

# SEQUENCE OF PLAY (3.0)

## 1) Production

- Spring season: force pool additions and BRP allotment (14.2).
- Winter and spring seasons: Russian weather (22.4).
- Scrap, build, and place units (15.0). Inverse BRP order.
  - Britain trade detour (18.2).
- Add events and select (lowest BRP) & implement one per theater.
- Select (lowest BRP) second Pacific event, implement if embargo (24.2).
- Purchase and announce impulse chits (3.15). Inverse BRP order.

## 2) Diplomacy

- U.S. entry effects (16.22).
- Minor country diplomacy. Inverse BRP order.
  - Bribes/counter-bribes (16.1) and territory transfer (17.1).
  - British propaganda (23.45).
- Vichy ally (19.63).
- Diplomatic effects.
  - Ongoing war reactions (16.22, scenario).
  - DoW's (5.48, 5.51, 16.31).
  - Reactions (16.2, 19.62, 26.5&.6) and scenario modifiers.
  - U.S. entry modifiers (23.4) and transfer limitations (14.94).
  - End of influence (16.5).
  - Control (5.5).

## 3) Sea Zone Placement

- Sea control placement (6.4). Order: surrendered MPs, Soviet Union, France, Germany, Italy, Britain, United States/Japan.
- Raiding placement (6.4). Same order as sea control.

## 4) Declarations of War

- Announce MP DoW's. Inverse BRP order.
  - Pay for declarations (5.42, 5.49).
  - Reactions (16.2, 19.62, 19.73, 26.5&.6) and scenario modifiers.
  - Entry modifiers (23.4, 24.31).
  - End of influence (16.5, 19.61).
  - South Africa neutrality (18.3).
  - Japan total embargo (24.21), unrestricted war (24.32).
  - U.S. transfer limitations (14.94).
  - Conditional events & units.
- Set up minor countries (5.51).

## 5) Sea Control and Raiding

- Sea control combat (6.5). Britain determines combat order. Three rounds. Withdraw in same order as sea control.
- Raiding. Britain determines order.
  - Escorts and hunter-killers (6.6).
  - Raiding (6.6).

## 6) Strategic Redeployment

Inverse BRP order.

- Units (7.0).
- Place [during unit SR] and resolve AI (11.8).
- BRP transfer & tribute (14.9).

## 7) Operations

- Lowest BRP power draws first impulse chit (3.71).

### Air Effort (4.34)

- Place all CA (11.5), NS (11.6), SB (11.7), rebase (11.2).
- Place [after each effort type in (1)] and resolve AI (11.8).
- Resolve CA (11.5), NS (11.6), SB (11.7).<sup>V</sup> [V: Vichy attitude (19.62)]
- SB political fallout (11.73).

### Attrition (4.33)

- Place attrition marker on friendly/allied hex (4.33).
- Ground movement of units (8.0).<sup>V</sup>
- Announce hex to be attacked (9.2).
- Place one OAS (11.3).
- Place and resolve AI (11.8).
- Place DAS (11.4).
- Resolve attack. No exploitation.<sup>J</sup> [J: Japan embargo (24.2)]

## General Offensive (4.35)

- Ground movement (8.0).<sup>V</sup> Announce hexes to be attacked.
- Place rebase (11.2), OAS (11.3).
- Place [after each effort type in (2)] and resolve AI (11.8).
- Place DAS (11.4).
- Place CA (11.3), NS (11.6), SB (11.7).
- Place [after each effort type in (5)] and resolve NI (6.8) and AI (11.8).
- Resolve CA (11.5), NS (11.6), SB (11.7).<sup>V</sup>
- SB political fallout (11.73).
- Fleet train port upgrade/reversion (13.32).
- Naval transport (10.1).
- Resolve NI (6.8).
- AA (10.2).
- Place and resolve NI (6.8) and AI (11.8).
- Resolve AA (10.2).<sup>V</sup> [May wait until step 16.]
- Paradrops (13.1).<sup>V</sup>
- Place and resolve AI (11.8).
- Resolve each attack in attacker's order of preference. Exploitation (9.6).<sup>V</sup>

## HQ Offensive (4.32)

- Ground movement (8.0).<sup>V</sup>
- Announce hexes to be attacked (9.2).
- Place OAS (11.3).
- Place and resolve AI (11.8).
- Place DAS (11.4).
- Place CA (11.3).
- Place and resolve AI (11.8).
- Resolve CA (11.3).<sup>V</sup>
- One unit paradrop (13.1).<sup>V</sup>
- Place and resolve AI (11.8).
- Resolve each attack in attacker's order of preference. Exploitation (9.6).<sup>J,V</sup>

## Naval Effort (4.31)

- Fleet train port upgrade/reversion (13.32).
  - Place NS (11.6).
  - Place and resolve NI (6.8) and AI (11.8).
  - Resolve NS (11.6).<sup>V</sup>
  - Naval transport (10.1).
  - Resolve NI (6.8).
  - One hex AA (10.2).
  - Place OAS (11.3).
  - Place and resolve NI (6.8) and AI (11.8).
  - Place DAS (11.4).
  - Resolve AA (10.2).<sup>J,V</sup>
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- Return air units to bases.
  - Vichy defections and scuttle (19.71, .72).
  - Operational halt (3.72, 28.2). MP of previous op draws chit if play continues.
  - Minor attrition impulses (5.59). Inverse BRP order.

## 8) Supply

- Ground and air unit supply check (12.0).
  - Reduce or eliminate unsupplied ground units (12.32,33). Record French, Italian, and minor factors eliminated (19.1, 20.2, 26.1, 26.36).
  - Return half (round up) of unsupplied air units to force pool (12.32).
- Remove/flip airfields, beachheads, forts, supplied air & ground units (3.82).
- Repair supplied ground units (15.3).

## 9) End

- Surrender (26.2, special rules) or switch sides (26.4).
  - Plunder BRPs (14.6).
  - End of influence (16.5).
  - Naval unit control (26.2); Netherlands naval & air control (26.7).
  - Yugoslavia, Poland breakup & reunification (17.2, 17.6).
  - Freed minors (26.36).
  - Diplomatic (16.22, 19.62) & entry modifiers (23.4).
- Liberation & occupation (18.5, 19.9, 26.3).
- Return units in sea boxes to ports/airbases. Sea control placement order.
- Reorient units to inactivated status.
- Winter season: record BRP levels, move to zero.
- Advance season & year markers.

## GEOGRAPHIC CHART

Terrain/Area/Zone	Movement Points (8.1)	Defender Ground Combat Strength Effects (9.8)	Notes
Beach	n/a	--	Allows advance and exploitation after AA. All Pacific invadable hexes are beaches.
Non-beach	n/a	--	AA capacity halved, no advance after combat or exploitation (10.25).
Canal (6.22)	Naval restriction	+ 1*	Hexside only--bonus not applied if unit is being attacked across any non-canal hexside simultaneously.
Clear	1	--	
Desert	1	--	Cannot SR from, into, or through.
Desert & Mountain	2 ARM, 1 others	x 2	Cannot SR from, into, or through. No AA or paradrop.
Fortress (13.6)	No additional	x 2	Always in supply. Not a supply source for purposes of repair (15.32). Cannot move.
Jungle	2 ARM, 1 others	--	Supply restrictions (12.7).
Mountain	2 ARM, 1 others	x 2	Cannot SR from, into, or through. No AA or paradrop.
Narrow Seas (13.4)	Surface naval restriction	n/a	Naval transit (not SUB), SR, & supply requires coastal hex w/in 2 hexes of narrow sea friendly+ controlled.
Objective City (9.8)	Underlying terrain	+ 1*	Mainland European cities, Britain, or Japan only.
Off - Map Land (13.81)	n/a	--	Australia off-map boxes are considered clear and do not have stacking limits.
Qattara	Prohibited	n/a	Cannot SR or trace supply through. Entire hexside only.
River	No additional	+ 1*	Hexside only--bonus not applied if unit is being attacked across any non-river hexside simultaneously.
Sea Zone Boundary (6.1)	No additional	n/a	Part of all zones bordered.
Swamp	2 ARM, 1 others	+ 1*	No paradrop.
Strait	No additional	+ 1*	Hexside only--bonus not applied if unit is being attacked across any non-strait hexside simultaneously.
Water	Land units prohibited	n/a	Does not include straight.
Zone of Control (8.5)	1 additional (to leave)	n/a	Blocks supply and retreat unless friendly unit in ZOC hex. DIV ARM do not exert ZOC.

\* + 1 bonus is added after any strength doubling (9.82). GAR cannot have strength more than doubled (13.6).

Area	Naval Capacity	Air Capacity	Notes
Airbase (11.1)	N/A	5	Adds 5 factor air capacity to hex.
Beachhead (10.28)	18 SURF, 6 CV, 6 SUB, 2 FT, no LC limit	None	Cannot place on mountain terrain. FT may convert into major port (Naval or General Offensive impulse) (13.32).
City (11.1)	N/A	5	
Major Port/Shipyard (6.2)	36 SURF, 3 FT, no other limits	5	FT activated as major port serves as shipyard for repair but not new construction or strategic bombing (House Rule).
Minor Port (6.2)	18 SURF, 6 CV, 6 SUB, 2 FT, no LC limit	5	FT may convert minor port into major port (Naval or General Offensive impulse) (13.32).
Hex	see above	see above	Stacking limit of 2 ground units (INF, CAV, ARM, GAR, MAR), plus 1 HQ and PARA. 2 XX equal 1 unit (8.4). Any hex with a hex number is playable (2.1).

## LAND COMBAT (9.0)

Combat	Unit	Die/Factor	ATTACK Hit on	DEFEND Hit on	Notes	
Land	INF	1 / 1	6	5,6	Attacking Jewish INF hit German units on 5,6.	
	ARM	1 / 1	5,6	4,5,6	May exploit (9.6).	
	CAV	1 / 1	6	5,6		
	GAR	1 / 1	n/a	5,6	2 hits/factor to eliminate. Cannot attack or AA. Move by SR or sea transport only (13.6).	
	MAR	1 / 1	6 or 5,6	5,6	5, 6 attack when conducting AA (9.2.3).	
	PARA	1 / 1	6	5,6	During paradrop, in supply (13.14) and takes all hits first (9.38).	
	HQ	n/a	n/a	n/a	Eliminated if attacked while alone or while all other units in hex are eliminated (9.33).	
	V1, 2	n/a	n/a	n/a	No movement. Eliminated by one land or 3 strategic bombing hits in one impulse (p. 9).	
Air Support (11.3, 11.4)	TAC	1 / 1	6	5,6	Air support factors may not exceed total strength of ground factors.	
	JET	1 / 1	6	5,6		
	SAC	1 / 2	6	n/a	As above. Offensive support only. Cannot conduct exploitation support.	
	CV	1 / 2	6	n/a	As above. General Offensive or Naval impulse only. Range of 2.	
	<i>Blitzkrieg (9.7)</i> <i>Blitzkrieg (9.7)</i>	TAC	1 / 1	5,6	4,5,6	Factors up to the number of attacking or defending ARM factors.
	<i>Long range US/British after '42</i>	JET	1 / 1	5,6	4,5,6	
		SAC	1 / 3	6	n/a	As SAC above.
Amphibious Assault Support (10.25)	SURF	1 / 2	6	n/a	SURF factors may not exceed twice the total combat strength of the landing units.	

## COMBAT NOTES

Combat Sequence (9.2)	Notes
1. Announce targets	Announce hexes to be attacked.
2. Place air support (11.3, 11.4)	Place all OAS, then DAS. OAS subject to interception.
3. Air battle (11.9)	Resolve OAS/DAS air battle.
4. Supply (12.1)	Check supply for all attacking & defending ground units.
5. Attack (9.2.3)	Allocate attacks, roll for hits.
6. Defend (9.2.4)	Apply terrain modifiers to defender combat strength (9.8). Roll for hits.
7. Damage (9.3)	Apply BRP losses and unit reduction & elimination. Lower strength units before higher strength units.
8. Retreat (9.4)	Forced if hits >= the total strength of defending units. Move away without entering ZOC in fewest moves until not violating stacking limits. Units forced to retreat but can't are eliminated. No neutral or prohibited terrain. Voluntary retreat can eliminate leftover hits.
9. Advance (9.5)	Attacker may advance into vacated hex and one additional hex if no adjacent enemy units. No MP cost.
10. Exploitation movement (9.61)	ARM 3 MPs, CAV 2 MPs, paradrop.
11. Exploitation combat (9.62)	ARM, CAV, & exploitation PARA only ground units. TAC OAS & DAS in same hex. Repeat steps 1-9.
Combat Situation	Notes
Amphibious Assault (10.2)	All hits resolved through reducing or eliminating units. In supply at time of AA combat. On beach hex units may advance, exploit, & follow up.
Paradrop (13.1)	Range of 4, must begin at airbase. In supply during combat from airdrop. Eliminated if fail to clear the drop hex. Cannot move during turn of drop. All hits resolved through reducing or eliminating PARA units, even if other non-drop units participating.
Airbase overrun (11.12)	Placed airbase is removed and may not be captured. Defender rolls 1 die/air factor. If 1-3 place factor at friendly base within double unit's range. If roll 4-6 or no available base, factor is eliminated.
Beachhead overrun (10.28)	Beachhead is removed and may not be captured.
Fortress overrun/surrender (9.9)	Fortress is permanently destroyed. Fortress counters are not returned to the force pool.
Port overrun (6.71)	Naval displacement: closest friendly port within two zones; otherwise eliminated. Subject to NI. Major port FT's eliminated.
Division unit (13.82)	When attacking or being attacked and no friendly full sized land unit is participating, +1 to enemy rolls. Do not create ZOC.

## AIR COMBAT (11.0)

Combat	Unit	Die/Factor	Hit on	Notes
Air (11.9) <sup>2</sup>  <i>Unescorted bombers</i> <i>Unescorted bombers</i> <i>US after '42</i>	TAC	1 / 1	6	Owning player may select eliminated factors. If all bombing escorts eliminated may attack unescorted bombers (except US only bombers after '43 (11.95)). If attacker has JETs, first loss determined by owner, second by attacker (and every other loss thereafter) (p.13). 6 if escorts eliminated. After '42 US (L)SAC only hit on 6. Only intercepted by German and British TAC or JET, or Japanese JET.
	JET	1 / 1	5,6	
	CV	1 / 1	6	
	TAC	1 / 1	5,6 or 6	
	JET	1 / 1	4-6	
	SAC	1 / 2	6	
	LSAC	1 / 2	6	
Counter Air (11.5) <sup>2</sup>	TAC	1 / 1	6 or 5,6	5,6 if no TAC or JET intercept. General Offensive, Air, and HQ impulse only.
	JET	1 / 1	5,6 or 4-6	4-6 if no TAC or JET intercept. General Offensive, Air, and HQ impulse only.
Naval Strike (11.6)  <i>Long range US/British after '42</i>	TAC	1 / 1	5,6	Firing player's choice of targets hit. Air, Naval, or General Offensive only.
	JET	1 / 1	5,6	
	SAC	1 / 2	6	
	CV	1 / 1	5,6	Firing player's choice of targets hit. Naval or General Offensive only.
	SAC	1 / 3	6	As SAC above.
Strategic Bombing (11.7)  <i>After '41</i> <i>After '41</i> <i>After '41</i> <i>Long range US/British after '42</i> <i>Long range US after '43</i>	TAC	1 / 1	6 or 5,6	Objective or shipyard only. Hit on 5 or 6 if not intercepted. Air or General Offensive impulse only.
	SAC	1 / 1	6 or 5,6	
	LSAC	2 / 1	5,6 or 4-6	As above. Only intercepted by German and British TAC or JET, or Japanese JET.
	TAC	1 / 1	5,6 or 4-6	Objective or shipyard only. Hit on 4-6 if not intercepted. Air or General Offensive impulse only.
	JET	1 / 1	5,6 or 4-6	
	SAC	1 / 1	5,6 or 4-6	
	SAC	1 / 2	5,6 or 4-6	As SAC above.
	LSAC	1 / 1	5,6 or 4-6	As LSAC above.
V1,2	1 / 1	5,6	Cannot be intercepted. May attack in any German impulse other than Naval or Attrition.	

Hex damage limits: 5 BRP MP, 3 BRP minor, 2 BRP elsewhere.

## NAVAL COMBAT (6.0)

Combat	Unit	Die/Factor	Hit on	Notes	
Naval (6.3, 6.8) <sup>1</sup>	Air Battle	CV	1 / 1	6	Attacks CV air factors, TAC, JET. Attacker allocates hits, unless defender has JETs, in which case defender determines first loss, attacker second (and every other loss thereafter) (p.13).
		TAC	1 / 1	6	
		JET	1 / 1	5,6	
	Naval (coastal defense (6.83))	SURF	1 / 1	6 (5,6)	Attacks all naval units. Owning player allocates hits by enemy SURF. Transporting units cannot fire.
		SUB	1 / 1	6 (5,6)	Attacks SURF, CV, LC, FT. Attacker allocates hits.
		CV	1 / 1	5,6 (4-6)	Attacks all naval units. Attacker allocates hits. Firing CV factors are surviving air factors.
TAC, JET		1 / 1	5,6 (4-6)		
Raiding (6.6)	Escorts & Hunter-Killers	SURF	1 / 2	6	Attacks raiding SURF, CV, SUB. Attacker allocates hits.
		SUB	1 / 2	6	Attacks raiding SURF, CV. Attacker allocates hits.
		CV	1 / 1	6	Attacks all raiding units. Attacker allocates hits.
		TAC, JET	1 / 1	6	
	Raiding	SURF	1 / 1	6 or 5,6	Each hit equals 1 BRP loss, up to zone limit. Higher hit range if no escorts/hunter-killers are present, or if escort/hunter-killer dice rolled are less than twice surviving raiding factors.
		SUB	1 / 1	5,6 or 4-6	
		CV	1 / 1	5,6 or 4-6	
		TAC, JET	1 / 1	5,6 or 4-6	

<sup>1</sup> Controlling power may decline NI combat, or may specify specific units to attack (6.8).

### EUROPE SEA AREA RAIDING (6.6)

	Britain	France	Italy	Germany	Greece	Netherlands	Soviet Union	Spain	Sweden	Turkey	United States
Adriatic			1								
Aegean					2						
Baltic				10	1,8		1 <sup>4</sup>		2		
Black Sea							2			1	
Central Atlantic	3										12
Central Mediterranean	3 <sup>6</sup>	1	5					1			
Eastern Atlantic	4							1			
Eastern Seaboard	5										20
Eastern Mediterranean	3 <sup>6</sup>	2			1						
North Atlantic	5,20 <sup>2</sup>										
North Sea	1					1					
Norwegian Sea				10	1,7		1,3 <sup>3</sup>				
Western Approaches	4	3,5 <sup>5</sup>									
Western Atlantic	3										12
Western Mediterranean	3 <sup>6</sup>	3	1					2			

<sup>1</sup> Cannot be raided in year Germany BRPs reduced 10 if Sweden hostile or at war w/ Germany, or Norway or Narvik is enemy-controlled and Sweden is not a German ally (21.2).

<sup>2</sup> 20 once BRPs have been transferred from the U.S. to Britain (14.42).

<sup>3</sup> 3 once BRPs have been transferred via the Atlantic to the Soviet Union (14.43).

<sup>4</sup> If Leningrad is enemy controlled, Baltic cannot be raided against Soviet Union (22.1).

<sup>5</sup> 5 once BRPs have been transferred to France from Britain or the US (14.44).

<sup>6</sup> N/A for raiding if both Suez and Gibraltar are enemy controlled (18.1) or trade detour (18.2).

<sup>7</sup> Winter only.

<sup>8</sup> Spring, Summer, Fall only.

### NAVAL RANGE (6.72)

Action	NAVAL RANGE (6.72)			
	SURF, CV	SUB	LC	FT
Sea Control/Raid	1	4	n/a	n/a
Naval Impulse	9	5	3	9

### PACIFIC SEA AREA RAIDING (6.6)

	Australia	Borneo	Burma	India	French-Indo China	Japan	Java	Philippines	United States
Arabian Sea				2					
Bass Strait	1								
Bay of Bengal				2					
East China Sea						3			
Hawaiian Islands									2
Indian Ocean 5							1		
Indian Ocean 11	1								
Indian Ocean 12	2								
Java Sea		1						1	
Philippine Sea									1
Pacific Ocean 7						1			
Pacific Ocean 8						2			
Sea of Japan						4			
South China Sea					1				
Straits of Malacca			1						
Sulu Sea		1							
Tasman Sea	1								
Yellow Sea						2			

### LANDING CRAFT LOSS (10.26)

Hex Control	Elimination Roll	
	Beach	Non-beach
Friendly	n/a	n/a
Hostile, unopposed	1	1, 2
Hostile, opposed	1, 2	1, 2, 3

## COSTS (15.0)

	Unit/Chit/Action	BRP	Notes <sup>1</sup>
Unit	INF, CAV, GAR	1* + 1 per factor	Place in controlled & supplied city hex in home nation. <sup>1</sup> *Soviet Union and Turkey do not pay extra 1 BRP for INF (15.15).
	ARM, PARA, MAR	1 + 2 per factor	Place in controlled & supplied city hex in home nation. <sup>1</sup>
	TAC, SAC, JET	3 per factor	Place in controlled & supplied air base in home nation. For each new JET factor retire 1 in-play or force pool TAC factor.
	SURF, CV, LSAC	4 per factor	New naval units appear 3 turns later; place in controlled shipyard in friendly nation. <sup>2</sup> Limited naval repair appears that turn; 1 factor/port per controlled & supplied shipyard (incl. conquered). Place air in controlled & supplied air base in home nation.
	LC	3 per factor	Place in controlled & supplied friendly nation port hex.
	SUB	2 per factor	Place in controlled & supplied friendly nation shipyard hex. <sup>2</sup>
	HQ	5	Place in controlled & supplied city hex in home nation.
	FLEET TRAIN	15	Place in controlled & supplied friendly nation shipyard hex.
	V1, V2	10	Available after Aim for the Stars event drawn. Place in any German controlled hex not adjacent to an enemy unit (p. 9).
Impulse	HQ, NAVAL, AIR	5	Only one impulse/theater (not General Offensive) if not at war with MP (4.22). Exception: Japan.
	GENERAL OFFENSIVE	15	One GO per calendar year per map, cannot be in consecutive seasons (4.22).
	ATTRITION	2	Only one impulse/theater (not General Offensive) if not at war with MP (4.22). Exception: Japan.
Misc.	SEA CONTROL/RAIDING	1 - 5	Paid once per season per theater (6.42).
	BEACHHEAD, AIRFIELD	5	Beachheads established via AA are free. Place in friendly controlled coastal hex in production (10.28, 11.11).
	FORTRESS	15, 20	Converted GAR. 15 BRP cost if placed in home country. Place in controlled hex not adjacent to enemy unit (13.62).
	MP DOW MP	15 per MP	Exception: DoW triggered by political event. Covers Vichy unless Vichy already at war w/ Germany (19.66).
	MP DOW minor	5 per minor	Exceptions: DoW triggered by political event. Germany pays no BRPs to DoW Luxembourg (21.1), 5 against Vichy (19.66).
	SURPRISE ATTACK	5	Japan and Germany only on turn DoW on MP (5.44).
	DOW CHINA	10	Covers both factions (25.32).
	BRIBE	1-4	+1 to roll for each BRP spent.
	COUNTER-BRIBE	2, 4	+1 to roll for each 2 BRP spent.
	BRITISH PROPAGANDA	10	+1 if France or USSR conquered by Germany or Italy, +2 if both, +1 if enemy troops in Britain (23.45).
	BRITISH TRADE DETOUR	10	During any production segment. Reduces BRP by 10 each spring, but no enemy raiding of Mediterranean zones (18.2).
	US DOW REQUEST	10	Covers attempts for both theaters. Requires additional DOW cost if successful (23.4).
	CALCUTTA TRADE ROUTE	10	After Rangoon is Japanese controlled and Calcutta is not Japanese controlled (23.48).
	REYKJAVIK INVASION OK	3	Britain or US DoW Denmark, only occupy Reykjavik. Results in no diplomatic modifiers due to DoW on minor (5.49).
	HEISENBERG PRINCIPLE	20, 10	20 in Spring '44, 10 each spring after until event drawn (p. 9).

<sup>1</sup> If no home nation cities are friendly controlled, one ground unit per turn may be placed in colony city (15.21).

<sup>2</sup> Minor countries without shipyards have naval units placed in a home port. They can be repaired at allied shipyards. If eliminated, they are removed permanently (15.23).

### Rebuild/Repair/Scrap Notes

*Rebuilding reduced units cost: BRP cost per factor x factors restored*

Scrapped naval units: under construction 1/2 of unit BRP cost, built 1/3 cost. Scrapped units cannot be rebuilt. Must scrap in home nation shipyard; LC's may use port (15.6).

One SURF and CV factor can be repaired per turn per friendly controlled (incl. allied and conquered) shipyard. Must occupy shipyard during production (15.13).

Repaired JET do not retire TAC factors (p. 13).

### Country Specific Build/Repair Notes

**Finnish** 3-3 INF cannot be repaired, and if eliminated can only be rebuilt as 1-3 (26.5). **Nationalist China** 3-2 INF may be repaired through US Nationalist Training event only (25.6). **French naval** units controlled through Armees Navales cannot be repaired. **Indian units** cannot be repaired after Pearl Harbor (TR) or until Britain and Japan are at war (15.42). **South African, ANZAC\*, Polish exile** (15.42), and **Fascist & Co-belligerent Italian** (20.3,.4) units cannot be repaired or rebuilt. \*ANZAC may not be rebuilt or repaired in Third Reich only. **Netherlands TAC, SURF, and SUB** may be rebuilt by controlling player from that power's force pool and BRPs (26.7). **Minor nations with no shipyards** may have units repaired at an allied major shipyard, but if completely eliminated are removed permanently (15.23). Unbuilt or eliminated units for **minors without BRP stockpiles** are placed in controlling MP's force pool (15.72).

**Polish** 1 x 1 **SURF** may be built at Gydnia if the Netherlands or Sweden neutral & 1 x 9 **SURF** may be built only if Netherlands neutral during entire construction period. If Poland is conquered while allied to France and/or Britain, Polish **SURF** units are treated as French or British units and may be repaired at their shipyards.

## STRATEGIC REDEPLOYMENT LIMITS (7.0)

Power	Total	Europe	Pacific	No Capital	Notes
Britain	9	6	4	4 (3,2)**	Can SR US units if allied. Cannot SR out of Britain the turn after surrender (18.4).
TR (post Pearl Harbor)	n/a	6 (5)	n/a	3	Cape of Good Hope (Suez) available; 2 SRs.
Communist China	1*	n/a	1	1	Cannot SR outside of China.
France	5	5	1	2	No Pacific SR outside French Indo-China.
Germany	8 (+/- oil)	8 (+/-)	0	4 (+/-)	Oil effects (28.31). Cannot SR on Pacific map unless passage controlled (7.28).
Italy	5 (+/- oil)	5 (+/-)	0	2 (+/-)	Oil effects (28.31). Cannot SR on Pacific map unless passage controlled (7.28).
Japan	6	0	6	1	Only one SR by land outside of Japan, Manchukuo, or Chosen. Cannot SR on Europe map unless passage controlled (7.28).
Nationalist China	1*	n/a	1	1	Cannot SR outside of China.
Poland	2*	2	n/a	n/a	
Romania	2*	2	n/a	n/a	
Soviet Union	7 (- oil)	6	2	3 (3,1)** (-)	Only one ground SR outside USSR on Pacific map. Cannot overseas SR others with own naval units. Non-Soviet units cannot SR by land through Soviet controlled hexes (7.12). Ground & air SR between maps costs 2 SRs/unit on map of origin (7.13, 7.34). Oil (28.31).
Spain	2*	2	n/a	n/a	
Turkey	2*	2	n/a	1	
United States (7.4)	12	9 (East Coast max: 6)	7 (West Coast max: 5)	n/a	Can SR British units if allied. Cape of Good Hope (Suez) available; 2 SRs. Air & ground may SR between West/East coasts; 1 SR. SR by sea via Panama Canal available (and to allies) from East/West coast; 1 SR (7.27). SR'd ground/air from US box cannot move beyond port until following turn. Refer to Entry Status charts for limits when at peace. Cannot SR into Europe while at peace (23.1).
Other minors	1*	-	-	n/a	

\* MP ally may also spend own SR to SR minor's units (7.6).

\*\* (Europe, Pacific)

**North Africa terrain:** Only 1 ground unit per power per turn through any North African land hex (7.56).

**Transfer--overseas or overland--requires 1 SR from both sending and receiving country (14.9).**

NAVAL RANGE/SR	AIRBASE RANGE		
Unit (req. factors for ground/air)	Zones	Unit	Hexes
SURF (9), CV, FT	9	TAC	8
SUB	5	SAC	16
LC (1)	3	LSAC	24
<b>Naval double range:</b> double SR cost		PARA	8

**Joint sea control:** double SR cost, double SURF/LC requirements

Optional Oil Effects (28.3)
-2 German SR if Ploesti (2817) is enemy controlled (not neutral) or Romania hostile or at war w/ Germany.
+2 German SR for each hex German controlled: 4510, 4320, 3712.
-1 German SR for each of the first two hits on Ploesti by enemy strategic bombardment.
+1 Italian SR if 20 BRPs for Oil Strike received. Lost if Tripoli is enemy-controlled.
-1 Soviet Union if both Maikop (3712) and Grozny (4110) are enemy controlled.

### SR Restrictions

Unit	Blocked by
Ground	Enemy controlled hex, adjacent to enemy ground unit that may move to the SR hex, terrain: neutral, hostile, desert, mountain, Baltic ice
Naval (incl. transported units)	Sole enemy control of sea zone, narrow seas without friendly+ control within two hexes of narrow sea (n/a SUBs) (13.4)
Air	Neutral or hostile territory



## SUPPLY (12.0)

Country	Supply Sources, Notes
<i>All countries</i>	1. Friendly controlled capital in home nation. 2. Friendly controlled objective city in original home nation borders. 3. Friendly controlled home nation colony capitals. 4. Friendly or allied fortress in same hex (except for repair). 5. Allied capital, if all other sources blocked (except for repair (15.32)) (12.25). Units naval transported (10.1, 12.29), paradropped (12.26), or AA'd (10.2, 12.29) are in supply the turn of that action.
Britain (12.22)	US off map boxes, Suez (Europe hex 4337, with restrictions (12.28)), any Indian objective city, any major Australian port (not converted fleet train), friendly or allied controlled sea zones on western board edge (TR only).
China (12.24)	Any hex in China not Manchukuo (both Chinese factions). Outside China: Nationalist to an American supply source, Communist to a Soviet source.
Finland (12.25)	Any hex on the north edge of the board within Finland.
Germany (12.23)	Tripoli, with restrictions (12.28).
Italy (12.23)	Tripoli, with restrictions (12.28).
Japan (12.5)	In China: 1) Two hexes to adjoining river, to Yellow Sea or East China sea, to Japanese supply source. 2) Three hexes to friendly-controlled Chinese provincial capital. 3) Four hexes to beachhead supplied by Japanese source. 4) Two hexes to Japanese HQ that is supplied by methods 1 - 3. <hr style="border-top: 1px dotted black;"/> <i>Bushido (12.34)</i> : Japanese ground units out of supply roll one die; unit reduced or eliminated on roll of 2 or less, 3 or less if in jungle or on one hex island (12.3).
Soviet Union (12.21)	Any map edge hexes within the Soviet Union (either map), any USSR city on the Pacific map.
Turkey (12.24)	Any Turkish city.
United States (12.22)	US off map boxes, any Indian objective city, any major Australian port, Suez (with restrictions (12.28)), friendly or allied controlled sea zones on western board edge (TR only).

### Supply Blocked by:

- 1) Enemy ground units
- 2) Enemy ZOC (negated by friendly unit in applicable hex)
- 3) Enemy units solely control the sea zone to be used
- 4) Three or more jungle hexes. Supplied friendly HQ may be jungle supply source, allowing supply through up to 6 jungle hexes.
- 5) Neutral or hostile territory
- 6) Narrow seas without at least friendly control within two hexes of narrow sea (13.4)

## MINOR DIPLOMATIC MODIFIERS (16.22)

Event	Modifier
MP DoW's minor <sup>1</sup>	Remove MP's influence for that minor.
MP DoW's MP at war with minor this turn	+2 w/ that minor for declaring MP
MP at war with nation at war with minor (turns after minor goes to war)	+1/turn w/ that minor for MP at war with minor's enemy
Britain DoW's neutral minor. N/A if minor declares first.	-1 Britain. Does not apply if DoW's Norway via Churchill Directs event.
France DoW's neutral minor. N/A if minor declares first.	-1 France
Soviet Union DoW's neutral minor. N/A if minor declares first.	-1 Soviet Union
U.S. DoW Germany	-1 Germany
DoW Italy	-1 Italy
Enters war	+1 Any power at war with Germany or Italy
Italy surrenders	-1 Germany (unless Germany/Italy not allied) +1 Any power at war with Italy
MP SBs conquered country	-1 to SB MP except those in Ally (10) box

<sup>1</sup> Does not apply if Britain or US DoW Denmark, occupy Reykjavik, and spend 3 BRPs (5.49).

## VICHY FRANCE (19.62)

+3 Right	French territory transferred to another country by Britain or US.
+2 R	Britain is conquered.
+1 R	British or British-controlled units enter Syria, Tunisie, Morocco, Algeria (+1 each; once/territory). British or American units attack Vichy naval or air forces (+1 per hex each attack). Moscow & Leningrad are both enemy-controlled.
-1 Left	United States enters the war. American units enter Syria, Tunisie, Morocco, Algeria (-1 each; once/territory). N/A if German or Italian occupied. German or Italian units enter Syria, Tunisie, Morocco, or Algeria (-1 each; once/territory). British or American ground units are present in mainland Italy.
-2 L	British or American ground units enter mainland France (not until second turn after Vichy formed).
-3 L	French territory transferred to another country by Germany or Italy.
-1 L or R	Vichy DoW attempt fails (19.63).

## VICHY FRANCE DEFECTIONS (19.71)

+1	German ground unit within two hexes of Vichy unit.
-1	US units totaling 20 factors within 3 hexes of Vichy unit (halve SURF & CV factors, SUB do not apply). Free French unit adjacent to Vichy unit.

Check for defection when US unit moves adjacent to Vichy ground or air unit. Defection results on single die roll of less than or equal to Vichy A number.

After three or more Vichy units have defected, Vichy SURF units in France are scuttled, others to US/British ports (19.72).

## DIPLOMATIC MODIFIERS

Power		Modifier	Power		Modifier
Allies with:	Greece	-1 Bulgaria, -2 Turkey	Declares war on:	Belgium	-1 Sweden (Power that DoW Belgium or Netherlands -1 Sweden max.)
	Hungary	-2 Romania		Britain	-2 Poland
	Romania	-1 Hungary		Bulgaria	+1 Greece, +1 Romania, +2 Yugoslavia
	Sweden	+1 Finland		Denmark	-2 Sweden
	Turkey	-2 Bulgaria, -2 Greece		Estonia	-2 Finland
	Yugoslavia	-1 Bulgaria		Finland	-1 Bulgaria, -1 Hungary, -1 Romania, -3 Sweden & -1/turn (during war). May break Swedish alliance (26.4).
Assigns: <sup>1</sup>				France	-2 Poland, +1 Turkey
Albania to	Yugoslavia	+2 Yugoslavia		Germany	+2 Poland
Banat to	Hungary	+2 Hungary		Greece	+1 Bulgaria, +1 Turkey, -1 Yugoslavia
	Romania	+1 Romania		Hungary	-1 Finland, +2 Romania, +1 Yugoslavia
Cyprus to	Turkey	-2 Greece, +1 Turkey		Netherlands	-1 Sweden (Power that DoW Belgium or Netherlands -1 Sweden max.)
	Greece	+2 Greece		Norway	-2 Sweden. May break Swedish alliance (26.1)
Estonia to	Finland	+2 Finland		Poland	-1 Hungary, -1 Romania, -1 Yugoslavia
Gibraltar to	Spain	+3 Spain		Portugal	+2 Spain
Lithuania to	Poland	+3 Poland		Romania	+1 Bulgaria, +2 Hungary, -1 Turkey
Morocco (Fr) to	Spain	+2 Spain		Soviet Union	-1 Bulgaria, +2 Finland, +2 Hungary, +3 Poland, +1 Romania, +2 Spain, +1 Turkey
Palestine to	Turkey	+1 Turkey	Sweden	-3 Finland. May break Finnish (26.4) & Norwegian alliance (26.1).	
Portugal to	Greece	+2 Greece	Turkey	+2 Bulgaria, +3 & +1/turn (during war) Greece	
	Turkey	+1 Turkey	Yugoslavia	+1 Bulgaria, -1 Greece, +1 Hungary	
Slovakia to	Hungary	+2 Hungary	Soviet Union		
	Poland	+3 Poland	declares war on:	Finland	+2 Germany. May break Swedish alliance (26.4)
Syria to	Turkey	+2 Turkey	Romania	+2 Germany.	

<sup>1</sup> Territory must be conquered or allied (not colony, exceptions Rhodes & Sudtiro) (17.1, 17.13). Transfer may not occur if enemy ground units are present within the territory (17.14).

### MINOR COUNTRY DIPLOMATIC STATUS (16.3)

Diplomatic Status	Space	Trace Supply	Flyover, SR Through	MP Unit Entry	MP SR Minor Units	Activate Minor Units	Stack Together	Transfer & Tribute	Attack from Minor	Notes
Hostile	1	No	No	No	No	No	No	No	No	Roll for DoW (16.31).
Neutral	2-4	No	No <sup>1</sup>	No <sup>1</sup>	No	No	No	No	No	
Friendly	5-7	Yes	Yes	No	No	No	No	No	No	
Client <sup>2</sup>	8-9	Yes <sup>2</sup>	Yes <sup>1,2</sup>	Yes <sup>1,2</sup>	No	No	No	No	No	
Ally	10	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Check for DoW (16.35) & end of influence (16.5).

<sup>1</sup> Vichy France allows entry as if client to US/British troops when attitude is A, German units when attitude is G (19.61). May enter when Vichy neutral without DoW, but may affect attitude (19.64).

<sup>2</sup> If fall out of client status, units must depart upcoming turn or become hostile. If >1 MP are not allied and both clients, no MP units may enter or trace supply (16.34).

### INFLUENCE ATTEMPTS (16.1)

BRIBERY (16.11)				COUNTER-BRIBERY (16.12)			
Marker in Space	Modified Die Roll			Marker in Space	Modified Die Roll		
	1-6	7	8+		1-6	7	8
1	0	0	+1	2	0	0	-1
2-8	0	+1	+1	3-9	0	-1	-1
9	0	0	+1	10 <sup>1</sup>	0	0	-1
+ 1 per BRP spent (max 4 BRPs)				+ 1 per 2 BRP spent (max 4 BRPs)			

<sup>1</sup> May not be moved out of 10 box if the minor has joined the war (16.15).

At peace US may spend 2 BRP/turn to influence Vichy (19.62).

## ALLIANCES (5.2)

Countries	Allied Conditions/Notes	SR allied unit w/ own SR	SR w/ ally's SURF, LC	Impulse activation	Stack together	Air/Naval support	Unit entry into territory
France & Britain (5.21)	Both are at war with the same power.	No	Yes	Naval <sup>3</sup>	No (ground only)	No <sup>1</sup>	When at war w/ same power
Germany & Italy (5.22)	Any time, or when at war with common MP.	No	Yes	HQ, GO, Naval <sup>3</sup>	Yes	Yes	Yes
United States & Britain (5.23)	United States enters war. US DoWs all MPs at war with Britain. If Britain at war w/ France US not required to ally with Britain (5.2). Alliance is theater specific.	Yes	Yes	HQ, GO, Naval <sup>3</sup>	Yes	Yes	Yes
United States & France (5.24) (not Vichy France)	United States enters war, elects to ally.	No	Yes	HQ, GO, Naval <sup>3</sup>	Yes	Yes	Yes
Soviet Union (5.25)	Once at war with any MP at war with Britain allied with Britain and any MPs allied with Britain unless USSR at war with Britain.	No	No	No	No (any units)	No <sup>1</sup>	No in USSR printed borders. No SR in USSR controlled territory.
Japan, Italy & Germany (5.26)	Once Japan and Germany at war with same MP, allied. Once Italy and Japan at war with same MP, allied.	No	Yes	GO (by map), Naval <sup>3</sup>	Yes	Yes	Yes
Minors allied to MP	5.55, 5.66, 7.6, 25.1	Yes; MP SR	Yes	Yes	Yes	Yes	Yes <sup>2</sup>
Soviet minor allies	5.55, 5.66, 25.1	Yes, MP SR	No	Yes	No	No	No in USSR printed borders. No SR in USSR controlled territory. <sup>2</sup>

<sup>1</sup> Naval units may always occupy the same sea zone.

<sup>2</sup> Subject to deployment limits (26.1).

<sup>3</sup> Air and ground units for sealift and amphibious assaults only (5.32).

See 5.53 & 5.54 for control determination of non-allied minors. Controlled (not allied) units can only activate by their own nation (5.59)

## DEPLOYMENT LIMITS (26.1)

Country	Units	Enter/Flyover Territory, Notes
Austria	1	Any neighboring country.
Bulgaria	1	Greece, Romania, Turkey, Yugoslavia
Communist China	all	China, Manchukuo, Chosen. TAC cannot be used for Sea Control/Raiding.
Croatia	1	Germany, Hungary, Yugoslavia
Czechoslovakia	all	Any neighboring country, Soviet Union, France, Netherlands, Belgium
Finland	all	Estonia, Soviet Union, Sweden. Finnish units must remain within three hexes of a Finland hex.
Greece	2 (3)	Cyprus, Germany, Hungary, Rhodes, Romania, Soviet Union, Turkey (if at war w/ Turkey), Yugoslavia. Limit increased to 3 if at war with Turkey. [Greece includes unlabeled islands in Aegean & island w/ Suda Bay.]
Hungary	3 (all)	Poland, Romania, Slovakia, Soviet Union, Yugoslavia. Hungarian & Romanian units cannot stack; no deployment limits into each country if at war with each other. Hungarian and Slovak units cannot stack.
India (National Army)	all	Addu Atoll, Andaman Islands, Burma, Ceylon, Malaya, Sumatra, Thailand.
Italy (surrendered)	all	Republic of Salo: None; Co-belligerent: Germany
Jewish	1	None. Appears in British or American controlled city.
Manchukuo	1	China, Korea, Mongolia, Soviet Union
Mongolia	1	Germany, Soviet Union, and any country bordering Soviet Union
Nationalist China	all	China, Manchukuo, Chosen; if Britain at war with Japan also Burma, Thailand, French Indo-China. No TAC Sea Control/Raiding.
Netherlands	all	Borneo, Java, Sumatra, Celebes (& adjoining sea zones); only until European portion conquered by minor or at war with major power. If Java, Borneo, Sumatra and North Borneo are conquered the Dutch Colonial 1-3 INF are eliminated.
Norway	1 SURF	SURF unit may only enter sea areas adjacent to Norway. Ground unit limited to Norway.
Philippines	all	Mindanao, sea zones adjoining any Philippines hex
Poland	5	Estonia, Germany, Hungary, Latvia, Lithuania, Romania, Slovakia, Soviet Union.
Polish Exile	all	No restrictions.
Romania	7 (-, all)	Bulgaria, Soviet Union, Turkey, Yugoslavia. Hungarian & Romanian units cannot stack; no deployment limits into each country if at war with each other. After 1942 Romanian deployment limits decrease by one per year.
Siam	all but GAR	Burma, Malaya, French Indo-China, sea zones adjoining hexes of these countries. GAR may not leave Siam.
Slovakia	1	Germany, Hungary, Poland, Soviet Union, Yugoslavia. Hungarian and Slovak units cannot stack.
Spain	2	Algeria, France, Germany, Morocco, Poland, Portugal, Soviet Union, Tunisie
Republican	1	Algeria, Britain, France, Germany, Ireland, Italy, Morocco, Portugal, Spain, Tunisia
Unholy Crusade	1	Germany, Poland, Soviet Union (once allied, regular limits)
South Africa	1	[Until Spring 1943 (18.3)]: Algeria, Egypt, Libia, Morocco, Palestine, Spanish Morocco, Syria, Trans-Jordan, Tunisie
Sweden	3	Denmark, Finland, Germany, Norway, Soviet Union
Switzerland	2	France, Germany, Italy
Trans-Jordan	1	Starts in Amman. Cyprus, Egypt, Greece, Italy, Libya, Palestine, Syria, Turkey
Turkey	7	Bulgaria, Cyprus, Egypt, Greece (if at war), Hungary, Libia, Rhodes, Romania, Palestine, Soviet Union, Syria, Trans-Jordan
Ukraine	all	Soviet Union, Poland, Romania. Independent Ukraine counts as Soviet Union for purposes of minor country deployment (p. 47).
Yugoslavia	2	Hungary, Romania, Poland, Soviet Union, Germany, Greece, Turkey
Communist	2	Pre-war Yugoslavia, Italy, Hungary, Germany
<i>All others</i>	all	May not leave country except to enter hexes controlled by major powers at war with the minor.

### Minor Deployment Notes

Air units only count as deployment totals if based outside of the home nation.

A unit eliminated while out of supply counts against the number of units allowed outside of the country.

If MP DoW minor, the minor may enter the MP's country and any territory the MP controls, but limits still apply.

Territory transferred to a minor is considered part of the minor for purposes for deployment (17.13).

US EUROPE				
Status	BRP Level <sup>1</sup>	SR/turn	BRP Transfer <sup>1</sup>	Movement Limits
1, 2	50	1	None	No Trans-Atlantic transfers. No units east of Eastern Seaboard off-map box.
3, 4	70	1	None	As above.
5, 6	90	2	3	As above.
7	130	3	5	Naval units only in Eastern Seaboard, Central & Western Atlantic off-map zones. No other US units east of Eastern Seaboard off-map box.
8	160	4	10	As above.
9	200	8	15 (max 40/yr)	As above.
10	230	9	20 (max 40/yr)	As above.
11	260	9	20 (max 40/yr)	As above.

US PACIFIC						
Status	BRP Level <sup>1</sup>	SR/turn	BRP Transfer		Philippine Limits <sup>4</sup>	Impulse
			Nat. China <sup>2</sup>	Britain <sup>3</sup>		
1, 2	25	2	None	None	3	None
3, 4	40	2	2, 10	None	6	None
5, 6	70	3	3, 10	None	9	None
7, 8	100	4	4, 10	5	12	None
9	120	5	4, 10	10	15	1
10	130	6	4, 10	10	None	1
11	140	7	4, 10	15	None	1

<sup>1</sup> Transfer limit per nation.

<sup>2</sup> Limit is raised to 10 per turn if Japan declares unlimited war on Nationalist China. Only 1 of 2 BRP transferred arrive. N/A if Rangoon enemy controlled and Calcutta not open (23.48).

<sup>3</sup> Only if Britain is at war with Japan or the Soviet Union. May transfer to Britain, France & USSR if that power is at war with Germany at Europe transfer levels (23.46).

<sup>4</sup> Factors of US units in addition to at start units. '39: 11 total factors

US may build units at all status levels, both theaters. Allowed builds may be constrained by Two-Ocean Navy and Conscription Pacific events. DoW on US by MP immediately increases US BRP level for applicable map to highest level; no limits.

## US EUROPE ENTRY MODIFIERS

+3	Japan declares war on US. <i>House Rule:</i> Occurs Winter 41 in Europe only campaign (no Pearl Harbor events).
+2	Britain surrenders.
+1	Germany DoW's France or England (in effect in 39 scenario if 'Why Die for Danzig' not drawn).
	France surrenders or no French unit in mainland France (Vichy do not count).
	One or more German or Italian units are in any hex or hexes of the British Isles (except Eire).
	USSR surrenders.
	Italy declares war on France, Britain, or both.
	Any MP other than Britain or France DoWs Greece, Sweden or Norway without minor DoW major first (Max.1).
	Any MP other than Britain or France DoWs Belgium, Netherlands, or Luxembourg (Max 2).
	Any MP other than Britain or France DoWs Spain, Portugal, or Switzerland without minor DoW major first (Max. 1).
	Three or more minors (not counting Slovakia) are allied to Germany.
	Spain or Turkey is allied with Italy or Germany and at war with Britain.
	Japan DoWs Britain or France without DoW on US & without Britain or France DoW Japan or Siam first.
Successful British propaganda (23.45).	
<i>House Rule:</i> Each turn starting Summer 42 in Europe only campaign (maximum = 11).	
-1	Britain DoW on unallied, neutral minor nation (1 each, no limit).
	France DoW on unallied, neutral minor nation (1 each, no limit).
	Britain and France go to war with one another.
	Britain or France DoW unallied, neutral Italy (max. 1). Does not apply if Italy DoW minor.

## US PACIFIC ENTRY MODIFIERS

+3	Japan DoW's Britain or France. N/A if Britain or France DoW Siam.
	Japan DoW's China.
+2	Japan DoW on neutral (Pacific map) Netherlands. Does not apply once Netherlands allied to Britain (just Britain + 3 applies).
+1	Japan at limited war with China uses any chit other than Naval or Attrition in China.
	Japan occupies Vichy French Indo-China.
	US is at war with MP in Europe.
-1	Britain or France DoW Siam (maximum of "1").
	Britain or France go to war with one another.
	Soviet Union and Japan are at war.
	Britain or France DoW Japan.

## JAPAN WAR WITH UNITED STATES

+2	Britain or France declares war on Siam.
+1	US declares war on Germany or Italy and Tripartite Pact chit has been drawn.
	For each embargo chit drawn.
-1	Britain and France declare war on one another.

## JAPAN WAR WITH SOVIET UNION

+2	Soviet Union declares war on Germany or Italy and Tripartite Pact chit has been drawn.
+1	Germany declares war on Soviet Union.
	Russo-Japanese Dispute chit is drawn and Japan wins.
-1	Russo-Japanese Dispute chit is drawn and Japan loses.



# SURRENDER

## BRITAIN (18.4)

*Check if enemy ground units occupy any city in Britain.*

- 6	London is enemy-controlled.
- 1	Each enemy-controlled city in Britain. All objective cities in India are enemy-controlled (Second World War).
+ 3	United States is in the war.

## FRANCE (19.1)

*Check for terms if enemy ground units occupy any city in French home nation.*

- 5	Enemy INF or ARM unit occupies a hex adjacent to Paris.
- 4	Paris is enemy controlled.
- 3	Any printed fortress hex in France is enemy-controlled.
- 1	Both Belgium & Netherlands have been conquered or at war w/ France. Sedan is enemy-controlled. Lyons is enemy-controlled. Marseilles is enemy-controlled. Italy and Germany are at war with France. French INF, ARM, CAV, or GAR units totaling 12 or more factors have been eliminated out of supply.
+ 1	British ground units totaling 10 or more combat factors are in France, The Netherlands, or Belgium.
+ 2	At least 10 British TAC factors are based in France. The Soviet Union is at war with Germany.

*Term acceptance: modified "1" or less (19.3).*

- 3	Peace with Honor terms offered. Britain has surrendered.
- 1	10 or more enemy INF, ARM, PARA in Britain. Italy at war with France. 9 or fewer French SURF in play on Europe map.
+ 2	Soviet Union at war with Germany.

## SOVIET UNION (22.3)

*Surrenders when all Soviet objective hexes are enemy-controlled (n/a GPW).*

## UNITED STATES (23.2), CHINA (both factions) (25.4)

*Does not surrender.*

## TURKEY (26.7), INDIA & AUSTRALIA (26.24)

*Surrender when all cities are enemy-controlled.*

## MINOR COUNTRIES (26.2)

*Surrender when the capital(s\*) is occupied (exception: Turkey) \*Switzerland*

## GERMANY (21.3)

*Check if enemy ground units occupy any city in Germany (including East Prussia).*

- 3	Berlin is enemy-controlled.
- 2	The "Hitler killed" marker has been drawn.
- 1	Each enemy-controlled German city (other than Berlin). Italy has surrendered to an enemy of Germany. Both Soviet and British or U.S. units are in Germany. Japan has surrendered.

## ITALY (20.2)

*Check if enemy ground units occupy any hex in mainland Italy (n/a Sicily or Sardinia).*

- 4	Roma is enemy-controlled.
- 3	Fewer than 9 Italian SURF factors remain in play (not on the turn record).
- 2	All hexes of Sicily are enemy-controlled. All hexes of Sardinia are enemy-controlled. Enemy ground units are in Sicily or mainland Italy. 12 or more enemy combat ground factors in mainland Italy. 5 or more combat factors of Italian INF, ARM, CAV, GAR, PARA eliminated out of supply.
- 1	Tripoli is enemy-controlled. Albania is enemy controlled. Greece is enemy controlled.
+ 1	Alexandria and Suez are controlled by Italy or a major power allied to Italy. France has surrendered.
+ 2	15 or more ground combat factors of a major power allied to Italy are present in mainland Italy. Leningrad and Moskva are controlled by Italy or a major power allied to Italy. Britain has surrendered.

## JAPAN (24.1)

*Check if enemy ground units occupy any city or nuclear strike in mainland Japan.*

- 4	One nuclear weapon has been used on a mainland Japanese city.
- 2	A nuclear weapon has been used on two or more mainland Japanese cities. Japan has fewer than 20 combined SURF, CV factors in play. Fewer than 15 BRPs are in the Japanese BRP pool.
- 1	Each enemy controlled city in mainland Japan. Okinawa is enemy-controlled. Two or more provinces of Manchukuo are enemy-controlled.

Enemy controlled cities destroyed by nuclear attack count as enemy controlled city for purposes of surrender. (Exception: Japan specific modifications).

# EUROPE DIPLOMATIC AND TERRITORY RECORD

Territory (BRP)	Britain	France	Germany	Italy	Soviet Union	United States	Notes
Britain	█						
France		█					
Germany			█				
Italy				█			
Soviet Union					█		
United States						█	
Bulgaria (8)							
Finland (9)							
Greece (9)							
Hungary (15)							
Poland (20) [17.6]							
Romania (20) [17.4]							
Spain (25)							
Sweden (20)							
Turkey (20)							
Yugoslavia (18) [17.2]							

BRP values of minors may change based on BRP growth (14.4) or territorial breakup (17.0).

Territory (BRP)	Britain	France	Germany	Italy	Soviet Union	United States	Notes
Africa 2/5/(7)							
Albania (3)							
Algeria (6)							
Austria (8)							
Banat (1) [17.2]							
Belgium (15)							
Bessarabia (3) [17.42]							
Bohemia (20)							
Canada 5/24/(24)							
Croatia (6)							
Cyprus (n/a)							
Danzig (3) [17.7]							
Denmark (4)							
Eastern Poland (5) [17.6]							
Egypt (4)							
Eire (3)							
Estonia (5)							
Gibraltar (n/a)							
Karelia (2) [17.5]							
Latvia (6)							
Libia (2/3/4)*							
Lithuania (5)							
Luxembourg (1)							

Territory (BRP)	Britain	France	Germany	Italy	Soviet Union	United States	Notes
Masovia (6) [17.6]							
Morocco [Fr] (4)							
Morocco [Sp] (2)							
Netherlands (12)							
Norway (5)							
Palestine (3)							
Poland (20, 9) [17.6]							
Portugal (5)							
Puerto Rico (10)							
Rhodes (n/a)							
Ruthenia (2) [17.3]							
Slovenia (3) [17.2]							
Slovakia (5)							
South Africa 0/5/(5) [18.3]							
South America 2/5/(7)							
Switzerland (7)							
Syria (4)							
Transylvania (3) [17.41]							
Trans Jordan (2)							
Tunise (4)							
Ukraine (10)							
Vichy (10) [19.6]							
Yugoslavia (12, 8) [17.2]							

\*If Italy expended 10 BRP's on Libian infrastructure in Spring '41, Libia BRP worth 3.  
If Italy expended 10 BRP's on Libian infrastructure in Spring '42, Libia BRP worth 4.

# PACIFIC DIPLOMATIC AND TERRITORY RECORD

## Diplomacy

	Britain	Communist China	Netherlands	Japan	Nationalist China	Soviet Union	United States
Britain							
Japan							
Soviet Union							
United States							
Communist China							
Nationalist China							
Netherlands							
Siam							

## China Territory (BRP)

	Nat.	Com.	Jap.
Anwei - Anking [5511] (3)			
Chahar - Changyuan [5802] (3)			
Chekiang - Hanschow [5812] (3)			
Chingha [off-map] <sup>4</sup> (2)			
Fukien - Foochow [5616] (2)			
Honan - Kaifeng [5507] (4)			
Hopei - Peiping [5804] (3)			
Hunan - Changsha [5111] (3)			
Hupei - Hankow [5209] (3)			
Kansu - Lanchow [4501] (2)			
Kiangsi - Nanchang [5312] (2)			
Kaingsu - Shanghai [0219] (5)			
Kwangsi - Kweilin [4712] (2)			
Kwangtung - Canton [4815] (3)			
Kweichow - Kweiyang [4510] (2)			
Ninghsia - Yingchuan [5102] (1)			
Shantung - Tsinan [5807] (4)			
Shansi - Taiyuan [5404] (3)			
Shensi - Sian [5006] (3)			
Sikang - Kangting [4105] (2)			
Suiyuen [off-map] <sup>4</sup> (3)			
Szechuan - Chungking [4406] (7)			
Yunnan - Tengchung [3810] (2)			

KEY: A: Ally, L: Colony, W: War, X: Conq./Controlled

<sup>4</sup> Off map provinces are controlled by the player with the greatest number of ground factors in the province.

Chinese factions receive BRPs equal to the value of the province, plus 1 for each capital controlled.

MPs receive BRPs equal to the value of the province if capital controlled & have more ground factors than enemy ground factors in the province (25.21).

Chinese provinces are not conquered, just controlled, and do not immediately transfer BRPs if controlled (14.71).

Japan cannot return to peace with China (5.32). MP cannot DoW only one faction. China cannot declare war on other countries (25.3).

## Territory (BRP)

	Britain	Communist China	Netherlands	Japan	Nationalist China	Soviet Union	United States
Andaman Islands							
Australia 5/16/(26) <sup>1</sup>							
Arabian Sea Islands							
Bearing Sea 1 Islands							
Bearing Sea 2 Islands							
Bonin Islands							
Borneo 0/4/(9)							
British New Guinea							
Burma 1/3/(8)							
Caroline Islands							
Celebes							
Central Pacific Islands							
Ceylon (2)							
Chosen (8)							
Coral Sea							
Eastern Samoa							
Fiji Islands							
French Indo-China 2/(5) <sup>3</sup>							
Gilbert/Ellice Islands							
Guam							
Hainan (2)							
Hawaiian Islands (3)							
Heilungchiang (2)							
Hong Kong 1/2/(2)							
Howland/Baker Is.							
India 10/25/(35) <sup>2</sup>							
Indian Ocean 1							
Java 0/5/(9)							
Japan (50)							
Johel (3)							
Johnston Island							
Karafuto (2)							

<sup>1</sup> Australia conquered by conquering on map land and all off map boxes.

<sup>2</sup> India cannot be conquered. Britain will always receive BRPs (1/2 if not meet deployment requirements).

<sup>3</sup> Generates no BRPs for Vichy France unless Britain, US, or Japan at war with Vichy (19.6).

Territory values may be halved if required deployments not met. Multiple values may apply based on war status and year.

## Territory (BRP)

	Britain	Communist China	Netherlands	Japan	Nationalist China	Soviet Union	United States
Kirin (3)							
Liaoning (4)							
Malaya 1/3/(5)							
Midway							
Mindanao (1)							
Marshall Islands							
Markus Island							
Nanpo							
New Guinea							
Netherlands New Guinea							
North Borneo							
Okinawa (1)							
Palau							
Phoenix Islands							
Phillipines (7)							
Rota/Siapan Islands							
Palau							
Sarawak (2)							
Siapan-Tinian							
Siam (4)							
Solomon Islands							
South Pacific 1							
Sumatra 0/1/(1)							
Taiwan (4)							
Tinan							
Timor Sea Islands							
Tongo Islands							
Volcano Islands							
Wake Island							
Western Samoa Islands							
Yap/Ulithi Islands							

## BRP BASE & ALLOTMENT (14.0)

COUNTRY <i>(base maximum, growth, overseas)</i> <sup>1</sup>	YEAR									Notes
	1938	1939	1940	1941	1942	1943	1944	1945	1946	
Britain <sup>2</sup> (200, 35%, 45)										
France <sup>3</sup> (150, 25%, 10)										
Germany <sup>4</sup> (300, 50%, n/a)										
Italy <sup>5</sup> (150, 25%, 3)										
Japan <sup>6</sup> (150, 30%, n/a)										
Soviet Union <sup>7</sup> (250, 30%, 30)										
United States <sup>8</sup> (n/a, 60%, n/a)										

*Minors (maximum, growth)*<sup>9</sup>

Belgium (23, 20%)										
Bulgaria (12, 15%)										
Communist China (n/a, n/a)										
Czechoslovakia (41, 40%)										
Finland (14, 35%)										
Greece (14, 20%)										
Hungary (26, 20%)										
Nationalist China (n/a, n/a)										
Netherlands <sup>10</sup> (33, 30%)										
Poland (30, 25%)										
Romania (30, 20%)										
Spain (38, 25%)										
Sweden (30, 35%)										
Switzerland <sup>11</sup> (11, 20%)										
Turkey <sup>12</sup> (30, 20%)										
Vichy France (X <sup>13</sup> , 10%)										
Yugoslavia (27, 10%)										

<sup>1</sup> Maximum refers to base only. Overseas territory values (Third Reich only) are deducted from the power's BRP base if it is conquered (14.7).

<sup>2</sup> If Suez or Gibraltar is enemy controlled Britain's BRP is reduced by 10 in the next spring turn for each (18.1). Base may be reduced by 5 if South Africa declares neutrality (18.3). Routing shipping around Africa reduces base by 10 each spring (18.2).

<sup>3</sup> France's BRPs reduced by 3 for each enemy-controlled home nation city, and 10 if Paris is enemy-controlled (19.5). Controlling power receives 1/2 French loss amount for each city.

<sup>4</sup> Germany's BRPs reduced 10 if Sweden hostile or at war with Germany, or Norway or Narvick is enemy-controlled and Sweden is not a German ally (21.2).

<sup>5</sup> Italy's BRPs reduced by 3 if at war with Britain and when Suez (hex 4227) is not under the control of Italy or Italian ally (20.1).

<sup>6</sup> Japan's BRPs reduced by 10, 25, or 45 by embargos unless Balikpapan & Tarakan Japanese controlled or at war with US (24.2); reduced by 25 for war refusal (24.31). No growth outside of borders (14.34).

<sup>7</sup> Soviet's BRPs reduced by 3 for each enemy-controlled home nation city, and 10 (each) if Moskva or Leningrad are enemy-controlled (22.1). Controlling power receives 1/2 Soviet loss amount for each city.

<sup>8</sup> United States does not experience growth until it is at war with MP (14.31). U.S. base may be based on entry status.

<sup>9</sup> Growth for countries controlled by Germany is 10% (14.32). Neutral minors do not experience growth (14.33).

<sup>10</sup> Receives 10 (in addition to 12 of home nation) if its controlling major power controls the North Sea. Lost if: Pearl Harbor drawn, Netherlands conquered, or North Sea control lost (14.82). TR only.

<sup>11</sup> All countries, except Soviet Union, have bases reduced 10% (round up) the following spring after Switzerland is conquered (26.8).

<sup>12</sup> Turkey's BRPs reduced by 2 for each Turkish city that is enemy controlled (26.7). Controlling power receives 1 for each city.

<sup>13</sup> Vichy France's maximum base = 1.5 \* (10 + BRP of colonies & conquered at time Vichy formed). No BRPs from Indo-China until Japan, Britain, or US at war w/ Vichy (19.6).

**New Base = Old Base + Growth. Allotment = New Base + Allies w/o stockpile (Brit./Germ. only) + Conquered - Negative Stockpile - Losses**



## EUROPE OBJECTIVES (27.2)

Objective	Hex	Controlled	Objective	Hex	Controlled	Objective	Hex	Controlled	Objective	Hex	Controlled
Alexandria	4027		Essen	1316		Madrid	0728		Roma	2024	
Antwerp	1016		Frankfurt	1417		Maikop	3712		Sevastopol	3315	
Astrakhan	4107		Genova	1622		Malta	2530		Slovenia <sup>3</sup>		
Athens	3024		Grozny	4110		Manchester	0615		Smolensk	2606	
Belgrade	2419		Istanbul	3213		Marseille	1424		Stalingrad	3605	
Berlin	1613		Kharkov	3109		Milano	1621		Stockholm	1606	
Birmingham	0616		Krakov	2214		Moskva	2803		Sudtrioi <sup>3</sup>		
Breslau	2014		Leipzig	1615		Narvik	1301		Suez	4227	
Budapest	2217		Leningrad	2103		Paris	1019		Tripoli	2532	
Corsica <sup>1</sup>			London	0717		Ploesti	2817		Warsaw	2112	
Dardanelles <sup>2</sup>			Lvov	2413		Riga	2007		Yerevan	4413	
Dnepropetrovsk	3111		Lyons	1322							

<sup>1</sup> Italy only. Controlling all hexes of Corsica at the end of play counts as an objective for Italy (27.62).

<sup>2</sup> Soviet Union only. Controlling hexes 3120, 3219, 3220, and 3319 in Turkey at the end of play counts as an objective for the Soviet Union (27.63).

<sup>3</sup> Germany only. Annexing Sudtiroi and Slovenia, and controlling them at the end of play, each counts as an objective for Germany (27.61)

## PACIFIC OBJECTIVES (27.2)

Objective	Hex	Controlled	Objective	Hex	Controlled	Objective	Hex	Controlled	Objective	Hex	Controlled
Batavia	2633		Fusan	1120		Osaka	1524		Saigon	3622	
Blagoveschensk	1405		Hong Kong	4816		Peiping	0112		Singapore	2827	
Bombay	1102		Invade US (event)			Pearl Harbor	5724		Taihoku	5618	
Brisbane	2737		Kirin	1411		Rabaul	3723		Taralam	4031	
Calcutta	2704		Kweilin	4712		Rangoon	3112		Tokyo	2024	
Colombo	1312		Manilla	4926		Sasebo	1021		Vladivostok	1813	
Darien	0713		Melbourne	off map		Shanghai	0219		Yokohama	1924	

### Objective Notes

US and Britain may not count objectives in neutral nations on which they declared war (27.64).

Objectives in nations that end the war neutral are not counted towards any nation's total (27.64).

## TURN RECORD

Year	Season	Events/Notes
1938	Spring	
	Summer	
	Fall	
	Winter	
1939	Spring	
	Summer	
	Fall	
	Winter	
1940	Spring	
	Summer	
	Fall	
	Winter	
1941	Spring	French INF upgrade & airfield capability (19.8)
	Summer	
	Fall	
	Winter	
1942	Spring	Improved strategic bombing (11.7)
	Summer	
	Fall	
	Winter	
1943	Spring	British & US SAC double range (13.41), US Flying Fortress (13.42). No deployment limits for South Africa (18.3). Romanian deployment limits decrease 1/year (24.1). French unit upgrade (19.8).
	Summer	
	Fall	
	Winter	Garrisons to fortresses (13.6)
1944	Spring	LSAC double range (13.43).
	Summer	
	Fall	
	Winter	
1945	Spring	
	Summer	
	Fall	
	Winter	
1946	Spring	
	Summer	
	Fall	
	Winter	

Season/Year: \_\_\_\_\_

BRP Level: \_\_\_\_\_

<b>Notes</b>	
<b>Build, Scrap, Place</b>	<b>Operations</b>
<b>Sea Control</b>	
<b>Raiding</b>	
<b>Diplomacy/DoW</b>	
<b>SR, Tribute, Transfer</b>	
<b>Repair, Eliminate</b>	



Section	Rules Clarification/Change
4.32	A single airdrop can occur in exploitation only if one did not occur during regular movement. 13.12 explicitly states only 1 paradrop per HQ impulse.
6.72	Fleet Train range = 9
8.1	ARM movement in jungle = 2 MPs
10.28	Change "Players may also build beachhead markers...beach hexes." to "coastal hexes."
21.2	German raiding in Norwegian Sea not available in winter if Iron Ore not available.
22.44	Add "No Trans-Siberian SR available."
Pearl Harbor Event	Add three to French BRP base, reduce Soviet BRP base by eight (already in scenario book).