



The Nazi-Soviet Pact and Eastern Europe

63. EASTERN EUROPE

- 63.1 DEFINITION
- 63.2 NAZI-SOVIET PACT LINE
- 63.3 SEPARATE CONQUESTS
- 63.4 ENTRY INTO EASTERN EUROPE
- 63.5 RESTRICTIONS ON RUSSIAN ACTIVITIES

63.1 DEFINITION:

63.11 DEFINITION OF “EASTERN EUROPE”: Eastern Europe consists of:

- A. Eastern Poland (10 BRPs);
- B. The Baltic States (15 BRPs);
- C. Bessarabia (Rumania east of the eastern front boundary - 5 BRPs); and
- D. The Finnish border hexes (A46/B45/C44 - 5 BRPs).

63.12 RULES RELATING TO EASTERN EUROPE: The details relating to the four parts of eastern Europe are found in rules 64-67.

63.13 EASTERN EUROPE DISTINCT FROM RUSSIA: The Russian occupation of a part of eastern Europe does not make that area part of Russia for the purposes of weather, movement, unit construction or partisans (EXCEPTION: Russian partisans may be built and may operate in Eastern Poland - 11.33C).

63.2 NAZI-SOVIET PACT LINE:

63.21 NAZI-SOVIET PACT LINE:

A. MAPBOARD PACT LINE: The dotted line running from the north edge of the board to the Black Sea is the partition line agreed to in the historical Nazi-Soviet pact of August 1939. The mapboard Pact line is used to determine the western boundary of the Russian winter zone for attrition (14.521) and weather (34.12) purposes.

B. ACTUAL PACT LINE: If *Gathering Storm* is played, the actual Pact line may vary from the mapboard Pact line (*Gathering Storm* rule 31.4; *Gathering Storm* transition rule 9.62). The actual Pact line is used to determine political and diplomatic actions.

Classic A World at War

In classic *A World at War*, the mapboard Pact line and the actual Pact line are the same.

C. NO PACT: If the Nazi-Soviet Pact is not in effect, all Axis-controlled hexes are on the Axis side of the Pact line and all Russian-controlled and neutral hexes are on the Russian side of the Pact line (*Gathering Storm* transition rule 9.62).

D. SOUTHERN BOUNDARY: For game purposes, the Pact line is considered to extend along the Russian border with Turkey and Persia.

E. PACT LINE LOCATION FIXED: Once determined, the location of the Pact line remains the same for the entire game.

63.3 SEPARATE CONQUESTS:

63.31 SEPARATE AREAS FOR CONQUEST PURPOSES: All four parts of eastern Europe are treated as separate areas for the determination of conquest and reconquest.

63.4 ENTRY INTO EASTERN EUROPE:

63.41 PACT LINE IGNORED ONCE WAR BREAKS OUT: Once Germany and Russia are at war, either side may enter any part of eastern Europe controlled by the other.

63.42 DECLARATION OF WAR REQUIRED TO ENTER BALTIC STATES: A declaration of war costing 10 BRPs is required to enter the Baltic States if they are neutral, even if Germany and Russia are at war.

63.43 BORDER AREAS: Bessarabia and the Finnish border hexes, if unconquered by Russia when war breaks out between Germany and Russia, remain part of Rumania and Finland, respectively, for the rest of the game. After Germany and Russia go to war, Russia may not enter Bessarabia and the Finnish border hexes without a separate declaration of war costing 10 BRPs against Rumania or Finland unless Rumania or Finland have allied or associated with Germany.

63.5 RESTRICTIONS ON RUSSIAN ACTIVITIES:

63.51 RUSSIAN GARRISON REQUIREMENTS: During its initial deployment, Russia must first assign units to its Siberian garrison, based on the number of Russian *Storm Over Asia* military counters (81.41A). Russia must then meet both its European and Siberian garrison requirements, with Russia determining which garrison has priority. If Russia does not have enough at start forces to meet both its European and Siberian garrison requirements, Russian construction expenditures to bring both garrisons up to their required level take priority over any other. Russia's European garrison requirements apply at the end of each Russian player turn, unless Germany and Russia are at war or Russia is able to declare war on Germany.

Classic A World at War

In classic *A World at War*, Russia has enough units to meet both garrison requirements before it is attacked.

A. GROUND UNITS: Ten Russian 2-3 infantry units, four Russian 3-3 infantry nits and six Russian 3-5 armor units must end their turn:

- within four hexes of a hex in Germany; an Axis-controlled Baltic State hex; or an Axis-controlled, neutral or independent Polish or Rumanian hex; or
- within two hexes of an Axis-controlled, neutral or independent Finnish hex.

B. AIR UNITS: 15 Russian AAF must end their turn within three hexes of an Axis-controlled or neutral east Prussian, Baltic or Polish hex.

C. INSUFFICIENT UNITS: Until Russia has met its garrison requirement:

- Russia must build the required units if possible, and deploy them as part of its garrison; and
- If Russia can transfer units from Siberia, priority must be given to units that are used to meet its garrison requirement.

D. EXCESS UNITS: Units in excess of those listed in 63.51A and B are not subject to the garrison requirements. The following units are therefore free to deploy in any Russian-controlled hex:

- One-factor infantry and airborne units.
- Produced and mobilized units, beyond those required to meet the garrison requirement.
- Units transferred from Siberia, beyond those required to meet the garrison requirement.
- Russian associated or minor ally units.



63.52 RUSSIAN SURPRISE EFFECTS: Russian surprise effects apply in the first turn of a German invasion after Germany declares war on Russia, in addition to all normal modifiers and movement impairments, as set out in 63.52A.

A. APPLICATION: The extent which Russian surprise effects apply depends on the circumstances. Surprise effects apply to Russian minor ally units outside their home country.

- If the RGT level is less than 40, Russian surprise effects apply during both the Axis player turn (63.52B) and the following Russian player turn (63.52C).
- If the RGT level is 40 or more, Russian surprise effects apply only during the Axis player turn (63.52B). There are no surprise effects during the following Russian player turn (63.52C).

Classic A World at War

In classic *A World at War*, the Nazi-Soviet Pact has been signed and the Russian surprise effects apply accordingly.

B. SURPRISE EFFECTS DURING THE AXIS PLAYER TURN: The following surprise effects apply in the first Axis player turn of a German invasion:

- During the Axis movement phase:
 - Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
 - Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.
- During the Axis movement phase and regular combat, Russian infantry units in central and eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat.
- Russian air units have their Air Nationality DRM reduced by one.

C. SURPRISE EFFECTS DURING THE RUSSIAN PLAYER TURN: The following surprise effects apply in the first Russian player turn of a German invasion:

- During the Russian movement and redeployment phase, Russian armor units have a movement factor of two and Russian infantry units have a movement factor of one. Russian specialized units and Russian units in the Pacific theater move normally.

63.53 RGT RESTRICTIONS: Russian actions are limited by the RGT level, as follows:

A. COMMUNIST SUBVERSION: If the RGT level is 15 or greater, Russia may attempt to subvert a neutral Balkan minor country.

B. RUSSIAN DECLARATION OF WAR ON NEUTRAL MINOR COUNTRIES:

- If the RGT is 0 or more, Russia may declare war on minor neutrals on the Russian side of the Pact line.
- If the RGT level is 25 or greater, Russia may declare war on minor neutrals on the German side of the Pact line, except minor countries in which Germany or Italy has an economic interest or which are controlled by the Axis.

- If the RGT level is 35 or greater, Russia may declare war on minor neutrals on the German side of the Pact line, except minor countries in which Germany or Italy has an economic interest or which are controlled by the Axis.

Classic A World at War

In classic *A World at War*, RGT start at 0 and Russia may declare war on the Baltic States.

C. GERMAN OIL SUPPLIES: If the RGT level is 45 or greater, Russia may cut off Germany's oil supplies if it controls Ploesti or any minor country through which Germany must trace an oil supply line.

D. RUSSIAN DECLARATION OF WAR ON GERMANY: If the RGT level is 50 or greater, Russia may declare war on Germany.



64. POLAND

- GERMANY AND POLAND AT WAR
- BRITAIN CONTROLS POLISH FORCES
- EASTERN POLAND
- POLISH SURVIVAL

64.1 GERMANY AND POLAND AT WAR:

64.11 NO DECLARATION OF WAR OR FREE OFFENSIVE OPERATIONS: The Campaign Game and 1939 scenarios begin with Germany at war with Britain, France and Poland. This situation exists without the need for any declarations of war or their associated BRP costs and USAT effects. Germany must pay for offensive operations against Poland.

64.2 BRITAIN CONTROLS POLISH FORCES:

64.21 BRITAIN CONTROLS POLISH FORCES: Britain sets up and controls the Polish forces.

64.3 EASTERN POLAND:

64.31 DISTINCT FROM WESTERN POLAND: If the Nazi-Soviet Pact was signed and the Pact line runs between eastern and central Poland, eastern Poland consists of that part of Poland east of the Nazi-Soviet partition line and is treated as a separate entity from the rest of Poland throughout the game. If the Nazi-Soviet Pact was not signed, there is no partition of Poland and eastern Poland remains an integral part of Poland.

Classic A World at War

In classic *A World at War*, the Nazi-Soviet Pact has been signed and eastern Poland is a separate entity.

64.32 EASTERN POLAND WORTH 10 BRPs: Eastern Poland has a value of 10 BRPs, distinct from the 20 BRPs for Poland. Eastern Poland is conquered when Vilna, Brest-Litovsk and Lvov are all controlled by the conquering major power, even if Poland itself remains unconquered.

64.33 CONTROL FOR BRP PURPOSES: Once one side has obtained control of all three cities in eastern Poland, it continues to receive the BRPs for eastern Poland until all three cities come under enemy control and the original controlling major power fails to recapture any one of the three cities during its next player turn.

64.34 GERMAN OPERATIONS IN THE SOVIET ZONE: If war breaks out as a result of a German aggression against Poland, including Danzig and the Corridor, in the first turn of its attack German units may move across the Pact line into areas of Poland assigned to Russia under the Nazi-Soviet Pact to facilitate the German attack on Poland, but German units may not remain such areas at the end of the Axis player turn. Compliance with this restriction may require the voluntary elimination of German units (28.91). Incursions into areas of Poland assigned to Russia during the first turn of the German attack on Poland do not give Germany control of any eastern Polish hexes or affect the RGT level.

Classic A World at War

In classic *A World at War*, German units may enter eastern Poland in Fall 1939, but German units may not remain on the Russian side of the Pact line.

64.35 RUSSIAN ENTRY INTO EASTERN POLAND: Provided the Nazi-Soviet Pact is in effect, eastern Poland automatically comes under Russian control at the end of the turn in which Germany first attacks Poland, without the need for a declaration of war or offensive operations. Russia may not refuse to take control of eastern Poland. Russian units may not move across the Polish partition line unless Russia is at war with Germany.

Classic A World at War

In classic *A World at War*, the Nazi-Soviet Pact has been signed and rule 64.35 applies accordingly.

64.4 POLISH SURVIVAL:

64.41 If Poland survives Germany's initial attack, Poland becomes a British minor ally and may conduct independent offensive operations or attrition on the eastern front at no BRP cost. These attacks may only be directed against the Axis, even if Russia has occupied eastern Poland. The Nazi-Soviet partition line has no effect on Polish units or their movement. Polish units may enter any hex in Germany or remain in Poland.

64.42 RUSSIAN ACTIONS: If Russia enters eastern Poland, it may make an attrition die roll against Poland only if one or more Russian units are adjacent to a Polish unit east of the partition line. Russia may not intervene on Poland's behalf. Russian troops may cross the partition line and enter western Poland if Russia is at war with Germany, but this does not constitute intervention. All Russo-Allied cooperation restrictions (53.4) apply.

65. THE BALTIC STATES

65.1 CONSIDERED ONE MINOR COUNTRY
65.2 CONQUEST OF THE BALTIC STATES

65.1 CONSIDERED ONE MINOR COUNTRY:

65.11 BALTIC STATES WORTH 15 BRPs: The Baltic States are treated as a single minor country worth 15 BRPs. They are conquered when Riga, Parnu and Tallinn are all controlled by the conquering major power.

65.12 CONTROL FOR BRP PURPOSES: Once one side has obtained control of all three cities in the Baltic States, it continues to receive the BRPs for the Baltic States until all three cities come under enemy control and the original controlling major power fails to recapture any one of the three cities during its next player turn.

65.2 CONQUEST OF THE BALTIC STATES:

65.21 DECLARATION OF WAR REQUIRED: Occupation of the Baltic States requires a declaration of war costing 10 BRPs, but no offensive operations are necessary for their conquest. The Baltic States do not deploy forces if attacked.

65.211 If the Baltic States are still neutral when Germany and Russia go to war, their occupation must still be preceded by a declaration of war.

65.22 IMMEDIATE GERMAN OCCUPATION PROHIBITED: If the Nazi-Soviet Pact is in effect, Germany may not declare war on the Baltic States in the first turn of *A World at War*. Subject to 65.23, Russia may declare war on the Baltic States at any time, regardless of the RGT level.

Classic A World at War

In classic *A World at War*, the Nazi-Soviet Pact has been signed and Germany may not declare war on the Baltic States in Fall 1939.

65.23 DELAYED RUSSIAN OCCUPATION OF THE BALTIC STATES: If Russia does not declare war on the Baltic States in the first turn of *A World at War*, either Germany or Russia may do so on any subsequent turn. Once one side has declared war on and entered the Baltic States, the other side may not enter the Baltic States until the Axis and Russia are at war.

Classic A World at War

In classic *A World at War*, the Nazi-Soviet Pact has been signed and if Russia does not declare war on the Baltic States in Fall 1939, Germany may do so.



66. BESSARABIA

66.1 RUSSIAN TERRITORIAL DEMANDS
66.2 BORDER WAR
66.3 CONQUEST OF BESSARABIA
66.4 RUSSO-RUMANIAN WAR

66.1 RUSSIAN TERRITORIAL DEMANDS:

66.11 RUSSIAN DEMANDS: If Bessarabia has been obtained by Russia as a Nazi-Soviet Pact concession, Russia may demand territorial concessions from Rumania during the diplomatic phase of any Russian player turn, provided the Axis do not control any Rumanian hexes, regardless of the current RGT level.

Classic A World at War

In classic *A World at War*, the Nazi-Soviet Pact has been signed and Bessarabia is on the Russian side of the Pact line, so Russia may demand Bessarabia.

66.12 RUMANIAN RESPONSE: Russian demands on Rumania trigger an immediate diplomatic die roll for Rumania, which, along with the normal consequences of the diplomatic result, determines the Rumanian response to the Russian demand for Bessarabia:

A. RUMANIA COLLAPSES: On a Rumanian diplomatic result of "0" or less, in addition to gaining control of Bessarabia, Russia gains five Rumanian BRPs ("0"), ten Rumanian BRPs and control of the Rumanian hexes ("-1"), Rumanian association ("2") or Rumanian alliance ("3").

B. RUMANIA MAKES LIMITED CONCESSIONS: On a Rumanian diplomatic result of "1-2", Russia gains control of Bessarabia, no war breaks out between Russia and Rumania, and Russian units may freely enter Bessarabia.

C. RUMANIA CONSULTS BERLIN: On a Rumanian diplomatic result of “3-7”, Rumania may choose to resist the Russian demands. If it does, a Russo-Rumanian border war breaks out, without the need for a formal Russian declaration of war costing 10 BRPs and without any effect on the USAT level. The German player decides whether Rumania resists or concedes Bessarabia to Russia.

D. RUSSIA BACKS DOWN: On a Rumanian diplomatic result of “8” or greater, Germany obtains hex control, association or alliance, implementing the resulting RGT increase, and Russia must abandon its demand for Bessarabia.

E. LESSER RESULT MAY BE TAKEN: On a Rumanian diplomatic result of “8” or greater, the Axis have the option of taking a lesser diplomatic result for Rumania and having Rumania either fight a border war or concede Bessarabia to Russia.

66.13 DEMAND AND RESPONSE MUST BE IMPLEMENTED: Once Russia makes territorial demands of Rumania, the Rumanian response must be determined by a diplomatic die roll for Rumania and implemented accordingly. Russia may not withdraw its demands until the Rumanian response has been determined.

66.14 BESSARABIA: Bessarabia consists of the five Rumanian hexes east of the eastern front boundary line and is worth five BRPs.

66.2 BORDER WAR:

66.21 RUMANIAN DEPLOYMENT: If Russia engages in a border war with Rumania for Bessarabia, all Rumanian ground units must deploy in Bessarabia and at least two Rumanian infantry factors must deploy in each of Cernauti and Kishinev.

Classic A World at War

In classic *A World at War*, all eight Rumanian ground units must deploy in Bessarabia and one 2-3 Rumanian infantry unit must deploy in each of Cernauti and Kishinev.

66.22 RESTRICTIONS ON RUSSIAN UNITS: During a border war, Russian units are subject to the following restrictions:

- A. Russian units may enter Bessarabia, but not Rumania proper.
- B. Russian ZoCs do not extend into Rumania proper.
- C. The Rumanian air factor may not be counterairied unless it is based in Bessarabia.

66.23 FIGHTING A BORDER WAR: Rumanian units may attrition and/or conduct offensive operations at no BRP cost during a border war, but may not enter or attack into Russia. Winter effects do not apply to a border war between Russia and Rumania for Bessarabia (34.32C).

66.24 ENDING A BORDER WAR: A border war between Russia and Rumania ends when either side renounces its claim to Bessarabia at the start of its player turn or if Russia controls all of Bessarabia at the end of a Russian combat phase.

66.25 RENOUNCING A CLAIM TO BESSARABIA: Either Russia or Rumania may renounce its claim to Bessarabia only at the start of its player turn (EXCEPTION: 66.28).

A. After Russia has completed its player turn following its demand for Bessarabia, Rumania may either renounce its claim to Bessarabia at the start of its turn or continue fighting, taking an independent player turn at the same time as the Axis. This procedure is repeated for the duration of the border war, with each country announcing its decision to continue or to yield at the start of its turn.

B. Rumania is deemed to have renounced its claim to Bessarabia at the start of the Axis player turn, prior to the diplomatic phase, if it has no units in Bessarabia and is unable or unwilling to move any units into Bessarabia in that turn. If Rumania continues to fight a border war, it may not withdraw units from Bessarabia.

C. If Rumania renounces its claim to Bessarabia, the border war ends, no Rumanian offensive or attrition combat takes place in that turn, and Russia takes control of Bessarabia.

66.26 EFFECT OF RENUNCIATION: If either side renounces its claim to Bessarabia, it may not conduct any attacks against enemy units during that turn and any of its units which remain in Bessarabia at the end of its player turn are eliminated. If Russia renounces its claim to Bessarabia, it may later renew its claim and make a second demand and possibly fight a second border war.

66.27 RECONSTRUCTION OF RUMANIAN UNITS: Once a border war with Russia breaks out, Rumania may rebuild one infantry unit each turn. This process continues each turn, even if the border war has ended, and all Rumanian units remain on the board and are controlled by the German player. (EXCEPTION: If the Axis declare war on Rumania after a border war, the British player redeloys the Rumanian units which are on the board).

66.28 EFFECT OF GERMAN CONTROL OF RUMANIA DURING A BORDER WAR: If Rumania and Russia are fighting a border war and Germany gains control of Rumania diplomatically (a diplomatic result of “8” or greater for Rumania), and if neither side immediately renounces its claim to Bessarabia, then the provisions of 85.341 apply. Germany either must declare war on Russia to preserve the diplomatic result or pick a lesser result.

66.3 CONQUEST OF BESSARABIA:

66.31 CONQUEST: Bessarabia is conquered when all five Bessarabian hexes are controlled by the conquering major power.

66.32 BESSARABIA AS PART OF RUMANIA: If Russia conquers Bessarabia, the eastern front boundary line becomes the new Rumanian frontier and the remainder of Rumania is worth 10 BRPs. Should the Axis later reconquer Bessarabia, it is reincorporated into Rumania and Rumania is restored to its full value of 15 BRPs if Rumania is associated with or allied to the Axis. If Rumania is neutral when Bessarabia is reconquered by the Axis, Bessarabia is treated as an Axis conquest worth five BRPs until Rumania associates or allies with the Axis. If Russia later conquers the rest of Rumania, Rumania and Bessarabia remain separate until a later Axis reconquest of both. If Bessarabia is unconquered by Russia when Germany and Russia go to war, it remains part of Rumania permanently and it may not be entered by Russia without a separate declaration of war against Rumania unless Rumania comes under Axis control.

66.4 RUSSO- RUMANIAN WAR:

66.41 RUSSIAN ATTACK ON RUMANIA PROPER: Russia may only attack Rumania proper if allowed to do so by the RGT level. An attack on Rumania proper requires a declaration of war costing 10 BRPs. If Russia attacks Rumania before it has occupied Bessarabia, Rumanian units may set up in Bessarabia.

66.42 Rumania does not automatically associate with Germany unless Russia declares war on Rumania proper.



67. THE FINNISH BORDER HEXES

- 67.1 RUSSIAN TERRITORIAL DEMANDS
- 67.2 BORDER WAR
- 67.3 CONQUEST OF THE FINNISH BORDER HEXES
- 67.4 RUSSO-FINNISH WAR
- 67.5 FINLAND AFTER A GERMAN ATTACK ON RUSSIA

67.1 RUSSIAN TERRITORIAL DEMANDS:

67.11 RUSSIAN DEMANDS: If the Finnish border hexes have been obtained by Russia as a Nazi-Soviet Pact concession, Russia may demand territorial concessions from Finland during the diplomatic phase of the second or any subsequent Russian player turn, provided the Axis do not control any Finnish hexes, regardless of the current RGT level.

Classic A World at War

In classic *A World at War*, the Nazi-Soviet Pact has been signed and the Finnish border hexes are on the Russian side of the Pact line, so Russia may demand the Finnish border hexes.

67.12 FINNISH RESPONSE: Finland automatically rejects the Russian demands without the need for a diplomatic die roll for Finland, and a border war breaks out between Russia and Finland.

67.2 BORDER WAR:

67.21 FINNISH DEPLOYMENT: If border war breaks out between Russia and Finland over the Finnish border hexes, the Finnish deployments depend on the size of the Finnish army. The Finnish AAF always deploys in Helsinki.

A. TWO 2-3 INFANTRY UNITS: One Finnish 2-3 infantry unit deploys in each of two Finnish border hexes. The third Finnish border hex is undefended.

B. THREE 2-3 INFANTRY UNITS: One Finnish 2-3 infantry unit deploys in each of the three Finnish border hexes.

C. FOUR 2-3 INFANTRY UNITS: One Finnish 2-3 infantry unit deploys in each of the three Finnish border hexes and the remaining Finnish 2-3 infantry unit deploys in Helsinki.

D. FIVE 2-3 INFANTRY UNITS: One Finnish 2-3 infantry unit deploys in each of the three Finnish border hexes and the remaining two Finnish 2-3 infantry units deploy in Helsinki.

E. SIX 2-3 INFANTRY UNITS: One Finnish 2-3 infantry unit deploys in each of the three Finnish border hexes, two Finnish 2-3 infantry units deploy in Helsinki, and the remaining Finnish 2-3 infantry unit deploys adjacent to a Finnish border hex.

Classic A World at War

In classic *A World at War*, one Finnish 2-3 infantry unit must deploy in each of the three Finnish border hexes. The other two Finnish 2-3 infantry units and the Finnish AAF must deploy in Helsinki.

67.22 DURATION: A Russo-Finnish border war begins in the Russian player turn in which Russia attacks Finland and continues until Russia occupies two Finnish border hexes and Finland either concedes the border hexes at the start of the ensuing Axis player turn or risks an all-out war with Russia.

67.23 FIGHTING A BORDER WAR: During a border war:

A. Russian units are subject to the following restrictions:

- Russian units may enter the Finnish border hexes, but not Finland proper.
- Russian ZoCs do not extend into Finland proper.
- The Finnish air factor may not be counterairied.

B. Finnish units may attrition and/or conduct offensive operations at no BRP cost, but may not enter or attack into Russia.

C. Finland may rebuild one infantry unit each turn. The Finnish air unit may only be rebuilt if Finland later allies with Germany (85.482).

67.24 FINLAND GIVES UP: If Finland renounces its claim to the Finnish border hexes at the start of the Axis player turn following the Russian occupation of two Finnish border hexes, Russia gains control of the Finnish border hexes and the Russo-Finnish border war ends. Any Finnish units in the remaining Finnish border hex are repatriated to Finland proper and do not need to be rebuilt. Finland may rebuild one infantry unit each turn. The Finnish air unit may only be rebuilt if Finland later allies with Germany (85.482).

67.25 FINLAND KEEPS FIGHTING: If Finland instead refuses to cede the Finnish border hexes to Russia once Russia occupies two Finnish border hexes, a full scale war breaks out between Russia and Finland without the need for a Russian declaration of war on Finland and without regard to the Russo-German tension level:

A. The restrictions in 67.23A no longer apply to Russian forces, which may enter Finland proper.

B. Finland may no longer end the war by ceding the Finnish border hexes.

C. Finnish units may attrition and conduct offensive operations at no BRP cost.

D. Finland may rebuild one infantry unit each turn. The Finnish air unit may only be rebuilt if Finland later allies with Germany (85.482).

E. During each Finnish player turn following the outbreak of full scale war between Russia and Finland, one neutral Swedish 2-3 infantry unit may sea transport or NR into Helsinki and fight alongside the remaining Finnish units.

- If Finland has associated or allied with Germany and there are no Russian units in Finland proper, any neutral Swedish units in Finland immediately return to Sweden. Supply status, transport and sea escort requirements are not considered when relocating Swedish units from Finland.

- Neutral Swedish units which are eliminated in Finland may be rebuilt at the rate of one unit per turn at no BRP cost, and modify Swedish diplomatic rolls until they are rebuilt.

- The naval movement of neutral Swedish units may not be attacked by Russian air units or intercepted by Russian naval units.

F. Finland does not automatically associate with Germany. Germany may only accept a diplomatic result giving it Finnish hex control, association or alliance if Germany declares war on Russia in the player turn in which the result is achieved (49.58).

G. A full scale Russo-Finnish war only ends when Finland is conquered.

67.26 WHO DECIDES: The decision as to whether Finland concedes the Finnish border hexes to Russia at the start of the Axis player turn following the Russian occupation of two Finnish border hexes (67.24) or refuses to cede the Finnish border hexes to Russia and instead fights a full scale war with Russia (67.25) is made by:

A. AXIS: The Axis, if the Pact line runs through Finland, placing the Finnish border hexes on the Russian side of the Pact line, or if there is no Pact.

B. RUSSIA: Russia, if the Pact line places all of Finland on the Russian side of the Pact line.

Classic A World at War

In classic *A World at War* the Nazi-Soviet Pact has been signed and only the Finnish border hexes are on the Russian side of the Pact line, so Germany decides whether Finland keeps fighting.

67.3 CONQUEST OF THE FINNISH BORDER HEXES:

67.31 CONQUEST: The Finnish border hexes are conquered when all three hexes are controlled by the conquering major power.

67.32 THE FINNISH BORDER HEXES AS PART OF FINLAND: If Russia conquers the Finnish border hexes, the Nazi-Soviet Pact line becomes the new Finnish frontier and the remainder of Finland is worth five BRPs. Should the Axis later reconquer the Finnish border hexes, they are reincorporated into Finland and Finland is restored to its full value of 10 BRPs if Finland is under Axis control. If Finland is neutral when the Finnish border hexes are reconquered by the Axis, they are treated as an Axis conquest worth five BRPs until such time as Finland also comes under Axis control. If Russia later conquers the rest of Finland, Finland and the Finnish border hexes remain separate until a later Axis reconquest of both. If the Finnish border hexes are unconquered by Russia when Germany and Russia go to war, they remain part of Finland permanently and it may not be entered by Russia without a separate declaration of war against Finland unless Finland comes under Axis control.

67.4 RUSSO-FINNISH WAR:

67.41 RUSSIAN ATTACK ON FINLAND PROPER: Unless a Russo-Finnish war occurs as a result of a border war (67.25), Russia may only attack Finland proper if allowed to do so by the RGT level **or if no Nazi-Soviet Pact is in effect**.

A. A Russian attack on Finland proper requires a declaration of war costing 10 BRPs.

B. If Russia attacks Finland proper, Finnish units may set up in the Finnish border hexes.

C. If Finland survives the first turn of the Russian attack:

- Finland automatically associates with Germany if Germany declares war on Russia.
- Swedish units may assist Finland as set out in 67.25E.

67.5 FINLAND AFTER A GERMAN ATTACK ON RUSSIA:

67.51 FINNISH ASSOCIATION AUTOMATIC: If a border war between Finland and Russia has occurred, Finland automatically associates with Germany if Germany and Russia go to war, whether or not the border

war has ended, is continuing or has escalated into a full scale Russo-Finnish war.

67.52 NO EFFECT ON RUSSO-GERMAN TENSIONS: Automatic Finnish association, which occurs immediately after Germany and Russia go to war, has no effect on RGT.

67.53 ADDITIONAL DIPLOMATIC DIE ROLL PERMITTED: Automatic Finnish association does not preclude either side from making a diplomatic die roll for Finland in the year Germany declares war on Russia.



68. THE UKRAINE

- 68.1 THE UKRAINE
- 68.2 THE UKRAINE AS A DIPLOMATIC TARGET
- 68.3 UKRAINIAN DIPLOMATIC RESULTS

68.1 THE UKRAINE:

68.11 DEFINITION: The Ukraine is a Russian colony worth 10 BRPs consisting of that part of Russia between rows N and T, inclusive, west of the River Don. Its capital is Kiev.

68.2 THE UKRAINE AS A DIPLOMATIC TARGET:

68.21 KIEV MUST BE CONTROLLED BY THE AXIS: The Ukraine may be named as a diplomatic target by either side, but only if the Axis control Kiev.

68.22 EFFECT OF OCCUPATION POLICIES: For each Russian occupation policies result Germany receives a +1 modifier for the Ukraine diplomatic die roll, up to a maximum modifier of +3.

68.23 RESULTS: Ukrainian diplomatic results are implemented as set out in the Ukrainian diplomatic table.

68.3 UKRAINIAN DIPLOMATIC RESULTS:

68.31 HEX CONTROL: Ukrainian diplomatic results have no effect on the control of hexes in the Ukraine.

68.32 UNIT PLACEMENT: When Ukrainian infantry units become available, Germany places the units permitted by the diplomatic result in fully supplied, Axis-controlled Ukrainian hexes.

68.33 UNIT CONSTRUCTION: Once available, Ukrainian infantry units may be rebuilt only in fully supplied, Axis-controlled Ukrainian hexes. 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.

68.34 PARTISANS: If the Axis achieve a diplomatic result of "6" or greater for the Ukraine, any Russian partisans inside the Ukraine are immediately eliminated. Russian partisans may not be built in or enter the Ukraine unless a diplomatic result of "5" or less is in effect for the Ukraine.

68.35 THE UKRAINE REMAINS PART OF RUSSIA: Regardless of the diplomatic result for the Ukraine which is in effect, the Ukraine is always part of Russia for the purposes of unit construction (EXCEPTION: Partisans - 68.34), weather, USAT, and the restrictions prohibiting Western Allied units from entering Russia (53.47).

68.36 RUSSIAN RECONQUEST: If Russia conquers the Ukraine after the Axis achieve a diplomatic result of "6" or greater for the Ukraine, Russia

receives the 10 BRPs for the Ukraine, but Russian partisans are still prohibited from operating inside the Ukraine.

69. GERMAN ECONOMIC INTERESTS

- 69.1 GERMAN ECONOMIC INTERESTS
- 69.2 RUSSIAN DECLARATIONS OF WAR
- 69.3 GERMAN DECLARATIONS OF WAR

69.1 GERMAN ECONOMIC INTERESTS:

69.11 A German economic interest in Russia has no effect on the Russian BRP level and is terminated in the turn after Germany and Russia go to war or the RGT level reaches 45, with Germany losing the prorated value of the economic interest.

Classic A World at War

In classic *A World at War*, Germany starts with an economic interest of 10 BRPs in Russia.

69.2 RUSSIAN DECLARATIONS OF WAR:

69.21 RUSSIAN DECLARATIONS OF WAR: Once Germany has an economic interest in a minor country, Russia may only declare war on that minor country, without declaring war on Germany itself, if the RGT level is 35 or greater. Germany may then announce its support for the minor country, whereupon Russia must either declare war on Germany at a cost of an additional 35 BRPs or back down and lose the 10 BRPs it spent for the declaration of war against the minor country. A German economic interest does not prohibit Russian aggression against Bessarabia or the Finnish border hexes.

69.22 GERMAN LOSS OF ITS ECONOMIC INTEREST: If Germany has an economic interest in a minor country and fails to support it against a Russian attack, other than Rumania and Finland in a border war, it immediately loses the prorated BRPs it received from that minor country.

69.23 ECONOMIC INTEREST WITH HEX CONTROL: If Germany obtains both an economic interest in a minor country and control of that minor country's hexes, Russia may not attack that minor country without a declaration of war against Germany. German hex control of Rumania or Finland thus prevents Russian aggression against Bessarabia or the Finnish border hexes.

69.3 GERMAN DECLARATIONS OF WAR:

69.31 ECONOMIC INTEREST ONLY: If Germany obtains an economic interest without hex control in a minor country which is at war with Russia, other than a Russo-Rumanian or Russo-Finnish border war, Germany must declare war on Russia or choose a lower diplomatic result.

69.32 ECONOMIC INTEREST AND HEX CONTROL: If Germany gains control of the hexes in a minor country which is at war with Russia, including a Russo-Finnish, Russo-Polish or Russo-Rumanian border war, it must declare war on Russia or choose a lower diplomatic result.

Classic A World at War

In classic *A World at War*, a Russo-Polish border war is not possible.