

Winter Table - 34.41	
0	No effect.
1	Movement of armor units during exploitation reduced by 1.
2	Movement of armor units during exploitation reduced by 2.
3	Movement of armor units during exploitation reduced by 3; overruns and airdrops are prohibited.
4	Movement of armor units during exploitation is reduced by 4.
5	Movement of armor units during exploitation is reduced by 5. Fortifications and railheads may not be constructed.
6	Exploitation is prohibited.
7	CTL reduced by one. Infantry units and replacements are subject to a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead.
8	Air Nationality DRM reduced by one.
9	Ground attacks against non-partisan units and offensive air operations are prohibited. Defensive air support is restricted to the hex in which the air factors are based.
10	Enemy units must expend only one, not two, movement factors to leave the ZoC of armor units.
11	Armor units are treated as infantry units.
Modifiers	
+5	winter turns in the Russian winter zone.
+5	winter turns in Siberia, Manchuria, Mongolia and Tannu Tuva.
+2	fall turns in Siberia, Manchuria, Mongolia and Tannu Tuva.
Explanation: Each level of winter effects includes all the effects of all lower results. The “Russian winter zone” consists of all eastern front hexes east of the Nazi-Soviet Pact line and in Finland.	
Winter preparation: Winter effects are reduced by winter preparation. The starting winter preparation levels are: Russia, Finland, Sweden: 6; Japan: 2; Other: 0. Winter preparation levels may be increased by production, but may not exceed 6.	
Attrition combat: The difference in winter preparation levels modifies attrition die rolls (+/-1 for each level). Russian attritions in the Russian winter zone permit the Russian player some control over attrition results (14.521).	
Offensive operations in the Russian winter zone: For every Axis winter effect level below “9”, the Axis may make one ground attack of any size; use 15 or more air factors for offensive operations; or, if permitted by a winter result of “5” or less, exploit from one breakthrough hex. Overruns, ground attacks on partisans and the use of up to 14 air factors do not count.	
Exploitation: Exploiting armor units may always move at least one hex.	
Pacific effects: Movement reductions for exploiting armor for winter effects 1-5 are halved, round down, in the Pacific theater. Winter effect 10 does not apply in the Pacific theater.	
Winter turns in the Russian winter zone; winter and fall turns in Siberia, Manchuria, Mongolia and Tannu Tuva: One die is rolled, subject to the above modifiers.	
Automatic winter levels:	
6	Eastern front west of the Nazi-Soviet Pact line
6	Western front
4	Mediterranean front hexes in continental Europe

BRP Costs Chart - 27.12	
Action	BRP Cost
Declarations of war:	
Against a major power	35
Against a minor power	10
Full Offensive:	15
Limited or Participation Offensives:	
Each ground or air factor used	1
Each destroyer or escort carrier factor used	1
Each 2-factor cruiser or named ship used	1
Unit Construction (per factor):	
Airborne units, Chindits, marines, commandos, army air, jets, strategic bombers, interceptors, destroyers, cruisers, capital ships, carriers, transports, submarines, ASW	3
Armor, partisans	2
Infantry, replacements, naval air, kamikazes, flak	1
Fortifications, railheads (per counter):	5
Beach defenses (two counters):	5
Ports (per counter):	10

British Commonwealth - 82.61						
Canada						
	Army		Air	Naval		
	4-5	3-4	AAF	Ship.		
At Start	-	1	-	1		
Fall 1940	-	1[2]	-	-		
Spring 1941	1	-	-	-		
South Africa						
	Army		Air	Naval		
	3-4	1-3	AAF	-		
At Start	1	3	-	-		
Australia						
	Army		Air	Naval		
	2-2	1-2	AAF	CA	DD	Ship.
At Start	1	3	-	2	2	1
Fall 1940	2[3]	1[4]	2	-	-	-
India						
	Army		Air	Naval		
	2-2	1-2	AAF	CA	DD	Ship.
At Start	4	4	-	-	-	-
Japan may build two Indian partisans if it has achieved an Indian Subversion production result.						
The Australian and Indian infantry force pools may each be increased by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.						

Minor Country Forces Table - 11.23, 82.61									
European Theater									
	Army			Air	Naval		Partisans		
	2-3	1-3	2-5	AF	CA	DD	Ax	WA	Ru
Belgium	1	3	-	1	-	-	-	-	-
Bulgaria	-	4	-	1	-	-	-	-	-
Denmark	-	-	-	-	-	-	-	-	-
Egypt	-	-	-	-	-	-	0:2	-	-
Finland	5	-	-	1	-	-	-	-	-
Greece	1	5	-	1	1	2	-	1:2	1:2
Hungary	1	6	-	1	-	-	-	-	-
Iraq*	-	-	-	-	-	-	0:2	-	-
Ireland	-	-	-	-	-	-	2†	-	-
Netherlands	1	-	-	1	-	-	-	-	-
Norway	-	2	-	-	-	-	-	-	-
Persia	-	-	-	-	-	-	0:2	-	-
W. Poland	3	7	-	2	-	-	-	2:4	-
Rumania	2	6	-	1	-	2	-	-	-
Spain	7	-	1	2	3	3	3	2:4	2:4
Sweden	5	-	-	1	1	2	-	1:2	1:2
Turkey	7	-	1	2	2§	2	3	2:4	2:4
Ukraine†	2	3	-	-	-	-	-	-	-
Yugoslavia	1	6	-	1	-	-	-	2:4	2:4
Pacific Theater									
	Army		Air	Naval		Partisans			
	2-2	1-2	AF	CA	DD	Jap	WA	Ru	
Communist China	4	4	-	-	-	-	-	1**	
Dutch East Indies	-	3	1	1	1	-	-	-	
Philippines	-	2	-	-	-	-	-	-	
Thailand	-	2	-	-	-	-	-	-	

* And Kuwait, Arabia, Transjordan, Palestine, Lebanon/Syria.
† Available forces depend on the current diplomatic result.
§ Turkey receives one two-factor cruiser and the battlecruiser *Yavuz*.
** Add one additional Chinese Communist partisan each year, starting in 1942.

The partisan level before the “:” is automatic. The partisan level after the “:” is the maximum number of partisans which may be built in the minor country in question following the required number of Moslem Unrest or Partisan production results.

Major Power Partisan Table - 11.22			
	Axis	Western Allies	Communist
France	0	1:2	1:2
Britain	0	2:4	0
Russia	0	0	4:8
Siberia	0	0	2:4
Italy	0	1:2	1:2
China	0	2	1:6

Naval Activities Table - 20.18, 21.31						
Operation	DD	CA	BB	CV	CVE	Sub
Patrol	m	m	m	m		m
Carry sea supply	m, pc					
Protect sea supply	m, pc	m, pc	m, pc	m, pc	m, pc	m, pc
Protect BRP grants by sea	m, pc	m, pc	m, pc	m, pc	m, pc	m, pc
Protect oil shipments by sea	m, pc	m, pc	m, pc	m, pc	m, pc	m, pc
Attack naval units in port				m,c		
Attack bases				m,c		
Accompany carriers during attacks on bases	m,c	m,c	m,c			m,c
Carry ground or air units during sea transport	m					
Protect sea transport	m	m	m	m	m	m
Carry ground units during seaborne invasion	c					
Accompany seaborne invasion	c	c	c	c	c	c
Conduct shore bombardment	c	c	c			
Protect fleets conducting shore bombardment				c		
Accompany shore bombardment missions					c	c
Raid		c	c	c		
Counterair				m,c		
Provide ground support				m,c	c*	
Intercept enemy defensive air support				m,c		
Sea escort ground or air units (naval redeployments)	r					
Protect sea escorted units (naval redeployments)	r	r	r	r	r	r
Carry out ASW duties in the SW box					opp	
Intercept enemy naval activities	opp	opp	opp	opp		opp
Engage enemy raiders		opp	opp	opp		

* CVEs may only provide ground support for seaborne invasions.

Explanation: An entry in the table means the indicated activity may be performed by that naval unit at the following times:
m = movement phase
c = combat phase
pc = post-combat phase
r = redeployment phase
opp = during opponent's player turn