



China, Manchuria and Siberia

78. NATIONALIST CHINA

- 78.1 MAJOR POWER
- 78.2 TERRITORY
- 78.3 RESISTANCE LEVEL
- 78.4 ECONOMY
- 78.5 THE WESTERN ALLIES
- 78.6 FLYING TIGERS
- 78.7 RELATIONS WITH COMMUNIST CHINA
- 78.8 RESTRICTIONS ON NATIONALIST CHINESE FORCES
- 78.9 SUPPLY

78.1 MAJOR POWER:

78.11 NATIONALIST CHINA IS A MAJOR POWER: Nationalist China is a major power which becomes a Western Allied major power at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

78.2 TERRITORY:

78.21 EXTENT: Nationalist China consists of mainland China other than Communist China, Manchuria and Hong Kong.

78.3 RESISTANCE LEVEL:

78.31 CHINESE RESISTANCE: At the end of each Chinese player turn, the Chinese Resistance Table is consulted and the results implemented for the following game turn (61). The Chinese resistance level is zero at the start of every scenario.

78.4 ECONOMY:

78.41 BRP BASE AND LEVEL: Nationalist China has a BRP base of 40 BRPs and no growth rate. Nationalist China loses five BRPs for each Chinese objective not under Nationalist Chinese control (38.37). Unless a Chinese objective hex changes hands, the YSS BRP level for Nationalist China is 20 BRPs. The Nationalist Chinese BRP level at the start of some scenarios is less than 20 BRPs to reflect losses already incurred during the year in which the game starts.

78.42 BRP GRANTS: The Western Allies may grant BRPs to Nationalist China by a variety of routes (40.8).

78.5 THE WESTERN ALLIES:

78.51 JOINING THE WESTERN ALLIES: Nationalist China joins the Western Allied alliance faction at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

78.52 HEX CONTROL: Hexes controlled by Nationalist China are considered to be controlled by the Western Allies.

78.53 BASES: The Western Allies may use Nationalist Chinese-controlled hexes as bases for naval, air or strategic bomber missions and may use Nationalist Chinese-controlled ports for naval activities if the hexes in question are supplied from a Western Allied supply source.

78.6 FLYING TIGERS:

78.61 THE FLYING TIGERS: Chinese resistance was stiffened considerably by the presence of the American Volunteer Group (the "Flying Tigers"), commanded by retired American Army Air Corps officer Claire Chennault. This small but effective force is represented by two AAF. In some scenarios these units are part of the Nationalist Chinese at start forces. In others, they are added to the Nationalist Chinese force pool as allowable builds as permitted by the USJT level. The first Flying Tiger is added when USJT reach 20, the second when USJT reach 35.

A. BASING: The Flying Tigers may base in China, Burma and India, whether or not Japan is at war with the Western Allies.

B. SUPPLY: The Flying Tigers may be supplied from either Nationalist Chinese or Western Allied supply sources.

C. COSTS: The construction and offensive operation costs of the Flying Tigers are paid for by Nationalist China.

D. AIR NATIONALITY DRM: The Flying Tigers use the American Air Nationality DRM. Western Allied radar research results do not modify air combat between the Flying Tigers and Japanese air units bombing China.

Nationalist China pays the BRP cost of constructing, operating and replacing the Flying Tigers. If Nationalist China is under Japanese pressure, the U.S. may have to grant BRPs to China for the Flying Tigers to be used effectively.

78.62 NO SURPRISE EFFECTS: The Flying Tigers are not affected by Japanese surprise effects (51.7) and may be used to defend Western Allied hexes against the initial Japanese attack.

78.63 FLYING TIGERS MAY BE LENT: The Flying Tigers may be lent to the U.S. if the conditions in 52.62 are met.

78.7 RELATIONS WITH COMMUNIST CHINA:

78.71 COOPERATION RESTRICTIONS: Prohibitions against Nationalist-Communist cooperation (53.5) apply unless a Chinese Resistance Table result of "+2" is in effect.

78.8 RESTRICTIONS ON NATIONALIST CHINESE FORCES:

78.81 REFERENCE: See rule 80.

78.9 SUPPLY:

78.91 NATIONALIST CHINESE SUPPLY SOURCES: Chunking, Canton, Nanking, Peking and Shanghai are unlimited supply sources for Nationalist Chinese units.

78.92 OTHER SUPPLY SOURCES:

78.921 RUSSIAN SUPPLY SOURCES: Nationalist China may draw supply from Russian supply sources, whether or not Russia is at war with Japan and whether or not Nationalist China has joined the Western Allies.

78.922 WESTERN ALLIED SUPPLY SOURCES: Nationalist China may draw supply from Western Allied supply sources, whether or not the Western Allies are at war with Japan.

78.923 COMMUNIST CHINESE SUPPLY SOURCES: Nationalist China may draw supply from Yanan and Nationalist Chinese supply sources under Communist Chinese control only if the Chinese Resistance level from the last turn was "+2" or more.

78.93 SUPPLY LINES: Nationalist Chinese supply lines may be traced through hexes controlled by Russia, Communist China or the Western Allies, but not through hexes controlled by Japan.

78.94 PARTISANS DO NOT REQUIRE SUPPLY: Nationalist Chinese partisans do not require supply (11.51).

78.95 ISOLATED UNITS: Nationalist Chinese ground units in China are never eliminated for lack of supply (30.542D).



79. COMMUNIST CHINA

- 79.1 MINOR COUNTRY
- 79.2 TERRITORY
- 79.3 OFFENSIVE OPERATIONS
- 79.4 UNIT CONSTRUCTION
- 79.5 BRP COSTS
- 79.6 SUPPLY
- 79.7 CONQUEST AND HEX CONTROL
- 79.8 RELATIONS WITH NATIONALIST CHINA
- 79.9 RESTRICTIONS ON COMMUNIST CHINESE FORCES

79.1 MINOR COUNTRY:

79.11 COMMUNIST CHINA IS A MINOR COUNTRY: Communist China is a minor country independently at war with Japan. Communist China becomes a Russian minor ally immediately following the outbreak of war between Japan and Russia unless the full Nationalist-Communist cooperation restrictions do not apply (53.5) and Communist China chooses to retain its status as an independent minor country. This decision is made when war breaks out between Japan and Russia and may not be changed.

79.12 TIMING OF PLAYER TURN: Communist China moves at the same time as Nationalist China.

79.2 TERRITORY:

79.21 EXTENT: Communist China consists of that part of China north of hex row M and west of the scenario start line. This may vary as a result of *Storm Over Asia*.

79.3 OFFENSIVE OPERATIONS:

79.31 OFFENSIVE OPERATIONS: Communist China may undertake offensive operations and/or attrition attacks against Japan regardless of whether Nationalist China or any other Allied major power conducts offensive operations or makes attrition attacks on the Asian front, subject to the following exceptions:

A. If Communist China is a Russian minor ally, Communist Chinese and Russian actions must conform.

B. If Communist China is not a Russian minor ally and Communist and Nationalist China may conduct joint offensive attacks against Japan, either because the Chinese resistance level at the end of the previous turn was +2 or greater (53.51A) or after a second *Storm Over Asia* National Unity result (53.57E), Communist China's actions must conform with Nationalist China's actions.

79.4 UNIT CONSTRUCTION:

79.41 UNIT CONSTRUCTION: Communist Chinese infantry units may be constructed in any hex in China controlled by Communist China or Russia at the start of the Chinese turn which is supplied and not in a Japanese ZoC. The rules governing Communist Chinese unit construction are set out in *Storm Over Asia* transition rules 9.53 and 11.5:

A. Communist China may build one infantry factor per turn for each region it controlled at the start of the game, plus one infantry factor and one partisan per turn if China achieved a *Storm Over Asia* Sinkiang Road result (*Storm Over Asia* transition rules 6.810).

B. If Communist China's construction rate is one infantry factor per turn, it may defer building for one turn in order to rebuild a 2-2 infantry unit.

Classic A World at War

In classic A *World at War*, Communist China may construct two infantry factors (one 2-2 infantry unit or two 1-2 infantry units) each turn. Communist Chinese infantry units may be constructed in any hex in China controlled by Communist China or Russia at the start of the Chinese turn which is supplied and not in a Japanese ZoC.

79.42 PARTISANS: Communist China may construct one partisan each turn. Communist Chinese partisans may be constructed in any Japanese-controlled hex in China.

79.43 CONSTRUCTION PROHIBITED: Communist Chinese units may not be constructed in Nationalist Chinese-controlled hexes, Manchuria or Hong Kong.

79.5 BRP COSTS:

79.51 OFFENSIVE OPERATIONS: There is no BRP cost for Communist Chinese offensive operations while it is an independent minor country (82.91B). If Russia and Japan are at war, Communist China is a Russian minor ally (82.91C, 85.61) and Russia pays the BRP cost for any Communist Chinese offensive operations.

79.52 UNIT CONSTRUCTION: There is no cost for Communist Chinese unit construction associated with a region supplied from a Communist Chinese supply source, provided Communist China retains control of the supply source. Otherwise Russia pays the cost of Communist Chinese unit construction, with the construction cost counting against the Russian construction limit.

Classic A World at War

In classic A *World at War*, there is no cost for Communist Chinese unit construction if Communist China or Russia controls Yen-an. Otherwise Russia pays the cost of Communist Chinese unit construction.

79.53 PACIFIC SCENARIOS: In Pacific theater scenarios, there is no BRP cost for Communist Chinese offensive operations or unit construction, regardless of the status of Yen-an.

79.6 SUPPLY:

79.61 COMMUNIST CHINESE SUPPLY SOURCES: Each city in a Communist Chinese region and the designated Communist Chinese supply source in Eastern China are unlimited supply sources for Communist Chinese units and hexes (*Storm Over Asia* transition rule 9.52).

Classic A World at War

In classic A *World at War*, Yen-an is an unlimited supply source for Communist Chinese units.

79.62 OTHER SUPPLY SOURCES:

79.621 RUSSIAN SUPPLY SOURCES: Communist China may draw supply from Russian supply sources, whether or not Russia is at war with Japan.

79.622 WESTERN ALLIED SUPPLY SOURCES: Communist China may draw supply from Western Allied supply sources unless Communist China is a Russian minor ally.

79.623 NATIONALIST CHINESE SUPPLY SOURCES: Communist China may draw supply from Nationalist Chinese supply sources only if the current Chinese Resistance level is "+2" or greater.

79.63 SUPPLY LINES: Communist Chinese supply lines may be traced through hexes controlled by Russia, Nationalist China or the Western Allies, but not through hexes controlled by Japan.

79.64 PARTISANS DO NOT REQUIRE SUPPLY: Communist Chinese partisans do not require supply (11.51).

79.65 ISOLATED UNITS: Communist Chinese ground units are never eliminated for lack of supply (30.542D).

79.7 CONQUEST AND HEX CONTROL:

79.71 COMMUNIST CHINA MAY NOT BE CONQUERED: Japanese capture of all the cities in a Communist-controlled Chinese region does not result in the conquest of Communist China. Communist China never surrenders.

79.72 EFFECT OF JAPANESE CONQUESTS OF COMMUNIST REGIONS: If Japan captures all the cities in a Communist-controlled Chinese region, Russia must pay for the Communist Chinese unit construction associated with that region (79.52).

79.73 HEX CONTROL: For victory determination purposes, hexes controlled by Communist China are considered to be controlled by Russia. If Communist China is a Russian minor ally in a Global War game, Russia receives five BRPs for each Chinese objective controlled by Communist China. Prior to Communist Chinese activation as a Russian minor ally, no one receives the BRPs for Chinese objectives under Communist Chinese control.

79.8 RELATIONS WITH NATIONALIST CHINA:

79.81 COOPERATION RESTRICTIONS: Prohibitions against Nationalist-Communist cooperation (53.5) apply unless:

A. UNITED FRONT: *Storm Over Asia* ended with the United Front in existence; and

B. CHINESE RESISTANCE LEVEL +2: The Chinese resistance level from the previous Chinese player turn was “+2” or greater. Nationalist-Communist cooperation restrictions may be affected by *Chinese Storm Over Asia* National Unity research (*Storm Over Asia* transition rule 6.87).

Classic A World at War

In classic *A World at War*, the United Front existed when *A World at War* starts, so the condition required by 79.81A is met.

79.9 RESTRICTIONS ON COMMUNIST CHINESE FORCES:

79.91 REFERENCE: See rule 80.



80. RESTRICTIONS ON CHINESE FORCES

- 80.1 CHINESE WAR EFFORT
- 80.2 ATTACKS AT LESS THAN 1:1 ODDS
- 80.3 GEOGRAPHICAL RESTRICTIONS
- 80.4 ADVERSE NATIONALIST CHINESE DMs

80.1 CHINESE WAR EFFORT:

80.11 RATIONALE FOR RESTRICTIONS: The Chinese war effort was hampered by Nationalist Chinese corruption, a Communist Chinese shortage of heavy weapons, and political and military infighting between Nationalist and Communist Chinese forces, which both spent considerable time and energy positioning themselves for a showdown after the war. These divisions accrued to Japan’s benefit. These weaknesses are reflected in the following restrictions, which apply to the activities of both Nationalist and Communist Chinese forces.

80.2 ATTACKS AT LESS THAN 1:1 ODDS:

80.21 PROHIBITED: Nationalist and Communist Chinese units may not carry out or assist in ground attacks at less than 1:1 odds (EXCEPTION: The Flying Tigers may participate in ground attacks by Western Allies units at less than 1:1 odds).

80.3 GEOGRAPHICAL RESTRICTIONS:

80.31 NATIONALIST CHINA:

A. GROUND UNITS:

- Until the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may not move or make attrition and offensive attacks outside China unless the Chinese resistance level is +3 or more.
- 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.
- Whether or not Japan and Britain are at war, Nationalist Chinese units may move and make attrition and offensive attacks outside China if the Chinese resistance level is +3 or more.

B. AIR UNITS:

- **Chinese army air units:** Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese AAF may base and operate in the Southeast Asian Front unless the Chinese resistance level is -1 or less.
- **Flying Tigers:**
 - Starting in the Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may base and operate in the Southeast Asian Front, regardless of the Chinese resistance level.
 - 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.
- Whether or not Japan and Britain are at war, Chinese and Flying Tiger air units may may base and operate outside China if the Chinese resistance level is +3 or more.

C. CHINESE AIRBASE PLACEMENT: Chinese airbases may not be placed outside of China unless the Chinese resistance level is +3 or more.

80.32 COMMUNIST CHINA: Communist Chinese ground units may not move outside China or make attrition and offensive attacks against Japanese units outside China.

80.33 WANGS: Wang infantry units may not move outside China and Manchuria or make attrition or offensive attacks against Allied units outside China and Manchuria.

80.4 ADVERSE NATIONALIST CHINESE DMs:

80.41 Nationalist Chinese ground units outside China incur a -1 DM when attacked if the Chinese Resistance level is “0” or lower.



81. MANCHURIA, SIBERIA AND THE URALS BOX

- 81.1 MANCHURIA
- 81.2 CAPITALS
- 81.3 MANCHURIAN GARRISON
- 81.4 SIBERIAN GARRISON
- 81.5 DECLARATIONS OF WAR
- 81.6 THE URALS BOX
- 81.7 AXIS FORCES ADJACENT TO THE URALS BOX

81.1 MANCHURIA:

81.11 STATUS OF MANCHURIA (MANCHUKUO): The Japanese conquest of Manchuria began in 1931 and was more or less completed in 1933. The Japanese establishment of the puppet state of Manchukuo was not recognized by many countries. While Manchuria legally may have remained part of China, for game purposes it is considered a Japanese colony worth 20 BRPs and is not considered part of China for any purposes.

81.2 CAPITALS:

81.21 HARBIN AND MUKDEN: Harbin and Mukden are both considered capitals of Manchuria. Each is a key economic area worth 10 BRPs.

81.3 MANCHURIAN GARRISON:

81.31 MANCHURIAN GARRISON: Japan must begin all scenarios with at least 45 BRPs of units (six factors of armor units; three 3-2, three 2-2 and three 1-2 infantry units; and five AAF) in Manchuria, if the units are available. The Manchurian garrison may be increased beyond this level without penalty.

A. MISSING ARMOR: If Japan ends *Storm Over Asia* with fewer than six active armor factors, it must rectify this situation as soon as possible by building the required armor units at the earliest opportunity and deploying them to Manchuria in the turn in which they are built. This expenditure takes priority over any other. Until this is done, Japan must place two infantry factors in Manchuria for each missing armor factor, subject to a reduction in Japan's Manchurian garrison requirement if Russia's Siberian garrison is below full strength (81.42B).

B. SUBSTITUTING ARMOR UNITS: Once *A World at War* begins, Japan may substitute armor units in Manchuria, provided its Manchurian garrison contains six armor factors at the end of each Japanese turn.

C. EFFECTS OF RUSSO-JAPANESE COMBAT: *Storm Over Asia* Russo-Japanese combat results modify the 30 BRP value of the Manchurian garrison needed to prevent a Russian declaration of war on Japan (81.51):

- For each +1 favoring Japan in *Storm Over Asia* Russo-Japanese combat results, the required 30 BRP value of the Manchurian garrison is reduced by one.
- For each +1 favoring Russia in *Storm Over Asia* Russo-Japanese combat results, the required 30 BRP value of the Manchurian garrison is increased by one.

Classic A World at War

In classic *A World at War*, Japan begins all scenarios with 45 BRPs of units (two 2-3 and two 1-3 armor units; three 3-2, three 2-2 and three 1-2 infantry units; and five AAF) in Manchuria. The exact unit types indicated must be present.

81.32 USE OF MANCHURIAN UNITS: Manchurian garrison units may be used without penalty, although a reduction in the size of the Manchurian garrison, including the inversion of Japanese army air units in Manchuria after their use and subsequent redeployment, permits Russia to withdraw comparable units from its Siberian garrison (81.42C) and may allow a Russian declaration of war on Japan (81.51B). The ZoC of Japanese armor units in Manchuria extends beyond the borders of Manchuria into Chinese and Korean territory.

81.33 PACIFIC SCENARIOS: In Pacific scenarios, Japan may remove 15 BRPs of units from Manchuria for use elsewhere in Summer 1941 or the turn in which war breaks out between Britain and Japan, whichever comes first. Japan may not withdraw units from Manchuria if this would allow Russia to reduce the Siberian garrison (81.42B).

81.4 SIBERIAN GARRISON:

81.41 SIBERIAN GARRISON:

A. INITIAL GARRISON LEVEL: The following units start in Siberia, based on the number of Russian military counters at the end of *Storm Over Asia*. No additional Russian units may start in Siberia:

- **No military counters:** Two 2-2 infantry units, two 1-2 infantry units, two army air factors.
- **One military counter:** An additional two army air factors.
- **Two military counters:** An additional 3-2 infantry unit, 2-2 infantry unit and 1-2 infantry unit.
- **Three or more military counters:** One 3-3 armor unit.

B. MINIMUM SIBERIAN GARRISON LEVEL: The minimum Siberian garrison level is 30 BRPs of units: one 3-3 armor unit; one 3-2, three 2-2 and three 1-2 infantry units; and four AAF. The minimum Siberian garrison level is modified as follows:

- For each +1 favoring Russia in *Storm Over Asia* Russo-Japanese combat results, the minimum BRP value of the Siberian garrison is reduced by one.
- For each +1 favoring Japan in *Storm Over Asia* Russo-Japanese combat results, the minimum 30 BRP value of the Siberian garrison is increased by one.

C. MAXIMUM SIBERIAN GARRISON LEVEL: The maximum Siberian garrison consists of 45 BRPs of units: two 3-3 armor units; two 3-2, four 2-2 and four 1-2 infantry units; and five AAF.

D. BRINGING THE RUSSIAN GARRISONS UP TO STRENGTH:

- If Russia does not have enough at start forces to meet both its European and Siberian garrison requirements, it must bring both garrisons up to their maximum levels (61.51, 81.41C) as quickly as possible, with Russian construction expenditures taking priority over any other.
- Russia decides which garrison takes priority: it may bring either the European or Siberian garrison up to its maximum level before increasing the other garrison; and may transfer units from one garrison to the other, provided the recipient garrison is still under strength.
- If Germany and Russia go to war before the Siberian garrison has reached its maximum level of 45 BRPs, Russia need not increase the Siberian garrison past its minimum level (81.41B), and may transfer excess units from Siberia to Europe (81.42).

E. ADDITIONAL UNITS: The Siberian garrison may not be reinforced by additional units beyond its maximum 45 BRPs of units until Russia has mobilized its first civilian factory. Reinforcement is subject to the restrictions set out in 81.44.

F. LOCATION: Siberian garrison units may be placed in Siberia, Mongolia and Tannu Tuva.

Classic A World at War

In classic *A World at War*, Russia begins all scenarios with 45 BRPs of units (two 3-3 armor units; two 3-2, four 2-2 and four 1-2 infantry units; and five AAF) in Siberia. The Siberian garrison may be placed in Siberia, Mongolia and Tannu Tuva.

81.42 REDUCING THE SIBERIAN GARRISON: Russia may not reduce its Siberian garrison by transferring any of its mandatory two 3-3 armor units, two 3-2, four 2-2 and four 1-2 infantry units, or five AAF to Europe until the second Allied redeployment phase after at least one of the following conditions is met. Reinforcements added to the Siberian garrison

after Russia has mobilized its first civilian factory may be transferred to Europe.

A. WAR WITH GERMANY: Russia and Germany are at war.

B. JAPANESE REDUCTION OF MANCHURIAN GARRISON: Japan reduces the size of its Manchurian garrison, which it may do at any time. The size of the Japanese Manchurian garrison is determined at the start of the Russian player turn.

- If Russia's Siberian garrison is at full strength (81.41):
 - Russia may then transfer equivalent forces of the same type from Siberia to Europe, subject to the minimum Siberian garrison requirement of 30 BRPs of units, including one Russian three-factor armor unit (81.43).
 - Armor fractions are rounded in favor of Russia: if Japan has fewer than six armor factors in Manchuria, a Russian 3-3 armor unit may be transferred to Europe.
 - The substitution of one type of Japanese unit for another is insufficient; Japan must have five uninverted AAF, six factors of armor and 18 factors of infantry in Manchuria at the end of its turn to prevent Russia from transferring forces from Siberia to Europe. Specialized units and uninverted land-based NAS are counted when determining the BRP value of the Manchurian garrison, but do not prevent Russia from transferring forces from Siberia to Europe.
 - Japan's inability to meet the Manchurian garrison requirements at the start of the war does not allow Russia to transfer units to Europe.
 - If Russia's Siberian garrison is below full strength, Japan's Manchurian garrison requirement is reduced by equivalent forces of the same type and any surplus units may be used in China. Japan must restore its Manchurian garrison to its normal level when Russia restores its Siberian garrison to its normal level.

EXAMPLE: In Spring 1941, Japan reduces the size of its Manchurian garrison by three infantry factors. Russia may transfer three infantry factors, of any type, to Europe. If Japan had removed one, two or three armor factors from its Manchurian garrison, Russia could transfer a 3-5 armor unit to Europe.

81.43 MINIMUM GARRISON REQUIREMENT: Until Russia and Japan have gone to war, Russia may not reduce the Siberian garrison to less than the required 30 BRPs of units, as modified by Russo-Japanese combat in *Storm Over Asia* (81.41B), and must keep one Russian three-factor armor unit in Siberia.

Classic A World at War

In classic *A World at War*, until Russia and Japan have gone to war, Russia may not reduce the Siberian garrison to less than 30 BRPs of units and must keep one Russian three-factor armor unit in Siberia.

81.44 REINFORCING THE SIBERIAN GARRISON: Russia may not transfer units from Europe or the Urals box to the Pacific theater, either by movement or redeployment, unless:

A. Japan has declared war on Russia; or

B. Russia has declared war on Japan or Germany, or Germany has declared war on Russia; and:

- Germany has surrendered; or
- If Germany has not surrendered, Russia controls all the hexes in Russia, eastern Poland and the Baltic States, whether or not Russia is at war with Germany. German control of Saare, the one-hex island off the coast of Estonia, does not prevent the Russian reinforcement of Siberia

81.5 DECLARATIONS OF WAR:

81.51 RESTRICTIONS:

A. JAPANESE DECLARATION OF WAR ON RUSSIA:

- Japan may not declare war on Russia before Russia is at war with Germany unless Japan had an overall advantage in *Storm Over Asia* Russo-Japanese combat. This restriction does not apply if Germany and Russia are at war.
- The BRP cost of a Japanese declaration of war on a neutral Russia is reduced by one for each Japanese +1 advantage in *Storm Over Asia* Russo-Japanese combat results.

Classic A World at War

In classic *A World at War*, Japan may not declare war on a neutral Russia.

B. RUSSIAN DECLARATION OF WAR ON JAPAN: Russia may declare war on Japan if:

- The RGT level is at least 50 and Germany and Russia are not at war, either because neither Germany nor Russia has declared war on the other or Germany has surrendered; or
- The BRP value of the Manchurian garrison is less than required by 81.31C.

Classic A World at War

In classic *A World at War*, Russia may declare war on Japan if the Manchurian garrison is less than 30 BRPs.

81.52 DETERMINING GARRISON SIZES: Inverted air units, carrier-based naval air units and naval units are not counted when determining the BRP value of the Siberian and Manchurian garrisons.

81.53 BRP COST: The BRP cost of Japanese and Russian declarations of war on the other varies:

A. JAPAN: The BRP cost of a Japanese declaration of war on Russia is the BRP value of the Siberian garrison or 35 BRPs, whichever is less. If Japan declares war on a neutral Russia, this cost is reduced by one for each Japanese +1 advantage in Russo-Japanese combat results in *Storm Over Asia* (*Storm Over Asia - A World at War* transition rule 14.32).

B. RUSSIA: The BRP cost of a Russian declaration of war on Japan is the BRP value of the Manchurian garrison or 35 BRPs, whichever is less.

81.54 RUSSO-JAPANESE WAR: For the effects of a Japanese declaration of war on a neutral Russia, see *Storm Over Asia - A World at War* transition rules 14.4-14.6 and 15.5.

Classic A World at War

In classic *A World at War*, a Japanese and Russian declaration of war on the other costs 35 BRPs.

81.6 THE URALS BOX:

81.61 THE URALS BOX: The Urals box represents that part of Russia which does not appear on either mapboard.

81.62 BASING: The Urals box has an unlimited basing capacity for Russian air units.

81.63 ENTERING THE URALS BOX: Russian units may enter the Urals box only as set out below, through the following hexes:

A. EUROPE: Any hex in Russia on the eastern edge of the European mapboard (A62-Z53).

B. PACIFIC: Any hex in Russia (A23 to F18) or Communist China (initially G18 to L15) on the western edge of the Pacific mapboard.

81.631 DURING THE MOVEMENT PHASE:

A. GROUND UNITS: By moving through one of the hexes listed in 81.63A and B.

B. AIR UNITS: By staging through one of the hexes listed in 81.63A and B.

81.632 DURING THE COMBAT PHASE:

A. ARMOR UNITS: By exploitation movement through one of the hexes listed in 81.63A and B.

81.633 DURING THE REDEPLOYMENT PHASE:

A. By TR or SR through one of the hexes listed in 81.63A and B.

81.634 AXIS UNITS PROHIBITED: European Axis and Japanese units may not enter the Urals box (EXCEPTION: Bombing - 26.462).

81.64 AIR OPERATIONS: The only offensive air operations permitted into the Urals box are Axis and Japanese bombing. Air combat between Axis or Japanese air units which are bombing the Urals box and Russian air units in the Urals box is resolved normally. For offensive operation purposes, the Urals box is considered part of the eastern front (Axis bombing) or the Asian front (Japanese bombing). Air attacks against Russian air units in the Urals box are prohibited.

81.641 BOMBING EFFECTS: For every three BRPs lost as a result of Axis or Japanese bombing or flying bomb attacks against the Urals box, the Russian construction limit is reduced by one BRP. For every one BRP lost as a result of Axis or Japanese rocket attacks against the Urals box, the Russian construction limit is reduced by one BRP. The maximum reduction in the Russian construction limit each turn is 15 BRPs.

81.65 LEAVING THE URALS BOX: Russian units in the Urals box may move or stage onto the board during the movement phase (5.77A), and may redeploy out of or through the Urals box during the redeployment phase (5.77C). Russian ground units moving out of the Urals box may enter vacant enemy-controlled hexes listed in 81.63A and B on the edge of the mapboard, provided this does not result in there being fewer Russian ground factors in the Urals box than there are European Axis and Japanese ground factors adjacent to the Urals box in the hexes listed in 81.63A and B.

81.66 AIR MISSIONS: Axis air units may not fly missions into the Urals box (EXCEPTION: Bombing - 26.462). Russian air units in the Urals box may not fly missions onto the mapboard.

81.67 GROUND ATTACKS: Ground attacks from the Urals box onto the mapboard, or from the mapboard into the Urals box, are prohibited.

81.68 ATTRITION: The Urals box and all adjacent European attrition zones are considered to be a single attrition zone. Similarly, the Urals box and all adjacent Pacific attrition zones are considered to be a single attrition zone. Axis and Japanese ground units adjacent to the Urals box may attrition, and be attritioned by, Russian ground units in the Urals box. Hex results achieved in attrition combat solely against the Urals box have no effect, nor can Russian ground units capture hexes by attrition advance from the Urals box. No offensive operations involving ground units are permitted in the Urals box.

81.7 AXIS FORCES ADJACENT TO THE URALS BOX:

81.71 RUSSIAN BRPs: For each European Axis or Japanese ground factor adjacent to the Urals box in excess of the number of Russian ground factors in the Urals box at the end of the Axis combat phase, Russia loses one BRP, up to a maximum of 15 BRPs per turn, provided Russia is at war with the European Axis or Japan, as the case may be.

81.72 RUSSIAN CONSTRUCTION: For every three Russian BRPs lost because of European Axis or Japanese ground factors adjacent to the Urals box, the Russian construction limit is reduced by one BRP, up to a maximum of 15 BRPs.

The limits on the effects of bombing and rocketing the Urals box and having Axis units adjacent to it are cumulative. The Russian construction limit may be reduced no more than 15 BRPs per turn from all three causes.