

# Changes since June 30, 2018 (for June 30, 2019)

## Segment 1

### Table of Contents

#### Introduction

##### 1. GAME COMPONENTS

#### Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. TERRAIN AND THE MAPBOARD
5. MAPBOARD BOXES

Substantive change, renumbering:

##### 5.28 NAVAL ACTIVITIES:

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**E. NR OF NAVAL UNITS:** Naval units may NR between either U.S. box and:

- a western front port or the South Africa box (28.751D, 28.752D).
- Dutch Harbor, the Hawaiian Islands, the Society Islands or the Australia box (28.751D, 28.752D).

##### F. SEA ESCORT:

- One transport is required for every five ground or air factors, or for every five BRPs, NRed between a U.S. box and the mapboard. No destroyers are required for sea escort.
- NRs to and from U.S. boxes may be protected by naval units in the originating location and by naval units in the SW box through which the NR passes.
- Sea escort are allowed between:
  - the Atlantic U.S. box and a western front port, the South Africa box, or the Pacific U.S. box (28.751).
  - the Pacific U.S. box and Dutch Harbor, the Hawaiian Islands, the Society Islands, the Australia box, or the Atlantic U.S. box (28.752).

**G. INTERCEPTION:** Naval interception from the U.S. boxes is prohibited.

**H. SEA SUPPLY:** Each sea supply line traced from a U.S. box requires one transport from the SW box through which the sea supply line is traced (30.365).

Substantive change:

**5.76 UNIT CONSTRUCTION:** Russian units may be constructed in the Urals box.

Substantive change:

##### 5.77 GROUND AND AIR UNITS:

...

##### C. REDEPLOYMENT:

- ...
- Russian ground and air units may SR between the European and Pacific mapboards without stopping in the Urals box.

6. COUNTERS
7. SCENARIOS
8. SEQUENCE OF PLAY
9. OFFENSIVE OPERATIONS

## Segment 2

### Ground Operations

10. GROUND UNITS
11. PARTISANS
12. STACKING
13. MOVEMENT
14. ATTRITION COMBAT
15. OFFENSIVE COMBAT

16. EXPLOITATION

**Segment 3**

**Air Operations**

17. AIR UNITS

Substantive change:

**17.47 TARGET SELECTION:**

**A. AGAINST SINGLE ENEMY COMBAT GROUPS:** Whenever kamikazes attack a naval force outside of naval combat, that force deploys into combat groups, following the procedure set out in 22.42 (EXCEPTION: A naval force attacked by kamikazes outside of naval combat may contain more than six combat groups). Kamikaze attacks are made against individual enemy combat groups, whether the enemy naval units are engaged in naval combat or not. Kamikazes never attack a multi-TF naval force as a whole.

**B. ONLY FOUND COMBAT GROUPS MAY BE ATTACKED:** Kamikazes attacking during naval combat may only attack found enemy combat groups.

**C. ONE KAMIKAZE ATTACK PER COMBAT GROUP:** Kamikazes may not attack a combat group that has been attacked by other Japanese air units, including other kamikazes, in the same combat round. Similarly, a combat group attacked by other Japanese air units may not be attacked by kamikazes in the same combat round.

**D. MECHANICS:** Kamikaze attacks are carried out as follows:

- **All kamikaze attacks simultaneous:** When the Japanese player announces kamikaze attacks, all kamikazes used to attack during that turn must attack at that time. Kamikazes may not be used to attack during a subsequent phase or combat round during that turn.
- **No more than 15 kamikazes in each attack:** No more than 15 kamikazes may attack any one Allied combat group unless the attacked Allied naval force consists of only a single Allied combat group, in which case a second wave of kamikazes may attack that Allied combat group immediately after the first kamikaze attack is resolved.
- **Kamikazes attack alone:** Other types of air units may not accompany kamikazes in their attack.

**E. ALLIED DEFENSES:** Attacking kamikazes are engaged by defending air units flying air cover and combat air patrol over the attacked combat group (23.2, 23.3), then by the defender's ships (23.42). Kamikazes:

- do not make an air combat dice roll against the defending air units flying air cover and combat air patrol;
- are eliminated if forced to abort by the defender's air combat result or the defender's air defense result (the number after the "/").
- disregard air defense abort results (the number after the "/") and press home their attacks.

18. AIR OPERATIONS

Consistency:

**18.554 LIMITS ON GROUND SUPPORT:** The total number of AAF or their naval air equivalent and CVEs which may provide ground support for an attack may not exceed three times the total number of attacking ground factors. In addition to this overall limit, ground support from CVEs is limited to the number of invading attacking ground factors (18.553C). Partisans are not counted when determining ground support limits (11.44).

19. AIR COMBAT

**Segment 4**

**Naval Operations**

20. NAVAL UNITS

Consistency (attacks by more than 25 fleet factors are impossible):

Naval Attack Table - 20.51, 22.55, 23.44												
AS	FF	Dice Roll										
		2	3	4	5	6	7	8	9	10	11	12+
	1	0	0	0	0	0	0	1	1	1	1	1
	2	0	0	0	0	0	1	1	1	1	1	2
1	3	0	0	0	0	1	1	1	1	1	2	2
	4	0	0	0	1	1	1	1	1	2	2	3
2	5-6	0	0	1	1	1	1	2	2	2	3	3
3	7-9	1	1	1	1	2	2	2	3	3	3	4
4	10-12	1	1	2	2	2	3	3	3	4	4	5
5	13-15	2	2	2	3	3	3	4	4	5	5	6

6	16-18	2	2	3	3	3	4	4	5	5	6	6
7	19-21	2	3	3	3	4	4	5	5	6	6	7
8	22-24	3	3	3	4	4	5	5	6	6	7	7
9	25	3	3	4	4	5	5	6	6	7	7	8
10		3	4	4	5	5	6	6	7	7	8	8
11		4	4	5	5	6	6	7	7	8	8	9
12		4	5	5	6	6	7	7	8	8	9	9
13		5	5	6	6	7	7	8	8	9	9	10
14		5	6	6	7	7	8	8	9	9	10	10
15		6	6	7	7	8	8	9	9	10	10	11
16		6	7	7	8	8	9	9	10	10	11	11
17		7	7	8	8	9	9	10	10	11	11	12
18		7	8	8	9	9	10	10	11	11	12	12
19		8	8	9	9	10	10	11	11	12	12	13
20		8	9	9	10	10	11	11	12	12	13	13

If more than 20 air squadrons engage in combat, the result is determined by consulting the "20" row and whatever other row is required to equal the total number of air squadrons engaged. If more than 60 fleet factors engage in combat, the result is determined by consulting the "58-60" row and whatever other row is required to equal the total number of fleet factors engaged.

Clarification:

**20.5211 HOW SHIPS ARE SUNK:** A named ship is sunk when:

- A. It incurs a number of hits equal to or greater than its size in factors; or
- B. A critical hit is incurred by a damaged named ship (20.526).
- C. A damaged ship in port is damaged again.

Clarification:

**20.5222 EFFECTS OF DAMAGE:**

- A. **CAPITAL SHIPS:** Damaged capital ships may not fire at enemy ships.
- B. **FAST CARRIERS:** Damaged fast carriers may not launch or retrieve naval air units.
- C. **SPEED:** Damaged ships are slow.
- D. **AIR DEFENCE:** Damaged ships contribute to air defense.
- E. **REPAIR:** Damaged heavy ships take one shipbuilding point and two turns to repair. Cruisers are repaired at no cost in one turn (27.721C).
- F. **SINKING:** A damaged ship at sea is sunk if it receives one additional hit; a damaged ship in port must be damaged again to be sunk.

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- 21. NAVAL OPERATIONS
- 22. NAVAL INTERCEPTION AND COMBAT

Substantive change:

**Naval Interception Table - 22.21**

Dice	Relevant Factors
2	Activities carrying cargo (sea supply, sea transports, seaborne invasions, sea escort), shore bombardment and fast carrier missions.
2	Patrols which attempt to remain in their patrol hex for the combat phase.
2	Counter-interception in an interception hex.
1	An intercepting force containing only cruisers and destroyers is intercepting an activity carrying cargo.
1	Each TF in the intercepted force.
1	Each ground factor defending against a seaborne invasion in the interception hex. Maximum +3.
1	Each air squadron which spots the naval activity. Maximum +3.
1	Each submarine that is on patrol or uninverted in a base within three hexes of the interception hex; surface forces only. Maximum +3.
1	Codebreaking. Maximum +1.
-1	The intercepting force contains slow ships or is a submarine.
-#	If more than one interception of the same naval activity is attempted, other than by submarines, fewer dice are rolled for each interception attempt: -1 for two interception attempts; -2 for three interception attempts; and so on.
Explanation: The number of dice rolled for naval interception is determined by the total for the applicable relevant factors. If none of the factors apply, no interception may take place. In the Pacific theater, the interception result is halved (round up).	
Counter-interceptions: Counter-interceptions and counter-counter-interceptions are resolved in the same manner as interceptions.	
Maximum range: The maximum range for naval interception is 40 (European) or 20 (Pacific) hexes.	
Patrols: Naval units on offensive patrol, including patrolling submarines, do not roll dice to counter-intercept. Instead they immediately support a friendly naval force within three hexes of their patrol hex; their support is deferred by one combat round for every additional four (European) or two (Pacific) hexes to the interception hex (22.163).	

Substantive change:

**22.22 NUMBER OF DICE ROLLED:** The number of dice rolled is determined by the Naval Interception Table. The cumulative total is used. There is no limit to the number of dice that may be rolled, although maximum range for naval interception is 40 (European) or 20 (Pacific) hexes.

**A. CARGO, SHORE BOMBARDMENT AND FAST CARRIER MISSIONS:** Two dice are rolled if the intercepted naval force is carrying cargo (sea supply, sea transports, seaborne invasions, sea escort) and for shore bombardment and fast carrier missions. The cargo modifier also applies to the naval force's return trip to port.

**B. PATROLS:** Two dice are rolled if the intercepted naval force is a patrol attempting to remain in its patrol hex for the combat phase.

**C. COUNTER-INTERCEPTIONS:** Two dice are rolled if the intercepted naval force is counter-intercepted or counter-counter-intercepted in the interception or counter-interception hex.

**D. CRUISERS AND DESTROYERS:** One die is rolled if the intercepting force contains only cruisers and destroyers intercepting an activity carrying cargo.

**E. SIZE OF THE INTERCEPTED FORCE:** One die is rolled for each TF in the intercepted naval force.

**F. CONTESTED INVASIONS:** One die is rolled for each ground factor defending against a seaborne invasion in the interception hex, up to a maximum of three dice.

**G. AIR:** One die is rolled for each land-based search AAS or NAS which spots the enemy naval force en route to or in the interception hex, up to a maximum of three dice.

- A naval force may only be spotted by uninverted air units in operational bases within range of the interception hex or any hex along the route to the interception hex. Search AAS and NAS are equivalent for this purpose.
- Air units which spot an enemy naval activity are not inverted as a result and are not obliged to attack the enemy naval activity. A given air unit may simultaneously influence any number of interception attempts. An air unit which is already committed to another activity, such as ground support or defensive air support, is not eligible to assist naval interceptions.
- Air units attacked by an enemy patrol en route to its patrol hex are considered to have spotted the patrolling force, even if they are eliminated by the patrol.

- Anglo-French cooperation restrictions do not prohibit either nation's air units from assisting in the other's interceptions; Russo-Allied cooperation restrictions do prohibit such cooperation.

**H. SUBMARINE ASSISTANCE:** One die is rolled by surface forces for each friendly submarine that is on patrol or uninverted in a base within three hexes of the interception hex, up to a maximum of three dice. A submarine assists interceptions by surface forces, but not submarines.

**I. CODEBREAKING:** One die is rolled for all naval interceptions for that player turn if the intercepting player plays more strategic cards than his opponent with respect to naval interceptions.

- The play of two or more strategic cards than his opponent does not allow a player to roll two or more additional dice. The maximum effect of a strategic codebreaking advantage is one additional die roll for interceptions.
- Strategic cards may not reduce the number of dice rolled for naval interceptions.

**J. SLOW SHIPS AND SUBMARINES:** One fewer die is rolled if the intercepting naval force contains slow ships or is a submarine.

**K. MULTIPLE INTERCEPTIONS:** If more than one naval force attempts to intercept the same activity, one fewer die is rolled for each additional interception attempt.

- One fewer die is rolled for two interception attempts; two fewer dice are rolled for three interception attempts; and so on.
- This reduction applies to all naval forces attempting to intercept the naval activity in question, but not to naval forces that are attempting to intercept other naval activities.
- Submarines interception attempts do not reduce the number of dice rolled for other interception attempts and are not themselves affected by other interception attempts.

Substantive change:

**22.41 NAVAL COMBAT SEGMENTS:** Each naval combat round is divided into the following segments, not all of which will necessarily occur in each naval battle:

**A. FORMATION OF COMBAT GROUPS:**

- Each player secretly assigns combat group numbers to his participating TFs (22.423). Naval forces which were not part of a TF form a single combat group (22.421).

**B. ATTACKS AGAINST ENEMY AIR BASES:**

- Each player **secretly** allocates some, all or none of his carrier-based naval air units to defensive (combat air patrol) operations.
- Carrier-based naval air units not assigned to combat air patrol may then counterair enemy land-based air units. A single round of air combat is resolved for each counterair attack (23.61C).
- Land-based air units which are not eliminated or forced to abort by a counterair combat result may participate in the ensuing round of naval combat.

**C. ALLOCATION OF CARRIER-BASED AIR UNITS TO AIR STRIKES:**

- Carrier-based air units which are not assigned to combat air patrol, and which were not eliminated or forced to abort by a counterair combat result, including air units which did not counterair, may conduct air strikes against enemy naval units.

Substantive change:

**22.43 ATTACKS AGAINST ENEMY AIR BASES:**

**22.431 COUNTERAIR RESOLVED BEFORE SEARCH:** Once each naval force has been divided into combat groups as required, each player decides which, if any, of his carrier-based naval air units will:

- A.** Fly combat air patrol over their combat group.
- B.** Counterair enemy land-based air units within range of his naval force.

**22.432 RESOLVING COUNTERAIR ATTACKS:** Each player then announces the number of NAS counterairing each enemy base and resolves one round of counterair combat for each enemy air base, in whatever order he wishes.

**22.433 CARRIER-BASED AIR UNITS:** Counterairing naval air units which are not eliminated or forced to abort by a counterair combat result return to their carriers and may conduct air strikes against enemy naval units.

**22.434 LAND-BASED AIR UNITS:** Land-based air units which are not eliminated or forced to abort by the counterair combat result may participate in the round of naval combat in which they were counterairied by providing air cover, searching or attacking enemy naval units. Surviving land-based air units, including those forced to abort in by a counterair combat, result, may be used in subsequent rounds of the naval combat.

**22.435 THE FINAL ROUND OF COUNTERAIR COMBAT:** After the naval combat is concluded, the status of defending land-based air units for the remainder of the player turn is determined by the attacker's final counterair combat result during naval combat (18.526A).

**22.44 ALLOCATION OF AVAILABLE AIR UNITS:**

**22.441 CARRIER-BASED NAVAL AIR UNITS:** After counterair attacks are resolved, carrier-based air units which are not assigned to combat air patrol, and which were not eliminated or forced to abort by a counterair combat result, including air units which did not counterair, may conduct air strikes against enemy naval units.

## Air-Naval Operations

## Segment 5

### Strategic Warfare

#### 24. STRATEGIC WARFARE

Substantive change:

**24.63 SW COMBAT RESULTS:** Subject to 24.66, which sets an upper limit on transport losses, SW combat losses are determined as follows:

Substantive change:

**24.66 MAXIMUM TRANSPORT LOSSES:** The maximum number of transports that may be lost to raiders and submarine warfare in a single turn is limited to half (round up) of the number of transports that started that turn in the relevant SW box. Excess losses are treated as damaged.

**EXAMPLE:** The Western Allies start Spring 1941 with 11 transports in the Atlantic SW box. They can lose no more than six transports to raiders and submarine warfare, with any excess losses adding to the number of transports damaged by the German SW Combat dice roll.

Substantive change:

SW Combat Modifiers Table	
<i>Submarine warfare</i>	
<b>General:</b>	
+/-#	Naval Nationality DRM (22.552A)
+/-#	air range research levels
+#	attacker torpedo research level
-#	defender ASW research level
<b>Atlantic:</b>	
-1	for every 6 CVEs in the Atlantic SW box (round down): 0-5: 0; 6-11: -1; 12-17: -2; 18-23: -3; 24+: -4
+2	Axis control Brest, Lorient, St. Nazaire or La Rochelle
+1	Axis control La Coruna, Vigo, Lisbon, Cadiz or Gibraltar.
+1	Germany and the U.S. are at war
+#	Germany and the U.S. are at war: first turn: +2; second turn: +1 (25.66)
+1	a diplomatic result for Ireland of "7" or more
+/-1	Ultra codebreaking advantage

Consistency:

**25.723** Germany receives the following modifiers for submarine warfare in the Atlantic: +2 if the Axis control Brest, Lorient, St. Nazaire or La Rochelle; +1 if the Axis control La Coruna, Vigo, Lisbon, Cadiz or Gibraltar. To gain each favorable modifier at least one of the listed ports must be controlled and fully supplied by the Axis. Each "+" modifier generates a corresponding "-" modifier and vice versa.

#### 25. SUBMARINE WARFARE 26. STRATEGIC BOMBING

Clarification:

**26.451 AIR COMBAT RESOLVED FOR EACH STRATEGIC BOMBER FORCE:** Once the defender has allocated his defending air units to each strategic bombing target, one round of air combat is resolved for each strategic bombing force. If strategic bomber forces from different major powers bomb the same target, the attacker decides the order in which air combat is resolved. Any defending forces not eliminated in air combat with the first strategic bomber force, including those forced to abort by the attacker's air combat dice roll, may engage in air combat with the second bomber force. Air combat between strategic bomber forces and defending air units is resolved using the Air Combat Table (19.2), with the contending air combat strengths being calculated as follows:

**A. DEFENDER'S AIR COMBAT STRENGTH:** The total number of defending air factors attacking the strategic bomber force.

**B. ATTACKER'S AIR COMBAT STRENGTH:**

- If the number of defending air factors is greater than the number of air factors in the strategic bomber force, all the attacking air factors engage in air combat.
- If the number of defending air factors is equal to or less than the number of air factors in the strategic bomber force, the number of attacking air factors that engage in air combat is limited to the number of defending air factors. The attacker's air combat strength may not exceed that of the defender (EXCEPTION: Jets - 26.452).
- The attacker chooses which air units from the strategic bomber force engage in air combat with the defending air units. When determining the attacker's Air Nationality DRM for the air combat, only the Air Nationality DRMs of the air units engaging the defending air units are considered, although losses are taken from the strategic bomber force as a whole (26.454).

*In most cases, the number of air factors engaged in air combat as a result of strategic bombing will be that of the defending force, and it won't matter which attacking air units engage unless the number of escorting interceptors is greater than the number of defending air factors, as interceptors have a higher Air Nationality DRM.*

Clarification:

**26.61 ROCKET BASES:** Rocket bases may be placed, at no BRP cost, in any fully supplied hex, including hexes in the ZoC of enemy armor, controlled by the placing major power or an alliance faction partner, if permitted by the ally. A major power may not place a rocket base in a hex controlled by an ally who is not a member of its alliance faction. No more than one rocket base may occupy a single hex. The placement of rocket bases is subject to the following:

- A. In a turn in which a research result for rockets increases the number of rocket bases that may be used, the new rocket base may be placed on the board.
- B. In addition, each turn a major power may relocate an existing rocket base or rebuild a previously destroyed rocket base by placing it on the board.
- C. Western Allied and Russian rocket bases need not remain in the theater in which they were originally placed.

**26.62 ELIMINATING AND DAMAGING ROCKET BASES:**

- A. A rocket base is eliminated if its hex comes under enemy control.
- B. If a rocket base incurs 10 or more BRPs of bombing damage in a single turn, it is eliminated at no BRP cost to the owning major power. If a rocket base incurs less than 10 BRPs of bombing damage in a single turn, the owning major power may either pay the BRPs and keep the rocket base operational, or pay no BRPs and invert the rocket base as damaged and inoperable for his next player turn.
- C. Eliminated rocket bases may be placed back on the board at no BRP cost at the rate of one rocket base per turn (26.61A).

Clarification:

**26.72 EFFECTS ON INDUSTRIAL FACILITIES:** In addition to any BRP losses inflicted by strategic bombing, damage is inflicted on industrial facilities in the target hex, as follows:

- A. For every 10 BRPs of strategic bombing losses to the target hex, the attacker assigns a damage marker to an oil center or synthetic oil plant in the target hex.

Substantive change:

**26.95 REMOVAL:** Firestorm markers are removed as follows:

- A. By the defending player at the rate of one per turn, starting in the Spring turn of the second year after the year in which they occurred.
- B. If their hex comes under enemy control.
- C. If their hex is the target of a successful strategic atomic attack.

## Segment 6

### Logistics

#### 27. UNIT CONSTRUCTION

Substantive change:

**27.42 HOME COUNTRY:** Units may only be constructed in the constructing major power's home country (EXCEPTIONS: 27.47), subject to the following qualifications and restrictions:

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F. **RUSSIA:** Russia may not construct units in eastern Europe. Russia may construct units in the Urals box. For unit construction in Siberia, see 27.476.

Substantive change:

**27.476 SIBERIA:** The Siberian unit construction limit is one-third of the Russian BRP base, not including ICs. At the start of the game, Russia may therefore construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost, as the starting Russian BRP base is 20 BRPs. The Siberian unit construction limit increases as the Russian BRP base grows. Russian units may not be constructed in Mongolia or Tannu Tuva.

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#### 28. REDEPLOYMENT

Substantive change:

**28.751 ATLANTIC U.S. BOX:** Only American, British and Canadian units may redeploy to and from the Atlantic U.S. box.

- A. The Pacific U.S. box [no transports are used].
- B. The South Africa box [Atlantic SW box transports].
- C. A western front port, via any hex along the western edge of the European mapboard (A23 to EE1) [Atlantic SW box transports].
- D. Naval units [no transports are used].

- A western front port, via any hex along the western edge of the European mapboard (A23 to EE1), or the South Africa box.
- Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), via any hex along the eastern edge of the Pacific mapboard (A59 to KK48), or the Australia box.

**28.752 PACIFIC U.S. BOX:** Only American, British and Canadian units may redeploy to and from the Pacific U.S. box.

A. The Atlantic U.S. box [no transports are used].

B. The Australia box [Pacific SW box transports].

**C. Naval units [no transports are used]:**

- A western front port, via any hex along the western edge of the European mapboard (A23 to EE1), or the South Africa box.
- Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), via any hex along the eastern edge of the Pacific mapboard (A59 to KK48), or the Australia box.

29. HEX CONTROL
30. SUPPLY
31. BRIDGEHEADS
32. FORTIFICATIONS
33. OIL

Substantive change:

**33.49 CHINA EXEMPT FROM OIL EFFECTS:** China and Chinese units, including the Flying Tigers, whether lent or not, are not subject to oil effects.

Substantive change:

**33.552** Once either the British and American air or naval service requirements are met, additional oil counters, including increments of flexible oil counters (33.8), may be used to allow additional air or naval units to carry out activities, including by the Western Allied major power that did not meet the service requirement (33.71D, 33.72D).

Substantive change:

**33.61 OIL EFFECTS:** During his player turn, as set out in 33.52, the moving player determines which, if any, of the four oil effects set out below he wishes to offset. Oil effects apply to all members of an alliance faction within the affected supply zones (EXCEPTION: British and American oil requirements are distinct - 33.55). The effects are:

**A. AIR:** One oil counter is required to offset the air oil effect. This eliminates the air oil effects for all army air units, including associated and allied minor country AAF, and for all naval air units, and permits the expenditure of additional oil to use jets, air transports, interceptors and strategic bombers (33.71A). Kamikazes do not require oil. If the air oil effect applies:

- All air units have their Air Nationality DRM reduced by one.
- Land-based air units may not conduct offensive operations, search, provide air cover, or attack enemy naval units at sea.
- Offensive strategic warfare by strategic bombers, flying bombs and rockets is prohibited.
- Defensive air activities, including providing defensive air support, opposing enemy bombing and intercepting enemy air transport activities, are permitted only in the hex in which the air units are based. Interceptors defend normally, but the lack of operational air bases limits the hexes in which they may engage the attacker (26.443).
- The restrictions on searching, providing air cover, attacking enemy naval units at sea and on defensive air activities do not apply to Japanese air units in Japan.
- Air units may stage and redeploy freely from affected bases.

**B. NAVAL:** One oil counter is required to offset the naval oil effect (subject to 33.72B in the Pacific theater). This eliminates the naval oil effects for all light ships, two- and three-factor capital ships and CVLs, and permits the expenditure of additional oil to use larger ships (33.72D). If the naval oil effect applies:

- All naval units have their Naval Nationality DRM reduced by one (EXCEPTION: Western Allied naval units, including ASW, in the Atlantic, Pacific and Indian Ocean SW boxes are not subject to oil effects - 33.4715E).
- Naval units may not conduct offensive operations, protect sea supply, provide or protect sea escort, or intercept (EXCEPTION: Submarines in fortified ports - 32.248).
- Submarine warfare is prohibited.
- Transports may not be used for onboard sea escort (21.64G).
- Naval units may change base and redeploy freely from affected ports.
- The restrictions on intercepting do not apply to Japanese naval units in Japan.

Substantive change:

**33.71 OIL REQUIREMENTS FOR AIR OPERATIONS:** Oil counters are required for air operations as follows:

**A. AIR OPERATIONS PROHIBITED:** If the air oil effect is not offset, air operations are restricted as set out in 33.61A.

**B. COST OF OFFSETTING THE AIR OIL EFFECT:** One oil counter is required to offset the air oil effect.

**C. EFFECTS:** If the air oil effect is offset, the air oil effects do not apply to the alliance faction's AAF, including associated and allied minor country AAF, and these air units may conduct air operations during both the owning major power's player turn and the opposing player's turn.



**D. ADDITIONAL AIR UNITS:** Once an alliance faction has offset the air oil effect, it may use additional air units as follows:

- One oil counter allows all that alliance faction's jets, air transports, interceptors and strategic bombers to be used.
- The use of a flexible oil counter allows additional jets, air transports, interceptors and strategic bombers to be used at a cost of one increment of a flexible oil counter for every five air factors used (33.81A).
- Kamikazes do not require oil.

**33.72 OIL REQUIREMENTS FOR NAVAL OPERATIONS:** Oil counters are required for naval operations as follows:

**A. NAVAL OPERATIONS PROHIBITED:** If the naval oil effect is not offset, naval operations are restricted as set out in 33.61B.

**B. COST OF OFFSETTING THE NAVAL OIL EFFECT:** One oil counter is required to offset the naval oil effect, plus:

- One additional oil counter for Japan if it controls eight or more Pacific island groups.
- One additional oil counter for the Western Allies if they control eight or more Pacific island groups.
- A second additional oil counter for the Western Allies if they control 12 or more Pacific island groups.

**C. EFFECTS:** If the naval oil effect is offset, the naval oil effects do not apply to light ships, 2- and 3-factor capital ships and CVLs, and these naval units may conduct naval operations during both the owning major power's player turn and the opposing player's turn.

**D. ADDITIONAL NAVAL UNITS:** Once an alliance faction has offset the naval oil effect, it may use additional naval units as follows.

- One oil counter offsets the naval oil effect for all 4-factor battleships and CVs.
- One oil counter offsets the naval oil effect for all 5-factor battleships and CVBs.
- The use of a flexible oil counter allows the use of additional naval units in increments at a cost of one increment of a flexible oil counter for each ship used (33.81B). Different ships may be used in each player turn.

**E. SUBMARINES:** Submarines based on the mapboard are not counted towards oil use, provided one oil counter is used to offset the naval oil effect.

**F. SW BOXES:** Naval units based in SW boxes are not counted towards oil use, even if used for naval activities on the mapboard.

**F. UNSUCCESSFUL INTERCEPTIONS AND NON-PARTICIPATING COMBAT GROUPS:** No oil is used by unsuccessful naval interceptions and counter-interceptions, or by naval units which participate in naval combat only by forming distant combat groups, without increasing their side's search level, being attacked by enemy air or naval units, or engaging in air or fleet combat against enemy air or naval units.

Substantive change:

**33.81 FLEXIBLE OIL COUNTERS:** Each alliance faction may use one or more oil counters flexibly to maximize oil efficiency, for some or all of the following purposes:

**A. AIR:** To allow jets, air transports, interceptors and strategic bombers to be used.

**B. NAVAL:** To allow 4- and 5-factor battleships, CVs and CVBs to be used.

**C. CONSTRUCTION:** To allow additional units to be constructed at the normal BRP cost.

**D. BRP BASE GROWTH:** To allow BRP base growth during a YSS.

**33.82 INCREMENTS OF FIVE:** Flexible oil counters must be applied in increments of five: a flexible oil counter could allow the use of up to 5, 10, 15 or 20 additional air factors; up to one, two, three or four 4- or 5-factor battleships, CVs or CVBs; the construction of up to 5, 10, 15 or 20 BRPs of units at normal cost; or BRP base growth of up to an additional 5, 10, 15 or 20 BRPs.

## 34. WEATHER

Clarification:

**34.221 RUSSIAN OFFENSIVE OPERATIONS:** Russia may conduct full offensives, overrun, create breakthroughs and exploit in areas afflicted by mud. The CTL of exploiting Russian armor units is reduced by one when exploiting from a breakthrough created in, or when moving through, an area afflicted by mud (41.925).

## Segment 7

### Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS
36. MOBILIZATION
37. INDUSTRIAL CENTERS
38. KEY ECONOMIC AREAS
39. SPENDING LIMITS

Consistency:

**35.31 GROWTH RATES:** During each YSS, unspent BRPs from the previous year, as determined at the end of the previous winter game turn, are multiplied by the major power's growth rate. Fractions are dropped and the result is added to the major power's BRP base, provided oil is used for BRP growth as required by 33.61E. The remaining BRPs are lost. The major power growth rates are as follows, reduced by 5% for each oil counter missing from the alliance faction oil reserve for the major power in question (33.61E):

Clarification:

**39.22 RESTRICTIONS ON DEFICIT SPENDING:** Deficit spending is subject to the following restrictions:

A. Deficit spending is limited to the value of the major power's BRP base, minus the BRP value of any uncontrolled key economic areas (38.22).

- This determination is made when the expenditure is made. BRP additions which reduce a major power's deficit may permit deficit spending later in the year.
- When calculating the deficit spending limit:
  - The BRP value of the British BRP base is determined without counting Canada, South Africa, India and Australia.
  - The BRP value of the Russian BRP base is determined without counting Russian ICs.

40. BRP GRANTS

## Segment 8

### Research and Intelligence

- 41. RESEARCH
- 42. PRODUCTION

Delete:

**42.337 RUSSIAN PREWAR FORCE POOL ADDITIONS:** Until Russia and Germany have gone to war or the RGT level is 40 or more, Russia may produce no more than five BRPs of air and five BRPs of military production each year. These additional units may be deployed without restriction (63.51C).

43. ATOMICS

Substantive change:

**43.424 EFFECTS:** Tactical atomic attacks against enemy ground units have the following effects in the ground combat round for which they are made:

**A. OFFENSIVE:** The defender incurs a -1 DM.

**B. DEFENSIVE:** The defender receives a +1 DM.

**C. CUMULATIVE EFFECTS:** If a player uses more than one atomic bomb in a single round of ground combat, the effects are cumulative. For example, if the attacker made two tactical atomic attacks in conjunction with a ground attack, the defender would incur a -2 DM.

**D. MUTUAL ATOMIC ATTACKS:** If both sides use atomic bombs in the same ground combat, the effects cancel.

- 44. INTELLIGENCE
- 45. COUNTER-INTELLIGENCE
- 46. ESPIONAGE
- 47. COVERT OPERATIONS
- 48. CODEBREAKING

## Segment 9

### Diplomacy and Politics

- 49. DIPLOMACY
- 50. DECLARATIONS OF WAR
- 51. PEARL HARBOR AND ALLIED UNPREPAREDNESS
- 52. LENT UNITS
- 53. MAJOR POWER COOPERATION RESTRICTIONS

## Segment 10

### Surrender of Major Powers

54. GENERAL

Delete:

**54.26 OTHER MAJOR POWER DPs IGNORED:** The DP levels of allied major powers are ignored when determining the surrender level of a specific major power. Thus the Italian DP level is disregarded when determining the German resistance level, and vice versa.

55. GERMAN SURRENDER

Substantive change:

### German Resistance Table - 55.11

+/-#	German DP level as calculated at the end of the current Allied player turn. The German DP level may be negative.
+2	German control of Berlin.
+1	German control Breslau, Essen, Cologne or Leipzig (+1 for each).
+1	German control of Berchtesgaden.
+#	For each strategic atomic attack made by Germany (+3 for the first attack; an additional +2 for the second attack; an additional +1 for each subsequent attack).
-#	For each strategic atomic attack against Germany (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each German city that has been firestormed (cumulative).
+#	The Italian resistance level. The Italian resistance level may not be less than zero, whether or not Italy has surrendered

**Explanation:** Check at the end of each Allied player turn. If the net result is zero or less, Germany surrenders.

- 56. ITALIAN SURRENDER
- 57. JAPANESE SURRENDER

Substantive change:

### Japanese Resistance Table - 57.11

#### Cumulative Modifiers

+1	If the Chinese resistance level is -3 or lower.
+1	If Japan controls both Vladivostok and Irkutsk.
+1	If Japan controls at least three of Calcutta, Colombo, Dacca and Rangoon.
+1	If Japan controls at least three of Cairns, Darwin, Port Moresby and Townsville.
+1	If Japan controls 8 or more island groups.
+1	For every 25 BRPs of enemy, including Chinese, Russian and minor country, air, naval and non-partisan ground units eliminated each game turn in the Pacific theater, up to a maximum of two Japanese resistance modifiers per turn (0-24 BRPs: no effect; 25-49 BRPs: +1; 50+ BRPs: +2).
-1	If the Western Allies control at least 8, but less than 12, island groups (round down).
-2	If the Western Allies control 12 or more island groups (round down).

- 58. FRENCH SURRENDER
- 59. BRITISH SURRENDER
- 60. RUSSIAN SURRENDER
- 61. CHINESE SURRENDER
- 62. U.S. ELECTIONS

## Segment 11

### The Nazi-Soviet Pact and Eastern Europe

- 63. EASTERN EUROPE
- 64. POLAND
- 65. THE BALTIC STATES
- 66. BESSARABIA
- 67. THE FINNISH BORDER HEXES
- 68. THE UKRAINE
- 69. GERMAN ECONOMIC INTERESTS

## Segment 12

### British Commonwealth

- 70. CANADA AND SOUTH AFRICA
- 71. AUSTRALIA
- 72. INDIA
- 73. GIBRALTAR
- 74. BRITISH ASIAN COLONIES

## Segment 13

### France

- 75. RESTRICTIONS ON FRENCH FORCES
- 76. FRENCH INDOCHINA AND OTHER FRENCH ASIAN COLONIES
- 77. VICHY FRANCE

## Segment 14

### China, Manchuria and Siberia

- 78. NATIONALIST CHINA
- 79. COMMUNIST CHINA
- 80. RESTRICTIONS ON CHINESE FORCES
- 81. MANCHURIA, SIBERIA AND THE URALS BOX

Substantive change:

**81.42 REDUCING THE SIBERIAN GARRISON:** Russia may not reduce its Siberian garrison until the **second** Allied redeployment phase after at least one of the following conditions is met:

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

**B. OIL EMBARGO AGAINST JAPAN:** The U.S. has imposed an oil embargo on Japan.

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

Substantive change:

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

## Segment 15

### Minor Countries

- 82. MINOR COUNTRIES
- 83. CONQUEST OF MINOR COUNTRIES
- 84. ASSOCIATED MINOR COUNTRIES
- 85. MINOR ALLIES
- 86. SCANDINAVIA
- 87. WESTERN EUROPE
- 88. THE MIDDLE EAST
- 89. THE FAR EAST

### Research Tables

Substantive change, clarification:

## Strategic Bombers

(European Axis, Western Allies, Russia, Japan)

The Western Allies begin with a “9+” result.

**Modifiers:**

-1 For each strategic bomber result achieved by the rolling alliance faction that modifies strategic bombing (26.461B) (-1 for one strategic bomber result; -2 for two strategic bomber results; and so on). Strategic bomber results required to produce strategic bombers, including the initial Western Allied result, do not trigger this negative modifier.

Substantive change:

## Uranium Separation (Germany, U.S., Russia)

Uranium separation is a high technology project. Only one RP may be allocated in the first year in which research is done, two RPs in the next year in which research is done, and so on.

### Restriction:

RPs may not be placed in uranium separation research until the 1944 YSS.

### Results:

1-3 [-2]

4-5 [-1]

6-7 No effect.

8 Each uranium plant produces material for one uranium bomb in three turns and produces material for one additional uranium bomb every four turns thereafter. [+1]

9 Each uranium plant produces material for one uranium bomb in two turns and produces material for one additional uranium bomb every four turns thereafter. [+2]

10 Each uranium plant produces material for one uranium bomb in one turn and produces material for one additional uranium bomb every four turns thereafter. [+3]

11+ \*Each uranium plant produces material for one uranium bomb immediately and produces material for one additional uranium bomb every four turns thereafter. [+4]

12+ \*Each uranium plant produces material for one uranium bomb immediately and produces material for one additional uranium bomb every four turns thereafter.

Substantive change:

## Plutonium Production (Germany, U.S., Russia)

Plutonium production is a high technology project. Only one RP may be allocated in the first year in which research is done, two RPs in the next year in which research is done, and so on.

### Restriction:

RPs may not be placed in plutonium production research until the 1944 YSS and may not be activated until an “8+” result for controlled reaction research has been achieved.

### Modifiers:

+1 If a controlled reaction result was achieved in 1941.

-1 If a controlled reaction result was achieved in 1943 or later.

### Results:

1-3 [-2]

4-5 [-1]

6-7 No effect.

8 Each plutonium reactor produces material for one plutonium bomb in five turns and produces material for one additional plutonium bomb every two turns thereafter. [+1]

9 Each plutonium reactor produces material for one plutonium bomb in four turns and produces material for one additional plutonium bomb every two turns thereafter. [+2]

10 Each plutonium reactor produces material for one plutonium bomb in three turns and produces material for one additional plutonium bomb every two turns thereafter. [+3]

11+ \*Each plutonium reactor produces material for one plutonium bomb in two turns and produces material for one additional plutonium bomb every two turns thereafter.

Substantive change:

## Atomic Bomb

## (Germany, U.S., Russia)

The atomic bomb is a high technology project. Only one RP may be allocated in the first year in which research is done, two RPs in the next year in which research is done, and so on.

### Preconditions:

Before RPs allocated to the atomic bomb may be activated, a player must have produced a controlled reaction and must also have the material for at least one bomb.

### Restriction:

RPs may not be placed in atomic bomb research until the 1944 YSS.

### Results:

1-2 No effect.

3 [+1]

4-6 Uranium bomb gun trigger successfully designed. The number of uranium bombs which may be constructed and used is limited by the amount of available fissionable material from uranium separation plants. Bombs may be stockpiled before use. [+2]

7+ \*Plutonium implosion trigger designed. One die is rolled whenever a plutonium bomb is used in a strategic or tactical atomic attack: the bomb detonates only on a die roll of "6". The material in a bomb which fails to detonate is wasted. The detonation die roll is modified by +1 for each turn after the first plutonium bomb is available for use and by +1 for each failed detonation.

A detonation roll is no longer required once a plutonium bomb is successfully used in a strategic or tactical atomic attack or if a plutonium bomb is tested. No detonation roll is required for a test.

Plutonium bombs are used sequentially; the +1 modifier for failed detonations and the effects of a successful detonation or test apply to the use of other plutonium bombs in the same and future turns.

The number of plutonium bombs which may be constructed and used is limited by the amount of available fissionable material from plutonium reactors. Bombs may be stockpiled before use.

### Explanation:

Provided the fissionable material is available, a "4-6" research result allows the construction of uranium bombs; a "7+" research result also allows the construction of plutonium bombs.

## Diplomatic Tables

## Player Aids

## Scenario Cards

## Sequence of Play

## Scenarios

Global War

European

Pacific

Global War (historical)

European (historical)

Pacific (historical)

Barbarossa

North Africa

Battle of the Atlantic

Coral Sea

Midway

Leyte Gulf

## Historical Events Chart

## Designer's Notes

## Design Credits

## Index

## Examples of Play