines may be traced across Italian hexes even while Italy is neutral (30.222).

53.32 WHEN COOPERATION RESTRICTIONS LIFTED: Once actively allied, German and Italian units may stack together and cooperate fully.



53.4 RUSSO-ALLIED COOPERATION RESTRICTIONS:

53.41 STACKING PROHIBITED: Russia and the Western Allies were equally suspicious of the other's war aims. All stacking restrictions contained in 53.25 apply equally to the stacking of Russian and Western Allied units throughout the game. In addition, the following Russo-Allied cooperation restrictions apply:

53.42 AIR AND NAVAL SUPPORT PROHIBITED: Russia may not give air or naval support to any Western Allied ground attacks, air or naval missions, and vice versa. Russian and Western Allied fleets may not carry one another's ground and air units for invasions, sea transport or sea escort. Russian and Western Allied air transports may not carry or provide air supply to one another's ground units. Russian air units may not modify Western Allied interception, search or surprise die rolls.

53.43 COMBINED GROUND ATTACKS PROHIBITED: Russian and Western Allied ground units may not combine to attack the same hex. Should they both wish to attack the same hex, whichever side brings the larger number of combat factors to bear (this will not necessarily be the side with the better odds) gets to attack first (a die roll if both sides intend to attack with the same number of factors). If the first attack fails to eliminate the defending Axis or Japanese units, the other side may try a second attack. Any Axis or Japanese defensive air support which survives the first attack remains in place for the second attack and may not be withdrawn or supplemented prior to the second attack.

53.44 COOPERATION RESTRICTIONS APPLY TO MINOR COUNTRIES: The restrictions in 53.41, 53.42 and 53.43 apply equally to Russian and Western Allied minor allied, associated minor country and partisan units. For example, communist partisans may not stack with Western Allied partisans or other Western Allied units, nor may the two combine to attack the same hex or hexes in a single attack. Western Allied partisans are under similar restrictions.

53.45 SUPPLY: Russian supply and oil sources, including captured minor capitals controlled by Russia, may not supply Western Allied units or hexes (EXCEPTION: Nationalist Chinese units and hexes - 30.226B). Similarly, Western Allied supply and oil sources may not supply Russian units or hexes.

53.46 USE OF BASES, PORTS AND COUNTERS PROHIBITED: Russian naval and air units may not base in or use ports and cities

controlled by the Western Allies or use Western Allied bridgeheads, railheads or airbase counters for any purpose; Russian units may not enter hexes containing Western Allied fortifications or fortresses; Russia may not trace sea supply through Western Allied ports or bridgeheads. These restrictions apply equally to Western Allied basing in and use of Russian ports, cities, bridgeheads, railheads and airbases, entry into hexes containing Russian fortifications and supply through Russian ports or bridgeheads (EXCEPTION: The Western Allies may trace supply lines through Russian-controlled ports in order to grant BRPs or oil to Russia - 40.5, 40.6).

53.47 WESTERN ALLIED UNITS MAY NOT ENTER RUSSIA: Western Allied units may not enter Russia under any circumstances.

53.5 NATIONALIST-COMMUNIST CHINESE COOPERATION RESTRICTIONS:

53.51 EFFECT OF CHINESE RESISTANCE LEVEL: Friction between Nationalist and Communist China throughout the war limits cooperation between them as set out below unless the Chinese resistance level from the previous Chinese player turn was "+2" or greater.

53.52 RUSSO-ALLIED COOPERATION RESTRICTIONS APPLY: The cooperation restrictions set out in 53.4 apply to Nationalist and Communist China.

53.53 PROHIBITED HEXES: In addition to the cooperation restrictions set out in 53.4, Nationalist Chinese units may not enter hexes controlled by Communist China, and Communist Chinese units may not enter hexes controlled by Nationalist China. Passage through such hexes during movement is prohibited, and units forced to retreat into such hexes by attrition combat are eliminated. Chinese units caught in a prohibited hex as a result of a drop in the Chinese resistance level are immediately eliminated.

53.54 ENTRY INTO JAPANESE CONTROLLED HEXES PERMITTED: Both Nationalist and Communist Chinese units may enter hexes which are under Japanese control. Once the Nationalist or Communist Chinese gain control of a Japanese-controlled hex, the other is prohibited from entry.

53.55 COMMUNIST CHINA AS A RUSSIAN MINOR ALLY: The activation of Communist China as a Russian minor ally has no effect on Nationalist-Communist Chinese cooperation restrictions, unless it increases the Chinese resistance level to "+2" or greater.

53.56 RUSSIAN FORCES: Nationalist-Communist Chinese cooperation restrictions also apply to Nationalist China and Russia, unless the Chinese resistance level from the previous turn is "+2" or greater. These restrictions apply whether or not the U.S. and Japan have gone to war.