

Scenarios

Introduction

Twelve scenarios are included in *A World at War*. Which scenario you should play depends on your level of experience, the number of players at hand, the time available to play, and which part of World War II you wish to explore.

Campaign Games

The **Global War Campaign Game** is the ultimate *A World at War* scenario. It begins in Fall 1939, with the German attack on Poland, and ends only with an Axis victory or defeat, or a peace of exhaustion at the end of 1946. Every rule is used, and campaigns may be fought in every area of both mapboards. If you aren't an experienced player at the start of a Global War Campaign Game, you will be by the end of it. Courageous players may wish to dive into the deep end right away. But be warned – once you play the full game in both theaters, it's hard to go back to a smaller scenario. The Global War Campaign Game is best played by four or five players.

The **European Theater Campaign Game** and the **Pacific Theater Campaign Game** may be accurately described as half of a Global War Campaign Game. One theater or the other is abstracted, but every effort has been made to reproduce the feel of a Global War game. Obviously rules particular to only one theater are not used in the theater Campaign Games. In general, hydrophobics tend to concentrate on the European Theater, while would-be-admirals will specialize in the Pacific Theater. Of course Global War players who wish to try out a particular strategy in preparation for a Global War game may play a European or Pacific Theater game, as may dedicated Global War players who don't have the time for a Global War game or who find that some of their group are temporarily missing in action. Either Theater game can be played with two to four players.

Specialized European Scenarios

Three shorter European scenarios allow players to explore the Russian campaign (**the Barbarossa scenario**), the war in the desert (**the North Africa scenario**) and the German campaign in the Atlantic (**the Battle of the Atlantic scenario**). Each of these scenarios focuses on a particular aspect of the war, with all extraneous events removed. This allows the scenarios to be completed in one playing session. In addition, these scenarios are excellent ways for new players to learn the gaming system.

Both the Barbarossa and North Africa scenarios involve land combat, with some air interaction and virtually no naval aspects. The Barbarossa scenario features land combat on a grand scale, while the North Africa scenario has many fewer units and is therefore more suitable for beginners. The Battle of the Atlantic, in contrast, involves only submarine warfare and naval combat.

The three specialized European scenarios are best played by two players.

Pacific Battle Scenarios

If the Battle of the Atlantic scenario whetted your appetite for naval combat, you may wish to play the three Pacific battle scenarios: **Coral Sea**, **Midway** and **Leyte Gulf**. New players will quickly find out that there's more to carrier combat than trying to hit the *Bismarck's* rudder. While the naval rules are probably the most complicated in the game, they are also intuitive and easily remembered, because they come up almost every turn.

Historical Scenarios

Some players may want to just fight, without getting involved in the bookkeeping associated with research, production, mobilization and diplomacy. For these Pattons, the Historical Global War, European and Pacific scenarios are ideal. These scenarios may also appeal to players curious to see just what they could have done with (and against) the forces actually employed in the real war.

Additional Scenarios

The *A World at War* game system provides an ideal vehicle for additional scenarios. New scenarios will be posted on the *A World at War* website at

<http://aworldatwar.org>

Scenario Information

The information and special rules which apply to the various scenarios are set out below. A complete explanation of the categories of scenario information is found in rule 7.

Victory Conditions: The victory levels are set out for each scenario. Victory conditions are set out for two-sided games for all scenarios except the Global War Campaign Game, where adventuresome players may use the multi-player victory conditions instead.

Force Pools: The forces available to each major power are detailed in the force record sheets for each scenario. The following abbreviations are used:

Air: "Jets": jets; "NAS": naval air squadrons; "AAF": army air factors; "Int": interceptors; "Str B": strategic bombers; "Air T": air transports; "NAT": naval air training rate.

Military: 5-6, 4-6, 4-5, 3-5, 2-5: armor units in Europe; 3-3, 2-3, 1-3: armor units in the Pacific; 3-4: mechanized infantry units; 3-3, 2-3, 1-3: infantry units in Europe; 3-2, 2-2, 1-2: infantry units in the Pacific; 1m3, 1m2: airborne units; 1c3: commandos; "C" or "Ch": Chindits; 1n2: marines; 1p2: partisans.

See 3.11 for more information on abbreviations used in the game and 7.223 for more information on how the force record sheets are set out.

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

Campaign Games

Global War: The Global War campaign game recreates all of World War II. Whether played as a two-sided or a multi-player game, a Global War game is best played with four or five players, one playing each of the European Axis, Japan, Russia and the Western Allies (who can easily be split between two players). In a two-sided game, the Russian player should play the Chinese as well, although in a multi-player game this could ultimately create a conflict of interest. Thus, in a multi-player game the Nationalist Chinese should be controlled by the Western Allied player in the Pacific, and the Communist Chinese should be controlled by the Russian player.

European Scenario: The European theater campaign game recreates the European part of World War II. The European theater is played as a two-sided game, although it may easily be played with more than two players.

Pacific Scenario: The Pacific theater campaign game recreates the Asian-Pacific part of World War II. The Pacific theater scenario is a two-sided game, although it may be played by more than two players.

All rules apply to the Global War campaign game and both the European and Pacific scenarios unless otherwise indicated.

European Scenario: Rules which apply only to the European scenario are set apart in a single lined box.

Pacific Scenario: Rules which apply only to the Pacific scenario are set apart in a double lined box.

European and Pacific Scenarios: Rules which apply to both the European and Pacific scenarios are set apart in a triple lined box.

Research and Production: The research and production rules are used in all campaign games.

Pacific scenario:

Japan conducts research and production normally, beginning in Fall 1939.

The Western Allies conduct research and production beginning in Fall 1939, but available research points and some allocations are constrained by the demands of the European Theater. The Pacific Campaign Game Western Allied Research sheets provide the research points available each year and list the required "European" allocations. The remaining research points may be assigned as players choose, in accord with the normal research rules, including the placing of additional points in mandatory projects. Required allocations count towards project and category maxima.

Russia does not conduct research or production. Russia's combat training level increases to two in Summer 1942, and its Air Nationality DRM increases to two in Spring 1943. One shock tactics result may be used each turn beginning in Spring 1943. Heavy armor is available.

One harbor attack is considered to take place in Europe in the Allied Winter 1940 player turn, and modifies any subsequent harbor attacks in the Pacific.

Force Pools: Ground and air force pools are listed on the force pool chart for each major power. Each force pool chart lists the starting forces, initial allowable builds, fixed force pool additions, and the maximum number of additional ground units which may be added by mobilization and production.

Mobilization: Italy, Japan, Britain, Russia and the U.S. mobilize additional forces and increase their BRP base as indicated below. See also the scenario sheets for each major power and the Mobilization Record Sheet.

Duration: The Global War game begins in Fall 1939 and ends at the end of the Winter 1946 game turn or when:

A. The Axis wins a decisive victory, because:

- France, Britain and Russia are in a state of surrender; and
- Germany and Japan have not surrendered.

B. The European Axis and Japan surrender. The victory level will depend on when these surrenders occur.

European scenario:

The European scenario ends when Germany surrenders.

Pacific scenario:

The Pacific scenario ends when Japan surrenders.

Initial Situation (Europe): Germany is at war with Britain, France and Poland. Italy is neutral. Russia and the U.S. are neutral, and RGT and USAT levels are zero.

European Scenario:

USAT: The USAT level is tracked normally, with all results being implemented when indicated. Japan is considered to go to war with the U.S. in Winter 1941. This triggers a +1 status modifier for USAT in Spring 1942 and each turn thereafter.

Initial Situation (Pacific): Japan is at war with China. The U.S., Britain and Russia are neutral, and the USJT level is zero.

Pacific scenario:

USJT: The USJT level is tracked normally, with all results being implemented when indicated. The USJT level increases by two during the Axis Summer 1940 combat phase due to the Axis capture of Paris. Japan may enter French Indochina in Fall 1940 or any subsequent turn. Germany is considered to go to war with the U.S. in Winter 1941. This triggers a +1 status modifier for USJT in Spring 1942 and each turn thereafter.

Order of Deployment: Poland, Germany, Italy, France, Britain, Russia, U.S., Japan, China.

Order of Movement: During each game turn, Germany, Italy and Japan move first, moving together. The Allies, including neutral Russia, the U.S. and China, move second. The order of movement does not change in the course of the game.

Allied Unpreparedness and Pearl Harbor: The rules governing Allied unpreparedness on the first turn of a Japanese attack apply if Japan declares war on Britain or the U.S. See rule 51.

Additional Setup Information: Additional information relating to the initial setup of this scenario is found in the following rules: supply status (7.25); mapboard box restrictions (7.31); replacements (10.25); partisan placement (11.36); airbase placement (18.141); initial transport placement (20.631); initial fortifications (32.41); initial oil reserves (33.422); no YSS (35.12); RPs (41.21, 41.22, 42.16); initial codebreaking cards (48.23); DPs (49.13); initial cooperation restrictions (53); Poland (64.34); Baltic States (65.22); minor country setup (82.51, 82.92); minor countries begin with a "3-4" diplomatic result (Diplomatic Tables Introduction).

National Capabilities

The Global War campaign game BRP levels, growth rates, mobilizations, unit construction limits, basic airbases, replacements and RP and DP allocations are set out on force record sheets, together with each major power's ground, air and naval forces and space to record force pool additions from mobilization and production.

The Global War scenario cards, which contain the Naval Construction Charts and space for allowable builds, isolated units and minor country units, should be used to keep track of units which are currently in play.



Control: Germany, including East Prussia.

Research: The European Axis begins with a [+2] modifier for torpedo research. See 41.31D and the research record sheets for date restrictions on RP allocations.

Mobilization: None.

Fall 1939 Restrictions: German offensive operations (EXCEPTION: raiding - 21.5331) and attritions on the western and Mediterranean fronts are prohibited in Fall 1939 (9.91).

Initial Capabilities: Germany begins with two synthetic oil plants (33.233), up to three pocket battleships raiding at sea (21.5331) and a free one-ship harbor attack (21.442). Germany begins the game with a 10 BRP economic interest in Russia (69.11).



Control: Italy, Sicily, Sardinia, Albania, Libya, Rhodes, Ethiopia.

Deployment Limits: Three 1-3 infantry units must begin the game in Ethiopia and remain there until the outbreak of war between Italy and Britain. Italy may reinforce its Ethiopian garrison by NRing one infantry unit each turn to Ethiopia prior to the outbreak of war between Italy and Britain (88.42).

Mobilization: In Fall 1939, Italy adds 10 BRPs to its BRP base and level and adds 8 BRPs of units to its force pool (36.11B).



Control: Japan, Manchuria (Manchukuo), Korea, Taiwan (Formosa), China east of the Chinese start line, Hainan, Okinawa, Iwo Jima, Saipan, Marcus, west Caroline Islands, east Caroline Islands, Marshall Islands, Kuriles, Karafuto.

Manchurian Garrison: Two 2-3 and two 1-3 armor units; three 3-2, three 2-2 and three 1-2 infantry units; and five AAF must begin the game in Manchuria (81.3).

Pacific scenario:

Manchurian Garrison: In Summer 1941 or the turn in which war is declared between Britain and Japan (whichever comes first), Japan may remove 15 BRPs of units from Manchuria, leaving a Manchurian garrison of 30 BRPs of units. Japan must maintain a 30 BRP garrison until war is declared between Russia and Japan.

Japanese Attack on Russia: Japan may not declare war on Russia before Fall 1941.

Bridgeheads: Japan begins with bridgeheads (placed by seaborne invasions prior to Fall 1939) in Canton and Foochow.

Research: Japan begins with one torpedo result (yielding a +1 modifier), a [+0] torpedoes modifier and a [+5] air range modifier. Japanese RPs may not be assigned to submarine and port production until the 1942 YSS and may not be assigned to ASW research and ASW and transport production until the 1943 YSS.

Mobilization: Japan adds 10 BRPs to its BRP base and level and adds 20 BRPs of units to its force pool for each mobilization. The first Japanese mobilization automatically occurs in Fall 1939. Three additional Japanese mobilizations are allowed, at the rate of no more than one per turn, when the Japanese player wishes, but no later than when the USJT level reaches 10, 20 and 30 (36.11C).

Japanese NAS: All Japanese NAS constructed prior to the outbreak of war between Japan and the Western Allies are elite (17.352).

Thailand

Thailand associates with Japan when Japan declares war on Britain, provided Japan has occupied all of French Indochina on a previous turn. If Japan delays the occupation of French Indochina until after it declares war on Britain, Thailand associates with Japan in the turn following the

Japanese occupation of French Indochina. Otherwise Thailand remains neutral unless attacked. See 89.51.



Control (Europe): Britain, including Ulster, Iraq, Kuwait, Palestine, Transjordan, Egypt, Malta, Gibraltar, Cyprus, the Canadian portion of the U.S. box, the South Africa box.

Control (Asia): India, Ceylon, Burma, Malaya, Sarawak, Singapore, Hong Kong, Solomon Islands, Gilbert Islands, Ellice Islands, New Hebrides, Fiji, Australia, Samoa, Christmas, Andaman, Tonga, and the eastern half of New Guinea, the Canadian portion of the Pacific U.S. box, the Australia box, the Indian box.

Research: The Western Allies begin with a [+1] ASW modifier, a [+3] air range modifier, a [+5] radar modifier and a "9+" result for strategic bombers. See 41.31D and the research record sheets for date restrictions on RP allocations.

Mobilization: In Fall 1939, Britain adds 10 BRPs to its BRP base and level and adds 16 BRPs of units to its force pool (36.11E).

Restrictions on opening setup: Western Allied transports deploy as set out in 20.631. The British strategic bomber factor must begin the game in the Atlantic SW box (7.31). British units may not begin the game in South Africa.

Starting Transport Levels: The Western Allies begin with 40 transports, as follows: Atlantic: 15; Indian Ocean: 5; Pacific Ocean: 10; at large: 5, to be initially allocated to the Atlantic or Indian Oceans as desired; unbuilt: 5. The optimal levels necessary to avoid BRP losses are Atlantic and Indian Ocean combined: 30; Pacific Ocean: 10.

European scenario:

The Western Allies begin with 30 transports, as follows: Atlantic: 15; Indian Ocean: 5; at large: 5, to be initially allocated to the Atlantic or Indian Oceans as desired; unbuilt 5.

Pacific scenario:

The Western Allies begin with 15 transports, as follows: Indian Ocean: 5; Pacific Ocean: 10.

Initial British Forces in the Pacific Theater: Britain begins the game with one 2-3 armor unit, three 1-2 infantry units, two replacements, two AAF, a CA2 and a DD1 in the Pacific theater. These forces must remain in the Pacific theater until the outbreak of war between Britain and Japan. These units may not be voluntarily eliminated and, if lost in combat with Indian partisans, must be rebuilt and sent back to Asia, at no USAT cost.

Pacific Deployment Restrictions: Until the outbreak of war between Britain and Japan:

- British, Indian and Australian units may not end their turn in jungle-mountain hexes which do not contain a city.
- One British 2-3 armor unit, two British AAF and the Chindit (if produced) must be in India.
- Three British 1-2 infantry units must be in India, Burma, Malaya or Singapore.
- One British replacement must be in Hong Kong.
- One British replacement must be in Brunei.
- British naval units beginning in Asia must base in one or more British-controlled ports on the mapboard.
- Additional British ground, air or naval forces sent to Asia may only deploy in India, Burma, Malaya or Singapore.

Transfer of Additional Forces to the Pacific Theater: Each turn before the outbreak of war between Britain and Japan, Britain may transfer a maximum of four increments of units (each ground factor, three air squadrons or five naval factors counts as one increment) to the Pacific theater, with the following USAT effects:

- **No USAT penalty:**
 - Up to seven factors of naval units.
 - Australian and Indian units which had been deployed to Europe.
 - The Chindit.

- **USAT penalty:** For units that trigger a USAT penalty, each factor deployed on the mapboard must be balanced by deploying at least one factor or squadron of a comparable type to the India box (armor for armor; infantry for infantry; AAF for AAF; NAS for NAS; naval factors for naval factors).
 - Additional naval factors (-1 for every five naval factors (round up) in excess of the 10-factor limit)
 - British, Canadian or South African ground or air factors (-1 USAT for each factor).

Pacific scenario:

The transfer of additional British forces (other than those specifically listed in a scenario rule) to the Pacific theater is prohibited in the Pacific scenario. British units may not be produced until Britain is at war with Japan.

Additional British forces may not begin the game in Asia.

Pacific scenario:

Attacks at Low Odds: British and Indian units may not participate in ground combat at less than 1:1 odds until 1944.

European scenario:

Pacific BRPs: Britain receives 40 BRPs for its Asian colonies in the 1940 and 1941 YSS. In Winter 1941, Britain deducts 7 BRPs for the loss of Hong Kong, Malaya, Singapore and Burma; and the British resistance level is reduced by one for the loss of Singapore. Britain receives 10 BRPs for Dacca and Calcutta in the 1942 and each subsequent YSS.

Pacific Unit Construction: Starting in Spring 1941, Britain must spend three BRPs per turn to bring the Australian force pool up to full strength before Japan attacks and then to replace Australian and Indian units lost in combat in the Pacific theater. These construction costs are mandatory and count against the British construction limit. For each turn Britain is unable to meet this requirement because its construction limit is too low, Japan's surrender is considered to be delayed by one turn, up to a maximum delay of two turns. All Australian and Indian units in the Pacific theater are considered to be built when determining the British resistance level.

Indian Ocean Transports: Three Indian Ocean transports are inverted at the start of each Allied player turn to reflect the use of Indian Ocean transports to ship oil and units to India. The Western Allies must maintain at least five transports in the Indian Ocean; if Axis air or naval attacks reduce the number of Indian Ocean transports below five, the Western Allies must replace the missing Indian Ocean transports before building Atlantic transports. This requirement does not prevent the Western Allies from putting more than five transports in the Indian Ocean.

Pacific scenario:

British BRPs: Britain does not track BRP expenditures. Britain may not grant BRPs.

Construction Limit: The British unit construction limit increases throughout the scenario as follows: 1939-1943: 6; 1944: 12; 1945-1946: no limit. British, Indian, and any Australian unit construction not funded with a U.S. grant all count against the British construction limit.

British Unit Construction: British infantry, armor and air units (inverted) are placed in the India box in the turn in which they are constructed and may not leave the India box until the following turn. One Indian Ocean transport is required for every five British factors constructed (round up).

Naval Builds and Repairs: Construction of British naval units is not permitted. Damaged naval units may be repaired in the Australian or American shipyards.

Indian Ocean Transports: Two Indian Ocean transports are inverted at the start of the Allied player turn to reflect the use of Indian Ocean transports in Europe.

Transfers Between Theaters: Certain transfers of ground, air, and naval units between theaters are assumed in the single-theater campaign scenarios. These transfers into or out of a theater supplement the force pool additions shown on the force pool charts.

European scenario:

Naval Withdrawals: Britain must deploy the following ships, which are listed by factor and type, to the Indian Ocean SW box before the end of the indicated turns. These represent the historical transfer of ships to the Pacific theater. If an undamaged British ship of the required type is not available for transfer to the Far East, twice as many factors of undamaged Western Allied naval factors must be transferred instead. Transferred naval units may not return to the European mapboard.

- **Summer 1941:** BB4 (fast), BC3 (both these ships are eliminated at the start of the Axis Winter 1941 player turn)
- **Winter 1941:** 2 CVL, 4 NAS, 5 BB3, CA2, DD1

Use Against Raiders: British ships transferred to the Far East may be used to combat Axis raiders in the Indian Ocean (EXCEPTION: The ships transferred in Summer 1941 may be used to combat Axis Indian Ocean raiders only during the Axis Fall 1941 player turn, as they were sunk during the Japanese Winter 1941 player turn).

Replacement of Lost and Damaged Naval Units: Naval units transferred to the Far East which are lost or damaged in combat with Axis Indian Ocean raiders or removed by surrender must be replaced in the next Allied player turn.

Penalties: For each turn the Western Allies fail to transfer the required naval units or their substitutes to the Far East or to replace losses, Japan's surrender is considered to be delayed by one turn, up to a maximum delay of two turns.

Pacific scenario:

Naval Transfers: Historically, Britain transferred naval units between the European and Pacific theaters. British naval units transferred to the Pacific theater are placed in the India box at the end of the Allied player turn. British BB3s that are withdrawn must move or redeploy to the India box in the turn indicated. If insufficient BB3s are available, the Allied player may select other ships of at least an equal value in factors. Damaged ships may be withdrawn, but count only half the usual number of factors; additional ships must be withdrawn to make up the required number of factors.

- **USJT 20:** BB4 (fast), BC3
- **USJT 50:** 2 CVL, 4 NAS, 5 BB3, CA2, DD1
- **Winter 1942:** add BB4 (fast)
- **Spring 1943:** withdraw 4 BB3
- **Winter 1943:** add BB4 (fast), BC3, CA10, DD6
- **Spring 1944:** withdraw 1 BB3
- **Winter 1944:** add 4 CVL, 8 NAS, 2 BB4 (fast), 2 BB4 (slow), CA2

Air and Ground Unit Transfers: British ground and air units transferred to the Pacific theater are placed in the India box at the end of the Allied player turn indicated. If lost, these units may be rebuilt.

- **Winter 1942:** add 1 AAF, one 3-2 infantry
- **Winter 1943:** add 1 AAF
- **Winter 1944:** add 1 AAF, one 3-2 infantry
- **Winter 1945:** add 1 AAF

Canada

Canada is part of the British Commonwealth and has its own units. Canada is worth 10 BRPs. The Canadian BRPs are included in the British base and contribute to the British construction limit.

Canadian Forces: Canada begins the game with one 3-4 infantry unit in the Atlantic U.S. box. This unit may be NRed to Europe in Fall 1939. One 3-4 infantry unit is added, unbuilt, to the Canadian force pool in Fall 1940. One 4-5 armor unit is added, unbuilt, to the Canadian force pool in Spring 1941. No additional Canadian units may be mobilized or produced.

South Africa

South Africa is part of the British Commonwealth and has its own units. These include African units which are considered South African for game purposes only. South Africa is worth 10 BRPs. The South African BRPs are included in the British base and contribute to the British construction limit.

South African Forces: South Africa begins the game with one 3-4 infantry unit and three 1-3 infantry units in the South Africa box. These units may be

NRed to Europe in Fall 1939. No additional South African units may be mobilized or produced.

Australia

Australia is part of the British Commonwealth and has its own units. The Australia box is worth 10 BRPs and is counted as part of the British BRP base.

Australian Forces: Australia begins the game with one 2-2 and three 1-2 infantry units, CA4 and DD2. Two AAF, two 2-2 infantry units and one 1-2 infantry unit are added, unbuilt, to the Australian force pool in Fall 1940. Western Allied military production may be used to increase the Australian infantry force pool (42.332B).

Use of Australian Units in Europe: Australian units may be employed in Europe as set out below. Australian units that are eliminated may be rebuilt using British BRPs and NRed to Europe, and are counted when determining British resistance level calculations until they are rebuilt. The NR of Australian units to Europe requires the use of an Indian Ocean transport. Australian units are restricted to the Mediterranean front and Ethiopia.

- Fall 1939: one Australian 1-3 infantry unit may be NRed to Europe.
- Fall 1940 or thereafter: one Australian 2-3 infantry unit may be constructed by Britain and NRed to Europe.

European scenario:

- Fall 1941: both Australian units must return to the Pacific theater; if unable to do so, these units must be voluntarily eliminated and rebuilt at double the normal BRP construction cost (27.13A). If these units are unbuilt, they must be built by Britain.
- After Fall 1941, no Australian units may be used in Europe.

Pacific scenario:

- Although two Australian infantry units may be used in Europe, they would deploy back to the Pacific before the Japanese attack (as indicated by rising USJT or the occupation of French Indochina). Thus they are assumed to always be available in the Pacific theater.

Australian Unit Construction: Australian unit construction is limited to nine BRPs per turn, including infantry (at most three BRPs), air (at most three BRPs) and shipbuilding (71.15).

Australian Shipbuilding: Australia begins with one shipbuilding point; this may be increased by production. Australian destroyers and Australian cruisers may be constructed in Australia; any Western Allied naval units may be repaired in Australia. No more than two Australian destroyer factors and two Australian CA2s may be in play at any time. Australian naval units must remain in the Pacific theater.

Geographical Restrictions: Australian units are placed in Australia at the start of the game and are subject to the deployment limits set out in the table below until war breaks out between Britain and Japan. Until the outbreak of war between Britain and Japan, Australian units may not end their turn in jungle/mountain hexes that do not contain a city. Once war breaks out between Britain and Japan, the restriction in 71.14 (no more than one two-factor and one one-factor infantry unit in Europe) continues to apply, but Australian units may deploy and operate without restriction in the Pacific theater.

Australian Deployment Limits			
	Australia	British possessions on the Pacific front	Europe, Burma, Malaya and Singapore
Minimum	4	0	0
Maximum	10	6	3

Deployment limits refer to the number of Australian infantry factors. The two Australian AAF and six Australian fleet factors must remain in Australia until the outbreak of war between Britain and Japan.

India

India is part of the British Commonwealth and has its own units. The India box is worth 10 BRPs and is counted as part of the British BRP base. Calcutta and Dacca are each worth five BRPs and are treated as British colonies.

Indian Forces: India begins the game with four 2-2 and four 1-2 infantry units. Western Allied military production may be used to increase the Indian infantry force pool (42.332B).

Use in Europe Limited: In Fall 1939, one Indian 2-2 and one Indian 1-2 infantry unit may be NRed to Europe using an Indian Ocean transport; the other Indian infantry factors must remain in Asia. Indian units sent to Europe may be replaced if lost, provided no more than one Indian 2-2 and one Indian 1-2 infantry unit are in Europe at the same time. Indian units are restricted to the Mediterranean front and Ethiopia.

European and Pacific scenarios:

In the European and Pacific scenarios, one Indian 2-2 and one Indian 1-2 infantry unit remain in the European theater for the entire game. These units are already present in the European scenario force pool and not present in the Pacific scenario force pool.

Indian Unit Construction: Indian unit construction is limited to three BRPs per turn (72.16).

Geographical Restrictions: Indian units are placed on the Pacific mapboard at the start of the game and are subject to the deployment limits set out in the table below until war breaks out between Britain and Japan. Until the outbreak of war between Britain and Japan, Indian units may not end their turn in jungle/mountain hexes that do not contain a city. Once war breaks out between Britain and Japan, the restriction in 72.14 (no more than one two-factor and one one-factor infantry unit in Europe) continues to apply, but Indian units may deploy and operate without restriction in the Southeast Asian front of the Pacific theater.

Indian Deployment Limits			
	India	Burma, Malaya and Singapore	Europe
Minimum	4	0	0
Maximum	12	5	3

Deployment limits refer to the number of Indian infantry factors. Indian units are restricted to the Southeast Asian front, including the India box.

Ceylon: Ceylon is considered to be part of India for all purposes.

Pacific scenario:

Attacks at Low Odds: British and Indian units may not participate in ground combat at less than 1:1 odds until 1944.

Dutch East Indies

The Dutch East Indies are an independent minor country that associates with Britain in the second Allied player turn following the outbreak of war between Britain and Japan (89.2). The Dutch have the following forces:

	1-2	AAF	CA	DD
Dutch East Indies	3	1	1	1

Until the outbreak of war between Britain and Japan:

- The three Dutch 1-2 infantry units must remain in Batavia, Palembang and Balikpapan, respectively.
- The Dutch AAF and navy must be based in Batavia, Palembang or Balikpapan, and are free to move between these cities.

Western Allied units may not enter the Dutch East Indies until the second Allied player turn following the outbreak of war between Britain and Japan.



Control: France, including Corsica, Tunisia, Algeria, Morocco, Lebanon-Syria, French Indochina, New Caledonia, Wallis Island, Society Islands.

Deployment Limits: One 1-3 infantry unit must remain in Lebanon-Syria and two 1-3 infantry units must remain in French North Africa or Libya. These units may not enter France. French units are not allowed in the Pacific theater.

Mobilization: None.



Control: Hawaiian Islands, Johnston, Midway, Wake, Guam, Philippines, Alaska, American Samoa and the Atlantic and Pacific U.S. boxes.

Deployment Limits (Europe): Two 3-4 infantry units, six replacements and one strategic bomber factor begin the game in the Atlantic U.S. box and must remain there until war breaks out between the U.S. and Germany.

European scenario:

These units constitute the initial American force pool in a European scenario.

Deployment Limits (Asia): U.S. forces must remain in the following locations until war breaks out between the U.S. and Japan, unless otherwise allowed by the USJT level:

- Pearl Harbor: One 2-2 infantry unit, one 1-2 infantry unit and one AAF.
- Philippines: Three 1-2 infantry units and two Filipino 1-2 infantry units. These one-factor units may not stack together.
- Midway: One NAS.
- U.S. box (Pacific): One 2-2 infantry unit, one 1-2 infantry unit, two 1-2 marine units, six replacements, four AAF, eight NAS and one air transport factor.
- Pacific Fleet: Nine NAS.

Pacific scenario:

These units constitute the initial American force pool in a Pacific scenario.

Additional units may be deployed to the Pacific as allowed by the USJT level.

The *Yorktown* (which begins in the Atlantic fleet) and American naval units launched after the start of the game may be assigned to either the Atlantic fleet or the Pacific fleet. Carriers in the Pacific fleet must be assigned to carrier TFs (51.223) until the U.S. is at war with Japan. Transfers between the Atlantic and Pacific fleets are restricted until the U.S. is at war in both theaters (51.2).

European Scenario:

The *Yorktown*, *Wasp*, *Washington*, *Indiana*, and *Massachusetts* are considered transferred to the Pacific and are not present in the European scenario.

American submarines: Prior to the outbreak of war, the U.S. may base its submarines in the Pacific U.S. box, Pearl Harbor, Manila or any combination of the three locations.

Research: The Western Allies begin with a [+1] ASW modifier, a [+3] air range modifier, a [+5] radar modifier and a "9+" result for strategic bombers. See 41.31D and the research record sheets for date restrictions on RP allocations.

European scenario:

RP Allotments: The U.S. receives one additional RP in the 1941 YSS, three additional RPs in the 1942 YSS, and five additional RPs in the 1943 and each subsequent YSS, to reflect RPs from the Pacific.

DP Allotments: 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.

Production: The U.S. may not produce marines.

Pacific scenario:

American BRPs: The U.S. does not track BRP expenditures. All U.S. shipbuilding is maximally accelerated once the U.S. is at war with Japan.

BRP Grants: While the U.S. is neutral, BRP grants to China are limited to 3 BRPs/turn in addition to any USJT limits. The U.S. may not grant BRPs to China via the Atlantic (40.82C). The U.S. may grant BRPs to Australia and India (via the Pacific only) for unit construction (40.244C,D).

Mobilizations: The U.S. adds 25 BRPs to its BRP base and level and adds 20 BRPs of units to its force pool for each mobilization. The U.S. mobilizes

12 times in each theatre, starting when the USAT and USJT levels reach 10. See 36.11G for details.

European scenario:

In the European scenario, U.S. mobilizations occur as determined by the USAT level. For each mobilization, the U.S. adds 25 BRPs to its BRP base and level and adds 20 BRPs of units to its force pool except as follows:

- When the U.S. mobilizes at USAT level 10, the U.S. increases its shipbuilding level by one and otherwise adds no units to its force pool, as any ground and air units mobilized are considered to go to the Pacific theater.
- In Winter 1942, the U.S. mobilizes 15 BRPs of ground and air units. These represent forces that are mobilized from an American mobilization in the Pacific theater.

Pacific scenario:

In the Pacific scenario, U.S. mobilizations occur as determined by the USJT level. For each mobilization, the U.S. adds 20 BRPs of units to its force pool except as follows:

- In Summer 1940, the U.S. mobilizes 15 BRPs of ground and air units. These represent forces that are mobilized from an American mobilization in the European theater.
- When the U.S. mobilizes in Winter 1942, the U.S. may only mobilize 5 BRPs of units, as the remaining 15 BRPs of mobilized units are considered to go to the European theater.

European and Pacific scenarios:

The United States used shipbuilding in one theater to build ships that were used in the other theater:

- From Fall 1939 to Summer 1940, one Atlantic heavy shipbuilding point is used for Pacific shipbuilding.
- From Fall 1940 to Summer 1941, two Atlantic heavy shipbuilding points are used for Pacific shipbuilding.
- From Fall 1941 onwards, three Atlantic heavy shipbuilding points are used for Pacific shipbuilding.
- From Spring 1941 to Winter 1941, one Pacific light shipbuilding point is used for Atlantic shipbuilding.
- From Spring 1942 onwards, two Pacific light shipbuilding points are used for Atlantic shipbuilding.

In European scenarios:

- In turns when Atlantic shipbuilding points are used for Pacific shipbuilding, the U.S. deducts three BRPs for each shipbuilding point so used but may not use the shipbuilding point.
- In turns when Pacific shipbuilding points are used for Atlantic shipbuilding, the U.S. may use the shipbuilding points at no U.S. BRP cost. Each transport constructed with Pacific shipbuilding points counts three BRPs towards any cash and carry or lend lease limits (27.7322). The Pacific shipbuilding rate cannot be increased.

In Pacific scenarios:

- In turns when Atlantic shipbuilding points are used for Pacific shipbuilding, the U.S. may use those shipbuilding points. Ships laid down with Atlantic shipbuilding points are placed in the Atlantic shipyard, and Atlantic shipbuilding points must be used to continue construction. The ships are eventually launched into the Atlantic U.S. box, and may redeploy or base change to the Pacific. The Atlantic shipbuilding rate cannot be increased.
- In turns when Pacific shipbuilding points are used for Atlantic shipbuilding, the U.S. may not use the shipbuilding points in the Pacific. The shipbuilding points count as being used to build one-factor "light" naval units for the European theater, and count against the one-half of the Pacific shipbuilding points that may be used for such ships.

European scenario:

American Carrier Construction and Use: The U.S. may begin the construction of one American fast carrier of any type for each fast carrier laid down by the Axis (one fast carrier for each German or Italian fast carrier placed on the German or Italian Naval Construction Charts – 27.733). Only American fast carriers built in the American Atlantic shipyards may be used in the European theater until after Japan surrenders.

American CVE Construction: The U.S. may build four American CVEs per turn (17.356).

American Naval Air Training: The American naval air training rate at the start of a European scenario is 0. This may be increased by the investment of RPs in production (17.356).

Transfers Between Theaters: Certain transfers of ground, air, and naval units between theaters are assumed in the single-theater campaign scenarios. These transfers into or out of a theater supplement the force pool additions shown on the force pool charts.

European scenario:

Forces available after a Japanese surrender (57.8): Japan is considered to surrender in Spring 1946. Japan's surrender is accelerated by one turn for each atomic bomb used against Japan by the indicated date, as follows: one atomic bomb: Winter 1945; two atomic bombs: Fall 1945; three atomic bombs: Summer 1945; and so on. In each of the three Allied player turns following Japan's surrender, the following units may be redeployed from the Pacific U.S. box to the Atlantic U.S. box, for use in Europe:

- Ten AAF (for a total of 30 AAF)
- Two 1-3 marine units (for a total of six 1-3 marine units)
- Three 3-4 infantry units (for a total of nine 3-4 infantry units)
- Three CVs, including their naval air component, two 4-factor battleships and three destroyer factors (for a total of nine CVs with their naval air component, six 4-factor battleships and nine destroyer factors).

Pacific scenario:

ASW: The U.S. begins with two ASW (one built, one unbuilt) earmarked for Europe as soon as USAT allow them to be deployed to the Atlantic SW box. Normally the ASW will be needed in Europe before the U.S. is at war in the Pacific, but could be temporarily used in the Pacific or Indian Ocean SW boxes if Japan attacks early. If the ASW are transferred to the Pacific, they must be returned to Europe in 1941. ASW are added or withdrawn during the construction (unbuilt ASW) or redeployment (built ASW) phase.

- **USJT 50 (if Spring 1941 or earlier):** add 2 ASW (one built, one unbuilt)
- **Summer 1941:** withdraw 1 ASW if transferred from ETO (built)
- **Fall 1941:** withdraw 1 ASW if transferred from ETO (built or unbuilt)

Interceptors: As Germany's air defenses collapse, interceptors are freed up for use in the Pacific. These interceptors are added to the Pacific or Indian Ocean SW boxes during the redeployment phase.

- **Spring 1945:** add 5 interceptors

Philippines

The Philippines are an American associated minor country worth 10 BRPs. The BRPs for the Philippines are included in the American Fall 1939 BRP total of 160 BRPs. Filipino forces (two 1-2 infantry units) begin the game in the Philippines (89.4).



Industrial Centers (ICs): One in each of Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov and Gorki. Each IC is worth 10 BRPs in 1939. The first three ICs added through mobilization must be placed in Kuibyshev, Magnitogorsk and Sverdlovsk, in that order, if possible.

Control: Russia, Mongolia, Tannu Tuva, Northern Sakhalin, Kamchatka, the Urals box.

Deployment Limits: Of the starting Russian European naval forces, at least six naval factors must start in both Leningrad and the Black Sea. Naval units may not begin in the Caspian Sea.

Mobilizations: For each mobilization, Russia adds one IC; in peacetime adding 20 BRPs of units to its force pool in two 10-BRP increments; in wartime adding 20 BRPs of units to its force pool in one turn. Russia mobilizes five times, starting when the RGT level reaches 10. See 36.11D for details.

Siberian Garrison: Two 3-3 armor units; two 3-2, four 2-2 and four 1-2 infantry units; and five AAF begin the game in Siberia (81.4). CA6 and DD3 begin the game in Vladivostok.

European scenario:

Siberian Transfer: Russia begins the game with one 3-5 armor unit, two 3-3 infantry units and one AAF in the Urals box. Russia may SR these units onto the European mapboard during the Russian Fall 1941 redeployment phase. These units are included on the European Russian force pool chart.

Siberian BRP Grants: The U.S. may grant up to 10 BRPs per turn to Russia via Siberia if it first constructs the Alaska highway (40.7). The capacity is reduced to 5 BRPs per turn from Summer 1945, when Russia attacks Japan, until the turn after Japan surrenders (Fall 1945, or later, depending on Western Allied actions - see above under Britain and the United States). Both the cost of building the Alaska highway and the cost of the BRP grants themselves come off the U.S. European BRP total. Transports in the Pacific SW box are assumed to be available as needed.

Pacific scenario:

Russian Attack on Japan: Russia may declare war on Japan in Summer 1945, but not before, regardless of the relative sizes of the Siberian and Manchurian garrisons.

Russian BRPs: Russia does not track BRP expenditures.

Unit Construction: Russia may construct up to six BRPs of ground and/or air units in Siberia each turn.

Siberian Garrison and Reinforcements: One 3-3 armor unit, two 3-2 infantry units, and 1 AAF are sent from the Siberian garrison to Europe in response to the German attack; these units are not included on the Pacific Russian force pool chart. Regardless of when war breaks out between Russia and Japan, Russia's Siberian forces are increased by three BRPs of units each turn in 1943 and six BRPs of units each turn in 1944 and thereafter. These increases may be accumulated for one turn to permit the use of 4-3 and 5-3 armor units. These additional units are placed in the Urals box, do not count against the Russian Siberian construction limit, and may move or redeploy onto the Pacific mapboard in the turn in which they are placed. Naval units, jets, and strategic bombers may not be taken as reinforcements.

**Nationalist China**

Control: China west of the Chinese Start Line, except for Communist China.

Mobilization: None.

Flying Tigers: Nationalist China adds one Flying Tiger AAF to its force pool when the USJT level reaches 20 and adds a second Flying Tiger AAF to its force pool when the USJT level reaches 35.

Communist China

Communist China is a minor country independently at war with Japan. Communist China becomes a Russian minor ally when war breaks out between Russia and Japan (85.6).

Victory Conditions (Two-sided Game)

The victory levels for the Global War game are determined by comparing the victory levels in both theaters, which in turn depend on when the European Axis and Japan surrender, as set out below. In a two-sided game, the Axis and the Allies win or lose as a team.

Global War Campaign Game		
Victory Conditions		
European Axis Victory Level	Turn of Axis surrender	Japanese Victory Level
-6	Winter 1943 or earlier	-5
-5	Spring 1944	-5
-4	Summer 1944	-5
-3	Fall 1944	-4
-2	Winter 1944	-3
-1	Spring 1945	-2
0	Summer 1945	-1
+1	Fall 1945	0
+2	Winter 1945	+1
+3	Spring 1946	+2
+4	Summer 1946	+3
+5	Fall 1946	+4
+6	Winter 1946	+5
+7	Unconquered	+6

The value of an Allied victory depends on if and when the European Axis and Japan surrender. “-” results favor the Allies and “+” results favor the Axis. The maximum victory level either side may achieve in the European theater is +7 or -6, and the maximum victory level either side may achieve in the Pacific theater is +6 or -5. The overall victory level is determined by comparing the results in both theaters.

EXAMPLE: The European Axis surrender in Spring 1945, giving the Allies a -1 victory in Europe. Japan surrenders in Summer 1946, giving the Axis a +3 victory in the Pacific. The Axis win an overall +2 victory.

European scenario:

Victory conditions are determined according to the number of turns played before Germany and Italy surrender.

The victory level of the European Axis is increased by one for each turn Japan’s surrender is delayed past its historic Fall 1945 date, up to a maximum possible delay of four turns.

Pacific scenario:

Victory conditions are determined according to the number of turns played before Japan surrenders.

Victory Conditions (Multi-player Game)

In a multi-player game, only one major power alliance will be the ultimate winner. If the Axis, according to the turn in which the European Axis and Japan surrender, attain a higher victory level than the Allies, the victory levels of the European Axis and Japan are then compared to determine the ultimate winner.

If the Allies attain a higher victory level than both the European Axis and Japan, the number of victory points obtained by the Western Allies and Russia after the war ends is used to determine the ultimate winner.

Victory Points: Allied victory points (VPs) in a multi-player Global War game are obtained in two ways: by controlling objectives and by their level of atomic research.

Objectives: Each objective controlled by the Western Allies and Russia is worth one victory point.

Disputed Objectives: When the remaining European Axis major power or Japan surrenders, its units are removed from the board. The control of objectives still held by the remaining European Axis major power or Japan when they surrender is resolved by one of the two following methods (players should agree on which method is to be used before the game begins):

A. All objectives still controlled by the conquered Axis power come under control of whichever Allied player occupies them first. If both the Western Allies and Russia can reach an uncontrolled objective in the same turn, control goes to whoever is closer. For this purpose, an armor unit two hexes from an objective is considered to be the same distance away from the objective as an infantry unit one hex away. If opposing units are an equal distance from an uncontrolled objective, the objective goes to whichever side has the more powerful units nearest the objective (further ties are broken by a die roll).

B. The Western Allies and the Russians fight over disputed objectives. Open conflict over objectives is not permitted until all Axis major powers have surrendered, after which the game continues as a war between the Western Allies and Russia. The game then ends when one side or the other acquires sufficient victory points to achieve a 10 level victory.

Atomic research: Both sides receive VPs for atomic research as follows:

- 1 VP For each atomic general research breakthrough.
- 1 VP If a controlled reaction has been achieved.
- 1 VP If uranium separation has been successfully researched.
- 1 VP If plutonium production has been successfully researched.
- 1 VP If a triggering mechanism has been developed.
- 2 VPs If the atomic bomb has been successfully researched.
- 1 VP For each atomic bomb which has been used.

Global War Campaign Game		
Multi-Player Victory Conditions		
Western Allied VPs	VL	Russian VPs
70 or more	10	30 or more
68	9	29
66	8	28
64	7	27
62	6	26
60	5	25
58	4	24
56	3	23
54	2	22
52	1	21
50	0	20

VL = victory level. Numbers in the left and right columns refer to the number of victory points obtained by the Western Allies (including Nationalist China) and Russia (including Communist China) when the game ends.

Barbarossa Scenario

Introduction: The Barbarossa scenario simulates the battle of annihilation which took place on the Russian front from Summer 1941 through Winter 1943. It is a two-player scenario which uses the eastern half of the European mapboard, utilizing mostly the eastern front. The Pacific mapboard is not used.

Rules Used: The scenario uses only the rules relating to ground and air movement and combat (Sections 1-19), unit construction (27), redeployment (28), hex control (29), supply (30), bridgeheads (31), fortifications (32), oil (33), weather (34), the Year Start Sequence (35), industrial centers (37), spending limits (39), BRP grants (40), Russian surrender (60), and minor allies (85). No naval rules are used, although sea supply (30.33) and sea transport (21.43) are possible.

Research and Production: The research and production rules are not used. Various research and production results, including the addition of both German and Russian units, are factored into the game.

Forces: The forces listed below show the appearance and disappearance of units as the campaign unfolded.

Russian mobilizations: The addition of ICs and units from Russia's mobilizations are fixed (the first Russian mobilization is deemed to have occurred in Fall 1940).

Siberian transfer: Russia places one 3-5 armor unit, two 3-3 infantry units and one AAF in the Urals box during the Fall 1941 Russian redeployment phase. Russia may SR these units onto the mapboard immediately.

Withdrawal of German units: German units which are withdrawn in Spring 1943 must be redeployed to France no later than the turn indicated. If unbuilt, they must be paid for before being redeployed. If on the mapboard and unable to redeploy, they must be voluntarily eliminated and rebuilt at double the normal BRP cost.

Naval activities: Naval activities are restricted as follows:

- Germany may trace supply to Finland and may sea transport or navally redeploy ground units to Helsinki, up to the five-factor limit on German factors in and supplied through Finland.
- Russia may provide sea supply to Sevastopol provided Batum is fully supplied by Russia and the Axis do not have an air superiority of five or more uninverted Axis AAF within range of either Sevastopol or Batum. Axis AAF are offset by uninverted Russia AAF within range of either Sevastopol or Batum, on a 1:1 basis.
- No other naval activities are permitted.

Naval Capabilities			
Baltic Sea		Black Sea	
Axis	Russia	Axis	Russia
DD6	DD2	DD2	DD4
The level of naval capabilities is given in terms of destroyer factors. Russia may trace sea supply through Caspian Sea hexes, but may not conduct other naval activities in the Caspian Sea. If Russia loses all its Baltic or Black Sea ports, it loses its naval capabilities in that area for the remainder of the scenario.			

Opposing Naval Activities: Air units may intercept enemy naval activities in the same manner as they intercept air transport missions (18.62). The moving player may protect the naval activity by counter-intercepting the intercepting air units (18.622). After any air combat resulting from counter-interception is resolved, any intercepting air units that were not eliminated or forced to abort may attack the naval activity by making a single air combat dice roll. On any result other than "0", the naval activity fails. If the number before the slash in the result is "0", any ground or air units being carried are returned to their base of origin; otherwise they are eliminated. (This is similar to the effect on ground units described in 18.624.) A side's naval capabilities are not reduced by a failed mission.

Duration: The scenario begins in Summer 1941 and ends at the end of the Russian Winter 1941, Winter 1942, or Winter 1943 player turn (as determined before the scenario begins) or when:

- Russia surrenders (an Axis decisive victory).
- Russia gains control of Ploesti or Berlin (a Russian decisive victory).

Initial Situation: Germany is at war with Russia. Hungary and Rumania are allied to Germany; Finland is associated with Germany; Germany has

achieved a "5-6" diplomatic result for Spain. Germany has conquered Greece and Yugoslavia. Some Italian units participate in the Axis attack.

Russian Garrison Requirements: Russia may deploy its units freely with the following exceptions:

- Ten Russian 2-3 infantry units, four Russian 3-3 infantry units and six Russian 3-5 armor units must end their turn within four hexes of an Axis-controlled east Prussian, Baltic or Polish hex, or an Axis-controlled or neutral Rumanian hex, or within two hexes of an Axis-controlled or neutral Finnish hex.
- 15 Russian AAF must end their turn within three hexes of an Axis-controlled east Prussian, Baltic or Polish hex.

These requirements do not apply to Russian ground and air units in excess of the above amounts, including Russian one-factor infantry or airborne units.

Russian Unpreparedness: In Summer 1941:

- 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 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.
- During the Axis player turn, Russian air units have their Air Nationality DRM reduced by one.
- During the Russian player turn following the Axis attack, Russian armor units have a movement factor of two and Russian infantry units have a movement factor of one. Russian specialized units move normally.

Control: Germany controls all hexes west of the Nazi-Soviet pact line. Russia controls all Russian hexes, eastern Poland, the Baltic States, Bessarabia and the Finnish border hexes.

Order of Deployment: Russia places a fort, then Germany sets up, followed by Russia. There is no limit to the number of German units which may set up in Rumania and Hungary. German units may not begin the game in Finland. Rumanian and Hungarian infantry units may not begin the game in Poland.

Order of Movement: Germany moves first and Russia moves second throughout the scenario.

Declarations of War: Neither side may declare war against Sweden, Turkey or any other minor countries.

Finland: No more than five Axis naval/ground/air factors may enter or trace supply through Finland. No more than one Axis armor unit is permitted. Finnish units do not count against this limit.

Persia: The Persian route is opened in the Spring 1942 Allied unit construction phase. Russia may trace supply and receive BRP grants through Persia in Summer 1942 and thereafter. Russian units may enter Persia during the Russian Spring 1942 redeployment phase. Both Russian and Axis units may enter Persia from Russia in Summer 1942 and thereafter. No Western Allied units take part in this scenario.



German Forces							
	AAF	Air T	4-6	5-6	1-3	3-3	Im3
Start	[33]	[1]	[12]		[3]	[20]	[1]
Sp42	3[36]						1[2]
Sp43	-10[26]		-1[11]	1[1]		-2[18]	

Germany has six replacements. Arriving units are built in the construction phase. Departing units are removed in the redeployment phase.

Other German Capabilities			
	Forts/RHs	Airbases	Con. Limit
Start		4	40
Sp42	1	4	40
Sp43		3	40

The number in the "Forts/RHs" column is the number of forts or railheads which may be constructed by Germany (for a total of one by the end of the game). Germany may choose between the placement of a fort or a railhead as indicated. Once a fort or railhead is placed, the German player may not reverse the decision.

Germany automatically achieves two winter preparation results at the end of any winter turn in which Germany is at war with Russia and had ground forces in the Russian winter zone (34.442A).

Italian and Minor Country Forces					
	2-3	1-3	2-5	AAF	Airbase
Italy	1	1	1	1	1
Hungary	1	6		1	
Rumania	2	6		1	
Finland	5			1	
Spain	1				

Italian air and armor may not conduct offensive operations on the eastern front, but can defend normally, including flying defensive air support (9.93).

Hungary and Rumania are German minor allies; Finland associates with Germany in Summer 1941; the Spanish volunteer is aiding in the Axis crusade against Bolshevism.

All Italian forces are removed from play at the end of the Summer 1943 Russian player turn.

The Spanish unit cannot be re-built if eliminated. If still available, it must be redeployed to Spain in Fall 1943.

BRPs: German BRPs are not tracked in this scenario. Germany may spend 40 BRPs per turn on unit construction, including the placement of forts and railheads. BRP losses from partisans are ignored.

Oil: German oil usage is not tracked in this scenario.

Construction: German units must be built in Germany and redeployed to the Russian front. When the 5-6 armor, forts, and railheads are gained they must be constructed before they can be used.

Italian units may be rebuilt at no BRP cost in Italy and SRed to the eastern front normally.

One Hungarian, Rumanian and Finnish infantry unit may be rebuilt each turn at no BRP cost. The construction of Hungarian, Rumanian and Finnish air units requires the expenditure of German BRPs and counts against the German construction limit. The Spanish unit may not be rebuilt if lost.

Russian Forces and Nationality Modifiers										
	AAF	Air T	3-5	4-5	5-6	1-3	2-3	3-3	Im3	ICs
Start	[18]	1[1]	[6]			[16]	[10]	[10]	[2]	[9]
Su41										
Fa41*	1[19]		1[7]					5[15]		+1
Wi41										+1
Sp42	2[21]							6[21]		+1
Su42†	1[22]			1[1]				3[24]		
Fa42	1[23]							3[27]		
Wi42	1[24]			1[2]						
Sp43‡	4[28]			1[3]	1[1]					
Su43				1[4]						
Fa43				1[5]						

* Of the Fall 1941 Russian force pool additions, one 3-5 armor unit, two 3-3 infantry units and one AAF are placed in the Urals box at no BRP cost and may redeploy onto the mapboard. Except for these units transferred from Siberia, other additions to the Russian force pool must be constructed normally.

† Russia's combat training level increases to 2.

‡ Russia's Air Nationality DRM increases to 2.

Other Russian Capabilities				
	Forts/RHs	Shock Armies	Airbases	BRP base
Start	2		3	45 BRPs
Sp42	1		3	45+growth
Sp43		2	3	45+growth

The number in the "Forts/RHs" column is the number of forts or railheads which may be constructed by Russia (for a total of three by the end of the game). Russia may choose between the placement of a fort or a railhead as indicated. Once a fort or railhead is placed, the Russian player may not reverse the decision. At most one fort and one railhead may be placed in the same turn.

Russia's BRP base is 45 at the start of the scenario. Russia's BRP base grows at a rate of 50% if Russia has BRPs remaining at the end of the year.

Fortifications: Russia has constructed a fortification in Leningrad prior to the start of the scenario. Russia may place a second fortification prior to the Axis opening setup.

Russian Economy: Russia begins the scenario with a BRP level of 154: (Base: 45; ICs: 90; Ukraine: 10; eastern Poland: 10; Baltic States: 15; Bessarabia: 5; Finnish border hexes: 5; minus 26 in Spring 1941 construction costs). Russia gains 10 BRPs in each of Fall 1941, Winter 1941 and Spring 1942, which completes Russia's remaining wartime mobilizations.

Beginning in Summer 1942, Russia increases the value of any two ICs by 5 BRPs each, per turn, to a maximum value of 20 BRPs, unless the Russian resistance level was 0 or less at the end of the previous Allied player turn (37.13).

ICs: Russia begins with nine ICs worth 10 BRPs each: one in each of Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov, Gorki, Kuibyshev and Magnitogorsk. When a Russian-controlled IC is captured by the Axis:

- Russia immediately loses the prorated value of the IC from its current BRP level;
- The Russian construction limit is recalculated, taking into account the loss of Russia's IC (27.32A).

Once an IC is captured by the Axis, its BRP value is fixed.

If Russia regains control of a captured IC, the value of the IC does not increase in subsequent YSS, but Russia's construction limit increases (27.32A). The IC is treated as a conquest for BRP purposes (35.73A).

BRP grants: Russia is deemed to receive BRP grants as follows:

- **Murmansk:** 5 BRPs in Summer 1941; 10 BRPs per turn thereafter. No BRPs are received in turns when the Murmansk route is cut because of Axis advances in northern Russia (40.41).
- **Persia:** 10 BRPs per turn, beginning in Summer 1942.
- **Siberia:** 10 BRPs per turn, beginning in Spring 1943.

Partisans: Russia may construct up to four partisans in Russia and eastern Poland, at the rate of two partisans per turn. The first partisan built each turn is free; the second partisan is built at a cost of 2 BRPs (11.352A). The Western Allies may construct up to two partisans in western Poland (at no BRP cost), at the rate of one partisan per turn.

Oil: Until the Axis capture Maikop, Grozny or Baku, Russia does not track its oil consumption (33.4624). If the Axis capture a Russian oil center, Russia tracks its oil consumption and the Russian oil reserve is considered to be at the maximum level permitted by 33.422C. Russia may choose to receive oil counters instead of BRP grants (33.4623).

Unit Construction: Russia constructs units normally.

Russian Resistance Modifiers: Russian resistance is checked at the end of each game turn, although this will only be necessary if Russian resistance is close to zero. The following Russian resistance modifiers are deemed to be in effect from the indicated dates:

- Summer 1941: Britain is at war with Germany.
- Winter 1941: The U.S. is at war with Germany.

Victory Conditions

Victory points: At the end of each year, each side gets one point for each eastern front objective it controls or has isolated in excess of the historical result. Only the 12 objectives on the eastern half of the European mapboard are counted; Krakow and Stockholm are disregarded. The side with the most points wins. Axis-controlled objectives only count as isolated if they were out of supply at the end of the Axis player turn.

Victory Conditions - Barbarossa Scenario		
	Historical Results	
Year	Axis	Russia
Winter 1941	6	6
Winter 1942	8	4
Winter 1943	4	8

The numbers indicate eastern front objectives controlled historically at the end of the indicated turns. Each side gets one point for each eastern front objective it controls or isolates in excess of the historical result.

North Africa Scenario

Introduction: The North Africa scenario simulates the mobile battle that took place in Libya and Egypt in 1941-1942. It is an introductory scenario that can be played either solo or by two players, using the European Theater map.

Rules Used: The scenario uses only the rules relating to ground and air movement (Sections 1-8, 10, 12, 13, 17, 18), combat (Sections 14, 15, 16, 19), unit construction (Section 27), redeployment (Section 28), hex control (Section 29), supply (Section 30), oil effects (Section 33.6) and fortifications (Section 32). No naval rules are used. BRPs are not tracked as such, although the BRP cost of offensive operations and the BRP value of eliminated units is used to determine the acquisition of victory points. The playing area is restricted to North Africa, the Middle East and Sicily.

Research and Production: These rules are not used.

Combat Training Levels: The CTL of Germany is 2; the CTL of Italy is 1; the CTL of Britain is 1.

Forces: The forces listed in the Force Level Table show the appearance of units as the campaign unfolded. No naval units are used.

Duration: The scenario begins in Spring 1941 and ends at the end of the Allied Winter 1942 player turn.

Initial Situation: Germany and Italy are at war with Britain.

Control: The Axis control Sicily and Libya west of MM19 and NN19, inclusive. The British control Libya east of LL20, MM20 and NN20, inclusive, Egypt and the Middle East.

Order of Deployment: The Axis set up first, followed by the British. Britain must place one British 2-5 armor unit and one South African 1-3 infantry unit in MM20 and NN20, in any manner; one South African 1-3 infantry unit in Tobruk; and one British 2-5 armor unit in Alexandria.

Order of Movement: Germany and Italy move first and Britain moves second throughout the scenario.

Airbases: Germany, Italy and Britain may each place one airbase during the initial setup. Britain may place a second airbase in Winter 1941 and a third airbase in Fall 1942. Each turn these airbases may be recycled in accordance with rule 18.143.

Unit Construction: Both sides may construct ground and air units at no BRP cost, subject to the following:

- German and Italian units are placed in Messina.
- British and South African units are placed in the South Africa box; Australian and Indian units are placed in the India box (use the India Ocean SW box). Australian, Indian and South African units may be redeployed to Suez or Basra in the turn of their construction; British units may not be redeployed to Suez or Basra until the turn following their construction.

Axis Redeployments: Each turn the Axis may redeploy (NR) up to four ground/air factors from Messina to Tripoli or, if it is Axis controlled, Tobruk. Air can also TR directly from Messina to a city or base in Libya.

British Redeployments: Each turn Britain may use four (1941) or three (1942) Indian Ocean transports to redeploy ground or air units from the India (use the Indian Ocean SW box) and South Africa boxes to Suez or Basra. One transport is required for every five ground or air factors redeployed, per box.

Supply: In order to receive supply, Axis units must trace a land supply line, free of enemy ZoCs, from Tripoli to their hex. In Spring 1941, Axis units are in full supply. In subsequent turns, the supply status of Axis units depends on a die roll each turn. In Summer and Fall 1941, die roll = 1-3: partial supply; die roll = 4-6: full supply. In Winter 1941, die roll = 1: partial supply; die roll = 2-6: full supply. From Spring 1942 onward, full supply.

British units are automatically in full supply if they can trace a land supply line, free of enemy ZoCs, from Basra to their hex.

British Fortification: Britain begins the scenario with a fortification in Tobruk. If Tobruk is isolated by enemy units, the DM of the fortification is reduced by one each turn. Ground units trapped in an isolated Tobruk are never eliminated due to isolation and always defend at face value or greater. If Tobruk is captured by the Axis, the fortification is eliminated.

Victory Conditions

The side which accumulates the most victory points (on the North Africa Scenario Victory Points sheet) by the end of the scenario wins.

Abbreviated Sequence of Play

Player turn

4. Voluntary elimination of units.
5. Movement phase.
 - a. Placement of airbase counters.
 - b. Staging of air units.
 - c. Attacker announces, then resolves, counterair missions.
 - i. Initial supply determination.
 - (4) Uninvert attacker's air units.
 - (6) Determine supply status of attacker's units.
 - k. Ground unit movement and the execution of overruns.
 - l. Eliminate units still overstacked from retreat during enemy attrition option.
6. Combat phase.
 - a. Attacker announces land-based air missions.
 - c. Resolve counterair missions announced during the combat phase.
 - e. Defender announces defensive air support.
 - f. Attacker announces land-based air interception of defensive air support.
 - g. Resolve air interactions.
 - l. Resolve ground combat. For each attack:
 - (1) Designate attacking and defending ground units.
 - (4) Combat die roll.
 - (5) Remove ground combat losses.
 - (6) Resolve any additional rounds of ground combat.
 - (7) Advance units after combat.
 - (8) Place bridgehead and breakthrough counters.
 - n. Exploitation.
 - (2) Exploiting armor units placed on breakthrough hexes.
 - (3) Exploitation movement and overruns.
 - (4) Ground support, defensive air support, and resolution of resulting air combat.
 - (6) Resolve exploitation combat.
 - o. Resolve attrition combat.
 - (1) Announce front for which attrition combat is being resolved.
 - (2) Make attrition die roll.
 - (3) Defender removes attrition losses.
 - (4) Attacker selects hexes for attrition advance.
 - (5) Defender retreats units from selected hexes.
 - (6) Attrition advance.
7. Post-combat phase adjustments.
 - e. Determine supply for previously unsupplied units and hexes.
 - f. Eliminate unsupplied ground units, airbase counters and bridgeheads.
8. Unit construction phase.
 - f. Construction of units.
9. Redeployment phase.
 - a. Tactical redeployments (TRs).
 - c. Naval redeployments (NRs).
 - e. Strategic redeployments (SRs).
 - f. TR of units which NRed and/or SRed.
 - g. Eliminate units overstacked on breakthrough hexes.
11. Voluntary elimination of units.
12. Uninvert all air units. Air units which redeployed remain inverted.
13. Remove bridgehead counters.

Battle of the Atlantic

Introduction: The Battle of the Atlantic scenario simulates the German submarine and raiding campaign against Allied shipping in the Atlantic Ocean from Fall 1939 to Winter 1944. It is a two-player scenario which uses only the naval, strategic warfare and some research and production rules. Naval units are required, but it is not necessary to use the mapboard.

Record Sheets: The Battle of the Atlantic scenario uses the following record sheets specific to the scenario:

- German Shipyard/Research Sheet; Allied Shipyard/Research Sheet
- Capabilities Chart and Submarine and Raider Warfare Tracking Sheet
- Victory Tracking Sheet
- Atlantic Ocean Force Deployment Chart

Research and Production: The Axis and Allied players may invest RPs in naval research and/or production categories as set out in their Shipyard and Research Sheets. These indicate for each year the number of RPs available and the maximum number of RPs that may be placed in a single project. The number of RPs per project may be further limited by the number of naval breakthroughs already achieved (41.31B).

In addition to results generated by RP investment in naval projects, players receive the following results:

- **Ultra cards:** Each player receives one additional Ultra card of his choice in Spring 1941 and a second additional Ultra card of his choice in Spring 1943.
- **Air Range:** The Axis receive an Air Range research result in Spring 1941. The Allies achieve an Air Range research result in Summer 1940 and a second Air Range research result in Spring 1943 (these generate favorable modifiers for submarine warfare, as indicated on the Submarine and Raider Warfare Tracking Sheet, and also assist in intercepting German raiders).
- **Radar:** The Allies receive a Radar research result in Summer 1940. This modifies subsequent research results for Naval DRM and ASW technology.
- **Air Defense:** The Axis receive one Air Defense research result in Spring 1943 and a second Air Defense result in Summer 1944. These add to the air defense level of ships attacked by carrier-based air units.

Force Pools: Only naval units and the NAS on carriers are used. The starting naval forces are indicated on the Shipyard and Research Sheets for each player.

Duration: The scenario begins in Fall 1939 and ends after the earlier of

- the first turn on or after Spring 1942 when the Allied Loss – Axis Loss (Column N on the Victory Tracking Sheet) is 10 or less, or
- the Winter 1944 game turn.

Initial Situation: Germany is at war with Britain. The U.S. is neutral until it enters the war in Winter 1941.

Order of Deployment: Germany, Britain, U.S.

Order of Movement: During each game turn Germany moves first and the Allies, including a neutral U.S., move second. The order of movement does not change in the course of the game.

Accelerating Naval Construction: Players may accelerate construction of naval units (27.7272B). BRPs spent on acceleration are recorded on the Victory Tracking Chart.

Victory Conditions

Victory is determined by the total amount by which Allied losses exceed the Axis cost of conducting strategic warfare in the Atlantic (Column Q on the Victory Tracking Chart). The Axis receive a bonus of +15 for each turn the scenario continues beyond Spring 1943; the Allies receive a bonus of -15 for each turn the scenario ends before Spring 1943.

Axis Decisive: 401 or more

Allied Decisive: 275 or less

Axis Tactical: 376-400

Allied Tactical: 276-300

Axis Marginal: 351-375

Allied Marginal: 301-325

Draw: 326-350

National Capabilities

BRPs are not tracked in this scenario. Germany, Britain and the U.S. are assumed to have sufficient BRPs available to use all available shipbuilding each turn. RP allocations are recorded on each player's Shipyard and Research Sheet.

Germany

Control: Germany. Germany controls the French ports (including the captured shipyard at Lorient) from Fall 1940 through Summer 1944, inclusive.

Deployment Limits: German PB2s and the German submarine may deploy in the Atlantic SW box during the initial setup. All other German starting units must begin the scenario in port.

Raiding: Germany may raid only in Fall 1939 (using up to three PB2s, which may start the game in the Atlantic) and from Fall 1940 onwards. On-board interception of raiders is not possible in the Battle of the Atlantic scenario.

Carriers: Germany may not build carriers; no NAS are available.

Britain

Deployment Limits: The British starting ASW and transports begin in the Atlantic SW box. All other British units begin the scenario in port.

Carriers: Undamaged British carriers always have their full complement of NAS.

Withdrawals: The following undamaged ships, which are listed by factor and type, must be removed at the end of the indicated turns. These represent the historical transfer of ships to the Pacific theater. If an undamaged ship of the required type is not available for transfer to the Far East, twice as many factors of undamaged Western Allied naval factors must be transferred instead.

Summer 1941: BB4 (fast), BC3

Winter 1941: 2 CVL

United States

Deployment Limits: All American starting units begin the scenario in port.

American Shipbuilding: The Capabilities Chart sets out the American Atlantic and Pacific shipbuilding rates and the number of British and American CVEs which may be built each turn. American shipbuilding rates cannot be increased by the allocation of RPs in the Battle of the Atlantic scenario.

Carriers: The U.S. may not build carriers.

U.S. Entry: The United States automatically enters the war during the Axis Winter 1941 player turn.

Historical Notes

The Axis light carrier *Graf Zeppelin* (CVL) is not included, as it was never finished. Opposition by Göring prevented development of suitable aircraft for carrier warfare.

The British ships *Valiant*, *Queen Elizabeth*, *Royal Sovereign*, *Ramillies*, *Resolution*, CA2 and DD3 belong to the Mediterranean fleet and are not available for fighting Atlantic raiders. Most of these ships were deployed to the Pacific after the Japanese attack (Winter 1941).

British CA2 and DD1 begin the game in the Pacific and thus are not represented.

The *Royal Oak* (BB3) is not included because it was sunk in Scapa Flow on October 14, 1939, by *U-47*, commanded by Günther Prien.

The American carriers *Wasp* and *Yorktown*, the older battleships *Colorado*, *Idaho*, *Mississippi*, *New Mexico*, and the newer battleships *Indiana*, *Massachusetts* and *Washington* are not included, as historically they were deployed to the Pacific.

Coral Sea: “Scratch one flattop!”

Introduction: Infected with the “victory disease”, Japan resolved its indecision as to whether to try to break the Allied lines of communication to Australia or to invade Midway by trying – and failing – to do both.

Duration: Japanese Spring 1942 movement and combat phases.

Situation: Japan has taken a full offensive on the Pacific front. All controlled areas are considered fully supplied throughout the scenario.

Controlled Areas:

Japan controls New Britain, New Ireland, Manus, the East Caroline island group, Lae, and Bougainville.

The Allies control Australia, New Caledonia, Port Moresby, the New Hebrides island group, and the Solomon island group except Bougainville.

Special Rules:

- Play is restricted to the controlled areas and the sea hexes around them.
- The Japanese naval forces in Truk must form one TF and patrol.
- 10 factors of Japanese naval forces in Rabaul must form one TF and attempt to invade Port Moresby.
- One Japanese destroyer factor in Rabaul must attempt to invade Guadalcanal.

Research and Production:

Japan:

- Torpedo result: +1
- 9 Magic cards (add either a tactical or strategic card)
- Air DRM 2
- Naval DRM 3

Western Allies:

- ASW result: -2
- Radar result: +1
- 9 Magic cards (add either a tactical or strategic card)
- Air DRM 2
- Naval DRM 2

Japanese Forces:

- **Truk:** 6 NAS (elite), *Shokaku* (CV), *Zuikaku* (CV), CA8, DD2, 1 submarine
- **Rabaul:** 2 AAF, 2 NAS, *Shoho* (CVL), CA8, DD5, 1n2, 1-2, 1-2
- **Lae:** 1 AAF, 1-2

Allied Forces (American unless otherwise indicated):

- **Noumea:** 6 NAS, *Lexington* (CV), *Yorktown* (CV), CA8, DD1
- **Port Moresby:** 1 AAF (Aus), 1-2 (Aus)
- **Cairns:** 2 AAF, 1 AAF (Aus)
- **Townsville:** CA4, CA4 (Aus), DD1 (Aus)

Victory Conditions

Victory is determined by the control of Port Moresby and Guadalcanal and the casualties suffered by each side. Whichever side has more Victory Points at the end of the scenario is the winner. The difference in Victory Points determines the level of victory: decisive, 10; tactical, 7; marginal, 3; pyrrhic, 1; draw, 0.

Victory Points:

- +3 Control of Port Moresby
- +1 Control of Guadalcanal
- +1 Each enemy surface factor sunk
- +1 Every two enemy NAS eliminated

Midway: Pearl Harbor Avenged!

Introduction: The battle of Midway, which resulted in the crippling of the Japanese naval air arm, arose as a result of the ambitious plan to seize the important island base of Midway and force a decisive showdown with the American carriers that escaped the Pearl Harbor attack.

Duration: Japanese Summer 1942 movement and combat phases.

Situation: Japan has taken a full offensive on the Pacific front. All controlled areas are considered fully supplied throughout the scenario.

Controlled Areas:

Japan controls Japan, Wake, and the Marianas island group.

The Allies control Midway, the Aleutians island group, and the Hawaiian island group.

Special Rules:

- Play is restricted to the controlled areas and the sea hexes around them.
- Japan must attempt to invade Midway.
- The four Japanese CVs must be in the same TF, and that TF must accompany the Midway invasion force.

Research and Production:

Japan:

- Torpedo result: +1
- 9 Magic cards (add either a tactical or strategic card)
- Air DRM 2
- Naval DRM 3

Western Allies:

- ASW result: -3
- Radar result: +1
- 9 Magic cards (add either a tactical or strategic card)
- Air DRM 2
- Naval DRM 2

Japanese Forces:

- **Tokyo:** 12 NAS (elite), 2 NAS, *Akagi* (CV), *Hiryu* (CV), *Kaga* (CV), *Soryu* (CV), *Zuicho* (CVL), *Yamato* (BB5), *Mutsu* (BB4), *Nagato* (BB4), *Haruna* (BC3), *Hiei* (BC3), *Kirishima* (BC3), *Kongo* (BC3), *Fuso* (BB3), *Hyuga* (BB3), *Ise* (BB3), *Yamashiro* (BB3), CA16, DD12, 1 submarine, 1n2, 1-2

American Forces:

- **Midway:** 1 AAF, 1 NAS, 1 replacement, airbase
- **Pearl Harbor:** 9 NAS, *Enterprise* (CV), *Hornet* (CV), *Yorktown* (CV), CA16, DD5, 1 submarine

Victory Conditions

Victory is determined by the control of Midway [and the Aleutian Islands] and the casualties suffered by each side. Whichever side has more Victory Points at the end of the scenario is the winner. The difference in Victory Points determines the level of victory: decisive, 10; tactical, 7; marginal, 3; pyrrhic, 1; draw, 0.

Victory Points:

- +2 Midway
- +1 Each enemy naval factor sunk
- +1 Each Japanese named ship damaged (Allied only)
- +1 Every two Japanese elite NAS eliminated (Allied only)
- +1 Each three-factor enemy CV damaged or sunk

The Victory Point for an enemy CV damaged or sunk is in addition to the Victory Points for sinking three naval factors or damaging a Japanese named ship.

Optional Rules

The Aleutians

At the time Japan attacked Midway, it launched a diversionary attack on the Aleutians. Players wishing to incorporate this aspect of the Midway campaign should apply the following rules.

Invasion of Aleutians permitted: Any eligible Aleutian island may be invaded. Only Japanese units in Sapporo may participate in any attack on the Aleutians.

Additional Forces:

Japan:

- **Sapporo:** 4 NAS, *Junyo* (CVL), *Ryujo* (CVL), CA8, DD2, 1-2

U.S.:

- **Any hexes in the Aleutians:** 3 NAS (one per island, unless basing at Dutch Harbor)
- **Dutch Harbor:** CA8, DD1

Additional Victory Points:

- +1 Control of all Aleutian islands (Allied only)

Leyte Gulf:

“...the world wonders...”

Introduction: The desperate Japanese plan at Leyte Gulf to use their carriers as bait in order to attack the American landing force with their still powerful battle fleet came close to success. In the resulting battle, which was the largest and most chaotic in history, the Imperial Japanese navy was virtually destroyed and Japan's fate was sealed.

Duration: Allied Fall 1944 movement and combat phases.

Situation: The Allies have taken a full offensive on the Southeast Asian front. All areas and units are considered fully supplied throughout the scenario.

Controlled Areas:

Japan controls Kagoshima, the Philippines, and Brunei.

The Allies control the West Caroline Island group and all of New Guinea.

Special Rules:

- Japan and the U.S. have each added one tactical Magic card; Magic cards are drawn normally during scenario setup.
- Play is restricted to the controlled areas and the sea hexes around them.
- No base changes or patrols are allowed.
- The Allied naval units that begin in Hollandia must form a single TF and attempt to invade Leyte with both infantry units.
- All Japanese naval forces must attempt to intercept the Allied invasion in the invasion hex (Leyte). These interceptions must follow the shortest possible paths (eleven hexes from Kagoshima, six hexes from Brunei), and are deemed to be successful.
- Any U.S. counter-interception attempts by surface naval units from Palau Korar (Z25) to Samar (X22) or to any hex adjacent to Samar are deemed to be successful (EXCEPTION: Submarines roll normally).
- In acknowledgment of the historical kamikaze attacks at Leyte Gulf, Japanese kamikazes have an operational range of four hexes from any air base in the Philippines (an exception to 17.462). Japan is deemed to have made no prior kamikaze attacks.
- Except for naval units that are automatically screened, Japan may not screen naval units during fleet combat.
- Japan may not withdraw from any naval combat until at least two rounds of combat (including fleet combat or an air strike launched against a combat group) have occurred. A combat round in which both sides fail to find an enemy CG that they can attack, does not count toward these two rounds. This restriction does not apply to damaged ships, which can withdraw at the end of any combat round as allowed by 22.61B. This restriction is removed entirely if both ground units invading Leyte have been destroyed.

Research and Production:

Japan:

- ASW result: -2
- Air Defense result: +1
- Air Nationality DRM: 2
- Naval Nationality DRM: 3

Western Allies:

- Torpedo result: +1
- Radar result: +1
- Air Defense result: +1
- Combat Training Level: 2
- Air Nationality DRM: 3
- Naval Nationality DRM: 3

Japanese Forces:

- **Brunei:** *Musashi* (BB5), *Yamato* (BB5), *Nagato* (BB4), *Haruna* (BC3), *Kongo* (BC3), *Fuso* (BB3), *Yamashiro* (BB3), CA16, DD3
- **Kagoshima:** 6 NAS, *Zuikaku* (CV), *Chitose* (CVL), *Chiyoda* (CVL), *Zuiho* (CVL), *Hyuga* (BB3), *Ise* (BB3), CA12, DD3
- **Any hexes in the Philippines:** 4 AAF, airbase
- **Leyte:** 2-2
- **Any convenient location:** 5 kamikazes (see 17.461)

American Forces:

- **Lae:** 3 AAF, 18 CVE, *California* (BB3), *Pennsylvania* (BB3), *Tennessee* (BB3), CA4, DD4, 1 submarine
- **Hollandia:** *North Carolina* (BB4), *Maryland* (BB3), *Mississippi* (BB3), *West Virginia* (BB3), DD12, 3-2, 3-2
- **Palau Korar:** 40 NAS, *Enterprise* (CV), *Essex* (CV), *Franklin* (CV), *Hornet II* (CV), *Hancock* (CV), *Intrepid* (CV), *Lexington II* (CV), *Wasp II* (CV), *Cabot* (CVL), *Belleau Wood* (CVL), *Cowpens* (CVL), *Independence* (CVL), *Langley II* (CVL), *Monterey* (CVL), *Princeton* (CVL), *San Jacinto* (CVL), *Iowa* (BB5), *New Jersey* (BB5), *Alabama* (BB4), *Massachusetts* (BB4), *South Dakota* (BB4), *Washington* (BB4), CA20, DD10, 2 submarines, artificial port

Note: Some of the ships above were renamed during the war and are not included in the game. Use alternative U.S. CV and CVL counters.

Victory Conditions

If the Allies fail to invade Leyte, either because their invasion TF is defeated or the resulting ground attack fails, the scenario ends in an automatic Japanese decisive victory. Otherwise, victory is determined by the casualties suffered by each side, and whichever side has more Victory Points at the end of the scenario is the winner. The difference in Victory Points determines the level of victory: decisive, 20; tactical, 14; marginal, 6; pyrrhic, 2; draw, 0 or 1.

Victory Points:

- +1 Each Japanese battleship or battlecruiser factor sunk (U.S. only)
- +1 Each damaged Japanese battleship or battlecruiser (U.S. only)
- +1 Every two Japanese light ship factors sunk (U.S. only)
- +1 Each Japanese fast carrier factor sunk, provided the carrier was sunk before reaching Leyte (U.S. only)
- +1 Each damaged Japanese fast carrier, provided the carrier was damaged before reaching Leyte (U.S. only)
- +3 Each U.S. fast carrier factor sunk (Japan only)
- +2 Each U.S. naval factor sunk in the Leyte invasion TF (Japan only)
- +1 Each U.S. naval factor sunk (EXCEPTION: does not include U.S. fast carrier factors) other than in the invasion TF (Japan only)
- +1 Every three U.S. NAS eliminated (Japan only)
- +6 Each invading 3-2 infantry unit eliminated (Japan only)

Historical Campaign Games

National Capabilities

Introduction: The Historical Global War campaign game combines the European and Pacific Theaters of *A World at War* into a single game which recreates all of World War II. Likewise, the European theater campaign game recreates the European part of World War II, and the Pacific theater campaign game recreates the Asian-Pacific part of World War II. These scenarios differ from the corresponding standard campaign games in that diplomatic, research, production and mobilization results are already provided, based on the historical actions of each country. Players do not allocate research or diplomatic points, make research or diplomatic rolls, track tensions, or determine which units to mobilize.

The historical campaign games are intended for use by players new to the game who want to begin play as quickly as possible, without the need to assimilate all of the rules for diplomacy, research, intelligence and mobilizations. They may also be used by players wishing to assess their tactical prowess with some of the strategic decisions already made by their historical counterparts, or used as benchmarks for players working out their own diplomatic, research, production and mobilization plans in a standard campaign game.

The historical scenarios include the historical German attack on Russia (Summer 1941) and the historical Japanese attack on the United States and Britain (Winter 1941). The American, Russian, and – to some extent – Japanese mobilizations are based on these events; they cannot be altered without undermining the basic tenets of the historical scenarios.

The initial situation, rules, and victory conditions for the corresponding standard campaign game apply, except as set out below.

Diplomacy: The diplomatic results achieved by each major power are provided in the Historical Events Chart.

Research and Production: Research and production results are already provided on the historical force record sheets and on the Historical Events Chart. The rules that govern the research results obtained still apply. The value of the research result is the value of the modified die roll. To interpret the result, refer to the Research Tables. In addition, the following rules are in effect for the specified results:

- Railhead/Fort results may be held for future use and may be accumulated. For each result, a faction may choose between the placement of a railhead or a fort. No more than one railhead and one fort may be placed in the same turn. In any case, a faction choosing to place a fort may place two beach defenses instead.
- Harbor attack research results may be held for future use and may be accumulated.

Mobilization: The units historically mobilized by each power have already been added to the historical force record sheets. The following additions to a country's BRP base and level should be made for each of their mobilizations as indicated on the Historical Events Chart. In the Global War and European scenarios:

- Italy – adds 10 BRPs to its BRP base and level
- Britain – adds 10 BRPs to its BRP base and level
- Russia – constructs an IC; adds the IC's BRP value to its BRP level
- U.S. – adds 25 BRPs to its BRP base and level (for both Atlantic and Pacific mobilizations in Global War; only for Atlantic mobilizations in European scenarios)

In the Global War and Pacific scenarios:

- Japan – adds 10 BRPs to its BRP base and level

Tensions: Tension levels are not tracked and effective tension rolls are not made – the historical tension levels are set out in the Historical Events Chart. Once Germany is at war with the U.S., USAT are set to 50 and the USAT from the Historical Events Chart is ignored.

The historical campaign game BRP levels, growth rates, starting force pool levels and additions, unit construction limits, basic airbases and replacements are set out on the historical force record sheets. Use the full set of sheets for a Historical Global War campaign. For a Historical European scenario, use only the European sheets (Italy/Germany, France/Britain, the European columns of the Russian sheet, and US/European). For a Historical Pacific scenario, use only the Pacific sheets (Japan, Britain/China, the Pacific columns of the Russian sheet, and US/Pacific).

The standard scenario cards, which contain the Naval Construction Charts and space for allowable builds, isolated units and minor country units, should be used to keep track of units which are currently in play. Use the Global War, European, or Pacific campaign game sheets as appropriate.

Declarations of War: Major powers are free to declare war as they wish, subject to the normal restrictions, with the following exceptions:

- Germany and Italy may not declare war on Spain.
- Germany must declare war on Russia in Summer 1941.
- Japan must declare war on the U.S. and Britain in Winter 1941, and may make no other declarations of war prior to that turn.
- Russia may declare war on Japan in Summer 1945, but not before, regardless of the relative sizes of the Siberian and Manchurian garrisons.

Russian Siberian Garrison: Russia transfers one 3-5 armor unit, two 3-3 infantry units and one AAF from Siberia to Europe in response to the German attack in Summer 1941. These units are included on the European Russian force pool chart. Their removal is indicated on the Pacific Russian force pool chart. In the Global War and European scenarios, these units begin in the Urals box; Russia may SR these units onto the European mapboard during the Russian Fall 1941 redeployment phase.

British Home Garrison (Global War and European scenarios): Beginning the turn France surrenders and continuing through Spring 1942, the Allied player must garrison Britain with at least 10 ground factors, 10 army air factors, and 50 naval factors. For each turn in which there are insufficient units in Britain at the end of the Allied player turn, the final outcome of the scenario is shifted one Victory Point in the Axis player's favor.

British Garrison of Gibraltar (Global War and European scenarios): Beginning the turn after France has surrendered, Britain must garrison Gibraltar with at least three ground factors. If this requirement is not met at the end of an Allied player turn, Spain activates as a German minor ally at the start of the following Axis player turn.

Shipbuilding (Global War and Pacific scenarios): All nations use the shipbuilding charts for the corresponding standard campaign game, which show the naval construction underway in Fall 1939. In the Global War and Pacific scenarios, the United States and Japan must also lay down the carriers and capital ships they historically started between Fall 1939 and their entry into the war. The Historical Shipbuilding Chart gives these ships and their starting dates.

Japanese Manchurian Garrison (Global War and Pacific scenarios): Japan may reduce its Manchurian garrison from 45 BRPs to 30 BRPs in Summer 1941. Japan must maintain a 30 BRP garrison until Summer 1945 or until Japan declares war on Russia, whichever comes first.

Japanese Forts (Global War and Pacific scenarios): Japan may not build forts until Winter 1941.

United States Navy (Global War and Pacific scenarios): The *Yorktown*, which begins in the Atlantic, must be transferred to the Pacific Fleet as soon as there are sufficient ships available for it to be assigned to a carrier TF. Likewise the *Wasp*, which is launched in the Atlantic in Winter 1939, must also be transferred to the Pacific Fleet as soon as it can be assigned to an additional carrier TF. See 51.25 for rules on pre-war U.S. carrier TFs.

British Reinforcement of the Pacific Theater (Global War): Britain may not send any ground, air, or naval forces that would trigger a USAT decrease to the Pacific before Winter 1941.

Designer's Notes

by Bruce Harper

The dangers of restlessness

A World at War began in the mid-1990s as a somewhat haphazard fiddling with the rules to Avalon Hill's *Advanced Third Reich* and *Rising Sun*. To some gamers, this amounted to heresy, it being sacrilegious to ever consider tampering with the sacred script that was the "Classic Game". But, as the creator of those games, I was not bound by such inhibitions. Neither, as subsequent events demonstrated, were a great many other people.

While I viewed the Classic game system as being fundamentally sound, the implementation of the game system in *Advanced Third Reich* and *Rising Sun* struck me as imperfect. Strategic warfare was too abstract, fleet factors were unsatisfying, different naval rules applied in the European and Pacific theaters, and many interesting games were ruined by the chaos of the "double move". Of course many of these "flaws" only came to light as time went by. But, in general, I thought we could do better, although it was by no means clear just how.

"Global War 2000"

Once it became clear that a schism was developing in the *Advanced Third Reich/Rising Sun* community, the "revisionists" established their own Yahoo discussion group and began to review every aspect of the game. The project was given the (optimistic) working name "Global War 2000", which indicated the intended date of completion. In 1997, that didn't seem unrealistic.

Perhaps in reaction to the "Classicists", the basic premise adopted by those involved in developing "gw2k" was "no sacred cows". 130,000+ e-mails later (they're all available for review...), I can attest to our unwavering adherence to that precept. Each component of the Classic game has been stripped down, examined at every level, and reconstituted – sometimes with almost no changes, and sometimes in a completely different form. The result was *A World at War*.

A favorite question

A favorite and rather pointless question which was discussed early on was whether *A World at War* was "a new game", as compared to *Advanced Third Reich*. In the Designer's Notes to *Advanced Third Reich*, I spent some time discussing this same question with respect to *Advanced Third Reich* and the old *Third Reich*. But now, thanks to GMT, I can borrow from my favorite one page science fiction story and give a definitive answer to the question "Is *A World at War* a new game?": "It is now!"

The more things change...

The fundamental assumption upon which *Advanced Third Reich* and *Rising Sun* were based remains unchanged in *A World at War*. Either side could have won World War II. Historians have debated this complex topic for decades, with some arguing that the Russian and American economic superiority made an Allied victory inevitable, while others pointed to the multitude of lost opportunities for German victory, and combination of Japanese foolishness and American luck which turned the tide in the Pacific.

A World at War could not come down firmly in one camp or the other on this issue. While players may have their preferences as to which countries they like to play, these preferences should be based on their personalities, interests or other subjective factors, and not on which side is more likely to win. In general, it is intended that the Axis are less likely to win, but more likely to "win big" (in the sense of conquering Europe and in so doing stalemating the United States in the Pacific) when they do. In a ten-game match, the Axis should win a handful of decisive victories, offsetting the more numerous, but more closely contested, Allied victories.

The assumption was also made that the Classic games themselves, despite their shortcomings, were balanced. As those games evolved into *A World at War*, an effort was made to maintain "play balance", in that changes

which favored one side tended to be offset by changes which favored the other side. Playtesting showed that the overall balance in the game remained more or less intact throughout the many years of development.

The process

It may be that *A World at War* is the most tested, polished game in wargaming history. Given its scope, it had better be. Hundreds of playtest games were conducted, reported and dissected. The vehicle for this was an e-mail discussion group, which is still going strong and which provides a way for new and experienced players to get quick answers to questions, receive advice (sometimes unsolicited) and find new opponents. For more details, see the preface to the rules.

But the discussion group went well beyond playtesting. It was the forum for the "design by committee" which some designers reject outright as unworkable. While patience and forbearance beyond that normally expected of mortals was required, a host of inspired ideas were generated by this process, and the result speaks for itself.

On occasion the whole effort moved two steps forward and one step back, as false starts proved unworkable and previously rejected ideas were reassessed and adopted. I can think of two examples. Initially I rejected the idea of named ships ("too much of a change") and a single set of naval combat rules for both theaters ("why make Europe more difficult to play?"). The manner in which these design issues were resolved is instructive.

As the "named ship" lobby agitated for bringing non-carrier capital ships into the game, the naval construction rules were conceived, which provided a simple system for building and repairing the named ships. The end result was the coolness and realism of having the *Bismarck* and *Yamato* in the game, as well as a big improvement to the unit construction rules.

As it happened, the introduction of named ships and the resulting changes to fleet combat caused a long-sought simplification and rationalization to the naval combat rules. These were further revised prior to the second printing. In some ways the naval rules are the most difficult in the game, but hopefully *A World at War* players now look forward to naval battles. The improvements to the naval combat system removed the barrier to applying the same system to the entire game, so players now have to learn just one set of rules and use them.

It is impossible to give *A World at War*'s players the credit they deserve. In the fifteen years since the first printing in 2003, many new players have taken up the game and made important contributions to further refining and improving the rules. The main changes have been in clarity, with occasional substantive changes which have simplified unnecessarily complicated areas of the rules or thwarted "peace plans" which were too easy to implement. The game, in short, is more balanced and easier to play now than when it was first published.

It would also seem, as *A World at War* goes into a third printing in 2018, that the game is more widely played than ever. Players' search for the "Holy Grail" – the perfect plan for one side or the other – has been made even more difficult by the 2015 publication of *Gathering Storm*, the prequel game for the European theater. The development of *Storm Over Asia*, the pre-war game for the Pacific theater that will also flow into *A World at War*, is well under way. With a nearly unlimited number of imaginary wars to fight from a wide range of starting positions, there is no danger of *A World at War* getting stale.

What next?

So what now? My suggestion is simple: *play the game!* It's time to enjoy the rewards of the collective effort to design and publish *A World at War* and *Gathering Storm*, and to celebrate the third printing of *A World at War*.

That leaves one final concern - where are those dice?

Terrain Effects Chart - 4.84

Terrain	Effect on basing, movement, supply and redeployment	Effect on Combat
Beach	None.	Units defending against seaborne invasion receive a +1 DM (even if some of the attacking units are attacking from adjacent land hexes) unless at least half the invading ground factors are marines.
Capital	Capitals are either limited or unlimited supply sources; a capital may base up to five air factors.	A hex containing a capital may not be selected for attrition occupation; infantry and replacement units defending in a capital are not subject to a -1 DM when attacked by exploiting armor or when subject to a "9" or higher winter effect.
Capital-port	Capital-ports are either limited or unlimited supply sources; a capital-port may base up to five (or, in jungle hexes, three) air factors and 50 naval factors; units may be NRed to and from capital-ports.	A hex containing a capital-port may not be selected for attrition occupation; infantry and replacement units defending in a capital-port are not subject to a -1 DM when attacked by exploiting armor or when subject to a "9" or higher winter effect.
City	A city may base up to five (or, in Pacific theater one-hex islands or jungle or jungle/mountain hexes, three) air factors; a hex containing two cities may base up to ten air factors.	None.
Clear	None.	None; defending units receive a basic +2 DM.
Crossing Arrow	ZoCs do not extend across crossing arrow hexsides; naval movement through a crossing arrow strait is prohibited unless both hexes are under friendly control.	A hex may not be selected for attrition occupation across a crossing-arrow; units defending against attack from across a crossing-arrow receive a +1 DM (negated by an airborne drop onto the defending units or if some of the attacking units attack from a hex which is not across the crossing-arrow).
Forest	Ground units must expend an additional movement factor to enter forest hexes; armor units exploiting from breakthrough hexes containing forest have their movement factor reduced by one (Europe); exploitation from forest hexes is prohibited, and ZoCs do not extend into forest hexes (Pacific).	Forest hexes may not be selected for attrition occupation; units defending in forest hexes receive a +1 DM.
Fortification	ZoCs do not extend across enemy fortified hexsides; ground units in fortifications are not eliminated by isolation (but the DM of the hex is reduced by one each turn).	Ground units may not attrition across a fortified enemy hexside; units defending behind a fortified hexside receive a +1 DM (unless also attacked across a non-fortified hexside).
Fortress	ZoCs do not extend across enemy fortified hexsides; ground units in fortresses are not eliminated by isolation (but the DM of the hex is reduced by one each turn).	Ground units may not attrition across a fortified enemy hexside; units defending behind a fortress line receive a +2 DM (unless also attacked across a non-fortified hexside).
Front Boundary	None.	An alliance may only conduct attrition combat on a front if less than 15 BRPs of offensive actions are carried out on that front.
Himalayas	Ground movement, redeployment and the tracing of supply lines are prohibited across all-Himalayan hexsides; this prohibition does not apply to air operations.	Ground combat is prohibited across all-Himalayan hexsides.

Terrain Effects Chart - 4.84

Terrain	Effect on basing, movement, supply and redeployment	Effect on Combat
Industrial Center	Russian-controlled ICs are limited supply sources and delay the effects of isolation for Russian and Russian minor country units in their hex only.	A hex containing an IC may not be selected for attrition occupation; infantry and replacement units defending in an IC are not subject to a -1 DM when attacked by exploiting armor or when subject to a "9" or higher winter effect.
One-Hex Islands	A one-hex island may base one NAS; sea supply lines may be traced to one-hex islands even if they do not contain a port or bridgehead; units may be NRed to and from one-hex islands.	Units defending against seaborne invasion receive a +1 DM unless at least half the invading ground factors are marines.
Jungle	Ground units must expend an additional movement factor to enter jungle hexes; exploitation from breakthrough hexes containing jungle is prohibited (EXCEPTION: Japanese armor units); ZoCs do not extend into jungle hexes.	Jungle hexes may not be selected for attrition occupation (EXCEPTION: Japanese ground units and the Chindit may occupy jungle hexes as a result of attrition); units defending in jungle hexes receive a +1 DM (EXCEPTION: Units defending against attacks by Chindits do not receive +1 DM).
Jungle/Mountain	Ground units must expend an additional movement factor to enter jungle/mountain hexes; exploitation from breakthrough hexes containing jungle/mountain is prohibited; ZoCs do not extend into jungle/mountain hexes. Land supply may be traced into, but not out of, non-port jungle/mountain hexes in New Guinea.	Jungle/mountain hexes may not be selected for attrition occupation; units defending in jungle/mountain hexes receive a +2 DM (EXCEPTION: Japanese units defending against attacks by Chindits receive only a +1 DM).
Lake	Ground movement, redeployment and the tracing of supply lines is prohibited across all-water lake hexsides (EXCEPTION: Supply lines may be traced over frozen lake hexes); ZoCs do not extend across all-water lake hexsides.	Ground combat is prohibited across all-water lake hexsides.
Mountain	Ground units must expend an additional movement factor to enter mountain hexes; armor units exploiting from breakthrough hexes containing mountain have their movement factor reduced by one (Europe); exploitation from mountain hexes is prohibited, and ZoCs do not extend into mountain hexes (Pacific).	Mountain hexes may not be selected for attrition occupation; units defending in mountain hexes receive a +1 DM.
National Boundary	Movement into a neutral country requires a declaration of war.	Attacks into a neutral country require a declaration of war.
Objective	Objectives may be limited or unlimited supply sources; no more than two ground units and five air factors may be SRed to and from each objective.	A hex containing an objective may not be selected for attrition occupation; infantry and replacement units defending in an objective are not subject to a -1 DM when attacked by exploiting armor or when subject to a "9" or higher winter effect.
Ocean	Ground units may only cross all-water hexsides if carried by destroyers or transports.	Air and naval combat is permitted; ground combat is prohibited.
Oil Center	None; an undamaged synthetic oil plant is an unlimited supply source for the European Axis alliance faction.	None.
Outback	Ground movement, redeployment and the tracing of supply lines is prohibited across all-outback hexsides; this prohibition does not apply to air operations.	Ground combat is prohibited across all-outback hexsides.

Terrain Effects Chart - 4.84

Terrain	Effect on basing, movement, supply and redeployment	Effect on Combat
Partial Land-Sea Hexes	Partial land-sea hexes are considered both land and sea hexes for all purposes.	None.
Port	Ports may base up to five (or, in Pacific theater one-hex islands or jungle or jungle/mountain hexes, three) air factors and 50 naval factors; units may be NRed to and from ports.	None; commandos may conduct seaborne invasions against an undefended hex containing a port.
Qattara Depression	Ground movement, redeployment and the tracing of supply lines is prohibited across all-Qattara hexsides; this prohibition does not apply to air operations.	Ground combat is prohibited across all-Qattara hexsides.
River	ZoCs do not extend across river hexsides (Pacific).	A hex may not be selected for attrition occupation across a river hexside; units defending against attack from across a river receive a +1 DM (this is negated by an airborne drop onto the defending units or if some of the attacking units attack from a hex which is not across the river).
Swamp	Ground units must expend an additional movement factor to enter swamp hexes; armor units exploiting from breakthrough hexes containing swamp have their movement factor reduced by one (Europe); exploitation from swamp hexes is prohibited, and ZoCs do not extend into swamp hexes (Pacific).	Swamp hexes may not be selected for attrition occupation; units defending in swamp hexes receive a +1 DM; frozen swamp hexes are treated as clear hexes for all purposes.
Switzerland	Swiss hexes are impassible to ground and air units.	None.

The defensive strength of a ground unit equals its printed combat strength multiplied by its net Defense Multiplier (DM). Defending ground units receive a basic +2 DM (have their combat strength doubled), which is then subject to additional positive (15.32) and negative (15.33) DMs. Units never defend at less than face value.

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