

A World At War

Rules Booklet



By Rodger B. MacGowan ©2003



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Preface

Congratulations!

Congratulations! You are about to play what we consider to be the ultimate World War II strategy game. *A World at War* will allow you to explore every facet of the Second World War – and have a lot of fun while you do.

It's likely that if you're playing this game, you've played other strategic games in the past. Some things will be familiar, but much may be new. And you will have many questions.

Why do the rules have to be so long?

This may be your first question, and it is a fair one. Your task of learning to play *A World at War* will be much easier once you know the answer.

A World at War rules began as an amalgam of the rules of two predecessor games - *Advanced Third Reich* (64 pages) and *Rising Sun* (72 pages, plus 10 pages of research rules). While the consolidation of the rules into a single game saved some space, the *A World at War* rulebook necessarily began at over 100 pages. World War II was a complicated historical event.

There are two reasons why the rules became longer. The first was that a great many questions and answers from the predecessor games were incorporated into the rules, as were questions from five years of playtesting and actual play since 2003, when *A World at War* was first published. There is therefore a very good chance that questions you may have are already answered in the rules.

The second reason the rules are long is that they are deliberately repetitious. This is because the rules are intended to serve as a reference even for experienced players, to be consulted when necessary. As everyone knows, there is nothing more irritating than trying to find an obscure (or even a not-so-obscure) rule during the heat of battle. Where do you look? *A World at War* resolves this problem by setting out the rules in several places – namely where experience has shown that players tend to look. When play has shown that players had trouble finding a rule, the rules were modified to meet the expectations of the players. The result was a longer, but more easily used, rulebook.

An index is also provided as a shortcut when specific rules are being sought. Alternatively, the rules at the *A World at War* website can be searched.

How do I start?

To play *A World at War*, you only really need to know certain rules. Like a computer program, 10% of the functions are used 90% of the time. This not only means you don't have to read all the rules before playing, it also means you will become increasingly familiar with the "basic" rules – a misleading term for the most commonly used rules – just from playing.

By all means read the first two sections of the rules, but things only become interesting when you hit rule 9 (Offensive Operations). The rules on Ground Operations (10-16), Air Operations (17-19), Naval Operations (20-22) and Air-Naval Operations (23) are essential, although new players who start with the North Africa and Barbarossa scenarios can concentrate on the first two, while naval enthusiasts playing the Pacific battle scenarios can focus on the last two.

Rules 10-23 set out the mechanics of how units move. Some of the rules are critical, while many deal with esoteric situations which rarely arise. Some players have found it useful to download or photocopy the rules and highlight the parts which are most important.

When playing a campaign game, the Strategic Warfare (24-26), Unit Construction (27), Redeployment (28) and Logistics (29-34) rules must be mastered. As mentioned above, these rules apply to virtually every turn, and therefore are more easily learned.

More than just fighting

A World at War deals with more than just fighting. The rules relating to Economics (35-40), Research and Intelligence (41-48) and Diplomacy and Politics (49-53) give the game a richness and unpredictability not found in most wargames. Some of these rules are specialized (for example, rules 44-48 deal with various types of intelligence activities), while others have general application. The Historical campaign scenarios allow players to opt out of the mobilization, research and diplomatic rules altogether.

To a certain extent, some of these rules are primarily used for reference. Rule 51 (Pearl Harbor and Allied Unpreparedness) illustrates this. This rule has no application whatsoever to a European theater game, so it can be ignored if that's what you're playing. Even in Pacific theater games, it applies only once – albeit to a rather important turn! When carrying out the Pearl Harbor attack, it is good enough to follow the rule as you go. Even experienced players don't bother to memorize rules which, by definition, apply only once each game. But the rules relating to Allied unpreparedness in the first turn of the Japanese attack are different, because the limitations on Allied forces affect how the Allies set up their units before Japan attacks, and a flawed setup can result in disaster (that is, a worse disaster than happened historically). So those rules have to be understood by both players.

The rest of the rules

The rest of the rules are easier. The Surrender of Major Powers (54-62) contains either intuitively obvious rules (German surrender) or intriguingly complicated rules which are rarely applied (British surrender, U.S. elections). Most of the remaining rules are theater-specific and players need only be aware of their existence until the topic actually arises. Many of the rules dealing with specific minor countries simply gather together rules stated elsewhere (Persian partisans, for example, are discussed in rule 11 (Partisans) and rule 88 (the Middle East), so players concerned about this subject can look in either place).

The Sequence of Play

Playtesters have found the one-page Sequence of Play player aid to be invaluable, as one of the main sources of confusion in playing *A World at War* is not what you do, but when you do it. By following the sequence carefully, many unnecessary problems can be avoided.

Help?

Ideally you learn the game at the feet of an experienced player, absorbing his wisdom until, after a few games, you crush him like a bug. But this is by no means the only way to get help in understanding the game, thanks to miracle of modern communications.

If you don't know about the *A World at War* website, go to your computer right now and go to

<http://aworldatwar.org/>

The website contains an immense amount of material which will benefit players at all levels. At one time, thought was given to including a "Battle Manual" with the game, but no one could agree on what would be most helpful to new players. Ultimately, a compromise was adopted – put several up on the website and let players read whichever one(s) they liked! But you will also find articles, opinions and a great deal more about *A World at War*.

The website also contains updated reprints from *ULTRA*, the newsletter devoted to *A World at War*. *ULTRA* was first published in 1991, when it was founded to knit together the *Advanced Third Reich* community. It has now been superseded by the *A World at War* website, although the *ULTRA* format is still used for many articles, in memory of the original paper newsletter. These articles are invaluable for helping players avoid mistakes and implement strategies which will have their less widely-read opponents begging for a truce.

Questions?

For specific questions, another resource exists. The *A World at War* Yahoo discussion group has several hundred members who have playtested the game and have a detailed knowledge of the rules. Thanks to a worldwide membership and the odd sleeping habits of certain *A World at War* players, players can get answers to questions literally within minutes of posting.

Go to

<http://groups.yahoo.com/group/aworldatwar>

and select "Subscribe to this list". Membership is free. If you have any difficulty subscribing, contact the website administrator for assistance.

Enjoy the game!

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Introduction

1. GAME COMPONENTS

1.1 A WORLD AT WAR COMPONENTS

1.1 A WORLD AT WAR COMPONENTS:

1.11 *A World at War* contains the following components:

- A. Four unmounted 22" by 30" mapsheets (two for the European theater and two for the Pacific theater).
- B. Ten counter sheets.
- C. Rulebook.
- D. Research and Diplomacy Tables booklet.
- E. Scenario booklet.
- F. Eight Player Aid cards.
- G. Four Naval Status Charts.
- H. Four Naval Combat Charts.
- I. Codebreaking and oil effect cards.
- J. Research, diplomatic, economic and other record sheets.
- K. Force pool record sheets for each major power.
- L. Naval and unit construction sheets for each major power.
- M. Eight six-sided dice.



2.2 TWO- OR MULTI-PLAYER GAMES:

2.21 *A World at War* may be played as a two-sided game, with teams of two or three players playing each side, or as a multi-player game, in which each major power has distinct victory conditions and in which players may negotiate directly with both enemy and allied major powers.

A World at War works best as a two-sided game. Bragging rights may be apportioned after victory has been achieved.

2.3 DURATION OF PLAY:

2.31 **SCENARIOS:** Global War and the European and Pacific theater scenarios may all be played as campaign games which begin in Fall 1939 and conclude with the surrender or victory of the Axis major powers. Several scenarios are also provided which limit the duration and areas of play. *A World at War* rules apply to the campaign scenarios; where exceptions apply to shorter scenarios, these are noted.

2.4 TURNS:

2.41 **GAME TURNS:** *A World at War* is played in game turns of three months each (spring, summer, fall and winter).

2.42 **PLAYER TURNS:** Each *A World at War* game turn consists of an Axis/Japanese and an Allied player turn, during which players move their forces, attack enemy forces, construct units and redeploy forces behind friendly lines.

2.5 ECONOMICS:

2.51 **BRPs:** Many activities in *A World at War* involve the expenditure of economic resources. These resources are measured in terms of Basic Resource Points (BRPs). The acquisition of BRPs through diplomacy and conquest, and the destruction of enemy BRPs, are two of the key elements of the game.



Components and Concepts

2. OVERVIEW

- 2.1 A WORLD AT WAR
- 2.2 TWO- OR MULTI-PLAYER GAMES
- 2.3 DURATION OF PLAY
- 2.4 TURNS
- 2.5 ECONOMICS

2.1 A WORLD AT WAR:

2.11 **EITHER OR BOTH THEATERS MAY BE PLAYED:** *A World at War* is a multi-player game which seeks to represent all strategic aspects of the Second World War, including land, naval, air, economic, diplomatic and technological warfare. Each player controls one or more of the eight represented major powers. Players may refight the entire war or restrict their play to the European or Pacific theaters.

3. DEFINITIONS

3.1 DEFINITIONS AND ACRONYMS

3.1 DEFINITIONS AND ACRONYMS:

3.11 In *A World at War*, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The following list sets out the definitions and acronyms used in these rules:

“**A**”: The attacker loses a number of factors equal to the modified value of the defender’s units, taking into account the defender’s DM. An offensive operation ground combat result. See 15.61.

“**a**”: The attacker loses a number of factors equal to half the modified value of the defender’s units, taking into account the defender’s DM. An offensive operation ground combat result. See 15.61.

“**AAF**”: Army air factor(s). See 17.2.

“**AAS**”: Army air squadron. AAF which engage in air combat with enemy NAS, participate in naval combat, fly air cover or attack enemy naval units at sea operate as squadrons. See 23.13.

“adjacent”: Units are not adjacent when they are separated by all-water (non-river) hexsides, including those containing crossing arrows, or when one unit is in a neutral country.

“air base”: Any city, port or airbase counter capable of acting as a base of operations for air units. See 18.1.

“air factor”: An increment of air costing three BRPs. Air transports, strategic bombers and interceptors always operate as factors. AAF and jets break down into squadrons when engaging naval units or NAS, and recombine into factors after the engagement is concluded.

“air squadron”: An increment of air costing one BRP. Naval air units always operate as squadrons. AAF break down into squadrons when engaging naval units or NAS, and recombine into factors after the engagement is concluded.

“airbase”, “airbase counter”: Airbase counters permit the basing of air units in hexes which otherwise would be unable to act as a base of operations for those units. Airbases also enhance the air defense of the hex they occupy. Each major power is provided with a specific number of airbase counters. See 18.14.

“alliance faction”: Major powers and their minor countries with close political ties to one another. There are four alliance factions in the game: the European Axis, Japan, the Western Allies and Russia.

“Allies”, “Allied”: The Allies consist of Britain, France, Poland and whichever major powers and minor countries join them in war against any of the three Axis major powers. Russia is not considered Allied until it and at least one Western Allied power are jointly at war with at least one of the three Axis major powers. China is not considered Allied until the start of the first Allied player turn following the outbreak of war between Japan and the U.S.

“allies”, “allied”: Countries which are fighting a common foe. Only when this term is capitalized does it refer exclusively to Britain and its allies.

“Asian theater”, “in Asia”: A general term referring to the entire Pacific theater mapboard.

“associated minor countries”: A minor country political alignment short of full alliance. A European minor country which survives the first turn of an Axis attack associates with Britain; a European minor country which survives the first turn of an Allied attack associates with Germany. Association may also be triggered by a diplomatic result. In the Pacific, certain minor countries associate with major powers when specified events occur. See 84.

“ASW”: Anti-submarine warfare. This term is used to refer both to SW units which operate against enemy submarines and naval units assigned to anti-submarine duties. See 20, 24, and 25.

“Axis”: In Global War and European scenarios, “Axis” refers to Germany, Italy and whichever countries join them in their war with the Allies. Italy is considered part of the Axis while neutral. Depending on the context, Japan may be referred to as part of the Axis once it is at war with a major power other than China. (See “European Axis”).

“Balkans”, “Balkan”: The Balkans consist of Bulgaria, Hungary, Rumania (including Bessarabia) and Yugoslavia.

“base”: Depending on the context, this may refer to an air base or a naval base. The latter includes ports and mapboard boxes.

“BB”, “BBs”: Battleship(s). A BB is represented by a 3-, 4- or 5-factor unit. See 20.25.

“BC”, “BCs”: Battlecruiser(s). A BC is represented by a 2- or 3-factor unit. See 20.25.

“box”, “mapboard box”: Designated areas on the mapboards which represent regions not covered by hexes. See 5.

“BRP”, “BRPs”: Basic Resource Point(s). BRPs are the fundamental currency of the game, and are used to measure the economic strength of each country. See 35.

“CA”: Cruisers. Cruisers are unnamed naval units that are always represented in even-numbered increments. “CA”, without any number, refers to a single, two-factor cruiser unit. Where a number appears after “CA” (“CA4”, “CA6”, etc.), the number indicates the number of cruiser factors. See 20.24.

“CAP”: Combat Air Patrol. Carrier-based naval air units may fly CAP over naval combat groups during carrier battles to protect friendly units from enemy air attack. See 23.3.

“capital”: A city designated by a star instead of a dot. See 4.612.

“China”: For game purposes, “China” does not include Manchuria, Hong Kong, Taiwan or Hainan. References in the rules to “China” refer to Nationalist China unless the context indicates otherwise.

“city”, “cities”: Cities are designated by black or red dots and may base air units. Capitals, ports and capital-ports are also cities. See 4.61.

“colonies”: Minor countries which are controlled by a major power at the start of the game. Colonies do not have independent military forces (EXCEPTION: The Philippines).

“combat phase”: The portion of a player turn in which combat is resolved. See 14-16.

“CTL”: Combat training level. All ground, air and naval units have a CTL. Combat training levels modify attrition combat, determine the number of combat rounds in which units may engage and affect exploitation abilities. See 15.8.

“counters”: All half-inch square playing pieces used on the mapboard, except those with a purely information function (such as national flags to show hex control). Some, but not all, counters are also “units” (see below).

“CRT”: Combat Results Table. The CRT is used to resolve ground combat during offensive operations. See 15.6.

“CVE”, “CVEs”: Escort carrier(s). CVEs are represented by unit counters of various denominations, and are restricted in the types of operations they may conduct. See 20.4.

“CVL”, “CVLs”: Light carrier(s). A CVL is represented by a 2-factor carrier unit. See 20.3.

“CV”, “CVs”: Fleet carrier(s). A CV is represented by a 3-factor carrier unit. See 20.3.

“CVB”, “CVBs”: Super carrier(s). A CVB is represented by a 4-factor carrier unit. See 20.3.

“D”: Defender eliminated. An offensive operation ground combat result. See 15.61.

“d”: Half of the defender’s forces are eliminated. An offensive operation ground combat result. See 15.61.

“DD”: Destroyers. “DD”, without any number, refers to a single destroyer factor. Where a number appears after “DD” (“DD2”, “DD3”, etc.), the number indicates the number of destroyer factors. See 20.23.

“declarations of war”: Generally a neutral country may not be attacked without a declaration of war. Declarations of war against minor countries cost 10 BRPs. Declarations of war against major powers normally cost 35 BRPs. See rule 50.

“DP”, “DPs”: Diplomatic Point(s). DPs are used to represent the diplomatic influence of the various major powers. See 49.

“DM”, “DMs”: Defense Multiplier(s). The defensive strength of a ground unit being attacked during offensive operations is calculated by multiplying its combat factor by the net DM. DMs can be both positive and negative, and are always cumulative. See 15.3.

“DRM”, “DRMs”: Die (Dice) Roll Modifier(s). This term refers to the modifications to a die or dice roll. The result of the roll is determined by the result after all DRMs are taken into account.

“Dutch East Indies”: The Dutch East Indies consists of the following areas: Sumatra, the Dutch part of Borneo, Java, Bali, Sumbawa, Flores, Timor, Tanimbar, Aroe, Western (Netherlands) New Guinea, Buru, Ceram, Biak, Halmahera and the Celebes. (Palawan is part of the Philippines.)

“Eastern Europe”: Eastern Poland, the Baltic States, Bessarabia (Rumania east of the eastern front boundary) and the Finnish border hexes. See 63.11.

“economic interest”: A major power is considered to have an economic interest in a country if it is obtaining BRPs from that country.

“European Axis”: All European Axis major powers and minor countries.

“European theater”, “in Europe”: A general term referring to the entire European theater mapboard, including portions of Africa, Asia, and the Atlantic Ocean.

“Ex”, “Ex-1”, “Ex-2”: Exchange results - both the attacker and the defender suffer losses. These are offensive operation ground combat results. See 15.61.

“Far East”: The Pacific Theater.

“fast carrier(s)”: Light-carriers (CVLs), fleet-carriers (CVs) and super-carriers (CVBs). Each fast carrier is represented by an individual counter bearing the carrier’s name. Escort carriers (CVEs) are not considered fast carriers. See 20.3.

“force pool”: The units, both built and unbuilt, that are available to each major power. A major power may not construct more units of a given type than are contained in its force pool.

“fronts”: The European mapboard is divided into three fronts - the western, eastern and Mediterranean. The Pacific mapboard is divided into three fronts - the Pacific, Asian and Southeast Asian.

“fully operational fast carrier”: An undamaged fast carrier which is carrying its full complement of NAS.

“game turns”: Each year consists of four game turns. These are identified by the seasons: spring, summer, fall and winter.

“IC”, “ICs”: Industrial Center(s). ICs represent areas of Russian industrial production. The BRPs derived from ICs make up a considerable portion of the Russian BRP total. ICs are not destroyed when captured and may be voluntarily eliminated only to avoid bombing losses. See 37.

“interceptors”: Interceptor factors represent fighters dedicated to defending against or escorting heavy bombers, and may be used in offensive and defensive SW operations. See 17.8 and 26.

“Japan”: Japan consists of Kyushu, Shikoku, Honshu and Hokkaido for unit construction and resistance purposes. Karafuto, the Kuriles and Okinawa are not considered to be part of Japan.

“limited offensive(s)”: Offensive operations for which less than 15 BRPs are spent on a front and attrition combat is therefore also permitted. See 9.6.

“major powers”: The countries which have independent BRP levels and force pools. In Global War there are eight major powers: Germany, Italy, Japan, Britain, China, France, Russia and the U.S. In European scenarios there are six major powers: Germany, Italy, Britain, France, Russia and the U.S. In Pacific scenarios there are five major powers: Japan, Britain, China, Russia and the U.S.

“minor allies”: Certain minor countries may become allied with a major power as a result of specific events. See 85.

“minor countries”: All countries, including colonies, other than the eight major powers. See 82.

“movement phase”: The portion of a player turn in which units are moved. See 13.

“NAS”: Naval air squadron.

“naval units”: Naval units include fleets, carriers and submarines, unless otherwise specified. Submarines, ASW and transports are also SW units.

“neutral”: A major power is considered to be neutral if it is not at war with an opposing alliance faction.

“NR”, “NRs”, “NRed”: Naval Redeployment(s), Navally Redeploy(ed). NRs take place during the redeployment phase, and allow the movement of naval units. See 28.5.

“objectives”: Cities whose names and icons are printed in red and one-hex islands whose names are printed in red. Some, but not all, objectives are also key economic areas. There are fourteen objectives on each front on each mapboard. See 4.613.

“operational air base”: A city or airbase counter which is controlled, fully supplied and not subject to air oil effects.

“operational port”: A port which is controlled, fully supplied and not subject to naval oil effects, including a port counter or mapboard box.

“Pacific theater”, “in the Pacific”: A general term referring to the entire Pacific theater mapboard.

“PB”, “PBs”: Pocket battleship(s). A PB is represented by a 2-factor unit. See 20.25.

“Philippines”: The Philippines consist of Cebu, Leyte, Luzon, Mindanao, Mindoro, Negros, Palawan, Panay and Samar.

“player turns”: Each game turn is divided into an Axis and an Allied player turn. The Axis player turn is always first. See 8.

“port”: A city designated by a non-solid circle instead of a dot. In all cases, the terms "port" and "ports" includes port counters. See 4.614.

“RGT”: Russo-German tensions. RGT are used to measure tensions between Russia and Germany prior to the outbreak of war between the two. See 49.8.

“RP”, “RPs”: Research Points. RPs are used to represent the research capabilities of the various major powers. See 41.

“senior alliance partner”: For the European Axis: Germany. For the Western Allies: the U.S. (if at war in that theater), Britain and France, in that order.

“Siberia”: That part of Russia which appears on the Pacific theater mapboard. Siberia does not include Mongolia or Tannu Tuva, although Russia controls both areas.

“strategic bombers”: Strategic bomber factors represent heavy bombers, and are used in offensive SW operations against enemy countries. See 17.7 and 26.

“SR”, “SRs”, “SRed”: Strategic Redeployment(s), Strategically Redeploy(ed). SRs take place at the end of the redeployment phase, and allow the movement of a limited number of units behind friendly lines. See 28.6.

“submarines”: All references to submarines apply to both conventional submarines and advanced submarines except where otherwise noted.

“supplied”: a unit is considered “supplied” if it has drawn supply from an unlimited supply source. See 30.51.

“SW”: Strategic Warfare. SW involves the use of submarines, strategic bombers, ASW and interceptors. SW is resolved during the combat phase of each game turn. Successful SW eliminates enemy transports and BRPs. See 24-26.

“SW units”: Submarines, ASW, transports, strategic bombers and interceptors.

“TF”, “TFs”: Task force(s). A grouping of between 10 and 25 undamaged naval factors belonging to the same alliance faction, no more than half of which may be fast carriers. Task forces are hidden by task force markers. See 20.16.

“TR”, “TRs”, “TRed”: Tactical Redeployment(s), Tactically Redeploy(ed). TRs take place at the start of the redeployment phase, and allow the limited movement of ground and air units behind friendly lines. See 28.4.

“transports”: Transports represent merchant shipping. See 20.6 and 25.

“unit”: A ground (infantry, replacement, armor, airborne, Chindit, marine, commando, flak or partisan), air (army air, naval air, kamikaze, jet or air transport), naval (destroyer, cruiser, capital ship, fast carrier or escort carrier) or SW (transport, submarine, ASW, strategic bomber or interceptor) counter is a unit. Other counters are not units.

“unit construction phase”: The portion of a player turn in which units are constructed. See 27.

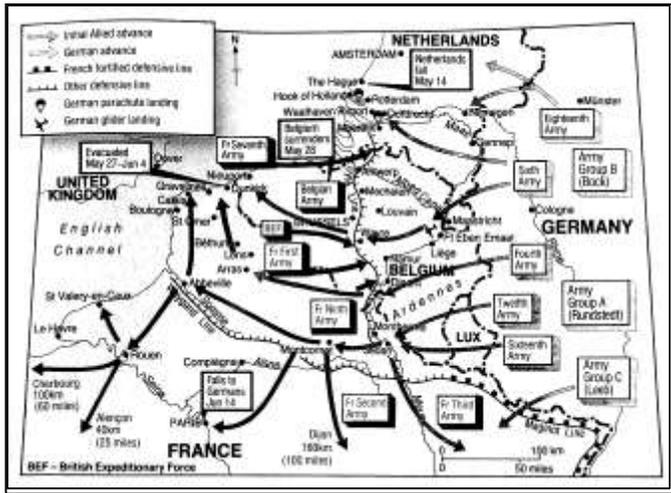
“USAT”: U.S. - Axis tensions. USAT are used to measure tensions between the United States and Germany prior to the outbreak of war between the two. See 49.8.

“USJT”: U.S. - Japanese tensions. USJT are used to measure tensions between the United States and Japan prior to the outbreak of war between the two. See 49.8.

“Western Allies”, “Western Allied”: All Allied major powers and minor countries, other than Russia and Russia’s associated and allied minor countries. Nationalist China joins the Western Allies at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

“YSS”: Year Start Sequence. The YSS takes place at the start of each year, before the first game turn of the year. During the YSS, the BRP levels of all major powers are determined, and diplomatic and research decisions for the upcoming year are made. See 35.

“ZoC”, “ZoCs”: Zone(s) of Control. A fully supplied armor unit may exert a ZoC into adjacent hexes. ZoCs influence enemy movement, unit construction and supply. See 10.34.



4. TERRAIN AND THE MAPBOARD

- 4.1 THE MAPBOARDS
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- 4.4 UNPLAYABLE HEXES
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- 4.6 MAPBOARD FEATURES
- 4.7 ISLANDS
- 4.8 TERRAIN EFFECTS

4.1 THE MAPBOARDS:

4.11 GENERAL DESCRIPTION: The *A World at War* European mapboard consists of a map of Europe, North Africa and the Middle East. The *A World at War* Pacific theater mapboard consists of a map of Asia and the northern Pacific Ocean.

4.12 HEXES: Superimposed over both mapboards is a hexagonal grid, which is used to determine movement. The Pacific mapboard covers approximately four times the area of the European mapboard, and as such, movement rates differ between the two maps.

4.13 FEATURES CONFORM TO HEX GRID: National borders (black dashed lines) and geographical features have been rationalized to conform to the hexagonal grid.

4.14 UNIQUE TERRAIN: Each theater mapboard has unique terrain: only the European theater has Qattara terrain, and only the Pacific theater has jungle, Himalayan and outback terrain. Mountains, forest and swamps also have different effects in the two theaters in certain instances.

4.2 GRID COORDINATES:

4.21 GRID COORDINATES: Each hex of the hex grid superimposed over either mapboard may be located by a specific grid coordinate reference. Thus on the European mapboard Lisbon is V8, Marrakech is EE2, Dublin is H22, Rome is Y22, Berlin is L31, Helsinki is D41, Moscow is H47 and Perm is D61; and on the Pacific mapboard, Tokyo is L32, Manila is W21 and Pearl Harbor is P53.

4.3 FRONT BOUNDARIES:

4.31 FRONT BOUNDARIES: Solid red front boundaries separate each mapboard into three fronts. The European mapboard consists of the eastern, western and Mediterranean fronts. The Pacific mapboard consists of the Pacific, Asian and Southeast Asian fronts. Fronts are significant with respect to a variety of situations such as weather and the conduct of offensive operations.

4.4 UNPLAYABLE HEXES:

4.41 UNPLAYABLE HEXES: Solid gray areas on the edges of the board are not playable and are impassable to all units, including air and naval units, except where explicitly permitted (see 21.217 for off-board naval movement). Swiss hexes are impassable to ground and air units. The middle four outback hexes are impassable to ground (but not air) units. All other hexes are playable (see 4.43 for impassable hexsides).

4.42 GRAY HEX FRAGMENTS AND ISLANDS: Any completely gray land mass is impassable to ground units. Such areas are included on

the mapboard for aesthetic purposes only. Thus areas such as the islands east of Athens (DD28 and CC28) do not exist for game purposes. Similarly, gray land fragments are ignored for game purposes. F33 is not considered a one-hex island (4.73), even though the G32 portion of the island is unplayable.

4.43 IMPASSABLE HEXSIDES: Ground movement, ZoCs, combat, redeployment and the tracing of supply lines are not allowed across all-Qattara hexsides (NN25-NN26 and MM26-NN26), all-Himalayan hexsides and all-outback hexsides (the hexsides of all outback hexes along the southern edge of the mapboard and the interior hexsides of the middle four outback hexes). This prohibition does not apply to air operations.

4.5 LAND AND SEA HEXES:

4.51 LAND/SEA HEXES: Land terrain is defined as the area inside the shoreline bordering all bodies of water. Hexsides must have land on both sides to allow normal ground movement or combat across them. Similarly, sea hexsides are defined as any hexside having blue on both sides of the hexside, provided the blue is not solely attributable to a river. Naval movement is allowed only across sea hexsides. (EXCEPTION: The Suez canal). Where the red front boundary follows a coastline it is treated as sea for the purposes of this rule.

4.52 PARTIAL SEA HEXES: Hexes which are partially sea and partially land are considered both land and sea for all purposes. Naval movement into and out of a partial sea hex is permitted unless land in the hex extends to the edge of the hex so as to block such movement. The dark blue outline around land represents water, and therefore allows naval movement and blocks land movement when it extends to the edge of a hex. For example, on the European mapboard, naval movement is permitted between hexes C27-C28 (northern Scotland) and through hexes CC17-DD17-EE17 (near Tunis) and DD26-EE26-FF26 (near Greece), because the peninsulas in DD17 and EE26 do not extend to the hex boundaries so as to block such movement.

4.53 LAKES: Lakes which do not completely cover a hexside have no effect on play and are included on the mapboard for aesthetic purposes only.

4.6 MAPBOARD FEATURES:

4.61 URBAN AREAS:

4.611 CITIES: The terms “city” and “cities” include capitals, ports and capital-ports.

4.612 CAPITALS: Capitals are cities designated by a star, including those in colonies. Capitals may not be selected for attrition occupation (14.6). Infantry and replacement units defending in capitals are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a “7” or higher winter effect (15.33G). See 30.2 for details of capitals as supply sources.

4.613 OBJECTIVES: Objectives are one-hex islands whose names are printed in red and cities whose names and icons are printed in red. Objectives may not be selected for attrition occupation (14.6). Infantry and replacement units defending in objectives are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a “7” or higher winter effect (15.33G). Objectives are used for SRs (28.6).

4.614 PORTS: Ports are cities designated by a non-solid circle. Ports may base naval units (21.11). Brindisi is on the east coast of AA25; naval units may traverse it only via the easternmost of the two water areas within the hex. Similarly, Rosyth (F26) is on the east coast of Scotland, Plymouth (K21) is on the southern coast of its peninsula, Lorient (N19) is on the southwest coast of its peninsula and Famagusta (GG34) is on the southeast coast of Cyprus.

4.615 CAPITAL-PORTS: Capital-ports are cities designated by a star inside a circle. Capital-ports function as both a port and a capital. The comprehensive list of capital-ports in the game is Algiers, Athens, Helsinki, Lisbon, Oslo, Stockholm, Tripoli and Tunis in Europe; Balikpapan, Bangkok, Batavia, Kuching, Manila, Palembang, Rangoon, Saigon, Seoul, Singapore, Taipei and Tokyo in the Pacific.

4.616 OTHER CITIES: Other cities, designated by black dots, have no military significance except for their ability to base air units (17.21) and their effect on air defense levels (23.42, 26.461A). Such cities have no effect on ground combat.

4.62 FORTIFICATIONS AND FORTRESSES: See rule 32.

4.63 CROSSING ARROWS: Blue crossing arrows permit ground units to move or engage in offensive or attrition combat across all-water hexsides in either direction. In Europe, crossing arrows occur in Denmark (3), Scotland (1), the Turkish Straits (2), the strait of Kerch (1) and the strait of Messina (1). In the Pacific, crossing arrows occur in the Philippines (3), Japan (5) and Sakhalin (1).

4.631 The water between land areas connected by crossing arrows is considered to be controlled by the neutral minor country or major power which controls those land areas, therefore air and naval activities over and through the water portion of such hexes are subject to restrictions.

4.64 TERRAIN FILLS THE HEX: Sometimes terrain is printed over only a portion of a hex. Swamp, mountain, forest, jungle and jungle/mountain are considered to cover the entire land portion of any hex in which they appear, and therefore affect the DM for seaborne invasions and attacks across hexsides free of such terrain markings.

4.7 ISLANDS:

4.71 UNPLAYABLE ISLANDS: Islands shown in dark blue are included on the board for aesthetic purposes only. Such islands are not playable, may not be invaded, and are not considered islands for game purposes.

4.72 INVADABLE HEXES: All one-hex islands, including Scapa Flow, I32 (the Danish island containing Copenhagen) and I31, but not the island at the northern tip of Denmark, are invadable. Larger islands may be invaded only at beach hexes.

4.73 ONE-HEX ISLANDS: An island covering more than one hex is not a one-hex island, even if only one hex of it is playable.

4.731 BASING AT ONE-HEX ISLANDS: One NAS may base on a one-hex island, regardless of how many air factors are also based on that island (18.13). Naval units may only base at one-hex islands which contain a port counter.

4.732 SUPPLY AND NRs TO ONE-HEX ISLANDS: Supply may be traced to one-hex islands even if they do not contain a port or bridgehead (30.331B). Units may also be NRed into and out of such islands (28.511).

4.74 ISLAND GROUPS: A number of Pacific islands form groups, as follows:

A. Aleutian Islands (U.S.): Adak, Attu, Kiska, Unalaska, Umnak.

B. Bismarck Archipelago (Britain): New Britain, New Ireland, Manus.

C. Caroline Islands East (Japan): Oroluk, Ponape, Truk.

D. Caroline Islands West (Japan): Palau, Ulithi, Woleai, Yap.

E. Ellice Islands (Britain): Funafuti, Niulakita, Niutao.

F. Fiji (Britain): Vanua Levu, Viti Levu.

G. Gilbert Islands (Britain): Beru, Makin, Nauru, Tamana, Tarawa.

H. Hawaiian Islands (U.S.): Hawaii, Kauai, Maui, Necker, Oahu, Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.

I. Kurile Islands (Japan): Etorofu, Paramushiro, Uruppa.

J. Marianas Islands (U.S. and Japan): Guam (U.S.), Saipan (Japan).

K. Marshall Islands (Japan): Bikini, Eniwetok, Kwajalein, Majuro, Wotje.

L. New Hebrides (Britain): Efate, Espiritu Santo.

M. Society Islands (France): Bora Bora, Tahiti.

N. Solomon Islands (Britain): Bougainville, Guadalcanal, New Georgia, San Cristobal, Santa Cruz, Santa Isabel.

4.741 CONTROL OF ISLAND GROUPS: At the start of each scenario, each island group is controlled by a major power (EXCEPTION: In the campaign game, the Marianas are split between the U.S. and Japan). Once play begins, rule 29.71 governs the control of island groups.

4.75 TWO-HEX ISLANDS WITHOUT PORTS: For sea supply, sea transport, seaborne invasion and NR purposes, the beach hexes in New Ireland, Palawan and Halmahera are treated as ports. No bridgehead is required. This does not permit air or naval basing in these hexes or permit them to be used in support of naval operations.

4.8 TERRAIN EFFECTS:

4.81 GROUND MOVEMENT: The effects of terrain on ground movement are set out in rule 13.41.

4.82 ATTRITION: The effects of terrain on attrition combat are set out in rule 14.62.

4.83 GROUND COMBAT: The effects of terrain on offensive ground combat are set out in rule 15.3.

4.84 TERRAIN EFFECTS CHART: The Terrain Effects Chart summarizes the effects of terrain features on movement and combat.

5. MAPBOARD BOXES

- 5.1 INTRODUCTION
- 5.2 U.S. BOXES
- 5.3 SOUTH AFRICA BOX
- 5.4 INDIA BOX
- 5.5 AUSTRALIA BOX
- 5.6 ETHIOPIA BOX
- 5.7 URALS BOX
- 5.8 MURMANSK BOX
- 5.9 SW BOXES

5.1 INTRODUCTION:

5.11 PURPOSE OF THIS RULE: The purpose of this rule is to gather together the rules applicable to the various mapboard boxes in one location for ease of reference. Specific references to the various mapboard boxes are found throughout the rules dealing with specific topics, as well as in the rules dealing with the areas in question, such as rule 71 (Australia), rule 72 (India), rule 88.4 (Ethiopia), and rule 81 (Manchuria, Siberia and the Urals box).

5.12 GENERAL CHARACTERISTICS: All mapboard boxes share certain general characteristics:

A. UNLIMITED CAPACITY: All mapboard boxes have an unlimited stacking capacity for ground units (EXCEPTIONS: The Murmansk and SW boxes) and an unlimited basing capacity for air and naval units, provided the units are otherwise permitted to enter the box in question.

B. NAVAL RANGE RESTRICTIONS APPLY NORMALLY: Except where specifically stated, range restrictions on naval activities (21.361) apply to all naval activities to and from mapboard boxes, based on the distance in off-board hexes from the mapboard box in question to the mapboard, as set out below for each mapboard box.

C. AIR MISSIONS PROHIBITED: Offensive or defensive air missions into or out of mapboard boxes are prohibited (EXCEPTION: Strategic bombing).



5.2 U.S. BOXES:

5.21 CONCEPT:

A. ATLANTIC U.S. BOX: The Atlantic U.S. box represents the Atlantic coast of the U.S. and Canada.

B. PACIFIC U.S. BOX: The Pacific U.S. box represents the Pacific coast of the U.S. and Canada.

5.22 DISTANCE FROM THE MAPBOARDS:

A. ATLANTIC U.S. BOX: The Atlantic U.S. box is 16 off-board hexes from the western edge of the European mapboard, through hexes A23 to EE1.

B. THE PACIFIC U.S. BOX: The Pacific U.S. box is eight off-board hexes from the eastern edge of the Pacific mapboard, through hexes A59 to KK48.

5.23 CONTROL: The U.S. boxes are permanently controlled by the Western Allies. Axis and Japanese units may never enter either U.S. box.

5.24 BRP VALUE: The U.S. boxes have a BRP value equivalent to the U.S. BRP base, as well as 10 Canadian BRPs.

5.25 SUPPLY AND OIL:

A. SUPPLY: The U.S. boxes are unlimited Western Allied supply sources.

B. OIL: Both U.S. boxes produce an unlimited number of oil counters each turn. For the oil status of units supplied from the U.S. boxes, see 33.533.

5.26 UNIT CONSTRUCTION: Newly constructed American and Canadian ground and air units are placed in either U.S. box (27.42G, 70.15). American and Canadian naval units are launched in whichever U.S. box is associated with the shipbuilding used to build them.

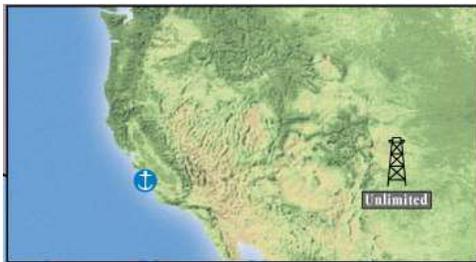
5.27 GROUND AND AIR UNITS:

A. MOVEMENT: Ground and air units may not move or stage into or out of the U.S. boxes during the movement phase.

B. COMBAT:

- Ground combat cannot occur in the U.S. boxes.
- Air combat may occur in the U.S. boxes only as a result of Axis or Japanese strategic bombing of the U.S.

C. REDEPLOYMENT: Ground and air units may only enter or leave the U.S. boxes during the redeployment phase by NR (EXCEPTION: Unlimited SRs between the U.S. boxes are permitted).



5.28 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities from the Atlantic U.S. box is traced onto the European mapboard through any of hexes A23 to EE1 along the western edge of the European mapboard. The path of naval activities from the Pacific U.S. box is traced onto the Pacific mapboard through any of hexes A59 to KK48 along the eastern edge of the Pacific mapboard.

B. BASE CHANGES: Western Allied naval units may change between:

- the Atlantic U.S. box and any western front port, the South Africa box or the Pacific U.S. box.
- the Pacific U.S. box and the Australia box, the Atlantic U.S. box, Dutch Harbor, Pearl Harbor, Papeete or any port constructed in the Hawaiian or Society Islands.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported from the U.S. boxes through the Atlantic and Pacific Oceans onto the mapboard. In addition, one transport from the SW box through which the sea transport passes is required for every five ground or air factors sea transported through the Atlantic or Pacific SW boxes. Sea transport from the Atlantic U.S. box must terminate in a western front port (21.433A). Sea transport from the Pacific U.S. box must terminate in Dutch Harbor, the Hawaiian Islands, or the Society Islands (21.433B).

D. SEABORNE INVASIONS: Two destroyer factors are required for each ground factor conducting a seaborne invasion from a U.S. box through the Atlantic and Pacific Oceans, plus an additional destroyer for each ground factor if the invasion hex is occupied by an enemy ground unit. In addition, one transport from the SW box through which the seaborne invasion passes is required for every five invading ground factors.

E. NRs AND 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.
- Naval units in the Atlantic and Pacific U.S. boxes may NR into and out of the Atlantic and Pacific SW boxes, respectively.
- NRs and 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).

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

G. 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).



5.3 SOUTH AFRICA BOX:

5.31 CONCEPT: The South Africa box represents South Africa and the adjacent British colonies.

5.32 DISTANCE FROM THE MAPBOARD: The distance of the South Africa box from the European and Pacific mapboard does not affect play. Naval units may not be displaced to the South Africa box.

5.33 CONTROL: The South Africa box is permanently controlled by the Western Allies. Axis and Japanese units may never enter the South Africa box.

5.34 BRP VALUE: The South Africa box has a value of 10 BRPs.

5.35 SUPPLY AND OIL:

A. SUPPLY: The South Africa box is an unlimited Western Allied supply source.

B. OIL: The South Africa box does not produce oil. The South African oil reserve has a capacity of three oil counters. For the oil status of units supplied from the South Africa box, see 33.533.

5.36 UNIT CONSTRUCTION: The South African 3-4 and 1-3 infantry units may only be built in the South Africa box (27.472).

5.37 GROUND AND AIR UNITS:

A. MOVEMENT: Ground and air units may not move or stage into or out of the South Africa box during the movement phase (EXCEPTION: Sea transport through the Indian Ocean).

B. COMBAT: Ground and air combat cannot occur in the South Africa box.

C. REDEPLOYMENT: Ground and air units may only enter or leave the South Africa box during the redeployment phase by NR (EXCEPTION: SR to and from Ethiopia - 88.422C).

5.38 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities from the South Africa box is traced onto the European mapboard to the western front through any of hexes A23 to EE1 along the western edge of the European mapboard, or to Suez through hexes NN30 or NN31 or to Basra or Abadan through hexes NN41, NN42 or NN43, on the southern edge of the European mapboard.

B. BASE CHANGES: Western Allied naval units may change base between the South Africa box and any western front port, Suez, Basra and Abadan, and the Atlantic U.S., India and Australia boxes.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported to or from the South Africa box through the Indian Ocean to or from Suez, Basra or Abadan. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported through the Indian Ocean SW box. Sea transport to or from the South Africa box through the Atlantic Ocean or to and from the India box through the Indian Ocean is prohibited.

D. SEABORNE INVASIONS: Seaborne invasions to or from the South Africa box are prohibited.

E. NRs AND SEA ESCORT:

- One Indian Ocean transport is required for every five ground or air factors, or for every five BRPs, NRed between the South Africa box and the India, Australia or Ethiopia boxes or Suez, Basra or Abadan. No destroyers are required to sea escort such NRs. NRs to and from the South Africa box through the Indian Ocean may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.
- One Atlantic transport is required for every five ground or air factors, or for every five BRPs, NRed between the European mapboard or the Atlantic U.S. box and the South Africa box. No destroyers are required to sea escort such NRs. NRs to and from the South Africa box through the Atlantic may be protected by naval units in the originating location and by naval units in the Atlantic SW box.
- Naval units in the South Africa box may NR to any western front port, Suez, Basra and Abadan, and the Atlantic U.S., India and Australia boxes.

F. INTERCEPTION: Naval interception from the South Africa box is prohibited. Naval units in the South Africa box may engage raiders in the Indian Ocean, but not in the Atlantic Ocean.

G. SEA SUPPLY: Each sea supply line traced from the South Africa box to Suez, Basra or Abadan requires one Indian Ocean transport (30.365).



5.4 INDIA BOX:

5.41 CONCEPT: The India box represents that part of India which does not appear on the board.

5.42 DISTANCE FROM THE MAPBOARD:

A. The India box is adjacent to the India hexes along the western edge of the Pacific mapboard.

B. The ports in the India box are eight hexes from hex CC2 on the western edge of the Pacific mapboard.

5.43 CONTROL: The India box is controlled by the Western Allies unless India surrenders (72.5). Japanese units may never enter the India box (EXCEPTION: Strategic bombing).

5.44 BRP VALUE: The India box has a value of 10 BRPs. For each Japanese ground factor adjacent to the India box in excess of the number of Western Allied ground factors in the India box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless India has surrendered.

5.45 SUPPLY AND OIL:

A. SUPPLY: The India box is an unlimited Western Allied supply source unless India has surrendered.

B. OIL: The Indian oil reserve has a capacity of three oil counters. For the oil status of units supplied from the India box, see 33.4715C.

5.46 UNIT CONSTRUCTION: Indian units may be built in the India box (27.474, 72.16). For limits on and costs of Indian production, see 72.12. For the effect of Japanese bombing of the India box, see 72.321. For the effect of Japanese units adjacent to the India box, see 72.42.

5.47 GROUND AND AIR UNITS:

A. MOVEMENT:

- Western Allied ground units may move into the India box from an Indian hex south of the Himalayas adjacent to the western edge of the Pacific mapboard.

- Western Allied ground units may move out of the India box into an Indian hex south of the Himalayas adjacent to the western edge of the Pacific mapboard, provided this does not result in there being fewer ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the Pacific mapboard at the end of the movement phase.
- Air units may stage up to six hexes from an Indian hex into the India box, or stage up to six hexes from the India box into an eligible Indian hex. Staging between the India box and hexes outside India, including China and the Andaman Islands (Z9), is not permitted.

B. COMBAT:

- Ground attacks from the India box onto the Pacific mapboard, or from the Pacific mapboard into the India box, are prohibited.
- For attrition combat purposes, the India box is considered to be part of each Indian attrition zone that touches the Indian map edge. Japanese ground units adjacent to the India box may attrition, and be attritioned by, Western Allied ground units in the India box. Hex results achieved in attrition combat solely against the India box have no effect, nor can Western Allied ground units capture hexes by attrition advance from the India box.
- Western Allied armor units may enter the India box by exploitation movement from an Indian hex off the western edge of the Pacific mapboard.
- Air combat may occur in the India box only as a result of Japanese strategic bombing of the India box.

C. REDEPLOYMENT:

- Western Allied ground and air units may enter the India box by TR or SR off the western edge of the Pacific mapboard, or by NR from the South Africa, Australia or Ethiopia boxes, Suez, Basra or Abadan, or through hex CC2.
- Western Allied ground and air units which begin their turn in the India box, enter the India box during the movement or combat phases, or are constructed in the India box, may TR, SR or NR onto the Pacific mapboard, provided this does not result in there being fewer ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the Pacific mapboard at the end of the redeployment phase.
- Western Allied ground and air units which redeploy into the India box must end the redeployment phase in the India box.

5.48 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities between the India box and the Pacific mapboard is traced through hex CC2, on the western edge of the Pacific mapboard. CC2 is considered to be eight off-board hexes from the ports in which naval units base while in the India box.

B. BASE CHANGES: Western Allied naval units may change base between the India box and the South Africa and Australia boxes, Suez, Basra, Abadan and Pacific ports accessible through CC2.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported through the Indian Ocean between the India box and Suez, Basra or Abadan or the Pacific mapboard. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported to or from the India box. Sea transport between the India box and the Australia and South Africa boxes is prohibited.

D. SEABORNE INVASIONS: Two destroyer factors are required for each ground factor conducting a seaborne invasion from the India box onto the Pacific mapboard, plus an additional destroyer for each ground factor if the invasion hex is occupied by an enemy ground unit. In addition, one transport from the Indian Ocean SW box is required for every five invading ground factors. Seaborne invasions from the India box onto the European mapboard or into the South Africa or Australia boxes are prohibited.

E. NRs AND SEA ESCORT:

- One Indian Ocean transport is required for every five ground or air factors, or for every five BRPs, NRed between the India box and the South Africa box, the Australia box, Ethiopia, or Suez, Basra, Abadan, Colombo, Trincomalee, Madras, Calcutta, Rangoon or Singapore. No destroyers are required to sea escort such NRs. NRs to and from the India box may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.
- Naval units in the India box may NR to the South Africa box, the Australia box, Suez, Basra or Abadan, or onto the Pacific mapboard.

F. INTERCEPTION: Naval interception from the India box onto the Pacific mapboard is conducted normally. Naval units in the India box may engage raiders in the Indian Ocean.

G. SEA SUPPLY: Each sea supply line traced from the India box through hex CC2 onto the Pacific mapboard requires one Indian Ocean transport (30.365).

H. DISPLACED NAVAL UNITS: Naval units displaced from Suez, Basra or Abadan may go to the India box.



5.5 AUSTRALIA BOX:

5.51 CONCEPT: The Australia box represents that part of Australia which does not appear on the board.

5.52 DISTANCE FROM THE MAPBOARD:

A. The Australia box is adjacent to the Australia hexes along the southern edge of the Pacific mapboard.

B. The ports in the Australia box are eight hexes from hexes NN15 and NN24 on the southern edge of the Pacific mapboard.

C. Noumea (in New Caledonia) is considered to be ten hexes from the Australia box.

5.53 CONTROL: The Australia box is controlled by the Western Allies unless Australia surrenders (71.5). Japanese units may never enter the Australia box (EXCEPTION: Strategic bombing).

5.54 BRP VALUE: The Australia box has a value of 10 BRPs. For each Japanese ground factor adjacent to the Australia box in excess of the number of Western Allied ground factors in the Australia box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless Australia has surrendered.

5.55 SUPPLY AND OIL:

A. SUPPLY: The Australia box is an unlimited Western Allied supply source unless Australia has surrendered.

B. OIL: The Australian oil reserve has a capacity of three oil counters. For the oil status of units supplied from the Australia box, see 33.4715D.

5.56 UNIT CONSTRUCTION: Australian units may be built in the Australia box (27.473, 71.15). For limits on and costs of Australian production, see 71.12. For the effect of Japanese bombing of the Australia box, see 71.321. For the effect of Japanese units adjacent to the Australia box, see 71.42.

5.57 GROUND AND AIR UNITS:

A. MOVEMENT:

- Western Allied ground units may move into the Australia box from a non-outback Australian hex adjacent to the southern edge of the Pacific mapboard.
- Western Allied ground units may move out of the Australia box into a non-outback Australian hex adjacent to the southern edge of the Pacific mapboard, provided this does not result in there being fewer ground factors in the Australia box than there are Japanese ground factors adjacent to the Australia box along the southern edge of the Pacific mapboard at the end of the movement phase.
- Air units may stage from an Australian hex off the southern edge of the Pacific mapboard into the Australia box, or stage from the Australia box into an eligible Australian hex. Staging between the Australia box and hexes outside Australia, including Port Moresby, is not permitted.

B. COMBAT:

- Ground attacks from the Australia box onto the Pacific mapboard, or from the Pacific mapboard into the Australia box, are prohibited.

- For attrition combat purposes, the Australia box is considered to be part of each Australian attrition zone that touches the Australian map edge across a non-outback hexside. Japanese ground units adjacent to the Australia box may attrition, and be attrited by, Western Allied ground units in the Australia box. Hex results achieved in attrition combat solely against the Australia box have no effect, nor can Western Allied ground units capture hexes by attrition advance from the Australia box.
- Western Allied armor units may enter the Australia box by exploitation movement from an Australian hex off the southern edge of the Pacific mapboard.
- Air combat may occur in the Australia box only as a result of Japanese strategic bombing of the Australia box.

C. REDEPLOYMENT:

- Western Allied ground and air units may enter the Australia box by TR or SR off the southern edge of the Pacific mapboard, or by NR from the Pacific U.S. box, the South Africa box, the India box, off the southern edge of the Pacific mapboard through hexes NN24 (Townsville) or NN31 (Noumea), or from Suez, Basra or Abadan.
- Western Allied ground and air units which begin their turn in the Australia box, enter the Australia box during the movement or combat phases, or are constructed in the Australia box, may TR, SR or NR onto the Pacific mapboard, provided this does not result in there being fewer ground factors in the Australia box than there are Japanese ground factors adjacent to the Australia box along the southern edge of the Pacific mapboard at the end of the redeployment phase.
- Western Allied ground and air units which redeploy into the Australia box must end the redeployment phase in the Australia box.

5.58 NAVAL ACTIVITIES:

A. MECHANICS: The path of naval activities between the Australia box and the Pacific mapboard is traced through one of hexes NN15, NN24 (Townsville) or NN31 (Noumea), on the southern edge of the Pacific mapboard. NN15, NN24 (Townsville) are considered to be eight off-board hexes, and NN31 (Noumea) ten off-board hexes, from the ports in which naval units base while in the Australia box.

B. BASE CHANGES: Western Allied naval units may change base between the Australia box and any Pacific mapboard hexes accessible through hexes NN15, NN24 and NN31, Suez, Basra and Abadan, and the Pacific U.S., India and South Africa boxes.

C. SEA TRANSPORT: Two destroyer factors are required for each ground or air factor sea transported through the Indian Ocean between the Australia box and Suez, Basra or Abadan or the Pacific mapboard. In addition, one Indian Ocean transport is required for every five ground or air factors sea transported between the Australia box and Suez, Basra or Abadan; one Pacific transport is required for every five ground or air factors sea transported between the Australia box and the Pacific mapboard. Sea transport between the Australia box and the Pacific U.S., India and South Africa boxes is prohibited.

D. SEABORNE INVASIONS: Two destroyer factors are required for each ground factor conducting a seaborne invasion from the Australia box onto the Pacific mapboard, plus an additional destroyer for each ground factor if the invasion hex is occupied by an enemy ground unit. In addition, one transport from the Pacific SW box is required for every five invading ground factors. Seaborne invasions from the Australia box into the Pacific U.S., South Africa and India boxes are prohibited.

E. NRs AND SEA ESCORT:

- One Indian Ocean transport is required for every five ground or air factors, or for every five BRPs, NRed between the Australia box and the South Africa box, the India box, Ethiopia, or Suez, Basra or Abadan. No destroyers are required to sea escort such NRs. Such NRs may be protected by naval units in the originating location and by naval units in the Indian Ocean SW box.
- One Pacific transport is required for every five ground or air factors, or for every five BRPs, NRed between the Australia box and the Pacific U.S. box, Townsville, Port Moresby, Lae, Rabaul, Noumea, Suva, Pago Pago, or any port constructed in the Solomon, New Hebrides, Fiji or Ellice Islands. No destroyers are required to sea escort such NRs. Such NRs may be protected by naval units in the originating location and by naval units in the Pacific SW box.

- Naval units in the Australia box may NR to the South Africa box, the India box, Suez, Basra or Abadan, the Pacific U.S. box, or onto the Pacific mapboard.

F. INTERCEPTION: Naval interception from the Australia box is conducted normally.

G. SEA SUPPLY: Each sea supply line traced from the Australia box onto the mapboard through one of hexes NN24 (Townsville) or NN31 (Noumea) requires one Pacific transport (30.365).



5.6 ETHIOPIA BOX:

5.61 CONCEPT: The Ethiopia box represents the Italian colony of Ethiopia.

5.62 DISTANCE FROM THE MAPBOARD: The Ethiopia box is adjacent to Egyptian hexes NN27-NN30 on the southern edge of the European mapboard.

5.63 CONTROL: The Ethiopia box is controlled by Italy at the start of the game, but may be conquered by the Western Allies (88.43).

5.64 BRP VALUE: The Ethiopia box has no BRP value.

5.65 SUPPLY AND OIL:

A. SUPPLY: All units in Ethiopia are automatically in unlimited supply.

B. OIL: Units in Ethiopia are immune from oil effects.

5.66 UNIT CONSTRUCTION: Unit construction in the Ethiopia box is prohibited.

5.67 GROUND UNITS:

A. MOVEMENT: Ground units may not move into or out of the Ethiopia box during the movement phase.

B. COMBAT: Ground combat cannot occur in the Ethiopia box.

C. REDEPLOYMENT: Ground units may only enter and leave the Ethiopia box during the redeployment phase, as set out in 88.42.

5.68 NAVAL ACTIVITIES: Naval activities from the Ethiopia box are prohibited, although control of Ethiopia is required for the Axis to conduct naval operations from Suez, should the Axis capture it (88.37B, C).



5.7 URALS BOX:

5.71 CONCEPT: The Urals box represents that part of Russia which does not appear on either mapboard.

5.72 DISTANCE FROM THE MAPBOARD:

A. EUROPE: The Urals box is adjacent to hexes A62-Z53 in Russia on the eastern edge of the European mapboard.

B. PACIFIC: The Urals box is adjacent to hexes A23-L15 on the western edge of the Pacific mapboard.

5.73 CONTROL: The Urals box is permanently controlled by Russia. Axis and Japanese units may never enter the Urals box.

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

5.75 SUPPLY AND OIL:

A. SUPPLY: The Urals box is an unlimited Russian supply source.

B. OIL: The Urals box has an oil production of one counter per turn and a reserve capacity of ten oil counters.

5.76 UNIT CONSTRUCTION: Unit construction in the Urals box is prohibited.

5.77 GROUND AND AIR UNITS:

A. MOVEMENT:

- Russian ground units may move into the Urals box from adjacent European or Pacific mapboard hexes.
- Russian ground units may move out of the Urals box into an adjacent European or Pacific mapboard hex, provided this does not result in there being fewer ground factors in the Urals box than there are Axis or Japanese ground factors adjacent to the Urals box at the end of the movement phase.
- Russian air units may stage from the mapboard into the Urals box, or stage from the Urals box into an eligible hex.

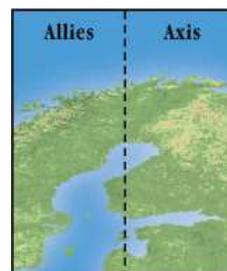
B. COMBAT:

- Ground attacks from the Urals box onto the European and Pacific mapboards, or from the European and Pacific mapboards into the Urals box, are prohibited.
- For attrition combat purposes, the Urals box is considered to be part of each European and Pacific attrition zone that touches the Urals box. Axis and Japanese ground units adjacent to the Urals box may attrition, and be attritioned by, Russian ground units in the Urals box. Hex results achieved in attrition combat solely against the Urals box have no effect, nor can Russian ground units capture hexes by attrition advance from the Urals box.
- Russian armor units may enter the Urals box by exploitation movement from adjacent European or Pacific mapboard hexes.
- Air combat may occur in the Urals box only as a result of Axis or Japanese strategic bombing of the Urals box.

C. REDEPLOYMENT:

- Russian ground and air units may enter the Urals box by TR or SR from adjacent European or Pacific mapboard hexes.
- Russian ground and air units which begin their turn in the Urals box or which enter the Urals box during the movement or combat phases may TR or SR onto the European or Pacific mapboards, provided this does not result in there being fewer ground factors in the Urals box than there are Axis or Japanese ground factors adjacent to the Urals box at the end of the redeployment phase.
- Russian ground and air units which redeploy into the Urals box must end the redeployment phase in the Urals box.

5.78 NAVAL ACTIVITIES: Naval activities from the Urals box are prohibited.



5.8 MURMANSK BOX:

5.81 CONCEPT: The Murmansk box is used only to resolve Murmansk convoy battles. After resolving a Murmansk convoy battle, all air and naval units must leave the Murmansk box.

5.82 GERMAN AIR AND NAVAL UNITS: German air and naval units based in Bergen and Scapa Flow may enter the Murmansk box to oppose Murmansk convoys without risk of Allied air attack or naval counter-interception.

5.83 WESTERN ALLIED NAVAL UNITS: Western Allied naval units may enter the Murmansk box only as part of a Murmansk convoy.



5.9 SW BOXES:

5.91 CONCEPT: The three SW boxes represent both the shipping lanes in the Atlantic, Pacific and Indian Oceans and the strategic bombing campaigns in Europe and Asia. Each SW box abstractly represents both on-map and off-map regions. Naval units generally enter and exit an SW box by sailing across the edge of one of mapboards (5.932, 25.33). However, when naval units from an SW box participate in a naval activity which begins in an on-board port (25.35), those naval units are presumed to already be stationed in the portion of their SW box which overlaps that on-board port. Upon reaching the destination hex of the naval activity, naval units from the SW box have the option of immediately returning to the SW box without further risk of air attack or naval interception, or of accompanying other naval units back to port, where they automatically re-enter the SW box.

A. THE ATLANTIC SW BOX: Located in the upper left corner of the European mapboard.

B. THE PACIFIC SW BOX: Located in the upper right corner of the Pacific mapboard.

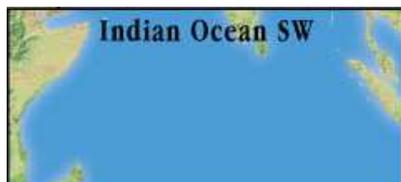
C. THE INDIAN OCEAN SW BOX: Located in the lower right corner of the European mapboard.

5.92 SUBDIVISION OF SW BOXES:

A. ATLANTIC AND PACIFIC SW BOXES: The Atlantic and Pacific SW boxes are each divided into three sections:

- The “Western” section of the Atlantic SW box and the “Pacific” section of the Pacific SW box represent the Western Allied shipping lanes in the Atlantic Ocean and the Western Allied and Japanese shipping lanes in the Pacific Ocean, respectively; as well as the airspace over those fronts.
- The other sections of the Atlantic and Pacific SW boxes represent the airspace over those fronts.

B. INDIAN OCEAN SW BOX: The Indian Ocean SW box contains one section for naval activities, representing the Western Allied shipping lanes in the Indian Ocean.



5.93 NAVAL ACTIVITIES IN SW BOXES:

5.931 UNITS: Transports, ASW, submarines and naval units may be placed in the naval activity section of the SW box:

A. TRANSPORTS: Transports (20.6) may be used to carry oil, sea supply, ground and air units, and BRP grants between mapboard areas and mapboard boxes (20.64).

B. ASW: ASW (20.8) protect transports from SW attacks by enemy submarines (25).

C. SUBMARINES: Submarines (20.7) may conduct SW against enemy transports in an SW box (25).

D. NAVAL UNITS: Naval units in an SW box (25.3) protect transports and other naval activities from attacks by enemy air and naval units, defend against enemy raiders (21.53) and may provide shore bombardment or conduct fast carrier missions in conjunction with seaborne invasions originating solely from the U.S., Australia or India boxes (Western Allied naval units only) (21.523, 21.553).

E. RAIDERS: Raiders may enter an SW box during the owning player’s combat phase and attempt to attack the defender’s transports (21.53).

5.932 DISTANCE FROM THE MAPBOARDS:

A. THE ATLANTIC SW BOX: The Atlantic SW box is adjacent to the western edge of the European mapboard, through hexes A23 to EE1.

B. THE PACIFIC SW BOX: The Pacific SW box is adjacent to the eastern edge of the Pacific mapboard, through hexes I62 to KK48, and is eight hexes from the southern edge of the Pacific mapboard, through hexes NN24 to NN45.

- The portion of the Pacific SW box representing Western Allied shipping lanes is considered to be adjacent to the eastern edge of the Pacific mapboard, through hexes I62 to KK48, and is eight hexes from the southern edge of the Pacific mapboard, through hexes NN24 to NN45. British and American naval units deployed to the Pacific SW box must be based in Pearl Harbor, Tahiti or the Pacific U.S. or Australia boxes (25.31B), and must return to one of these locations when leaving the Pacific SW box.
- The portion of the Pacific SW box representing Japanese shipping lanes is considered to be adjacent to ports in Japan and Truk. Japanese naval units deployed to the Pacific SW box must be based in a port in Japan or in Truk, must return to one of these locations when leaving the Pacific SW box (25.31B), and may be intercepted in their destination port hex as they do so.

C. THE INDIAN OCEAN SW BOX: The Indian Ocean SW box is eight hexes from the western edge of the Pacific mapboard, through hex CC2.

5.933 WHEN UNITS IN SW BOXES VISIBLE: All SW and naval units are fully visible to both sides while in an SW box (EXCEPTION: Naval forces concealed by TF markers).

5.934 ENTERING AND LEAVING SW BOXES:

A. TRANSPORTS, ASW AND SUBMARINES: Transports, ASW and submarines may be transferred into or out of an SW box by changing base or NRing in the owning player’s turn (25.31), including the player turn in which they are constructed (28.82) (EXCEPTION: Submarines may not enter or leave an SW box during the movement phase - 25.12). Transports, ASW and submarines may be transferred from one SW box to another during the redeployment phase (5.935, 24.52).

B. NAVAL UNITS: Naval units may enter or leave an SW box during the movement and redeployment phases. Naval units which withdraw from an SW box in the movement phase are inverted for the remainder of their player turn and may be subsequently uninverted in accordance with 33.9; naval units which withdraw from an SW box in the redeployment phase are inverted for the remainder of their player turn and for the next opposing player turn (25.372) and may be subsequently uninverted in accordance with 33.9.

5.935 TRANSFERS OF UNITS BETWEEN SW BOXES: Both SW units (submarines, ASW, transports, strategic bombers and interceptors) and naval units may be transferred between SW boxes during the redeployment phase, subject only to the normal restrictions applying to the operation of the units in question in the SW boxes. Units transferred between SW boxes are not inverted and may be used in their new SW box in the next player turn, regardless of their use in the SW box from which they were redeployed. All three SW boxes are connected and transfers between them are not subject to any delay and may not be intercepted (EXCEPTION: German submarines may enter the Indian Ocean SW box only from a Mediterranean port through the Suez canal - 25.13A).

5.94 AIR ACTIVITIES IN SW BOXES:

5.941 UNITS: Only strategic bombers and interceptors may be deployed to the air activity sections of an SW box (26).

5.942 ELIGIBLE SW BOXES: Strategic bombers and interceptors may be deployed only to the Atlantic and Pacific SW boxes.



5.943 ENTERING AND LEAVING SW BOXES:

A. Upon construction, strategic bombers and interceptors may be placed on any front in the relevant SW box, provided the owning alliance faction controls an operational air base on that front (26.22).

B. After initial placement, strategic bombers and interceptors may deploy from one front to another (26.21) within an SW box.

C. Strategic bombers and interceptors may be transferred from one eligible SW box to the other, and may be used in the owning player's turn following their transfer.

5.944 EMPLOYMENT:

A. **STRATEGIC BOMBERS:** Strategic bombers may bomb any eligible target within range of an operational air base on their front (17.72).

B. **INTERCEPTORS:** Interceptors may defend any eligible target on their front (26.443) (EXCEPTION: Russian and Western Allied interceptors may not defend each other's hexes).



6. COUNTERS

- 6.1 GROUND UNIT COUNTERS
- 6.2 AIR AND NAVAL COUNTERS
- 6.3 SW COUNTERS
- 6.4 STATUS COUNTERS
- 6.5 SPECIALIZED COUNTERS
- 6.6 INSTALLATIONS
- 6.7 EVENT MARKERS
- 6.8 COUNTER AVAILABILITY

6.1 GROUND UNIT COUNTERS:

6.11 Ground unit counters show a combat factor as the first (left) number on the counter, followed by a movement factor (EXCEPTIONS: Replacement and flak counters, which have a movement factor of one, show only a combat factor). British, Russian and American units, which can operate on both mapboards, have two movement factors (the larger one applies to Europe; the smaller one applies to the Pacific).

6.2 AIR AND NAVAL COUNTERS:

6.21 Army and naval air unit counters also show a combat factor and a movement or range factor. British, Russian and American units, which can operate on both mapboards, have two movement factors (the larger one applies to Europe; the smaller one applies to the Pacific). Each type of AAS is represented by a different counter.

6.22 Each jet counter represents one jet factor. Each air transport counter represents one air transport factor. Naval unit counters show only a combat factor; their range is limited by the activity they perform (21.361). Various countries are provided with air, transport, destroyer and cruiser counters in varying denominations (17.9, 20.9). CVEs may also be broken down into partial counters (20.9). The ship graphic for CVEs is printed on a purple background. Fast carriers and named capital ships are represented by individual counters which may not be broken down into partial counters. The ship graphic for fast carriers is printed on a yellow background. The ship graphic for "slow" capital ships (20.121) is printed on an orange background.

6.3 SW COUNTERS:

6.31 SW counters (submarines, advanced submarines, ASW, transports, strategic bombers and interceptors), similar to destroyer counters, show only the number of factors present.

6.4 STATUS COUNTERS:

6.41 Various status counters are provided. Turn counters are used on the Time Track on the mapboard. Country flag counters can be used to mark hex control of empty hexes. Markers for isolated units, breakthroughs and exploiting units are also provided.

6.5 SPECIALIZED COUNTERS:

6.51 Each major power has a limited number of airbase (18.14) counters, which may be increased by production. TF markers permit major powers to conceal the composition of their naval forces (20.16). Port (21.12) and railhead (28.65) counters may be produced. There is no limit to the number of bridgehead counters each major power may place (31). Major powers may construct fortifications and beach defenses (32).

6.6 INSTALLATIONS:

6.61 The following counters are provided to indicate industrial or technical installations:

A. IC counters are used to represent concentrations of industry in Russia (37).

B. Oil plant counters are used to represent German oil plants and Russian ICs diverted to oil production (37.65).

C. No markers are provided for uranium plants and plutonium reactors.

6.7 EVENT MARKERS:

6.71 The following counters are used to mark the indicated events:

A. Atomic attack markers are used to indicate strategic atomic attacks (they may also be placed in a hidden location prior to use to keep track of the owning major power's atomic stockpile) (43.3).

B. Firestorm markers are used to indicate firestorms (26.9).

6.8 COUNTER AVAILABILITY:

6.81 **GROUND UNITS:** Counter availability is an upper limit on the number of each type of ground unit each nationality may have in play. This limit is distinct from the major power force pools and minor country force levels. The number and type of Vlasov, Wang and Indian National Army units which may be in play is limited by the counter set provided with the game.

6.82 **AIR AND NAVAL UNITS:** Counter availability does not limit the number of air units which may be in play, although that number is subject to the major power force pool and minor country force level limits. There is no limit to the number and type of eligible ships which may be built, other than for naval units which have force pools. If the desired counter is not available, improvise.



7. SCENARIOS

- 7.1 CHOOSING A SCENARIO
- 7.2 SCENARIO INFORMATION
- 7.3 BEGINNING A GAME

7.1 CHOOSING A SCENARIO:

7.11 When beginning a game, players must choose which scenario they wish to play. The campaign game scenario can be played either across both theaters (Global War), in just the European theater or in just the Pacific theater. Alternatively, players may choose one of the shorter scenarios. The European theater offers the North Africa, Barbarossa and Battle of the Atlantic scenarios. The Pacific theater offers the Coral Sea, Midway and Leyte Gulf scenarios, which are aimed at familiarizing players with the naval combat rules. In addition, players may wish to play the “historical” Global War, European or Pacific scenarios. In each scenario, the historical situation at the starting date of the scenario is set out, along with other information and rules applicable only to the scenario.

7.2 SCENARIO INFORMATION:

7.21 The information contained in each scenario consists of the following:

7.211 DURATION: This defines the length of the scenario.

7.212 SITUATION: This indicates which nations are at war and the alignment of minor countries at the start of the scenario. No BRPs are expended to attain these states of war.

7.213 ORDER OF DEPLOYMENT: Prior to play, each nation involved in the scenario sets up its forces in the indicated order.

7.214 ORDER OF MOVEMENT: Once play begins, the indicated order of movement is followed.

7.215 VICTORY CONDITIONS: In each scenario, the victory conditions for two-player (and if applicable, multi-player) games are indicated.

A. The winner of the scenario is determined only at the end of the scenario, unless one side concedes. If both sides fulfill their victory conditions, the winner is determined by comparing the level of victory conditions achieved. Similarly, in a multi-player game, more than one major power may achieve its victory conditions.

B. Britain and Russia are considered to be conquered for the purpose of the Axis victory conditions only if their surrenders are in effect at the end of the game.

C. The European Axis are conquered when both Germany and Italy surrender. Major powers are conquered as described in (54-62).

D. When victory is determined by the possession of objective hexes at the end of play, objectives in neutral minor countries are not credited to either side unless one side or the other has gained control over them as a consequence of a diplomatic result. If Italy or Russia remain neutral, objective hexes under their control at the end of play are credited to the Axis/Allied totals in a two-player game and to the European Axis/Russian totals in a multi-player game. All objective hexes under British control at the end of the game are counted in the Allied total, even if Britain has surrendered.

E. Where one player controls two or more major powers in a game governed by multi-player victory conditions, that player must abide by the victory conditions of the nation under his control which controls the most objective hexes at the start of the scenario. Although the player controls the forces of one or more other major powers, those major powers are not considered for victory determination purposes except insofar as they influence the victory conditions achieved by other, determinant major powers.

F. In a multi-player game, a player may withdraw from the game at any time by assigning play of his major power(s) to another player participating in his alliance. When a player acquires a second or third major power, that player must abide by the victory conditions of the nation under his control which controls the most objective hexes at the time he takes control of the additional major powers. The acquiring player may choose a major power for victory determination purposes only if the additional major powers have the same number of objective hexes as his original major power when he acquires control over them.

G. As players withdraw, the game may ultimately become a two-player game in which normal two-player victory conditions apply.

H. If a scenario is played where there are separate British and American players, they play as partners, winning or losing jointly.

7.22 MAJOR POWER CAPABILITIES:

7.221 BRP LEVEL AND GROWTH RATE: The starting BRP level for each major power is indicated. The source of these BRPs, including each major power’s BRP base, is set out in parentheses. The growth rate (35.31), which determines the rate of BRP increase each year, is listed below each major power’s BRP level. Growth rates for Germany, Britain, France and Italy increase gradually (35.31).

7.222 DP AND RP ALLOTMENT: The basic allotment of Diplomatic points (DPs) and Research points (RPs) are specified for each major power. The number of DPs and RPs received in any subsequent YSS may be more or less than these initial values.

7.223 FORCE POOL: “At start” forces are placed on the mapboard during the initial setup of the scenario. Other forces become available as “allowable builds” as indicated. In each scenario, the number of units of each type available to each major power is indicated in brackets (“[]”). The number which precedes the brackets indicates units added to or subtracted from each major power’s force pool at a given time. Once forces are available, they may be constructed during a player’s unit construction phase. Units eliminated during the game are returned to the owning major power’s force pool as allowable builds and generally may be rebuilt that turn (27.2).

7.224 AIRBASE COUNTERS: The number of airbase counters (18.14) initially available to each major power is indicated.

7.23 DEPLOYMENT LIMITS: A major power may be required to place specific minimum forces in a given location or area. Additional forces may be placed in such areas, subject to stacking limits. Certain deployment limits apply throughout the game while others apply only until certain events occur (French 1-3 infantry units are restricted to French colonies until France is conquered; Western Allied deployment limits in the Pacific are lifted when Japan and the Western Allies go to war, or when USJT reach specified levels).

7.24 CONTROL: The indicated areas are controlled by the major power at the start of the scenario. During the opening setup, units may only be placed in controlled areas. A player may not set up units in areas controlled by another major power, even if that major power is an ally. Thus the United States and Britain could not begin the Campaign Game with units in either France or China, although they could later move units into these countries if permitted by the country in question and if otherwise able to do so.

7.25 SUPPLY: All units and all controlled hexes are considered to be in unlimited supply and in full oil supply at the start of any scenario.

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

7.3 BEGINNING A GAME:

7.31 PLACEMENT OF FORCES: Each player places his start forces on the mapboard, following the order of deployment, and places his allowable builds on the force pool section of his scenario card. Units may not begin the game in a mapboard box (EXCEPTIONS: Submarines, ASW and transports are placed in the Atlantic, Indian Ocean and Pacific SW boxes; the British strategic bomber factor is placed in the Atlantic SW box; German pocket battleships may begin the Global War, European and Battle of the Atlantic scenarios in the Atlantic SW box - 21.5331; some American units begin the Campaign Game in the U.S. boxes; some Commonwealth units begin the game in mapboard boxes).

7.32 REMAINING UNITS: Each major power's airbase and substitute air and naval counters are kept available.

7.33 RP AND DP ALLOCATIONS: Once all start forces have been set up, RP and DP allocations are made (41.3, 49.2).

7.34 PLAY: Play then begins as indicated by the order of movement for the scenario.

8. SEQUENCE OF PLAY

- 8.1 GAME TURNS
- 8.2 PLAYER TURNS
- 8.3 YEAR START SEQUENCE
- 8.4 SEQUENCE OF PLAY AID

8.1 GAME TURNS:

8.11 GAME TURN CONSISTS OF TWO PLAYERS TURNS: Each game turn consists of a research phase, followed by an Axis, then an Allied, player turn.

8.12 AXIS ALWAYS MOVE FIRST: The Axis, including a neutral Italy and Japan, move first in every game turn.

8.13 MINOR COUNTRIES: Minor countries which survive an attack by a hostile major power move at the same time as the opposing alliance, whether or not they immediately associate with a major power (82.81, 82.82). When Rumania and Finland engage in a border war with Russia they move at the same time as the Axis.

8.2 PLAYER TURNS:

8.21 The highlights of each player turn are summarized below:

8.22 DIPLOMACY: Each alliance faction may attempt to influence eligible major powers and minor countries. DPs allocated during the YSS are normally triggered during the diplomatic phase.

8.23 DECLARATIONS OF WAR: Each major power announces any declarations of war it is making that turn and immediately pays the BRP cost associated with each declaration of war. The forces of minor countries which have been subject to a declaration of war are then set up by an opponent of the major power which made the declaration of war.

8.24 MOVEMENT: Movement of units takes place. Supply is determined during the movement phase. Oil shipments and BRP grants may be made. BRP expenditures are incurred during the movement and combat phases when offensive operations are carried out.

8.25 COMBAT: After all movement is completed, combat takes place. All offensive combat, including limited offensive operations and exploitation movement and combat, is resolved before attrition combat. Post-combat supply is determined; oil shipments and BRP grants may be made.

8.26 POST-COMBAT ADJUSTMENTS: After all combat is completed, BRP levels are adjusted due to conquests, post-combat supply is determined, oil shipments and BRP grants are made, and unsupplied ground units are eliminated.

8.27 UNIT CONSTRUCTION: After post-combat adjustments, unbuilt units may be constructed (27).

8.28 REDEPLOYMENTS: During the redeployment phase, units may be tactically, navally and strategically redeployed (TRed, NRed and SRed - 28).

8.29 END-OF-TURN ADJUSTMENTS: Air and naval units may be uninverted (33.7), and major powers may surrender (54).

8.3 YEAR START SEQUENCE:

8.3 YEAR START SEQUENCE: At the start of every year (after the winter game turn), the BRP bases and levels of each major power are recalculated (35).

8.4 SEQUENCE OF PLAY AID:

8.41 DETAILED SEQUENCE OF PLAY: The detailed Sequence of Play player aid should be consulted by players regularly during play.



9. OFFENSIVE OPERATIONS

- 9.1 GENERAL DEFINITION
- 9.2 OFFENSIVE AIR OPERATIONS
- 9.3 OFFENSIVE NAVAL OPERATIONS
- 9.4 OFFENSIVE GROUND OPERATIONS
- 9.5 BRP COST OF OFFENSIVE OPERATIONS
- 9.6 ATTRITIONS AND OFFENSIVES
- 9.7 OPERATIONS ACROSS FRONT BOUNDARIES
- 9.8 ATTACKS BY ISOLATED UNITS
- 9.9 SPECIAL SITUATIONS

9.1 GENERAL DEFINITION:

9.11 OFFENSIVE OPERATIONS: Offensive operations have the following characteristics. Offensive operations:

- A. May be carried out by air, naval and ground units.
- B. Generally occur during either the movement or combat phases.
- C. May be conducted by uninverted air and naval units only from operational bases.
- D. Normally require the expenditure of BRPs.

9.2 OFFENSIVE AIR OPERATIONS:

9.21 MOVEMENT PHASE: The following offensive air operations may be flown during the movement phase:

- A. Counterair (18.52).
- B. Attacks on patrolling submarines (21.4184C).
- C. Attacks on bases by patrolling TFs (21.41, 23.6).
- D. Air supply (18.53).
- E. BRP grants to China over the Hump (using air transports at no BRP cost - 40.85).
- F. Air transport (18.54).
- G. Ground support for overruns (18.55).
- H. Interception of defensive air support for overruns (18.56).

I. Counter-interception of defending air which intercept air transports (18.622).

9.22 COMBAT PHASE: The following offensive air operations may be flown during the combat phase:

A. Counterair (18.52).

B. Attacks on naval bases (23.5, 23.6).

C. Airdrops (10.53).

D. Ground support, both for regular and exploitation attacks (18.55).

E. Interception of defensive air support (18.56).

F. Strategic bombing (26).

G. BRP grants to China over the Hump (using air transports at no BRP cost - 40.85).

H. Counter-interception of defending air which intercept air transports (18.622).

9.23 REDEPLOYMENT PHASE: The following offensive air operations may be flown during the redeployment phase at no BRP cost:

A. Air transport (18.54).

B. Counter-interception of defending air which intercept air transports (18.622).

9.3 OFFENSIVE NAVAL OPERATIONS:

9.31 MOVEMENT PHASE: The following offensive naval operations may be conducted during the movement phase:

A. Patrols.

B. Sea transport.

9.32 COMBAT PHASE: The following offensive naval operations may be conducted during the combat phase:

A. Shore bombardment.

B. Seaborne invasions.

C. Raiding.

D. Attacks on enemy bases (fast carriers only).

E. Ground support (carriers only).

F. Intercept enemy defensive air support (fast carriers only).

9.33 ADDITIONAL NAVAL UNITS: Naval units that protect a naval operation by accompanying it are considered to be participating in that naval operation.

9.4 OFFENSIVE GROUND OPERATIONS:

9.41 MOVEMENT PHASE: The following offensive ground operation may be carried out during the movement phase:

A. Overruns.

9.42 COMBAT PHASE: The following offensive ground operations may be carried out during the combat phase:

A. Ground attacks, including invasions and airdrops against defended hexes (15).

B. Placement on a breakthrough hex, exploitation movement and combat (armor units only).

9.5 BRP COST OF OFFENSIVE OPERATIONS:

9.51 BRP EXPENDITURE REQUIRED: Except where otherwise specified, offensive operations require the expenditure of BRPs as follows:

A. GROUND UNITS: One BRP for each ground factor, including partisans.

B. ARMY AIR UNITS: One BRP for each AAF. Each attack AAS used to attack patrolling enemy submarines counts as the use of its parent AAF.

C. NAVAL AIR UNITS: One BRP for every three land-based NAS (computed each phase, with fractions rounded up).

D. JETS: One BRP for each jet factor.

E. AIR TRANSPORT: One BRP for each air transport factor.

F. DESTROYERS: One BRP for each destroyer factor.

G. CRUISERS: One BRP for each two-factor cruiser.

H. NAMED SHIPS: One BRP for each named ship.

I. CVEs: One BRP for each CVE factor.

9.52 SEA AND AIR TRANSPORT: No BRP expenditure is required for ground units which sea or air transport. The attacker pays only for the naval units or air transports he employs.

9.53 SEABORNE INVASIONS: The attacker always pays the BRP cost of naval units employed in a seaborne invasion. The attacker must also pay the BRP cost of all ground units that invade a defended hex, including ground units that do not engage in ground combat against defending ground units in the invasion hex. No BRP expenditure is required for ground units that invade an undefended hex, or for ground units that do not invade because the naval mission is aborted before ground combat against defending ground units in the invasion hex occurs.

9.54 AIRDROPS: The attacker always pays the BRP cost of the air transport factor employed in an airdrop. No BRP expenditure is required for airborne units which airdrop on an undefended hex. If ground combat occurs against a defended drop hex, the attacker must also pay the BRP cost of the airborne units which engage in ground combat.

9.55 CARRIER-BASED NAVAL AIR UNITS: The cost for using naval air units based on carriers is covered by the BRPs paid to use the carrier itself.

9.56 NO BRP COST FOR SUBMARINES, SW OR ROCKETS: No BRP expenditure is required for:

A. Offensive operations by submarines.

B. Strategic warfare by submarines, strategic bombers or interceptors. BRPs are expended for AAF which bomb and jets which escort bombing missions.

C. Rocket and flying bomb attacks.

9.57 BRP COST ONLY PAID ONCE: The expenditure of BRPs for a unit allows that unit to carry out any number of offensive operations if it is otherwise permitted to do so. A ground unit may therefore overrun, exploit and attack, a fast carrier may patrol and provide ground support, and an airborne unit may airdrop and attack, without the need for repeated expenditures. Actions by units which affect enemy units on more than one front, such as multi-hex attacks (15.44) against units on different fronts (15.45), or exploitation onto another front, need only be paid for once.

9.58 TIMING OF BRP EXPENDITURES: A player indicates which units, including naval units concealed by task force markers, will be employed in offensive operations and announces and pays the BRP cost for such operations as he goes, when the offensive operation is announced. The BRP cost is paid even if the operation is not carried out, such as naval units on a mission that aborts or air units providing ground support for an attack that is not made.

EXAMPLE: On a given front a player wishes to sea transport a 2-3 infantry unit, using two destroyers, invade an undefended beach hex, using three destroyers and a 3-3 infantry unit, and conduct a ground attack using six ground factors.

During the movement phase, the player announces his sea transport mission, and pays two BRPs. During the combat phase, the player announces his invasion and pays three BRPs. Before any offensive ground attacks are announced, the defender decides whether to fly defensive air support. If he does, the attacker may use available air units to intercept, paying one BRP for each AAF which intercepts. After air combat is resolved, the attacker would announce his ground attack and pay another six BRPs.

If the attacker intercepted the defensive air support with more than three air factors, he would either have to restrict the number of ground factors he used to attack if he wished to attrition on that front, as no more than 14 BRPs could be spent on offensive operations on a front in which attrition combat occurred, or he would have to forego his attrition in favor of a full offensive.

9.6 ATTRITIONS AND OFFENSIVES:

9.61 ATTRITIONS: An alliance faction may only conduct attrition combat (14) on a front if less than 15 BRPs of offensive actions are carried out by that alliance faction on that front in the turn in question, whether the cost of the offensive action was paid for that front or not (9.57). Attrition combat is resolved at the end of the regular combat phase, after all offensive operations have been carried out. There is no BRP cost for attrition combat.

9.62 LIMITED OFFENSIVES: If an alliance faction spends 14 or fewer BRPs on offensive operations on a front in a turn, the alliance faction is considered to be conducting a limited offensive.

9.63 FULL OFFENSIVES: If an alliance faction spends 15 or more BRPs on offensive operations on a front in a turn, the alliance faction is considered to be conducting a full offensive. If a major power spends 15 BRPs on offensive operations on a front in a turn, all units belonging to that

major power and any of its minor allies and associated minor countries may conduct offensive actions on that front without any additional expenditure of BRPs. If a major power spends less than 15 BRPs, only the offensive operations for which it pays the BRP cost may be conducted.

9.64 EXPLOITATION AS A LIMITED OFFENSIVE OPERATION:

Exploitation is permitted on a front on which an attrition is being conducted, provided the offensive operation cost for the exploiting units does not cause the level of offensive operations on that front to exceed 14 BRPs. If at least one major power paid 15 BRPs for offensive operations on the front in question, air, armor and airborne units belonging to alliance partners which have not paid 15 BRPs for a full offensive may also exploit if the BRP cost for offensive operations by such units is paid.

9.65 DOUBLE ATTACKS BY GROUND UNITS PROHIBITED:

Ground units which engage in offensive ground attacks are not counted toward the attrition level. A ground unit may overrun an enemy unit, then engage in attrition combat.

9.66 RESTRICTIONS ON OFFENSIVE OPERATIONS: If a limit on the BRP expenditures for offensive operations exists for a given area, such as for mud on a portion of the eastern front (34.22, 34.31), the fact that a major power carries out a full offensive on the applicable front does not nullify the restriction on the number of BRPs which may be used for offensive operations in the restricted area.

9.7 OPERATIONS ACROSS FRONT BOUNDARIES:

9.71 HEX RECEIVING ACTION GOVERNS: The hex which receives the action determines the front for which offensive operation BRP expenditures must be made.

9.72 NAVAL OPERATIONS: Front boundaries have no effect on naval activities.

EXAMPLES: If British naval units in the Mediterranean carry ground units which invade southern France or sea transport units into Marseilles, these offensive operations are attributed to the western front. The restrictions on seaborne invasions in winter (34.23A) apply to the front through which the naval units move, so the invasion described above would be permitted even in winter. Similarly, the expenditure for air units in northern Italy which attacked targets in southern France would be on the western front.

Italian ground units in Turin and U21 which attacked adjacent units in France would count as offensive operations on the western, not the Mediterranean, front. Similarly, the Italian units could be counted as part of a western front attrition, even if the Axis spent more than 14 BRPs on offensive operations on the Mediterranean front.

Japanese naval units based in Okinawa, on the Pacific front, which operate off French Indochina, on the Southeast Asian front, would be conducting an offensive operation on the Southeast Asian front. The Japanese naval units could not operate off India, because of the twenty-hex range limit (21.3614).

Japanese ground units in French Indochina which attack adjacent units in China would be conducting an offensive operation on the Asian front, and would not be counted towards the attrition total on either the Southeast Asian or Asian fronts. The Japanese units could instead be counted as part of an Asian front attrition, even if Japan carried out a full offensive in Southeast Asia.

9.73 ACROSS FRONT BOUNDARIES: A unit may only participate in an action on two fronts by:

A. Conducting a single attack against units in several hexes on different fronts (9.57), or

B. Exploiting from one front into another front.

9.74 NO SPECIAL RULES AT FRONT BOUNDARIES: A unit at a front boundary may not make separate attacks against defending units on both fronts, be counted in the attrition total for both fronts or make an offensive attack on one front and attrition on the other.

9.75 ATTRIBUTING BRP EXPENDITURES: While the BRP cost for offensive operations need only be paid once for units which attack on more than one front (9.57), the BRP cost is counted on each front in which the unit moves or attacks when determining whether an attrition is permitted on those fronts.

Fortunately this tricky situation doesn't arise very often! An example may help. The attacker has ground units on the western front and wants to make a single ground attack against two enemy units: one on the western front and the other on the eastern front. The BRPs paid by the attacker count against the total of BRPs spent on offensive operations on both the western and eastern fronts when determining whether the attacker may also attrition on those fronts, but are counted only for the western front when determining whether the 15 BRP threshold for a full offensive has been reached.

9.76 RESTRICTIONS ON EXPLOITING ARMOR: Exploitation movement across front boundaries and exploitation attacks on different fronts are permitted only if the major power which owns the exploiting armor units conducts a full offensive on that front, participates in the full offensive of an alliance faction partner on that front, or conducts the movement or attacks as part of a limited offensive.

9.8 ATTACKS BY ISOLATED UNITS:

9.81 ATTACKS BY ISOLATED UNITS PERMITTED: Ground units which fail to receive supply during initial supply determination of their turn may engage in offensive or attrition combat during the ensuing combat phase of that turn.

9.82 OFFENSIVE ATTACKS AT NO BRP COST: Isolated ground units which carry out offensive attacks have the choice of attacking at the normal BRP cost (9.51A), including as part of a full offensive, or of attacking at no BRP cost. Isolated units which attack without expending BRPs are not counted when determining whether attrition combat is permitted (9.61), may not attack in combination with supplied ground units which are conducting offensive attacks, may not receive ground support, are eliminated once their attack is resolved, regardless of the outcome on the Combat Results Table, and may be rebuilt in the turn they are eliminated only at double the normal BRP construction cost (27.13A).

9.9 SPECIAL SITUATIONS:

9.91 GERMAN FALL 1939 OFFENSIVE OPERATIONS: In Fall 1939, Germany may not carry out any offensive actions or attritions on the western or Mediterranean fronts. (EXCEPTION: Raiders - 21.5331).

9.92 ALLIED PARALYSIS FOLLOWING A JAPANESE ATTACK: The Western Allies may not carry out any offensive actions in the Pacific theater in the Allied player turn following a Japanese attack on either Britain or the U.S. (51.73A), provided USJT had not reached 40 or more at the moment Japan declared war (51.71). This restriction does not apply to the U.S., if Japan has declared war only on Britain (50.552), or to Russia or China.

9.93 ITALY:

A. Italian units may not carry out any offensive actions if Rome is under Allied control or there are no Axis units in Africa (56.73).

B. Italian air, armor and airborne units may not carry out any offensive actions on the eastern front at any time.

Ground Operations

10. GROUND UNITS

- 10.1 INFANTRY UNITS
- 10.2 REPLACEMENTS
- 10.3 ARMOR
- 10.4 SPECIALIZED UNITS
- 10.5 AIRBORNE
- 10.6 CHINDITS
- 10.7 MARINES
- 10.8 COMMANDOS
- 10.9 FLAK

10.1 INFANTRY UNITS:

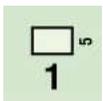


10.11 Infantry units have a movement factor of three in Europe and two in the Pacific and move without impairment even if only supplied from a limited supply source or if suffering from army oil effects, although their CTL is reduced by one (30.522A).

10.12 Western Allied mechanized infantry have a movement factor of four in Europe and may conduct overruns in conjunction with armor units (13.5). Mechanized infantry units that have their mechanized component temporarily negated by supply problems (30.522B) or army oil effects have their movement factor reduced to three and may not conduct overruns. In the Pacific, mechanized infantry are treated as regular, non-mechanized infantry units for all purposes, have a movement factor of two and may not conduct overruns.

10.13 Infantry units attacked by exploiting armor incur a -1 DM unless they are defending in a capital, objective hex, IC, bridgehead or railhead (15.33A).

10.2 REPLACEMENTS:



10.21 Replacements represent training organizations feeding new levies into combat units. One of their main functions is to provide players with cheap units which they may eliminate when subjected to attrition combat.

10.22 Replacements have a movement factor of one.

10.23 Replacements have one combat factor when defending against enemy offensive attacks. They may not engage or participate in offensive operations, including sea transport or seaborne invasions; are not counted toward the attacker's attrition totals; may not advance to occupy a hex gained by attrition; and have their CTL reduced by one by partial supply (30.522A) or army oil effects.

10.24 Replacements attacked by exploiting armor incur a -1 DM unless they are defending in a capital, objective hex, IC, bridgehead or railhead (15.33A).

10.25 All replacements begin the game in play and are placed on the board during the opening setup. Replacement force pools may not be increased.

10.26 Each replacement costs one BRP to rebuild.

10.3 ARMOR:



10.31 Armor units consist of an infantry component and a mechanized component. This mechanized component gives armor units unique abilities, such as a ZoC, a greater movement factor and the ability to conduct overruns, create breakthroughs and move and attack during exploitation.

10.32 An armor unit may have its mechanized component temporarily negated because of supply problems (30.522B), army oil effects, or because it enters a jungle, mountain, swamp, forest or jungle/mountain hex in the Pacific theater (EXCEPTION: Japanese armor units in jungle hexes retain their mechanized component). When this occurs, the armor unit acts as an infantry unit, with a movement factor of three in Europe and two in the Pacific, has no ZoC, and may not conduct overruns, create breakthroughs or exploit until its mechanized component is restored. Its combat factor is unaffected, although armor units which have their mechanized component negated incur a -1 DM in the same manner as infantry units attacked by exploiting armor and are subject to a -1 DM when attacked if their CTL is zero or less unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country.

10.33 Armor units which lose their mechanized abilities due to army oil effects remain in automatic supply if they exploited in the previous turn (30.551A). If the movement allowance of exploiting armor is reduced by winter effects, exploitation movement in an unaffected area is not counted against the reduced movement allowance (see the 13.47 and 16.39B examples). If an armor unit uses up its entire infantry movement allowance at any point during the movement phase and is in a location where its mechanized abilities are negated, it cannot move further.

EXAMPLE: An armor unit in the Pacific theater (a movement factor of three) which moves into a mountain hex cannot continue its movement into a clear hex in the same turn, as moving into the mountain hex uses two movement factors and being in the mountain hex reduces the armor unit's movement allowance to two. If the armor unit began its movement in a mountain hex and moved into a clear hex, its full movement allowance would be restored and it could move into a mountain hex.

10.34 ZONES OF CONTROL (ZoCs): Armor units which retain their mechanized abilities exert a ZoC into the six hexes adjacent to the hex they occupy, subject to the following qualifications, which apply equally in both theaters except where specified:

10.341 ZoCs do not extend:

- A. Into neutral countries.
- B. Across impassable or all-water hexsides, including all-water hexsides containing crossing arrows.
- C. Across enemy fortification or fortress hexsides.
- D. Across rivers or into jungle, mountain, swamp, forest or jungle/mountain hexes in the Pacific theater (only - ZoCs extend across rivers and into rough terrain in the European theater).

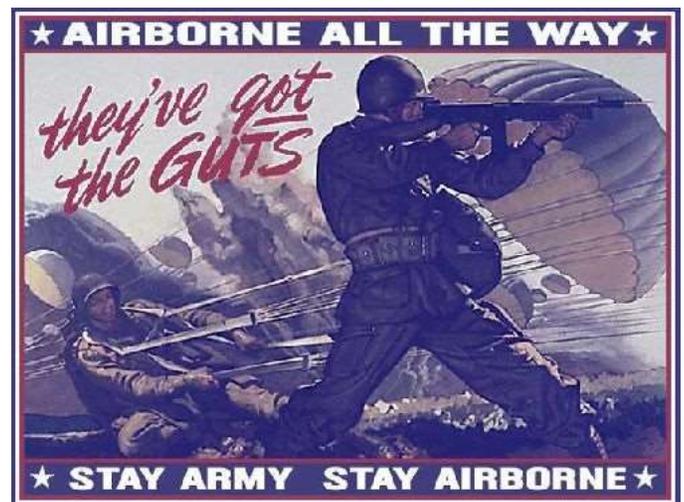
Although Japanese units may move through jungle hexes as though they were clear hexes, Japanese armor units do not exert a ZoC into jungle hexes. This reflects the quality of Japanese tanks as much as the difficulty of armor operations in jungle.

10.342 ZoCs extend into clear and European rough terrain and through friendly fortress and fortification hexsides into adjacent clear hexes, across European rivers and canals, and from clear-weather hexes into severe-weather hexes.

10.343 ZoCs adversely affect enemy movement (13.41D), unit construction (27.44) and supply lines (30.321).

10.344 During the movement phase of the first Axis player turn of a German attack on Russia, provided RGT were less than 40 when Germany attacked (63.51F):

- Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
- Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.



10.4 SPECIALIZED UNITS:

10.41 All specialized units (airborne, Chindits, marines and commandos) share the following attributes:

A. SIZE: Each specialized unit consists of one factor.

B. FORCE POOL ADDITIONS: Apart from starting units, specialized units are added to force pools only through production (42.24B); **EXCEPTION:** The Chindit may be created from three Indian infantry factors - 10.65A).

C. BRP COST: Each specialized unit costs three BRPs per factor to build.

D. CONSTRUCTION: Specialized units may not be rebuilt in the player turn in which they are eliminated.

E. STACKING: Up to three specialized units may stack in a hex, regardless of the presence of any other units or counters (12.12). Specialized units may both attack and defend in situations where another unit would be overstacked, even when they do not use their other special abilities, as where an airborne or Chindit unit is moved and used like infantry. (**EXCEPTION:** Airborne and Chindit units which are part of a seaborne invasion force may not overstack. Only two embarked ground units plus any number of marines and commandos may attack in an invasion. This does not prevent the use of an airborne unit in invasion combat by way of an airdrop, provided the requirements for an airdrop are met).

F. DEFENSE: Specialized units are not subject to a -1 DM when attacked by exploiting armor (15.33A) or as a result of winter effects (34.41).

10.42 Specialized units which are not fully supplied or subject to the army oil effect retain the attributes listed in 10.41A-F, but may not airdrop or conduct seaborne invasions.



10.5 AIRBORNE:



10.51 SPECIAL ABILITIES - AIRDROPS: Subject to the restrictions set out below, an airborne unit has the special ability to airdrop. Airborne units may also be air transported.

10.52 AIRDROPS: Airdrops may be made only during the combat phase, and are announced and resolved either immediately prior to ground combat resolution or immediately prior to exploitation combat resolution, whether or not any breakthrough or exploitation movement by armor units occurred.

10.53 AIRDROP RESTRICTIONS: Airdrops are subject to the following restrictions:

A. BASING AND AIR TRANSPORT REQUIREMENT: An airborne unit may only airdrop from an operational air base which contains an uninverted air transport factor at the time the airdrop is made. The airborne unit may move to the air base and the air transport factor used may stage to the air base during the movement phase of the player turn of the airdrop. The air base need not have been fully supplied at the start of the owning player's turn, provided it received full supply during the owning player's initial supply determination. Airdrops may be made from an airbase placed during the movement phase.

B. OTHER ACTIVITIES: An airborne unit may not airdrop if it is air or sea transported during the movement phase, or if it attacks or invades by sea during the combat phase.

C. OFFENSIVE OPERATION REQUIRED: An air transport factor which participates in an airdrop is conducting an offensive operation. An airborne unit which airdrops is conducting an offensive operation if the hex into which it drops contains an enemy ground unit and ground combat occurs as a result of the airdrop (9.42A).

D. COMBAT TRAINING: Airborne units may only airdrop if they have a CTL of two or more.

E. WEATHER: Airdrops may not be made by airborne units into a hex subject to a winter effect of 3 or greater. Airdrops may be made from a hex subject to restrictive winter weather, but not into a hex subject to restrictive winter weather. Airdrops may not be made from or into swamp, jungle, or jungle/mountain hexes subject to a monsoon (34.24B).

10.54 INTERCEPTION BY DEFENDING AIR UNITS: Airdrops may be intercepted by eligible defending air units, which in turn may be counter-intercepted by eligible attacking air units. If the air transport factor carrying the airborne unit is forced to abort, the airborne unit returns to base with the air transport factor. If the air transport factor is eliminated, the airborne unit is also eliminated (18.624).

10.55 ATTACKS BY AIRBORNE UNITS:

A. LIMITED TO DROP HEX: An airborne unit which airdrops may only attack units in the drop hex itself. It may not attack units in adjacent hexes, either alone or in conjunction with other attacking units, even if the airborne unit drops on an empty hex or a hex occupied by friendly units (**EXCEPTION:** Multi-hex attacks - 10.55B).

B. DEFENDING UNITS IN MORE THAN ONE HEX: If defending units in two or more hexes are being attacked in a single attack (15.44), an airborne unit may participate in the attack by airdropping on any of the attacked hexes.

C. AIRDROPS LIMITED TO 1:1 ATTACKS OR GREATER: An airdrop onto a hex containing an enemy unit may only be made if the first round of the resulting ground combat is at 1:1 odds or more. This restriction does not apply to subsequent combat rounds.

D. DEFENSE AGAINST INDEPENDENT AIRDROPS: Infantry, replacement and partisan units defending only against an airdrop, without being attacked by other enemy ground units, receive a +1 DM; armor and specialized units received a +2 DM (15.32H).

E. CUTTING WATER DEFENSES: An airdrop made in conjunction with a cross-water attack negates the defender's +1 DM for the river or crossing arrow (15.32C).

10.56 MOVEMENT FOLLOWING AIRDROPS PROHIBITED: An airborne unit may not advance after combat or voluntarily move from the hex on which it airdrops, except by redeployment, until the game turn following its airdrop. An airborne unit in the same hex as an enemy unit after combat is eliminated.

10.57 NO AUTOMATIC SUPPLY: Airborne units are not automatically supplied during the game turn following an airdrop, even if dropped during exploitation.

10.58 NO EFFECT FROM ZoCs: ZoCs have no effect on airdrops.



10.6 CHINDITS:



10.61 AIRDROPS: The Chindit may airdrop as follows:

A. The Chindit is considered to have an inherent airdrop capability and does not require an air transport to conduct airdrops. Otherwise the Chindit is subject to all normal airdrop restrictions (10.53).

B. If the Chindit's inherent air transport factor is forced to abort, the Chindit returns to base; if it is eliminated, the Chindit is also eliminated (18.624).

C. The Chindit may not airdrop on a hex occupied by an enemy ground unit.

D. The Chindit may not move or attack in the combat phase in which it airdrops.

10.62 SUPPLY: The Chindit is always automatically in at least limited supply.

10.63 MOVEMENT: The Chindit does not expend an additional movement factor to enter jungle hexes, although it must expend an additional movement factor to enter jungle/mountain hexes.

10.64 COMBAT: The Chindit has the following special combat abilities:

A. Enemy units incur a -1 DM if attacked by the Chindit, provided the Chindit is in a hex which does not contain and is not adjacent to any other Western Allied ground units (15.33H).

B. The Chindit may occupy a jungle, but not a jungle/mountain, hex by attrition advance (14.62D).

10.65 CREATION AND CONSTRUCTION:

A. CREATION: The Chindit may be created by normal production (42.24B) or by converting existing Indian units. Three Indian infantry factors are permanently removed from the British force pool; these units may be on the board or unbuilt. The Chindit is then added, unbuilt, to the Western Allied force pool.

B. CONSTRUCTION: The Chindit may be constructed in any eligible Indian hex or in the India box. The BRP cost of constructing the Chindit counts against the British, but not the Indian, construction limit (27.474D). Construction of the Chindit prior to the outbreak of war between Britain and Japan does not affect USAF.

10.66 GEOGRAPHICAL RESTRICTIONS: The Chindit may only be used on the Southeast Asian front on the Pacific mapboard. The Chindit may be produced and constructed prior to the outbreak of war between Britain and Japan, but the Chindit may not leave India until the outbreak of war between Britain and Japan.



10.7 MARINES:



10.71 SPECIAL ABILITIES - INVASIONS: Enemy units attacked during a seaborne invasion do not receive the +1 DM usually associated with units defending against invasion (15.32B) if at least half the ground factors engaged in invasion combat are composed of American marines or Japanese

Special Naval Landing Forces. Units attacking by land from hexes adjacent to the invasion hex, airborne units dropped on the invasion hex, and invading units which do not take part in invasion combat, including armor units held in reserve for exploitation, are not counted in making this determination.

10.72 OVERSTACKING DURING INVASIONS: Marines are not counted towards the stacking limits when conducting seaborne invasions (21.517A).



10.8 COMMANDOS:



10.81 SPECIAL ABILITY: Commandos may conduct seaborne invasions against any undefended port hex. The range of an invading commando unit is restricted to 10 (Europe) or five (Pacific) hexes (21.512A). Ports which contain enemy ground units at the start of the Allied combat phase may not be invaded by commandos. This does not permit seaborne invasions of otherwise ineligible ports by non-commando units. A bridgehead may not be placed in a port invaded by a commando using this special ability.

10.82 OVERSTACKING DURING INVASIONS: Commandos are not counted towards the stacking limits when conducting seaborne invasions (21.517A).

10.83 CTL REQUIREMENT: Commandos may not utilize the special abilities set out in 10.81 and 10.82 unless the Western Allied CTL is two or more.

10.84 CONTRASTS WITH MARINES: Commandos do not negate the +1 DM received by ground units defending against a seaborne invasion.



10.9 FLAK:

10.91 Flak units represent anti-aircraft artillery. Their only function is to combat enemy air attacks and strategic bombing.

10.92 Flak units have a movement factor of one.



10.93 Flak units have no ground combat factor, may not engage in offensive operations, are not counted toward attrition totals, may not be taken as attrition losses, may not advance to occupy a hex gained by attrition, and are unaffected by partial supply (30.261) or oil effects.

10.94 Flak units are eliminated if their hex is occupied by enemy units.

10.95 Each flak factor increases the air defense and SW combat defense level of its hex by one.

10.96 Up to three flak factors may stack in a hex (12.12).

10.97 Flak units are generated by military production (42.24A).

10.98 Each flak factor costs one BRP to build.

10.99 Each flak factor is considered to be one ground unit for SR purposes (28.62).

11. PARTISANS

- 11.1 OVERVIEW
- 11.2 PARTISAN FORCE POOLS
- 11.3 CONSTRUCTION
- 11.4 MOVEMENT AND COMBAT
- 11.5 SUPPLY
- 11.6 HEX CONTROL
- 11.7 ECONOMIC EFFECT

11.1 OVERVIEW:



11.11 Partisans represent irregular forces and as such are governed by special rules concerning their construction, supply, employment and effect on hex control. Each alliance faction may construct and employ partisans as set out below.

11.2 PARTISAN FORCE POOLS:

11.21 GENERAL: The number of partisans which may be constructed by each alliance faction in the various areas in which partisans may operate is limited by the partisan force pool for the area in question. The basic partisan force pool for certain areas may be increased by Axis Moslem Unrest and Western Allied and Russian production, as indicated below.

11.22 MAJOR POWERS: Partisans may be constructed in major powers as set out below. This information is summarized in the Major Power Partisan Table:

	Axis	Western Allies	Communist
France	0	1:2	1:2
Britain	0	2:4	0
Russia	0	0	4:8
Siberia	0	0	2:4
Italy	0	1:2	1:2
China	0	2	1:6

A. FRANCE (including Corsica but not French colonies):

- **Western Allies:** One, plus one additional partisan from production.
- **Communist:** One, plus one additional partisan from production.

B. BRITAIN (including Ulster but not British colonies):

- **Western Allies:** Two, plus two additional partisans from production.
- **Communist:** None.

C. RUSSIA (including eastern Poland):

- **Western Allies:** None.
- **Communist:** Four, plus four additional partisans from production. The communist partisan force pool in Russia and eastern Poland is reduced by one for each Russian occupation policies result, to a maximum reduction of three partisans (44.32B).

D. SIBERIA:

- **Western Allies:** None.
- **Communist:** Two, plus two additional partisans from production.

E. ITALY (including Sicily and Sardinia, but not Italian colonies):

- **Western Allies:** One, plus one additional partisan from production.
- **Communist:** One, plus one additional partisan from production.

F. CHINA (but not Manchuria, Hong Kong, Taiwan or Hainan):

- **Nationalist:** Two.
- **Communist:** One in 1939-41; two in 1942; three in 1943; four in 1944; five in 1945; and six in 1946.

11.23 MINOR COUNTRIES: Minor country partisan force pools are set out in the Minor Country Forces Table:

European Theater									
	Army			Air	Naval		Partisans		
	2-3	1-3	2-5	AF	CA	DD	Ax	WA	Ru
Belgium	1	3	-	1	-	-	-	-	-
Bulgaria	-	4	-	1	-	-	-	-	-
Denmark	-	-	-	-	-	-	-	-	-
Egypt	-	-	-	-	-	-	0:2	-	-
Finland	5	-	-	1	-	-	-	-	-
Greece	1	5	-	1	1	2	-	1:2	1:2
Hungary	1	6	-	1	-	-	-	-	-
Iraq*	-	-	-	-	-	-	0:2	-	-
Ireland	-	-	-	-	-	-	2†	-	-
Netherlands	1	-	-	1	-	-	-	-	-
Norway	-	2	-	-	-	-	-	-	-
Persia	-	-	-	-	-	-	0:2	-	-
W. Poland	3	7	-	2	-	-	-	2:4	-
Rumania	2	6	-	1	-	2	-	-	-
Spain	7	-	1	2	3	3	3	2:4	2:4
Sweden	5	-	-	1	1	2	-	1:2	1:2
Turkey	7	-	1	2	2§	2	3	2:4	2:4
Ukraine†	2	3	-	-	-	-	-	-	-
Yugoslavia	1	6	-	1	-	-	-	2:4	2:4

Pacific Theater									
	Army		Air	Naval		Partisans			
	2-2	1-2	AF	CA	DD	Jap	WA	Ru	
Communist China	4	4	-	-	-	-	-	1**	
Dutch East Indies	-	3	1	1	1	-	-	-	
Philippines	-	2	-	-	-	-	-	-	
Thailand	-	2	-	-	-	-	-	-	

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

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

11.3 CONSTRUCTION:

11.31 CONSTRUCTION: Partisan construction is subject to the following restrictions:

11.32 GENERAL RESTRICTIONS:

A. EUROPE: The Western Allies and Russia may not construct partisans in Europe unless Russia is at war with the Axis or RGT are 50 or greater.

B. PACIFIC: Japan may construct Indian partisans before Japan and Britain are at war if Japan has achieved an Indian Subversion production result. Britain may attack Indian partisans whether or not it is at war with Japan.

11.33 PARTISAN CONSTRUCTION IN MAJOR POWERS:

A. FRANCE: Western Allied and communist partisans may be constructed in France once France has been conquered by Germany, provided Vichy France either wasn't established, has been eliminated (77.9) or is associated with or allied to the Western Allies.

B. BRITAIN: Western Allied partisans may be constructed in Britain if Britain has surrendered to Germany. Communist partisans may not be constructed in Britain.

C. RUSSIA: Communist partisans may be constructed in Russia and eastern Poland if Russia is at war with Germany. Communist partisans may not be constructed or operate in the Ukraine if a diplomatic result of “6” or greater is in effect for the Ukraine; any communist partisans inside the Ukraine when a “6” or greater diplomatic result is obtained are immediately eliminated. Communist partisans may be constructed in Siberia if Russia is at war with Japan. Western Allied partisans may not be constructed in Russia.

D. ITALY: Western Allied and communist partisans may be constructed in Italy if Italy has surrendered to the Allies.

E. GERMANY: Partisans may not be constructed in Germany.

F. CHINA: Both Nationalist and Communist Chinese partisans may be constructed in China.

G. JAPAN: Partisans may not be constructed in Japan.

H. U.S.: Partisans may not be constructed in the U.S.

11.34 PARTISAN CONSTRUCTION IN MINOR COUNTRIES:

Partisans may be constructed in minor countries which have been attacked by an opposing major power, or which at any time associated or allied with any major power, as set out in the Minor Country Forces Table. A major power may not construct partisans in a minor country if it or another major power in its alliance faction declared war on that minor country. Spanish partisans may be constructed in Spanish Morocco.

11.341 SPECIAL CASES:

A. MIDDLE EAST: Once the Axis have achieved a Moslem Unrest production result, Germany may construct partisans in one or more of the following three areas: Egypt; Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia; Persia; at the rate of one partisan per turn in each area. The partisan force pools for each of the three areas are distinct. Axis partisans may only be built and operate in Persia if the Allies have declared war on Persia or activated the Persian BRP route. Axis partisans may only be built and operate in Lebanon/Syria if it is Allied controlled. Axis partisans may only be built and operate in Arabia if it is attacked by the Allies.

B. IRELAND: Germany may construct partisans in Ireland only after a diplomatic result for Ireland of “7” or greater or after an Allied declaration of war on Ireland.

C. INDIA: Japan may construct up to two partisans in India if it has achieved an Indian Subversion production result.

11.35 MECHANICS OF PARTISAN CONSTRUCTION:

11.351 TIMING: Partisans are placed on the board during the unit construction phase.

11.352 COST: Each partisan costs two BRPs to build, with the following exceptions:

A. Russia may build one partisan each turn at no BRP cost in Russia, eastern Poland or Siberia. Only one free Russian partisan may be built each turn. Russia must pay two BRPs to build a second partisan in these areas.

B. Communist China may build one partisan each turn at no BRP cost if Yenan is controlled by either Communist China or Russia.

11.353 RESTRICTIONS: Partisan construction is subject to the following restrictions:

A. Partisans may not be constructed until their employment is permitted.

B. Partisans may not be constructed by a major power which is not at war with the major power against which the partisans will operate (EXCEPTION: Indian partisans).

C. Each alliance faction may construct no more than one partisan in the same country each turn (EXCEPTION: In addition to its free partisan build in Russia, eastern Poland or Siberia, Russia may construct a second partisan in Russia or eastern Poland at the normal cost). Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia are considered to be one country for the purpose of this rule (11.341A).

D. Partisans may only be placed in an eligible country on vacant, enemy-controlled hexes or on hexes which contain another partisan constructed by the same major power but which would otherwise be enemy-controlled.

E. Partisans may not be placed in hexes which contain an enemy ground, air or naval unit, airbase counter, rocket base, bridgehead, port counter, railhead, IC, fortification or fortress, or in hexes which are in an enemy ZoC. If no eligible hexes are available, no partisans may be placed in that turn.

11.354 WESTERN ALLIED PARTISAN CONSTRUCTION: Subject to the restriction in 11.32A, Western Allied partisans may be constructed in Europe by any Western Allied major power at war with Germany.

11.355 EUROPEAN AXIS PARTISAN CONSTRUCTION: European Axis partisans must be constructed by Germany.

11.356 NATIONALIST CHINESE PARTISAN CONSTRUCTION: Nationalist Chinese partisans must be constructed by Nationalist China.

11.36 OPENING SETUPS: All restrictions on partisan construction also apply to the placement of partisans during opening setups. Partisans which cannot be placed during an opening setup because of these restrictions remain out of play until they can be constructed at the normal BRP cost and placed on the board.

11.37 Partisans may still be constructed after their country is recaptured by friendly, non-partisan forces. Partisans remain in play after the liberation of their country.

11.38 Partisans are eliminated if the major power which constructed them surrenders or, for partisans constructed by the U.S., sues for peace in the applicable theater.



11.4 MOVEMENT AND COMBAT:

11.41 CONTROL: Partisans are controlled and moved by the major power which constructed them and are subject to the same offensive operation restrictions as their controlling major power. The BRP cost for ground attacks by partisans is paid by the controlling major power.

11.42 GEOGRAPHICAL RESTRICTIONS: Partisans may not leave their country and cannot attack across its borders (EXCEPTIONS: Irish partisans may enter and attack into Ulster; Russian partisans built in European Russia or eastern Poland may move freely between these areas; Axis partisans built in Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia may move freely between these countries, although partisan activity may be restricted in Lebanon/Syria and Arabia - 11.341A).

11.43 SEA MOVEMENT AND REDEPLOYMENTS PROHIBITED: Partisans may not move by sea and may not be redeployed.

11.44 COOPERATION WITH REGULAR FORCES: Partisans may stack and attack with friendly units, subject to Russo-Allied and Nationalist-Communist Chinese cooperation restrictions. However, partisans may not receive the benefits of shore bombardment, ground support or defensive air support. This does not preclude non-partisan ground units engaged in combat alongside partisans from receiving ground support or defensive air support. The allowable amount of air support would then depend on the number of non-partisan factors involved.

11.45 ATTRITIONS: Partisans do not participate in attrition combat: they are not counted in attrition totals and may not themselves be attritioned.

11.46 DM: If attacked by enemy units, partisans are subject to a -1 DM (15.33C).

11.47 CTL: Partisans have a CTL of one. This may not be increased by research.

11.48 WINTER EFFECTS: Partisans have a winter preparation level of six (34.43).

11.5 SUPPLY:

11.51 SUPPLY: Partisans are always in supply and do not need to trace a supply line (30.551B).

11.6 HEX CONTROL:

11.61 HEX CONTROL: A partisan controls only the hex it occupies, and only temporarily. As soon as a partisan moves to another hex the hex reverts to the control of whatever major power previously controlled it. If a non-partisan ground unit enters a hex occupied by a friendly partisan, the hex comes under control of the moving unit (29.22C).

11.62 A partisan-controlled hex is controlled only by the partisan itself. It is not controlled by either the major power which controls the partisan or by the major power which previously controlled the hex. Thus a partisan-controlled port could not receive sea transport or redeployment, nor could a partisan-controlled city base air units.

11.63 A partisan-controlled objective is not counted in the total for either side for USAT, resistance level, or any other purpose.

11.64 A partisan can force major power air or naval units to change bases by moving into an undefended base hex or by advancing into a defended base hex after combat.

11.65 A partisan-controlled capital yields no BRPs to the major power which controls the partisan, although the major power which previously controlled the capital would lose the pro-rated BRP value of that country if it had received those BRPs during the previous YSS or current year and if it failed to regain control of the capital during its next player turn (35.63). Control of a capital at the start of a scenario meets this requirement. Because partisans only control hexes while they occupy them (11.61), the elimination of the partisans would be sufficient to prevent BRP loss. It would not be necessary to advance into the capital itself. Similarly, partisan control of a key economic area results in the loss of the pro-rated value of the key economic area, although the major power controlling the partisan would not gain the BRPs (38.2).

11.66 Wafdist partisans may close the Suez canal.



11.7 ECONOMIC EFFECT:

11.71 ECONOMIC EFFECT OF PARTISANS: For each partisan in territory controlled by an enemy major power, that major power loses one BRP each turn, whether or not the major power is receiving BRPs for the territory, and whether or not the territory has a BRP value. To inflict BRP damage on an enemy major power, a partisan must be in an otherwise enemy- or partisan-controlled hex and surrounded by enemy- or partisan-controlled, neutral or sea hexes. Partisans behind friendly lines, adjacent to friendly non-partisan units or hexes (even if the partisan is barred from entering the hexes because of political or cooperation restrictions) or on islands do not count.

A. Irish partisans must be in or adjacent to Ulster to cause British BRP losses.

B. In addition to causing BRP losses, each Persian partisan adjacent to Abadan, Ahwaz or Tehran reduces the capacity of the Persian BRP route by five BRPs (40.532).

C. In addition to causing BRP losses, each Axis Turkish partisan on the board reduces the capacity of the Turkish BRP route by two BRPs (40.65).

D. Indian partisans (11.32B) are always considered hostile to Britain and friendly to Japan, and may cause British BRP losses even before Japan and Britain are at war.

11.72 BRP losses from partisans are deducted at the end of the defending major power's combat phase.



12. STACKING

- 12.1 STACKING LIMITS
- 12.2 APPLICATION OF STACKING LIMITS
- 12.3 POLITICAL RESTRICTIONS
- 12.4 AIR AND NAVAL STACKING LIMITS

12.1 STACKING LIMITS:

12.11 BASIC STACKING LIMITS: Stacking limits refer to the number of non-specialized ground units permitted in a hex, regardless of their combat strength. The basic ground unit stacking limits, which may be exceeded only as set out below, are:

A. Two ground units per hex (EXCEPTION: 12.11B).

B. One ground unit per Pacific one-hex island, unless the island contains a port or port counter. Two ground units per Pacific one-hex islands with ports.

12.12 Up to three specialized units (10.4) and up to three flak factors (10.9) may stack in a hex, regardless of the presence of any other units or counters. The exception for specialized units applies whether or not the specialized unit in question is using any of its special abilities.

12.13 Up to five ground units, plus up to three specialized units (12.12), may stack on a bridgehead counter (EXCEPTION: Bridgehead counters do not increase the stacking capacity of Pacific one-hex islands).

12.14 Armor units may overstack on a breakthrough hex (16.23). The attacker must remedy the overstacking by the end of his redeployment phase. If he is unable to do so, excess units of his choice are eliminated.

12.15 Ground units involved in a failed overrun (13.531) may become temporarily overstacked in the hex from which they were attempting the overrun. The attacker must remedy the overstacking before the end of his movement phase or exploitation movement, as the case may be. If he is unable to do so, excess units of his choice which were not attempting the overrun are eliminated. Similarly, ground units involved in an aborted or failed sea transport or seaborne invasion may become temporarily overstacked in their port of embarkation (22.63D). The attacker must remedy the overstacking before the end of his movement or redeployment phase, whichever occurs first. If he is unable to do so, excess units of his choice are eliminated.

12.16 Each shock army result allows one Russian 3-3 infantry unit to end the movement phase overstacked adjacent to an enemy ground unit, up to a limit of three shock armies (nine factors) per ground attack. Shock armies are eliminated after regular ground combat is resolved, before advancing after combat (42.241).

12.17 A defender may temporarily overstack if forced to do so when retreating during an enemy attrition (14.74). The defender must remedy the overstacking before the end of his next movement phase. If he is unable to do so, excess units of his choice are eliminated.

12.18 Any number of ground units may stack in a mapboard box (5.12A).

12.19 Up to five Western Allied units may stack in Pearl Harbor. If Pearl Harbor is attacked by a Japanese seaborne invasion or airdrop, only two of the units count towards its defense. If those two units are eliminated and a Japanese ground unit occupies Pearl Harbor, all excess ground units in Pearl Harbor are eliminated.

12.2 APPLICATION OF STACKING LIMITS:

12.21 Stacking limits may not be voluntarily exceeded other than as specifically permitted by the rules.

12.22 Stacking limits do not apply to ground units while moving during the movement phase or exploitation. This permits ground units to move through hexes without regard to stacking limits, but ground units may not end their movement in hexes in violation of stacking limits. Stacking limits do not apply during redeployment, but the moving player must remedy any overstacking at the end of the redeployment phase by voluntarily eliminating excess units (28.91).

12.23 Stacking limits do not apply to ground units while they are at sea. A ground unit may not end its movement phase, combat phase or turn at sea.

12.3 POLITICAL RESTRICTIONS:

12.31 There are some restrictions on units of allied nations stacking together in the same hex (53). Stacking which is not expressly prohibited is allowed.

12.4 AIR AND NAVAL STACKING LIMITS:

12.41 Stacking of air and naval units is unlimited while in the air or at sea. There are limits to the number of air and naval factors which may base at air bases (18.1) and ports (21.1).



13. MOVEMENT

- 13.1 ORDER OF MOVEMENT
- 13.2 VOLUNTARY ELIMINATION OF UNITS
- 13.3 ACTIVITIES PRIOR TO GROUND MOVEMENT
- 13.4 GROUND MOVEMENT
- 13.5 OVERRUNS

13.1 ORDER OF MOVEMENT:

13.11 AIR UNITS, NAVAL UNITS, GROUND UNITS: During the movement phase, a player may move all, some or none of his units. A player first moves his air units, then his naval units, then his ground units.

13.2 VOLUNTARY ELIMINATION OF UNITS:

13.21 VOLUNTARY ELIMINATION OF UNITS: Subject to the restrictions set out below, a major power may voluntarily eliminate its own or an active minor ally's or associated minor country's ground or air units and any partisans it controls and return them to its force pool immediately before beginning its movement phase and at the end of its redeployment phase (28.91).

13.22 RESTRICTIONS:

- A. A neutral major country may not voluntarily eliminate units.
- B. Minor country units, including Vichy French units, may not be voluntarily eliminated prior to activation or association.
- C. Naval units may not be voluntarily eliminated once launched.
- D. Airbase counters may not be voluntarily eliminated, but may be "recycled" each turn (18.143).

13.23 RECONSTRUCTION: Units may be reconstructed in the game turn in which they are voluntarily eliminated at double the normal BRP cost (27.13A).

13.3 ACTIVITIES PRIOR TO GROUND MOVEMENT:

13.31 AIR UNITS: Air units may stage (change base) during the movement phase (18.2). Counterair missions (18.52) may be conducted after the staging of air units and before the movement of naval units and supply determination.

13.32 NAVAL UNITS: Naval units may conduct patrols (21.41) or change base (21.22) during the movement phase and are subject to interception by enemy air (23.7) and naval units (22.1). Sea transport is conducted during the movement phase (21.43).

13.33 SUPPLY: Supply is determined during the movement phase, after air and naval movement, but before ground movement (30.42).



13.4 GROUND MOVEMENT:

13.41 MOVEMENT GOVERNED BY MOVEMENT FACTOR: During the movement phase of each turn, every ground unit may move up to the limit of its movement factor, subject to the following:

A. SUPPLY REQUIRED: Ground units which are out of supply may not move (30.531).

B. BASIC MOVEMENT COST: Ground units must expend one movement factor to enter a clear terrain hex.

C. ROUGH TERRAIN: Ground units must expend an additional movement factor to enter forest, jungle, mountain, jungle/mountain or swamp hexes (EXCEPTIONS: Japanese ground units and the Chindit do not expend an additional movement factor to enter jungle hexes but must expend an additional movement factor to enter jungle/mountain hexes).

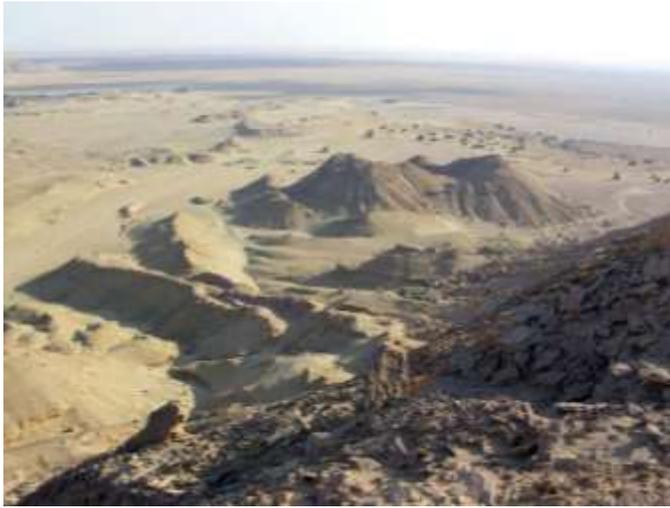
D. ZoCs: In the European theater, a ground unit must expend two additional movement factors to leave a hex in the ZoC of a hostile armor unit or to move from one such hex to another (EXCEPTION: Russian surprise effects - 63.51F). In the Pacific theater, a ground unit must expend one additional movement factor to leave a hex in the ZoC of a hostile armor unit, or to move from one such hex to another. There is no extra cost to enter a ZoC. ZoCs have no effect on the movement of air and naval units.

E. OVERRUNS: Ground units must expend one additional movement factor to execute an overrun (13.52).

F. MOVEMENT FACTORS OF MECHANIZED UNITS: Armor and mechanized infantry that are partially supplied have their movement factor reduced to three in Europe and two in the Pacific. Army oil effects may also reduce the movement factor of armor units by negating their mechanized component (10.32). No distinction is made between mechanized and non-mechanized infantry units in the Pacific theater: all British and American infantry units have a movement factor of two.

13.411 SUPPLIED UNITS MAY ALWAYS MOVE ONE HEX: A supplied ground unit may always move at least one hex during both regular and exploitation movement, regardless of terrain, enemy ZoCs, movement reductions to European Axis armor units exploiting from ICs or objectives in Russia, weather and oil effects. This does not apply to units conducting overruns, does not permit movement into ineligible hexes, and does not allow sea or air transport by ground units with an insufficient movement factor.

13.42 MOVEMENT FACTORS MAY NOT BE TRANSFERRED OR SAVED: Movement factors may not be transferred from one ground unit to another, nor may they be accumulated from one turn to the next.



13.43 MOVEMENT ACROSS CERTAIN HEXSIDES PROHIBITED: Ground movement across the following hexsides is prohibited:

A. OCEANS AND LAKES: All-ocean and all-lake hexsides, except at a crossing arrow.

B. QATTARA DEPRESSION: All-Qattara depression hexsides (MM26-NN26 and NN25-NN26).

C. HIMALAYAS: All-Himalaya hexsides, including R15 (Ledo)-R16.

D. OUTBACK: All-outback hexsides (4.43, 71.81).

13.44 MOVEMENT OFF THE BOARD: Ground units may move onto or leave the mapboard during the movement phase only if expressly allowed by the rules relating to the mapboard box in question (see rule 5). Ground units may only leave the mapboard if they have sufficient movement capability to do so. All off-board hexes are considered to be clear terrain for movement purposes. Ground movement between mapboard boxes during the movement phase is prohibited.

13.45 GROUND UNITS MAY MOVE TOGETHER: Ground units may be moved together, both for convenience and to execute overruns (13.5). A ground unit may also defer part of its movement to wait for another ground unit to move, then continue its movement, alone or in conjunction with the other unit, up to the limit of its movement factor.

13.46 MOVEMENT INTO OCCUPIED HEXES PROHIBITED EXCEPT FOR OVERRUNS: Ground units may not move onto or through hexes occupied by hostile ground units except when conducting overruns (EXCEPTION: Airborne units may airdrop atop hostile ground units - an offensive operation which is quite different from movement).

13.47 WEATHER EFFECTS: When a ground unit enters an area affected by weather, it must abide by the weather restrictions while it remains in the affected area. Similarly, if a unit leaves an affected area, it regains any movement factors and abilities lost to the weather restrictions of that area.

EXAMPLE: A German 4-6 armor unit is exploiting on the Mediterranean front during winter. It crosses onto the eastern front, where exploitation out of mountain hexes is prohibited in winter (34.23B). If the armor unit enters a mountain hex on the eastern front, it can exploit no further. If it instead crosses a clear hex on the eastern front and enters a mountain hex on the Mediterranean front, it may continue to exploit normally.

13.5 OVERRUNS:

13.51 RESTRICTIONS: Overruns are an offensive operation that may only be conducted by armor and mechanized infantry units. Overruns may take place during the movement phase of both regular and exploitation movement. Units being overrun are subject to both positive and negative DMs in the same manner as units being attacked (15.3).

13.52 MECHANICS: Overruns are conducted by moving no more than two armor or mechanized infantry units through the same hexside into a hex containing enemy unit(s) at odds of 6:1 or greater. At least one of the overrunning units must be an armor unit; both overrunning units must have a functional mechanized component. Each overrunning unit must expend one additional movement point to occupy the overrun hex. If the units do not have sufficient movement points, the overrun is prohibited.

13.521 Units performing overruns may arrive at the hex from which the overrun is made from different locations. A sea-transported unit may

overrun in conjunction with another unit; armor units exploiting from different breakthrough hexes may combine to overrun units.

13.522 No more than two armor units may move from a breakthrough hex into the same adjacent hex to conduct an overrun against enemy ground units in that hex.

13.53 AIR SUPPORT: An overrun may be assisted by available offensive ground support whether the overrun occurs during movement or exploitation. The defender may provide defensive air support to units being overrun. This defensive air support may be intercepted by uncommitted offensive air units within range at the time of the overrun. The resulting air combat is resolved immediately. Sea transported air may assist overruns only from their hex of debarkation. Air units which participate in successful overruns are inverted the moment the overrun is concluded.

13.531 FAILED OVERRUNS: If enough defensive air support survives interception to reduce the overrun odds below 6:1, no overrun occurs in that hex during the movement phase. The ground units which attempted the overrun remain in the hex from which they attempted the overrun. Any overstacking in that hex must be remedied before the end of the movement phase or exploitation movement, as the case may be, or any excess units are eliminated (12.15). A second attempt to overrun that hex is not permitted. In the ensuing combat phase, ground units which attempted the overrun and any air units which provided ground support for the unsuccessful overrun must conduct a normal attack against the defending unit(s). The attacking ground and air units may be assisted in their attack by other units. The defensive air used to prevent the overrun remains in place and participates in the ground attack during the combat phase.

13.532 Airdrops may not be used to assist overruns during the movement phase, but may be used during the combat phase to assist attacks resulting from a failed overrun (13.531).

13.54 CASUALTIES: Units which are overrun are eliminated and are immediately removed from the board. The moving player suffers no losses.

13.55 SUBSEQUENT MOVEMENT AND COMBAT: After an overrun, surviving overrunning units may, if otherwise able to do so:

A. Continue moving up to their movement allowance.

B. Overrun other enemy units.

C. Participate in ground or attrition combat after movement is completed.

D. Conduct exploitation movement and combat.

13.56 NO MOVEMENT COST FOR OTHER UNITS: Other units which have not yet completed their movement may enter a hex which was the scene of an earlier overrun without paying the additional movement cost required by 13.52.

13.57 WEATHER: Winter effects and mud may prohibit overruns in certain areas (34).

13.58 SEABORNE INVASION: Units conducting seaborne invasions (21.51) may not overrun the beach hex, but invading armor units which exploit off the beach hex may conduct overruns further inland.

13.59 NO SPECIAL STATUS FOR DEFENDING UNITS: Units in capitals, objective hexes, ICs, bridgeheads, railheads, fortresses and fortifications may be overrun if all other requirements are met.





14. ATTRITION COMBAT

- 14.1 OVERVIEW
- 14.2 DETERMINING ATTRITION LEVELS
- 14.3 SEPARATE ATTRITIONS
- 14.4 RESOLVING ATTRITION COMBAT
- 14.5 ATTRITION COMBAT RESULTS - COUNTERS
- 14.6 ATTRITION COMBAT RESULTS - HEXES
- 14.7 ATTRITION RETREATS

14.1 OVERVIEW:

14.11 OUTLINE OF ATTRITION COMBAT: Attrition combat is resolved as follows:

- A. The attacker counts the number of ground combat factors adjacent to enemy units and makes a die roll on the Attrition Table.
- B. The defender removes the required number of units.
- C. The attacker selects the permitted number of hexes for attrition occupation.
- D. The defender retreats his units from the hexes selected for attrition occupation.
- E. The attacker occupies the hexes selected for attrition occupation.

14.12 TIMING: Attrition combat is resolved after all regular and exploitation combat has been resolved.

14.13 ALLIANCE FACTIONS ATTRITION(ED) SEPARATELY: For each enemy alliance faction attrition zone being attritioned, attrition combat is resolved by and against each alliance faction separately. Each turn only one attrition die roll may be made by each alliance faction against each enemy alliance faction attrition zone.

14.2 DETERMINING ATTRITION LEVELS:

14.21 ATTRITION LEVELS: For each attrition, the attacker totals the number of ground combat factors adjacent to enemy ground units for each enemy attrition zone on the front in question to determine the attrition level against each enemy alliance faction.

14.211 ATTRITION ZONES: Each area of contiguous hexes on the same front controlled by the same alliance faction is considered to be a single attrition zone, regardless of the presence of enemy ZoCs which may interrupt supply to parts of the attrition zone. (EXCEPTIONS: In winter turns, the Balkans and European Turkey are in a separate attrition zone from Asiatic Turkey; in fall and winter turns, Siberia, Manchuria, Mongolia and Tannu Tuva are in a separate attrition zone from the rest of the Asian front). This determination is made at the start of the attritioning player's turn, prior to ground movement.

14.212 AIRDROPS: An area of contiguous hexes on the same front controlled by the same alliance faction that contains airborne or Chindit units which airdropped in the previous player turn but no other friendly ground units is part of the attrition zone from which the units airdropped, provided that attrition zone is on the same front as the units in question.

14.213 The attacker may choose not to include eligible ground units in an attrition.

There are several reasons a player might leave some ground units out of an attrition. One would be to raise the CTL of his attritioning forces (14.42). Another would be to reduce the opponent's ability to take his attrition losses from certain nationalities (14.52). Finally, if all the enemy ground units are out of supply, the attritioning player might prefer to eliminate them by isolation so their reconstruction cost will be doubled (27.13A).

14.22 ELIGIBLE UNITS: The following units may be counted when determining attrition levels, subject to 14.23:

- A. Ground units adjacent to enemy ground units on the same front when the attrition die roll is made, whether the attritioning ground units are supplied or not.
- B. Ground units on other fronts which are adjacent to enemy ground units on the attritioned front.

14.23 INELIGIBLE UNITS: The following units are not counted when determining attrition levels:

- A. Ground units which took part in offensive operations during that combat phase, including seaborne invasions of undefended hexes, airdrops onto undefended hexes, and exploitation, regardless of front.
- B. Ground units counted in determining another attrition level, whether on the same or on another front. Ground units may not be counted for more than one attrition level in the same game turn.
- C. Ground units which are not adjacent to enemy ground units because of impassable hexsides, including all-water hexsides without a crossing arrow.
- D. Ground units adjacent to enemy units only across a fortified enemy hexside, whether or not the fortification has been negated by isolation. Ground units may attrition across their own fortified hexsides.

Units in an omnidirectional fortification or fortress may never be attritioned. Units in Maginot and West Wall hexes may not be attritioned by enemy units facing their fortifications.

E. Ground units adjacent only to partisans, flak, ground units which they may not attack because of resistance, cooperation, neutrality or diplomatic restrictions, or enemy units other than ground units.

F. Partisans, replacements, flak, air and naval units.

14.24 GIBRALTAR: Gibraltar is on the Mediterranean front for attrition purposes.



14.3 SEPARATE ATTRITIONS:

14.31 ALLIANCE FACTIONS ATTRITION(ED) SEPARATELY: A separate attrition level is determined and separate attrition combat die roll made by each alliance faction against each enemy alliance faction attrition zone on each front. Thus Western Allied and Russian ground units attrition separately and are subject to separate Axis attritions. Similarly, Nationalist and Communist China attrition separately and are subject to separate Japanese attritions. All ground factors for each alliance faction are totaled together and a single attrition die roll is made against each enemy alliance faction in each attrition zone.

14.32 MINOR COUNTRIES: Minor allies and associated minor countries are considered part of their major power's alliance faction, and their ground units are counted when determining their major power's alliance faction's attrition level. Ground units adjacent to enemy minor allied or associated minor country ground units are similarly counted in determining the attrition level against that enemy alliance faction.

14.33 INDEPENDENT MINOR COUNTRIES: Prior to activation or association, minor countries are attritioned separately. A separate attrition die roll is made against each such minor country.



14.4 RESOLVING ATTRITION COMBAT:

14.41 ATTRITION TABLE: To resolve each attrition combat the attacker rolls one die and consults the appropriate column on the Attrition Table. The result indicates the number of unit counters (C) which the defender must lose and the number of hexes (H) which he must give up to the attacker.

Attrition Table - 14.41							
	1-10	11-20	21-30	31-40	41-50	51-60	61+
0	-	-	1C	2C	2C/1H	3C/2H	5C/2H
1	-	1C	2C	1C/1H	3C/1H	4C/2H	5C/3H
2	-	1C	2C	2C/1H	3C/2H	5C/2H	6C/3H
3	-	2C	1C/1H	3C/1H	4C/2H	5C/3H	7C/3H
4	-	2C	2C/1H	3C/2H	5C/2H	6C/3H	7C/4H
5	1C	1C/1H	3C/1H	4C/2H	5C/3H	7C/3H	8C/4H
6	1C	2C/1H	3C/2H	5C/2H	6C/3H	7C/4H	9C/4H
7	2C	3C/1H	4C/2H	5C/3H	7C/3H	8C/4H	9C/5H
8	2C	3C/2H	5C/2H	6C/3H	7C/4H	9C/4H	10C/5H
9	1C/1H	4C/2H	5C/3H	7C/3H	8C/4H	9C/5H	11C/5H
10	2C/1H	5C/2H	6C/3H	7C/4H	9C/4H	10C/5H	11C/6H
11+	3C/1H	5C/3H	7C/3H	8C/4H	9C/5H	11C/5H	12C/6H
Modifiers							
+1	For every ten attritioning factors over 61						
+/-#	Difference in CTLs						
+/-#	Difference in winter preparation levels (turns in which winter effects apply only)						
Explanations							
The attritioning player receives a favorable modifier if the number of attritioning factors exceeds 70 (71-80: +1; 81-90: +2; 91-100: +3; 101-110: +4; 111-120: +5; 121-130: +6; etc.)							
When determining the difference in CTLs, the CTL used for each side is that of the greatest number of factors involved in the attrition: use the lower level if tied.							
Asia: For attritions conducted on the Pacific mapboard, the number of hexes captured is reduced by half (round down).							

14.42 ATTRITION MODIFIERS: The attacker's attrition die roll is:

A. GROUND FACTORS: Increased by one for every ten ground factors over 61 in contact with the defender (71-80 factors, +1; 81-90 factors, +2; and so on).

B. CTL: Increased or decreased by the difference in CTLs between the units involved. A higher CTL increases the attrition die roll and a lower CTL decreases the attrition die roll. If a player has units with different CTLs engaged in attrition combat, the CTL of the largest number of factors engaged is used to determine this modifier, with the less favorable CTL applying if equal numbers of factors are engaged.

C. WINTER PREPARATION: Increased or decreased by the difference in winter preparation level between the units involved. A more favorable winter preparation level increases the attrition die roll and a less favorable winter preparation level decreases the attrition die roll. When determining this modifier, winter preparation levels are limited to the winter level which applies to the area in which the defending units are located. No winter preparation modifiers apply to units being attritioned in areas which are not subject to winter effects, such as North Africa and the Middle East. If a player has units with different winter preparation levels engaged in attrition combat, the winter preparation level of the largest number of factors engaged is used to determine this modifier, with the less favorable winter preparation level applying if equal numbers of factors are engaged.

The limit on the winter preparation modifier referred to in 14.42C applies most commonly in the Balkans, which has an automatic winter level of "4" (34.32A). The Russian winter preparation level of "6" is therefore considered to be only "4" in the Balkans, as nothing more is required to reach a "No effect" result on the Winter Table. Similarly - and not surprisingly - winter preparation levels do not modify attritions in areas such as Egypt or Burma, which are not subject to winter effects.

14.43 MINIMUM AND MAXIMUM RESULTS: Attrition results of less than "0" are treated as "0" results; results of more than "11+" are treated as "11+" results for all columns. The maximum possible result on the Attrition Table is "12C/6H" in Europe, which is equivalent to "12C/3H" in the Pacific.

EXAMPLES: Assuming no CTL research results:

If 21 German ground factors and 12 Italian ground factors attrition in Russia, the Axis get a +1 modifier for their attrition die roll, because the largest group of Axis ground factors (German) have a CTL of two and the Russian CTL is one.

If 14 German ground factors and 14 Italian ground factors attritioned, the lower (Italian) CTL would apply, and the Axis would not get a modifier.

If 14 German, 12 Italian and 3 partially supplied Italian ground factors attritioned, the German CTL of two would determine the modifier, because there would be 12 Italian ground factors with a CTL of one and 3 Italian ground factors with a CTL of zero (30.522A).

14.44 SELECTING A "2C" RESULT IN PLACE OF A "1C/1H" RESULT: An attacker who obtains a "1C/1H" result may take a "2C" result instead. All other attrition results stand.

14.5 ATTRITION COMBAT RESULTS - COUNTERS:

14.51 ATTRITION COMBAT RESULTS - COUNTERS: Once the attrition combat result is determined, the defender chooses which ground units to eliminate, removes them from the board and returns them to his force pool. He may not choose to lose more ground units than the number called for. If he does not have enough eligible ground units to satisfy the losses, he loses what ground units he has and disregards the remainder.

14.52 RESTRICTIONS ON LOSSES:

A. LOCATION: Ground units removed to satisfy attrition losses must be taken from:

- the attrition zone being attritioned;
- if all the ground units being attritioned were fully supplied in the defender's previous player turn and were not subject to an army oil effect, from a supply zone containing an unlimited supply source from which full supply was traced to the attritioned units or from a supply zone from which a seaborne invasion was launched to create a bridgehead in the attrition zone.

EXAMPLES: Russian units have entered Rumania from the eastern front. The Axis attrition the Russian units in Rumania. The Russian attrition losses may be taken from the Russian units in Rumania or Russia.

Britain attritions Italy in North Africa. Italian attrition losses must be taken from North Africa unless the Axis traced full supply to North Africa in the previous Axis player turn, which would allow the Italians to take attrition losses from units in Italy.

The Western Allies invade two separate beaches in France from bases in Britain. Germany conducts separate attritions against each Western Allied bridgehead. Because the Western Allied bridgeheads in France reflect sea supply from Britain, the Western Allied attrition losses may be taken from Western Allied units in Britain as well as the Western Allied units in France.

The Western Allies attrition Japanese units in Burma. Japanese attrition losses must be taken from the attrition zone including Burma or, if Japan had traced full supply to that supply zone in its previous player turn from Japan, from Japan.

B. INELIGIBLE UNITS: Units which are in a mapboard box or off-board area may not be taken as attrition losses (EXCEPTIONS: Attrition losses from attrition zones including the Australia (71.31), India (72.31) and Urals (81.68) boxes).

C. CONTACT REQUIRED: The number of counters which may be lost from attrition by a given nationality is limited to the number of counters that nationality has in contact with the attritioning forces, although the eliminated units themselves need not be in contact with enemy units.



14.521 RUSSIAN WINTER ATTRITIONS: If Russia attritions on the eastern front east of the Nazi-Soviet Pact line in a winter turn, Russia may designate hexes from which Axis attrition losses must be taken and hexes to be captured by attrition occupation, as follows:

A. Each hex designated must contain at least one Axis ground unit, be adjacent to an attritioning Russian ground unit, and be in the Russian winter zone (34.32C).

B. Hexes designated for attrition losses must have been subject to attrition combat. Fortified hexes may not be designated. The total number of hexes designated for attrition losses may not exceed the "C" result achieved by the attrition.

C. Hexes designated for attrition occupation must be eligible for attrition occupation (14.62). The total number of hexes designated for attrition occupation may not exceed the "H" result achieved by the attrition.

D. The total number of hexes designated for attrition losses and attrition occupation for all Russian attritions may not exceed the difference in winter levels applying to Russia and Germany. This limit applies to the combined total, not to attrition losses and attrition occupation separately.

E. Hexes may not be designated for both attrition losses and attrition occupation.

F. Hexes containing only Finnish and Swedish units may not be designated.

G. The Axis must eliminate one ground unit from each hex designated for attrition losses. Until the Axis winter preparation level has reached its maximum level of six, other Axis attrition losses must be taken from eligible Axis ground units within three hexes by land of an attritioned Axis ground unit. Attrition losses may be taken from hexes which have been designated for attrition losses, to prevent their occupation, but may not be taken from hexes designated for attrition occupation.

H. Russia must occupy hexes designated for attrition occupation once the Axis player has taken all his attrition losses. All other "H" results are implemented normally. Russia may occupy hexes which have been designated for attrition losses provided they contain at least one Axis ground unit after the Axis player has taken all his attrition losses.

14.522 NATIONALITIES FOR ATTRITION PURPOSES: Minor country units, Free French units (58.624), post-surrender Italian units and British Commonwealth units (82.13), are considered to be distinct nationalities for attrition purposes. The number of such ground units which may be taken as attrition losses is therefore limited to the number of units in contact with attritioning enemy units (14.52C), although ground units other than those in contact with the enemy may be taken as losses.

14.523 EFFECT ON COUNTERS: If all ground units in a hex are removed to satisfy attrition losses, any airbase or rocket base in that hex is also eliminated.



14.6 ATTRITION COMBAT RESULTS - HEXES:

14.61 ATTRITION OCCUPATION: After the defender has eliminated the required units, the attacker selects one or more eligible hexes for occupation as allowed by the attrition die roll (EXCEPTION: 14.65). The attacker need not select all, or any, of the hexes to which he is entitled by an "H" attrition combat result. Hexes selected for attrition occupation must contain a non-partisan enemy ground unit and must be adjacent to an attritioning ground unit which is eligible to advance. Partisans, which do not participate in attritions, are ignored. Ground units which were unsupplied during initial supply determination or which did not participate in the attrition are not eligible to advance.

14.62 HEXES NOT ELIGIBLE FOR ATTRITION OCCUPATION: The following hexes may not be selected for attrition occupation:

A. Hexes which do not contain a non-partisan ground unit.

B. A hex from which the defender has taken all the attrition losses inflicted on him by the attacker's attrition die roll for that attrition zone, even if the defender has non-partisan ground units remaining in the hex after taking the losses, provided the defender takes the ground unit(s) with the largest ground combat factor(s) as losses from the hex. If there is more than one ground unit with the same combat factor, the defender decides which unit to remove.

C. A hex containing a capital, objective, IC, fortress, fortification, railhead or bridgehead placed as a result of attacking across a river or crossing-arrow (31.23 - bridgeheads placed as a result of a seaborne invasion may be selected for attrition occupation). Luxembourg, which does not have a capital, may be selected for attrition occupation. Maginot and West Wall hexes may be occupied by units attritioning across their unfortified hexsides, but units attritioning across fortified hexsides may not occupy Maginot or West Wall hexes, even in conjunction with attrition occupation across an unfortified hexside.

D. A forest, jungle, mountain, jungle/mountain or swamp hex (EXCEPTIONS: Japanese ground units and the Chindit may occupy jungle hexes by attrition; frozen swamp hexes (34.23C) are treated as clear hexes and may be occupied by attrition).

E. A hex which may only be occupied through a hexside containing a river or crossing arrow. Hexes bounded by rivers or crossing arrows may be occupied by units attritioning across other hexsides which permit attrition occupation, but units attritioning across river hexsides or crossing arrows may not occupy such hexes, even in conjunction with attrition occupation across a different hexside.

EXAMPLES: The Axis player has two 3-3 infantry units on a key hex. The Allies make an attrition die roll in the "11-20" column. If the modified die roll is a "6" (a "2C/1H" result), the Axis player retains control of the key hex by eliminating both units on the hex. If the die roll had been a "5" (a "1C/1H" result), the Axis player could still retain control of the hex by eliminating one of the infantry units.

The Japanese player has two 3-2 infantry units and a 1-2 airborne unit in a key hex. The Allies make an attrition die roll in the "21-30" column. If the modified die roll is a "6" (a "3C/1H" result after halving the number of hexes for the Asian theater), the Japanese player may retain control of the key hex by eliminating all three units in the hex.

14.63 A hex which was the subject of a limited offensive attack is not automatically immune to attrition capture unless the attack eliminated all the defending ground units in the hex.

14.64 The attacker must advance at least one adjacent ground unit into each selected hex. If the attacker is unable or unwilling to advance into an enemy-occupied hex, he may not select that hex for attrition occupation.

14.65 ELIMINATION OF ALL DEFENDING UNITS IN AN ATTRITION ZONE: If all the non-partisan ground units in an attrition zone are eliminated as a result of attrition combat, all hexes in that attrition zone adjacent to attritioning units may be occupied by attrition advance regardless of the presence of defender counters and the number of "H" attrition results, subject to the restrictions on attrition occupation in 14.62C-E.

EXAMPLE: In Spring 1943, the Western Allies invade France and capture a single hex with two ground units. In Summer 1943, Germany attritions the Western Allied bridgehead with 23 ground factors and obtains a "4" result - 2C/1H. The Western Allied player cannot hold the bridgehead, because if he take both losses from Britain, the 1H result allows the German player to select the invasion bridgehead for attrition occupation (14.62C does not apply to bridgeheads placed by seaborne invasion); and if both ground units in the bridgehead are eliminated, 14.65 applies.

Note that 14.65 does not apply to exploiting armor units, because they are part of the attrition zone from which they exploited, as attrition zones are determined before the defender moves (14.211) or to airborne units, which are part of the attrition zone from which they airdropped (14.212).

14.7 ATTRITION RETREATS:

14.71 ATTRITION RETREAT SIMULTANEOUS: Once the attacker has designated all the hexes he wishes to occupy, the defender simultaneously retreats all his displaced ground units one hex from the hexes selected for attrition occupation. The attacker then simultaneously occupies all the designated hexes. This process is not carried out one hex at a time; all hexes must be vacated before the attacker advances to occupy any of the vacated hexes.

14.72 HEXES NOT ELIGIBLE FOR ATTRITION RETREAT: The following hexes may not be selected for attrition retreat:

A. A hex occupied by an enemy ground, air or naval unit, flak unit, airbase counter, rocket base, bridgehead, port counter, railhead, IC, fortification or fortress.

B. A hex selected by the attacker for attrition occupation.

C. A hex which the attacker has vacated by advancing into a hex selected for attrition occupation.

D. A hex which the defender's units are prohibited from entering.

14.73 PRIORITY OF HEXES FOR RETREATING UNITS: If forced to do so, the defender may overstack, enter an enemy ZoC, or enter an enemy-controlled hex, in that order. The defender must select the least of the following evils and must avoid overstacking, entering an enemy ZoC or entering an enemy-controlled hex if possible:

A. Overstack (rather than enter an enemy ZoC);

B. Enter an enemy ZoC (rather than enter an enemy-controlled hex);

C. Enter an enemy-controlled hex, not in an enemy ZoC if possible (rather than be eliminated).

14.74 OVERSTACKING: If the defender overstacks when retreating, he must remedy the overstacking during his next movement phase. If he is unable to do so, excess units of his choice are eliminated (12.17).

14.75 Units retreating from the same hex may retreat to different hexes.

14.76 ELIMINATION OF UNITS UNABLE TO RETREAT: Defending units are eliminated if they are forced to retreat by attrition occupation and are unable to do so. Flak units are always eliminated if forced to retreat by attrition occupation (10.94).

14.77 DISPLACEMENT OF AIR AND NAVAL UNITS: Air and naval units which are based in hexes occupied by enemy units as a result of attrition combat are displaced to the nearest friendly base within range (18.25, 21.23).



15. OFFENSIVE COMBAT

15.1 OVERVIEW

15.2 GROUND ATTACKS

15.3 DEFENSE MULTIPLIERS (DMs)

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15.6 COMBAT RESULTS TABLE

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15.8 COMBAT TRAINING LEVELS

15.9 ADVANCE AFTER COMBAT

15.1 OVERVIEW:

15.11 After air and naval missions are completed as set out in the sequence of play, including the assignment of air to ground support, defensive air support, and the interception of defensive air support, the attacker carries out any airdrops he wishes to make during the regular combat phase.

15.12 The attacker resolves his ground attacks, including those arising out of seaborne invasions, one attack at a time in whatever order he chooses. After each attack is resolved, the attacker has the option of advancing surviving units into hexes previously occupied by the defending enemy units.

15.13 Once all regular ground attacks are resolved, all naval units still at sea, including defending patrols (EXCEPTION: Submarine patrols - 21.4184B) return to port.

15.14 Exploiting armor units are then moved to breakthrough hexes, after which exploiting armor units move, uncommitted air units fly ground support, fly defensive air support and intercept defensive air support, and unused airborne units airdrop. Exploitation combat is then resolved.

15.15 The combat capabilities of air (19), naval (22) and airborne (10.5) units are dealt with in greater detail in the rules relating to those units.

15.2 GROUND ATTACKS:

15.21 ELIGIBLE UNITS: The attacker may attack with all, some or none of his ground units which are adjacent to or, in the case of airborne units, on top of, enemy ground units (EXCEPTIONS: Ground units in swamp, jungle and jungle/mountain hexes may neither attack nor be attacked during monsoons - 34.24B. Replacements may not attack - 10.23).

15.22 ATTACKS OPTIONAL: An attacker is never forced to make ground attacks (EXCEPTIONS: Airdrops on top of an enemy ground unit; overruns thwarted by enemy defensive air support - 13.531; seaborne invasions which are not subject to enemy interference; announced ground attacks to which the defender has responded with a tactical atomic attack - 43.422).

15.23 MAPBOARD BOXES: Ground attacks from the mapboard into a mapboard box, and vice versa, are not allowed. Ground combat involving units adjacent to and in the Australia, India and Urals boxes is resolved by attrition.



15.3 DEFENSE MULTIPLIERS (DMs):

15.31 DETERMINING DEFENSIVE STRENGTH: The attacking strength of a unit is always equal to its printed combat factor. The defensive strength of a unit equals its printed combat strength times its net DM. While the defensive strength of units may be increased (15.32) or decreased (15.33), according to terrain and other factors, units never defend at less than their face value. All positive and negative DMs are taken into account in determining the net DM for defending units (15.35).

15.32 POSITIVE DMs: Units receive a positive DM (their defensive strength is increased) as follows:

A. Defending units receive a basic +2 DM, regardless of terrain.

B. Units defending against seaborne invasion receive a +1 DM, even if some of the attacking units are attacking from adjacent land hexes or are dropped airborne units (EXCEPTION: Units defending against seaborne invasion do not receive a +1 DM if at least half the invading ground factors are marines).

C. Units defending against attack from across a river or crossing arrow receive a +1 DM. This is negated if some of the attacking units attack from a hex which is not across a river or crossing arrow (EXCEPTION: 15.321). An airborne drop on a defending unit similarly negates the river or crossing arrow terrain advantage of that defending unit.

D. Units defending in a forest, jungle, mountain or swamp hex receive a +1 DM. Units defending in a jungle/mountain hex receive a +2 DM.

E. Units defending in a fortress hex or behind a fortress line receive a +2 DM. This is negated if some of the attacking units attack across an unfortified hexside. This may only occur in attacks against Maginot hexes, and in attacks against Singapore, which is only fortified against seaborne invasions unless its fortifications have been upgraded. In contrast to rivers and crossing arrows, airborne drops do not negate this DM.

F. Units defending in a hex containing a fortification or behind a fortification line receive a +1 DM. This is negated if some of the attacking units attack across an unfortified hexside (EXCEPTION: 15.321). This may only occur in attacks against West Wall hexes. In contrast to rivers and crossing arrows, airborne drops do not negate this DM.

G. Ground units in a hex containing a beach defense counter receive a +1 DM when defending against seaborne invasion. This +1 DM is negated if the ground units are also attacked by enemy ground units from an adjacent land hex, but is not negated solely by an airdrop (32.55). If a hex contains both a fortification and a beach defense counter, ground units defending against seaborne invasion receive a +2 DM and ground units defending against other ground attacks receive a +1 DM (32.56).

H. Units defending against airdrops, without being attacked by other enemy ground units:

- Infantry, replacement and partisan units receive a +1 DM.
- Armor and specialized units receive a +2 DM.

15.321 Axis units defending in West Wall hexes which are attacked so as to receive the benefits of both river (15.32C) and fortification (15.32F) defenses across different hexsides receive a +1 DM. Axis units which receive the benefits of both river and fortification defenses across the same hexside(s) receive a +2 DM.

15.322 The DM of defending units may increase in later rounds of combat as a result of the elimination of attacking units which outflanked a river, crossing arrow or fortress defense line, the loss of marines in a seaborne

invasion or the loss of attacking units with a high level of winter preparation.

15.33 NEGATIVE DMs: Ground units are subject to a negative DM as follows:

A. Infantry, replacements and partisans incur a -1 DM if attacked by at least one exploiting armor with a CTL of two or more, unless defending in a capital, objective hex, IC, bridgehead or railhead. Airborne, marine, commando, Chindit and armor units (subject to 15.331) are not subject to this -1 DM when attacked by exploiting armor.

B. Italian and minor country units are subject to a negative DM as follows:

- Italian infantry and replacement units defending in any type of hex outside the Mediterranean front incur a -1 DM.
- Italian armor, infantry and replacement units incur a -1 DM if Rome is under Allied control or there are no Axis units in Africa (56.73).
- Minor country infantry units defending in any type of hex outside their home country incur a -1 DM, except for the following:
 - Commonwealth units.
 - Finns and Swedes.
 - Vichy units in France, Corsica and Vichy colonies.
 - Spanish and Vichy volunteers fighting on the eastern front following a Spanish or Vichy diplomatic result of “5-6”, “7”, “8” or “9”.
 - Minor country units in the Pacific theater.

C. Infantry and replacements with a CTL of zero or less incur a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country. Canadian, South African and Free French units are considered to be “in their home country” when defending in Britain (82.13, 58.624). Partisans always incur a -1 DM.

D. DMs are affected by supply as follows:

- The positive DM from a fortification or fortress is reduced by one each turn in which the hex containing the fortification or fortress fails to receive full supply until the defensive value of the fortification or fortress is negated (32.241).
- Ground units which survive isolation (30.542A-D) or which enter an isolated hex by sea transport, seaborne invasion or attrition retreat have their DM reduced by one for each turn their hex is isolated.
- Ground units which enter an isolated hex by regular or exploitation movement or by air do not incur an adverse DM from isolation during the ensuing opposing player turn.
- Ground units which are partially supplied do not incur an adverse DM from isolation.

E. Pacific theater Western Allied infantry and replacement units (but not armor, marine, airborne, commando or Chindit units) incur a -1 DM on the turn of a Japanese surprise attack.

F. Nationalist Chinese ground units operating outside China incur a -1 DM if the Chinese Resistance level is 0 or lower; all Nationalist Chinese ground units incur a -1 DM if the Chinese Resistance level is -3 or lower.

G. As specified by the following RGT and weather results:

- In the first Axis player turn of a German attack on Russia, provided RGT were less than 40 when Germany attacked (63.51F), during the Axis movement phase and regular combat, Russian infantry units in eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat.
- On a “7” or higher winter effect, infantry units and replacements are subject to a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead.

H. Enemy units incur a -1 DM if attacked by the Chindit, provided the Chindit is in a hex which does not contain and is not adjacent to any other Western Allied ground units.

15.331 Armor treated as infantry because of supply problems, army oil effects or Pacific terrain effects are subject to negative DMs in the same manner as infantry. These effects do not reduce the DM of marine, airborne, commando or Chindit units.

15.34 DMs APPLY TO OVERRUNS: DMs, both positive and negative, also apply to units being overrun.

15.35 CUMULATIVE EFFECTS OF DMs: Units may be subject to positive and negative DMs for more than one reason in a single turn. Such effects are cumulative, but no unit ever defends at less than face value. Defending units in the same hex may be subject to different DMs during the same attack.

EXAMPLES: A 2-5 armor unit is attacked on clear terrain. It receives a +2 DM (15.32A) - its defensive strength is four.

A 2-3 Rumanian infantry unit on clear terrain near the outskirts of Stalingrad is attacked by exploiting armor. It receives a +2 DM (15.32A), a -1 DM (15.33A) and a -1 DM (15.33B), for a net DM of zero. Its defensive strength is two, since a unit never defends at less than its printed combat strength (15.31).

A 4-5 Russian armor unit and a 3-3 Russian infantry unit on clear terrain are attacked by exploiting armor. Both Russian units receive a +2 DM (15.32A), but the 3-3 infantry unit receives a -1 DM (15.33A), so the total defensive strength of the Russian units is eleven.

A 3-2 infantry unit on clear terrain is attacked across a river by exploiting enemy armor. It receives a +2 DM (15.32A), a +1 DM (15.32C) and a -1 DM (15.33A), for a net DM of +2. Its defensive strength is six.



15.4 MECHANICS OF GROUND ATTACKS:

15.41 All defending ground units in a hex must be attacked collectively (EXCEPTION: If Pearl Harbor is attacked by a Japanese seaborne invasion or airdrop, only two of the units count towards its defense - 12.19). The combat factors of the defending units, as modified by their DM, are added together, as if they were one unit. The attacker may not attack them separately.

15.42 If the attacker has more than one ground unit in a hex, they need not all attack the same enemy hex. For example, one ground unit could attack in a northeasterly direction while another attacked to the southeast, or did not attack at all.

15.43 An attacking ground unit may not split its combat factor and make two or more separate attacks. The entire combat factor must be applied to one attack.

15.44 DEFENDING UNITS IN DIFFERENT HEXES: Attacking units may attack enemy units located in two or more hexes in a single attack, but all the attacking units must be adjacent to all the defending units involved in the attack. In such an attack, air units conducting ground support or defensive air support may be placed on any of the hexes being attacked. Similarly, an airborne unit may airdrop on any one of the enemy hexes and participate in such an attack.

15.45 OFFENSIVE OPERATIONS ON MORE THAN ONE FRONT: While the BRP cost for offensive operations need only be paid once for units which attack on more than one front (9.57), with the hex which receives the action determining the front for which offensive operation BRP expenditures must be made (9.71), the BRP cost is counted on all the fronts involved when determining whether an attrition is permitted, but is counted only for the front in which the attacking unit is located when determining whether a full offensive is being conducted for that front.

15.46 A ground unit may only be attacked once during the regular combat phase, although this attack may consist of more than one round of combat. (EXCEPTION: Attacks by more than one alliance faction against the same hex). This does not preclude a second attack against a defending unit during exploitation.

15.47 Only two ground units may attack from any one hex (EXCEPTIONS: Armor units in a breakthrough hex - 16.45; airborne units, commandos, marines and Chindits; Russian shock armies - 42.24).

15.5 RESOLVING GROUND ATTACKS:

15.51 DETERMINING GROUND COMBAT ODDS: When all preparations for attack and defense are complete, each attack is resolved. The attacker calculates the strength of his attacking force, including air factors from ground support air missions and fleet factors from shore bombardment. The defender calculates the strength of his defending force, including defensive air support, taking into account the net DM due to terrain and other factors (15.32, 15.33). The strength of defensive air support is not affected by the DM of the defender's ground units, although the strength of defensive air support flown against seaborne invasions is tripled (18.611C). The total attacking and defending strengths are expressed as a ratio (fractions are ignored), one die is rolled and the appropriate odds column on the Combat Results Table is consulted.

15.52 RESTRICTIONS: The attacker may not select a column on the Combat Results Table which is lower than the actual odds. Attacks greater than 5:1 are allowed, but the 5:1 column is used to resolve the attack. Similarly, attacks at less than 1:4 are allowed, but these automatically result in the elimination of the attacker without loss to the defender (EXCEPTIONS: French and Chinese units may not participate in attacks at less than 1:1 odds - 75.21, 80.21; airdrops, seaborne invasions and attacks against fortifications and fortresses at less than 1:1 odds are prohibited - 10.55C, 21.5152, 32.21A).

EXAMPLES: 20 factors attacking units with a defensive value of 10 would be a 2:1 attack; 19 factors attacking units with a defensive value of 10 would be only a 1:1 attack; five factors attacking units with a defensive value of 13 would be a 1:3 attack.

15.53 SELECTING AN "Ex" RESULT IN PLACE OF A "d" RESULT: An attacker who obtains a "d" result may take an "Ex" result instead (EXCEPTION: Early German "d" results may be replaced by an "Ex-1" result - 15.54).

15.54 EARLY GERMAN EXPLOITATION ATTACKS: "Ex" results from German exploitation attacks are treated as "Ex-1" results:

A. In Poland in Fall 1939.

B. On the western front during the first two Axis player turns in which the Axis conduct any western front offensive ground or air operations, but no later than Summer 1940. Normally this will be Spring 1940 and Summer 1940.

15.55 SEABORNE INVASIONS AND ATTACKS AGAINST FORTIFICATIONS: When resolving invasion combat and ground combat against any hex containing a fortification or fortress, other than beach defenses attacked from land, directional fortifications attacked from behind and tactical atomic attacks (43.424A), the following combat results may be modified (EXCEPTION: The initial Japanese surprise turn - 51.721):

A. If the attacker has a CTL of 1 or less, "Ex-2" and "D" results are treated as "Ex-1" results; the defender has the option of treating a "d" result as an "Ex-1" result.

B. If the attacker has a CTL of 2, a "D" result is treated as an "Ex-2" result; the defender has the option of treating a "d" result as an "Ex-2" result.

C. If the attacker has a CTL of 3 or more, a "D" result is treated as an "Ex-3" result; the defender has the option of treating a "d" result as an "Ex-3" result.

15.551 MIXED FORCES: If a force containing units with different CTLs invade or attack a fortified hex, 15.55 is applied based on the lowest attacking CTL. If all the attacking units with the lowest CTL are eliminated, additional units are only eliminated if needed to meet the loss requirement for the next highest CTL, and so on. Higher CTL units may be eliminated in place of lower CTL units in order to preserve the lower CTL units.

EXAMPLE: A joint German-Italian force of 24 factors attacks six British factors in a fortified Suez at 24:18 (1:1) odds. The German CTL is two and the Italian CTL is 1. The Axis combat die roll is a "6", but the "d" result is reduced to an "Ex-1" result, based on the CTL of the Italian units. The maximum loss from an "Ex-1" result against six defending factors with a DM of 3 is 12 factors. The number of Axis factors actually removed then depends on the composition of the attacking force.

If there were 12 or more attacking Italian factors, the Axis lose 12 factors.

If there were between 6 and 11 Italian factors, once they were removed the loss requirement would change to an "Ex-2", based on the CTL of 2 for the German units. Since an "Ex-2" result would require the elimination of only 6 factors, no additional units would be removed.

If there were fewer than 6 Italian units, they would be removed, then German factors would be removed to meet the "Ex-2" loss requirement.

This example assumes that Italian units would be removed to meet the "Ex-1" loss requirements, but German factors could be taken (the Axis player might prefer to lose German AAF in order to retain Italian infantry units). Regardless of what units the Axis player chose to eliminate, Italian units would survive the attack only if 12 Axis factors were removed.

15.6 COMBAT RESULTS TABLE:

Combat Results Table - 15.6								
	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1
1	A	A	A	A	a	Ex	Ex-1	Ex-2
2	A	A	A	a	Ex	Ex-1	Ex-2	d
3	A	A	a	Ex	Ex-1	Ex-2	d	D
4	A	A	Ex	Ex-1	Ex-2	d	D	D
5	A	Ex	Ex	Ex-2	d	D	D	D
6	Ex	Ex	Ex	d	D	D	D	D
Modifier								
+1	For each previous round of combat							

15.61 COMBAT RESULTS:

A: The attacker loses a number of factors equal to the modified value of the defender's units, taking into account the defender's DM.

a: The attacker loses a number of factors equal to half the modified value of the defender's units, taking into account the defender's DM.

Ex: The side with the fewer combat factors, taking into account the defender's DM, loses its entire force. The larger side removes at least an equal number of factors, taking into account the defender's DM. The strength of defensive air support is unaffected by the DM of the defender's ground units when computing the attacker's exchange losses.

Ex-1: The defender loses his entire force. The attacker loses as many factors as the defender, applying to the defender's ground units a DM one level lower than the defender's actual DM. If this reduces the defender's DM to zero or less, the attacker's losses are limited to the strength of the defender's defensive air support.

Ex-2: The same as an "Ex-1", except the defender's DM is reduced by two before determining the attacker's losses.

Ex-3: The same as an "Ex-1", except the defender's DM is reduced by three before determining the attacker's losses. This result may only occur as a result of an attack against a fortified defender when the attacking units have a CTL of 3 or more.

d: The defender loses half the number of defending factors, ignoring DMs.

D: All defending units are eliminated.

15.62 PARTIAL LOSSES: When a combat result requires the partial elimination of a force, fractions are always rounded up. Neither side may eliminate factors unnecessarily, but a player may eliminate more factors than required in order to preserve specific units.

15.63 AIR LOSSES:

15.631 VOLUNTARY AIR LOSSES: Air factors which provided ground support or defensive air support may be taken to meet the losses required by a ground combat result.

15.632 INVOLUNTARY AIR LOSSES: At the end of every round of ground combat, other than the final round of ground combat, ground support and defensive air support units which exceed the 3:1 air support limit for ground combat due to ground unit losses are eliminated. This also applies to CVEs which provide ground support. The elimination of all the ground units engaged in a battle does not necessarily result in the elimination of all the air units which provided ground support or defensive air support to those ground units, depending on the ground combat result in the final round of combat.

15.64 FLEET LOSSES:

15.641 VOLUNTARY FLEET LOSSES: Fleets that provided shore bombardment for a seaborne invasion may be taken to meet the losses required by a ground combat result, as set out in 21.528.

A. Each fleet factor eliminated satisfies one factor of ground combat loss.

B. The losses in factors assigned to fleet factors that provided shore bombardment may not exceed the value in combat factors of the shore bombardment component of the ground attack.

C. The attacker may choose to incur fleet losses in excess of what is required in order to preserve ground, air or other naval units.

D. If ground combat continues into another round, the applicable limit on support from shore bombardment based on Naval Nationality DRM

(21.526) is again applied to that round of ground combat. Ground unit losses in the first round of ground combat therefore reduce the permitted amount of shore bombardment in the second round of ground combat.

E. Fleets which provided shore bombardment in the first round, but which are ineligible to provide shore bombardment in the second round, are not eliminated.

15.642 INVOLUNTARY FLEET LOSSES: At least one-third (rounded down) of the ground combat losses incurred by an invasion force must be taken from destroyers (21.517H).

15.7 ADDITIONAL ROUNDS OF COMBAT:

15.71 SECOND ROUND OF GROUND COMBAT: If, after resolving - the initial round of ground combat, both sides have at least one surviving ground unit, the attacker may either abandon the attack or continue by attacking a second time if allowed by his CTL (15.82A). All ground, air and naval units involved in the initial attack take part in the second round of attack, unless they were eliminated in combat, exceed permitted ground support or shore bombardment ratios, or are unable to attack a second time because of their CTL.

15.72 THIRD AND SUBSEQUENT ROUNDS OF GROUND COMBAT: If, after the second round of combat is resolved, both sides have at least one surviving ground unit, the attacker may either abandon the attack or continue by attacking a third time if allowed by his CTL. This continues until one side or the other is completely eliminated or the attacker abandons the attack, either voluntarily or because further attacks are prohibited by his CTL.

15.73 ADDITIONAL FORCES PROHIBITED: Neither side may commit additional forces to the second or subsequent rounds of ground combat.

15.74 GROUND COMBAT ODDS RECALCULATED: The combat odds are recalculated before each round of combat. If partial losses drop the odds below 1:1 levels for seaborne invasions or attacks against fortifications and fortresses, or French or Communist Chinese attacks, further rounds of combat are prohibited (15.52). (EXCEPTION: Additional rounds of ground combat arising out of airdrops may be fought, if permitted by the attacker's CTL, even if the odds drop below 1:1 - 10.55C).

15.75 ATTACKER RECEIVES A +1 DRM: The attacker receives a +1 DRM for his combat die roll for each successive attack. This modifier is cumulative (+1 in the second round of combat, +2 in the third round of combat, and so on).

15.8 COMBAT TRAINING LEVELS:

15.81 CTLs: All ground, air and naval units have a CTL, which reflects the research results in combat training for that alliance faction (41.92). The CTL of ground units in partial supply or subject to army oil effects is reduced by one (30.522A, 33.61C). This reduction is not cumulative. CTLs of air and naval units are distinct from the Air and Naval Nationality DRMs.

15.82 EFFECTS OF CTLs:

A. GROUND ATTACKS: A CTL of one or less permits only one round of ground combat. A CTL of two allows a second round of ground combat. A CTL of three allows a third round of ground combat, and so on.

B. AIR AND NAVAL SUPPORT FOR GROUND ATTACKS: The CTL of air and naval units only affects their participation in ground combat and has no effect on the number of rounds of air or naval combat in which they may engage. Air units are considered to be participating in ground combat when they are providing ground support (18.55); naval units are considered to be participating in ground combat when they are carrying invading ground units (21.51) or providing shore bombardment (21.52). Air units with a CTL of one may only provide ground support for the first round of ground combat; destroyers with a CTL of one must withdraw from invasion combat, together with the ground units they were carrying (regardless of the CTL of the ground units) after the first round of invasion combat; naval units with a CTL of one may only provide shore bombardment for the first round of invasion combat. Air units providing defensive air support (18.61) are not restricted by their CTL.

C. BREAKTHROUGHS: Armor units with a CTL of zero or less may not create breakthroughs or exploit.

D. EXPLOITATION MOVEMENT: Armor units with a CTL of one have their exploitation movement allowance halved (round up); this reduction is determined before movement reductions from weather (34.41) are applied. Armor units with a CTL of two or more may exploit normally.

E. DEFENSE AGAINST GROUND ATTACKS: Infantry and replacements with a CTL of zero or less incur a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railroad; or in their home country. Canadian, South African and Free French units are considered to be “in their home country” when defending in Britain (15.33C).

15.9 ADVANCE AFTER COMBAT:

15.91 ADVANCE AFTER COMBAT: Whenever ground combat results in the elimination of all the defender’s ground units, ground units which participated in and survived the final round of ground combat may advance, subject to stacking limits, into the hex(es) previously occupied by the defender. The attacker decides which units, if any, he wishes to advance immediately after resolving the attack, before he resolves any other attacks. Advance after combat in attacks against defending units in more than one hex (15.44) is permitted only if all defending units are eliminated; the elimination of the defending units in only one of the attacked hexes is insufficient.

15.92 RESTRICTIONS ON ADVANCE AFTER COMBAT:

- A. Unsupplied ground units may not advance after combat.
- B. Exploiting armor units may be prohibited from advancing after combat if this would break the chain of exploiting armor units (16.47).
- C. Airborne units which have been airdropped may only attack the units on which they have been dropped and must remain in their drop hex until the end of the combat phase in which they are dropped (10.56).
- D. Defending units may never advance after combat, even if the attacker is eliminated.

15.93 MULTIPLAYER DISAGREEMENTS: If two or more allies had ground forces participating in an attack and they are unable to agree as to which of them will control the vacated hex, neither may advance units into the vacated hex.



16. EXPLOITATION

- 16.1 BREAKTHROUGHS
- 16.2 PLACEMENT OF ARMOR ON THE BREAKTHROUGH HEX
- 16.3 EXPLOITATION MOVEMENT
- 16.4 EXPLOITATION ATTACKS
- 16.5 STACKING LIMITS DURING EXPLOITATION
- 16.6 EXPLOITATION SUPPLY

16.1 BREAKTHROUGHS:

16.11 CREATING A BREAKTHROUGH: If ground combat results in the elimination of all the defending ground units in a hex, a breakthrough is created in the attacked hex(es) if the following conditions are met:

- A. The attacking forces involved in the final round of ground combat included at least one fully supplied armor unit, with its mechanized component currently intact, with a CTL of one or more.

B. Any attacking ground unit survives the final round of ground combat and advances into the defender’s hex. The advancing ground unit need not be the armor unit required to meet condition 16.11A, but this requirement may not be satisfied by a partisan or an airborne unit dropped on the defender’s hex.

16.12 A single attack against more than one defending hex may create two or more breakthrough hexes.

16.13 Breakthroughs are created only as a result of attacks during the regular combat phase. Breakthroughs may not be created during overruns or by exploitation attacks. Breakthroughs and exploitation may be prohibited due to certain weather effects (34.2), supply problems (30.522B), or army oil effects (33.61C).

16.14 BREAKTHROUGHS AGAINST UNDEFENDED HEXES: Breakthrough and exploitation may occur without a defending ground unit being eliminated from the breakthrough hex only as a result of a seaborne invasion of a hex by more than one armor unit. One armor unit is required to “attack” and occupy the undefended hex to create a breakthrough. Armor units held in reserve during the invasion may then exploit from the breakthrough hex. This procedure is permitted even if the invasion hex was under friendly control, and even if enemy units were adjacent to the hex. Breakthroughs against undefended hexes are otherwise prohibited.

16.15 SEABORNE INVASIONS: The CTL of armor units exploiting from a breakthrough created by a seaborne invasion is reduced by one during the attacker’s exploitation. This CTL reduction applies whether the seaborne invasion was conducted against an occupied or unoccupied hex.

16.2 PLACEMENT OF ARMOR ON THE BREAKTHROUGH HEX:

16.21 PLACEMENT OF ARMOR UNITS: Armor units which are eligible to exploit (16.22) and were, at the start of the first round of ground combat which created a breakthrough, adjacent to or stacked with any attacking ground unit which attacked the breakthrough hex may be placed on that breakthrough hex. Armor units are placed on breakthrough hexes after all regular ground combat has been resolved.

16.22 ELIGIBILITY REQUIREMENTS: To be eligible for exploitation, an armor unit:

- A. Must have a CTL of one or more.
- B. Must have been fully supplied from an unlimited supply source during initial supply determination of the current player turn.
- C. Must have its mechanized component intact.
- D. May not have attacked during the combat phase in which the breakthrough is created. Armor units which attacked the breakthrough hex to create the breakthrough are not eligible for exploitation and may not move or attack during exploitation.

16.23 Exploiting armor units are placed on a breakthrough hex without regard to available movement factors, enemy ZoCs or stacking limits.

16.3 EXPLOITATION MOVEMENT:

16.31 MOVEMENT OF EXPLOITING ARMOR UNITS: Exploiting armor units may remain in a breakthrough hex or move from a breakthrough hex as set out below. Exploitation movement is limited as follows:

- A. Armor units with a CTL of two or more may use their full movement factor during exploitation.
- B. Armor units with a CTL of one have their movement factor halved (round up) during exploitation (15.82D).
- C. Armor movement during exploitation may be further reduced by winter effects (34.41).
- D. In Europe, the movement factor of all armor units exploiting from breakthrough hexes containing mountain, forest or swamp is reduced by one. In the Pacific, exploitation from breakthrough hexes containing mountain, forest, jungle, mountain/jungle or swamp is prohibited (EXCEPTION: Japanese armor units may exploit from hexes containing jungle, but not mountain/jungle).
- E. European Axis armor units exploiting from ICs or objectives in Russia which were defended by three or more ground factors have their movement factor reduced by three, although they may always move at least one hex (13.411).

16.32 Exploiting armor units may enter enemy controlled hexes, move backwards through friendly hexes, or both. The first exploiting armor unit may move into a hex adjacent to the breakthrough hex, then (Europe only) into one additional hex adjacent to the first hex entered. In addition to any limits on movement relating to its movement factor, the first exploiting armor unit may not enter more than two hexes (one hex in the Pacific).

16.33 A second exploiting armor unit may move one or two (Europe only) hexes from the breakthrough hex, using a different route from that used by the first exploiting armor unit; or it may exactly duplicate the entire route of the first exploiting armor unit from the same breakthrough hex and then, if it is able to do so, move one or two (Europe only) additional hexes.

16.34 A third exploiting armor unit may move one or two (Europe only) hexes from the breakthrough hex, using a different route from that used by the first two exploiting armor units; or it may exactly duplicate the entire route of the first, second, or first and second, exploiting armor units from the same breakthrough hex and then, if it is able to do so, move one or two (Europe only) additional hexes.

16.35 This process is repeated indefinitely, until all exploiting armor units that wish to move have done so. Movement from the location of other exploiting armor units is subject to the same restrictions as movement from the breakthrough hex itself. In no circumstance may an exploiting armor unit exceed its movement factor. Terrain, the presence of an enemy ZoC, and the execution of overruns restrict movement during exploitation in the same manner as during regular movement. An exploiting armor unit may always move at least one hex (13.411).

16.36 THE CHAIN OF EXPLOITING ARMOR UNITS: At the end of all exploitation movement, a chain of exploiting armor units will exist. Each exploiting armor unit will be within two hexes of (Europe) or adjacent to (Pacific) either the breakthrough hex or another exploiting armor unit from the same breakthrough hex. Armor units which moved more than two hexes (Europe) or one hex (Pacific) will have duplicated the entire path of another exploiting armor unit from the same breakthrough hex, and then moved no more than two additional hexes (Europe) or one additional hex (Pacific).

16.37 PRESERVING THE CHAIN: The chain created by the movement of exploiting armor may not be broken by advances after exploitation combat (16.47). The elimination of exploiting armor units in combat, after the completion of exploitation movement, has no adverse effect on other exploiting armor units, even if their elimination breaks the chain.

16.38 EXPLOITATION MOVEMENT NEED NOT BE IN SEQUENCE: A player is not required to move exploiting armor units in sequence, as long as a chain of exploiting armor units is formed at the end of exploitation movement. Two exploiting armor units may thus be moved together in order to execute an overrun. An exploiting armor unit may move several hexes, wait to be joined by another exploiting armor unit, then complete its movement. Two exploiting armor units may execute an overrun, wait for a third armor unit to move to the hex they occupy, then continue movement, leaving the third armor unit to form the first link in the chain. While the movement of armor units during exploitation is flexible, the chain of exploiting armor units must always be preserved, and armor units may never exceed their movement factors during the exploitation phase.

16.39 MOVEMENT INTO OTHER AREAS:

A. ACROSS FRONT BOUNDARIES: Exploitation movement across front boundaries is permitted, subject to 9.76.

B. INTO DIFFERENT WEATHER AREAS: Exploitation movement into areas subject to different weather conditions must conform to those weather conditions (34).

EXAMPLE: It is winter and Germany has achieved three winter preparation results. The Russian winter die roll is a "1", which is increased by five (winters east of the Nazi-Soviet pact line) and decreased by three (each level of winter preparation) - 34.41. Thus, level 3 winter effects apply east of the Nazi-Soviet Pact line (reducing the movement of exploiting armor by 3).

A German attack creates a breakthrough in a Turkish mountain hex on the Russo-Turkish border. All Axis armor units exploiting from that breakthrough hex have their movement allowance reduced by one (16.31D). A 4-6 German armor unit exploits from the breakthrough hex into a clear hex in the Russian winter area, leaving it with four movement points. The Russian winter effects reduce that armor unit's movement allowance to one ($4 - 3 = 1$), so the armor unit could move only one additional hex.

16.4 EXPLOITATION ATTACKS:

16.41 EXPLOITATION ATTACKS: The only units which may engage in exploitation attacks are exploiting armor units with their mechanized component intact, airborne units which airdrop during exploitation and air units which provide ground support for such attacks. Other units, even if they did not attack earlier in the turn, may not attack during exploitation,

nor may armor units which were ineligible to exploit. Air units which provide ground support for exploitation attacks may not have flown air missions previously during the player turn (18.41), and airborne units which airdrop may not have airdropped or engaged in combat previously during the player turn.

16.42 AIRBORNE DROPS: Airborne units may conduct airdrops during exploitation even if no breakthroughs occurred. An airborne unit may thus airdrop into a hex which has been cleared by regular ground attacks.

16.43 RESTRICTIONS: Naval missions are prohibited during exploitation. Only the following air missions are permitted during exploitation: land-based ground support, defensive air support, interception of defensive air support, airdrops, interception of airdrops, and counter-interception of defending air units which intercept airdrops.

16.44 SEQUENCE: All exploitation movement must be completed before exploitation attacks are announced and resolved. After movement, the attacker announces his ground support missions. The defender then elects to commit unused air units for defensive air support, the attacker decides whether to intercept the defensive air support with unused air units, and any air combat which results is resolved. The attacker then makes his airdrops, the defender intercepts any airdrops, the attacker counter-intercepts and air combat is resolved. All exploitation ground combat is then resolved on the Combat Results Table (15.6).

16.45 ATTACKS FROM THE BREAKTHROUGH HEX: All exploiting armor units capable of exploitation movement (16.31) which remain in a breakthrough hex may attack out of the breakthrough hex into adjacent hexes. The normal limit of two ground units attacking out of a hex does not apply in this situation.

16.46 ATTACKS INTO OTHER AREAS:

A. ACROSS FRONT BOUNDARIES: Exploitation attacks across front boundaries are permitted, subject to 9.76.

B. INTO DIFFERENT WEATHER AREAS: Exploitation attacks into areas subject to different weather conditions must conform to those weather conditions (34).

16.47 ADVANCE AFTER COMBAT: Exploiting armor units which are victorious in exploitation combat may advance to occupy the defender's hex, provided the advance does not break the required chain of exploiting armor units. The breakthrough hex is considered to be the first "exploiting armor unit in the chain".

A. ADVANCE PERMITTED: Advance after exploitation combat is permitted if the advancing exploiting armor unit:

- did not move beyond the previous exploiting armor unit in the chain.
- moved only one hex beyond the previous exploiting armor unit in the chain (Europe only).
- moved two hexes beyond the previous exploiting armor unit in the chain, and the hex into which the exploiting armor unit advances is adjacent to the previous hex through which it moved ("lateral advance" - Europe only).
- moved one hex beyond the previous exploiting armor unit in the chain, and the hex into which the exploiting armor unit advances is adjacent to the previous exploiting armor unit in the chain ("lateral advance" - Pacific only).

B. ADVANCE PROHIBITED: Advance after exploitation combat is prohibited if the advance:

- results in the attacker being unable to trace a chain of exploiting armor units back to the breakthrough hex, except for exploiting armor units eliminated in combat (16.37). Each exploiting armor unit must be adjacent to or separated from the previous unit in the chain by a hex through which an armor unit exploiting from the same breakthrough hex has passed (Europe) or must be adjacent to the previous unit in the chain (Pacific).
- leaves a more distant exploiting armor unit unable to trace a chain back to the breakthrough hex.

EXAMPLE: Germany creates a breakthrough in K37. The first exploiting armor unit moves through K38 and ends exploitation movement in J39. The second exploiting armor unit follows the path of the first, moves through J40, and ends exploitation movement in J41.

The only hex into which the first exploiting armor unit could advance after combat is K39, as that lateral advance maintains the chain from the breakthrough hex and to the second exploiting armor unit in J41. However, if the second exploiting armor unit was first eliminated in exploitation combat, the first exploiting armor unit could also advance after combat into J38, as that maintains the chain from the breakthrough hex and the chain no longer extends to J41.

The second exploiting armor unit could advance after combat laterally into either I41 or K40, provided the first exploiting armor unit either remained in J39 or previously advanced after combat into K39; in both cases, the chain would remain intact because there is only one hex between the breakthrough hex, the first exploiting armor unit and the second exploiting armor unit; and the exploiting armor units moved through the hexes during exploitation movement which now maintain the chain.

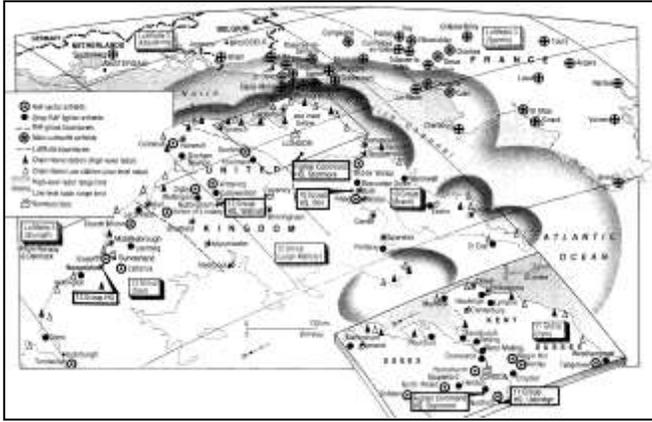
The second exploiting armor unit is prohibited from advancing after combat into I42, J42, and K41, because all of these hexes are separated from J39 by three hexes and, thus, break the chain.

16.5 STACKING LIMITS DURING EXPLOITATION:

16.51 STACKING LIMITS: Overstacking is permitted on breakthrough hexes until the end of the redeployment phase, after which the moving player must eliminate excess units of his choice. Exploiting armor units that move from a breakthrough hex become subject to normal stacking limits and may not overstack at the end of exploitation movement, even if they return to their breakthrough hex.

16.6 EXPLOITATION SUPPLY:

16.61 SUPPLY AND OIL STATUS: Exploiting armor units are automatically in supply in the game turn after they exploit (30.551A). This special supply status is lost for armor units which are redeployed (30.552). Armor units relying on their exploitation supply status may create breakthroughs unless their mechanized component is negated by weather or terrain, but are not eligible to exploit. Armor units which retain their exploitation supply status are not subject to army oil effects.



Air Operations

17. AIR UNITS

- 17.1 OVERVIEW
- 17.2 ARMY AIR UNITS
- 17.3 NAVAL AIR UNITS
- 17.4 KAMIKAZES
- 17.5 JETS
- 17.6 AIR TRANSPORTS
- 17.7 STRATEGIC BOMBERS
- 17.8 INTERCEPTORS
- 17.9 PARTIAL AIR COUNTERS

17.1 OVERVIEW:

17.11 Air forces are represented by seven types of units: army air units, naval air units, kamikazes, jets, air transports, strategic bombers and interceptors.

17.12 Air units are distinguished from one another by where they may base, what operations they may carry out, their construction cost and limitations on their rate of construction, and certain other unique abilities.

17.13 References to air units refer to army and naval air units, kamikazes, jets and air transports, unless otherwise specified. Strategic bombers and interceptors are SW units.

17.14 AIR FACTORS AND SQUADRONS:

17.141 Each air factor represents approximately three times as many planes as an air squadron. This is reflected in the following:

A. COST: Each air factor costs three BRPs; each air squadron costs one BRP. Naval air units are the only type of air unit constructed as squadrons (NAS). All other types of air units, including army air, are constructed as factors, not squadrons.

B. APPLICATION OF 3:1 RATIO: One air factor is equivalent to three air squadrons for basing (18.1), sea transport (21.434) and sea escort (21.64).

C. AIR COMBAT: When air units of any type engage in air combat with naval air units, each air factor is converted into three squadrons, each of which is equivalent in size to an NAS. The number of air squadrons is then used as the basis for determining the row used on the Air Combat Table for the air combat dice roll and the effect of the air combat dice roll (see 19.2).

D. ARMY AIR INTERACTION WITH NAVAL UNITS: When army air units search, provide air cover, or attack enemy naval units at sea, the army air units operate as squadrons (23.13). AAS of the required type and NAS are equivalent for these purposes.

17.142 WHEN AAF AND NAS EQUIVALENT: AAF and NAS are equivalent for the following activities:

A. ATTACKING ENEMY NAVAL UNITS IN PORT: This reflects the special training and equipment which characterized naval air units. In effect, naval air units are considered to be three times as effective as army air units in attacking enemy naval units in port.

B. AIR DEFENSE EFFECTS: Air defense results for naval units attacked in port apply equally to AAF and NAS. For example, a “1/2” air defense

result would eliminate one AAF or one NAS, and force two AAF or two NAS to return to base without attacking.

17.143 WHEN AAF AND NAS NOT EQUIVALENT: AAF and NAS are *not* equivalent for other activities, such as counterair missions, providing ground support, and so on. For example, three NAS are required to provide one factor of ground support. Three NAS are equivalent to one AAF for diplomatic purposes, whether in relation to the limit on forces which may enter a minor country after a diplomatic result of “8” or “-1”, or when applying the diplomatic modifier for having forces in a minor country.

17.2 ARMY AIR UNITS:



17.21 BASING: Army air units must base on cities, ports, airbase or artificial port counters. Each city, port, airbase and artificial port may base five AAF (EXCEPTION: Each city, port, airbase and artificial port in a Pacific theater one-hex island or hex containing jungle or jungle/mountain may base only three air factors). A hex containing two cities or a city and an airbase may therefore base ten air factors; a hex containing two cities and an airbase may base 15 air factors (or, in Pacific theater one-hex islands and hexes containing jungle or jungle/mountain, six or nine air factors, respectively). There is no limit to the number of AAF which may base in a mapboard box. AAF may not operate from carriers under any circumstances.

17.22 RANGE: Army air units have a range of four hexes in Europe and three hexes in the Pacific.

17.23 OPERATIONS: Army air units may conduct the following air operations:

- A. Counterair.
- B. Air cover.
- C. Search during naval combat and modify submarine attacks.
- D. Attack enemy naval units at sea and in ports.
- E. Bomb enemy economic targets.
- F. Ground support.
- G. Intercept enemy defensive air support.
- H. Provide defensive air support.
- I. Oppose enemy bombing.
- J. Intercept air transport operations.
- K. Counter-intercept defending air which intercept air transports.

17.24 CONSTRUCTION: Each AAF costs three BRPs to build.

17.25 AAF AND SQUADRONS: Whenever AAF engage in air combat with enemy naval air units, participate in naval combat, search, fly air cover or attack enemy naval units at sea, they operate as squadrons, subject to the restrictions set out in 23.11.

17.3 NAVAL AIR UNITS:



17.31 BASING: Naval air units base in the same manner as army air units, with three NAS being equivalent to one AAF. In addition:

17.311 ONE HEX ISLANDS: One NAS may base at a one-hex island (18.13).

17.312 FAST CARRIERS: Each fast carrier may base a number of NAS of its own nationality equal to its size in factors. Other types of air units may not operate from carriers.

17.3121 Each fast carrier and its naval air units move, fight and redeploy as one unit. This does not prevent naval air units on a fast carrier from attacking different targets, other than when raiding (21.5361B).

17.3122 Naval air units may be transferred between a port or mapboard box and fast carriers in that location during the owner’s player turn as follows, subject to carrier and location basing capacity.

A. MOVEMENT PHASE: Immediately before or after staging air units, naval base changes or sea transport.

B. REDEPLOYMENT PHASE: Immediately before or after TRs or NRs.

C. RESTRICTIONS: Inverted naval air units may not transfer onto carriers (EXCEPTIONS: Naval air units constructed in a shipyard or mapboard box may transfer to carriers launched in that shipyard in the same construction phase; naval air units may go back on their carriers after their base is counterairied).

D. INVERSION:

- When based on a carrier, naval air units have the status of the carrier on which they are based. The uninversion of a carrier uninverts any naval air units on the carrier.
- The transfer of uninverted naval air units to an uninverted carrier allows the carrier to operate normally as soon as naval air units are transferred to the carrier.
- Naval air units which transfer from an inverted carrier are inverted, and may be uninverted normally.

17.3123 At the end of the owning player's turn, it must be clear whether naval air units are on board fast carriers or not. This will determine whether the naval air units are eligible to modify interceptions and searches, or whether fast carriers in the port have their full complement of naval air ready for naval combat. Only naval air units which are on board carriers are concealed by TF markers.

17.3124 If the sinking of one of several fast carriers in a naval force causes the number of NAS in that naval force to exceed the capacity of the remaining fast carriers, a corresponding number of NAS are eliminated. When a naval force containing fast carriers is attacked, the NAS are considered to be based first on undamaged fast carriers, then on damaged fast carriers, and only then on fast carriers which are sunk. Naval air units may be freely transferred among undamaged fast carriers in the same naval force. If transferred from an inverted carrier to an uninverted one, the receiving carrier also becomes inverted. Naval air units flying combat air patrol (but not counterair or air strikes) may also transfer to a land base within three hexes of their naval force but are inverted for the remainder of the player turn if they do so (22.463). A damaged carrier at sea may carry, but not land or launch, naval air units. Once a damaged carrier returns to base, any naval air units on the damaged carrier may transfer to land bases. Naval air units may not fly onto a damaged carrier, whether the damaged carrier is in port or at sea.

17.3125 Naval air units based on a fast carrier are stacked on top of their carrier or placed by it on the owning player's Naval Status Board.

17.3126 CARRIER AIR OPERATIONS IN PORT: Naval air units based on a fast carrier in port, including those concealed by a TF marker, are limited to defensive operations over their base. If a base containing fast carriers is attacked by land-based or carrier-based enemy air units, the presence of all carrier-based naval air units concealed by a TF marker is revealed. Such naval air units may be counteraired, in which case they engage the attacking air units in the same manner as air units based in the attacked hex. Otherwise such naval air units may perform no combat related activities and may not aid naval interception or search.

Historically naval air units left their carriers when they entered port and rejoined them when they left port. For ease of play, however, such naval air units remain with their carriers on the owning player's Naval Status Board, concealed by a TF marker, while their carriers are in port, although they are not considered to be on their carriers if that port is attacked by enemy air units. Carrier-based naval air units do not appear on the map unless attacked, do not count against the air basing limit of the port in which their carriers are based, and may not perform any of the functions of land-based naval air units other than to defend their base from enemy air attack.

17.3127 CARRIERS SUNK IN PORT: If a fast carrier is sunk in port, any naval air units based on the fast carrier are displaced to the port and are not eliminated by the loss of the carrier unless sufficient basing in the port hex is unavailable.

17.32 RANGE: Naval air units operating from land or from carriers have a range of three hexes in both Europe and the Pacific.

17.33 OPERATIONS: Naval air units may conduct the following air operations:

- A. Counterair.
- B. Air cover (land-based naval air units only).
- C. Search during naval combat and modify submarine attacks (land-based naval air units only).
- D. Attack enemy naval units at sea and in ports.
- E. Combat air patrol (carrier-based naval air units only).
- F. Ground support.
- G. Intercept enemy defensive air support.

H. Provide defensive air support (land-based naval air units only).

I. Intercept air transport operations (land-based naval air units only).

J. Counter-intercept defending air which intercept air transports (land-based naval air units only).

17.34 CONSTRUCTION: Each NAS costs one BRP to build.

17.35 NAVAL AIR TRAINING:

17.351 Naval aviation, especially operations from carriers, required particularly high levels of training. This is reflected in the following rules.

17.352 ELITE JAPANESE NAVAL AIR UNITS: At the start of the game, all Japanese naval air units are elite units represented by distinctive black on gold counters. Elite Japanese naval air units:

A. Have a +1 Air Nationality DRM, in addition to any increases from Japanese Air Nationality DRM research.

B. Are added to the Japanese force pool as a result of mobilization and production if constructed prior to the outbreak of war between Japan and the Western Allies; once war has broken out, Japanese naval air force pool additions enter the game as regular (yellow on black) NAS. If the Japanese have unbuild naval air units in their force pool when war breaks out with the Western Allies, these are built as regular, rather than elite, units.

C. Are rebuilt as regular NAS when lost. When elite Japanese NAS are eliminated, the equivalent number of regular Japanese NAS are substituted in the Japanese force pool as allowable builds.

17.353 NAVAL AIR TRAINING RATES:

A. The number of NAS which may be built each turn, including both NAS being rebuilt after having been eliminated and force pool additions, is limited by the naval air training rate for all major powers as follows: the U.S.: 4; Japan: 3; Britain: 2; Germany: 1; Italy: 1.

B. American CVE construction does not count against the American and British naval air training limits, but each turn the U.S. may not begin construction of more American CVEs than the current American naval air training rate (EXCEPTION: European scenarios - 17.355) and may not begin construction of more British CVEs than the current British naval air training rate.

C. Naval air training rates may be increased by the investment of RPs in production (42.23D).

D. France, Russia and China may never build naval air units.

17.354 ATTACKING NAVAL UNITS AT SEA: Naval air units attacking ships at sea, whether based on land or carriers, receive a +1 modifier on their attack dice rolls (23.441C).

17.355 AMERICAN NAVAL AIR ASSIGNMENTS: Before war breaks out between the U.S. and Japan, newly constructed American naval air units must be assigned to fast carriers as soon as possible in order to make the fast carriers operational.

17.356 EUROPEAN SCENARIOS: The American naval air training rate at the start of a European scenario is 0. This may be increased by the investment of RPs in production. In a European scenario, the U.S. may build up to four American CVEs per turn, regardless of the American naval air training rate.

17.4 KAMIKAZES:



17.41 INVOKING THE KAMIKAZE RULE: The Japanese player may invoke the kamikaze rule during any Japanese unit construction phase by announcing this to his opponent.

17.42 UNITS: Kamikazes are represented by using Japanese elite naval air counters. Any surviving elite Japanese naval air units are converted to regular Japanese naval air units when the kamikaze rule is invoked.

17.43 KAMIKAZE FORCE POOL:

A. Japan's initial kamikaze force pool is twice the Japanese naval air training rate. This is the maximum number of air squadrons which may be converted to kamikazes during the Japanese unit construction phase.

B. During the Japanese unit construction phase following the first use of all existing kamikazes to attack Allied naval units, the maximum permitted size of the Japanese kamikaze force pool increases by twice the Japanese naval air training rate. If the Japanese naval air training rate is increased, the expansion of the Japanese kamikaze force pool increases accordingly.

C. If Japanese subsequently use all their kamikazes to attack Allied naval units, the Japanese kamikaze force pool again expands by twice the Japanese naval air training rate. This continues each turn Japan uses all its kamikazes.

While kamikazes may be created at any time (17.41), the Japanese may not expand their kamikaze force pool until their initial kamikazes are completely used (17.43B).

EXAMPLE: Japan has a naval air training rate of 6. It may initially create 12 kamikazes. Once these are used to attack Allied naval units, Japan may create another 12 kamikazes, for a total of 24 kamikazes. If Japan had increased its naval air training rate to 7, it could create another 14, rather than 12, kamikazes, for a total of 26 kamikazes. The original 12 kamikazes would have to be rebuilt before they could be used.

17.44 BUILDING KAMIKAZES:

A. During its unit construction phase Japan may expand its kamikaze force pool as permitted by 17.43B by converting NAS (one NAS = one kamikaze) and/or AAF (one AAF = three kamikazes) to kamikazes, up to the new limit of the Japanese kamikaze force pool. NAS and AAF which are already built are converted to built kamikazes; kamikazes created from unbuilt NAS and AAF are added to the Japanese force pool and must be constructed before being used. NAS and AAF converted to kamikazes are permanently removed from the Japanese force pool.

B. Japan may build newly-created and previously eliminated kamikazes during its unit construction phase, up to the limit of its kamikaze force pool, subject only to the normal limits on construction. The Japanese naval air training rate does not affect the construction of kamikazes.

C. Each kamikaze costs one BRP to build.

17.45 UNINVERSION: Newly-constructed kamikazes may be uninverted whether or not Japan offsets the air oil effect.

17.46 SPECIAL ATTRIBUTES: Kamikazes are distinguished by the following special attributes:

17.461 BASING: Kamikazes do not base on the mapboard and may therefore be placed in any convenient location visible to both players. Kamikazes may not be counterair.

17.462 RANGE: Kamikazes have an operational range of four hexes from any air base in Japan, without regard for basing limits.

17.463 LIMITED TO NAVAL ATTACKS: Kamikazes may only attack enemy naval activities and naval units, either at sea or in port.

17.464 AIR NATIONALITY DRM: Kamikazes have the same Air Nationality DRM as non-elite Japanese naval air units in air combat, but are treated as elite Japanese naval air units when attacking naval units (17.47H).

17.47 TARGET SELECTION:

A. AGAINST SINGLE ENEMY COMBAT GROUPS: Whenever kamikazes attack a naval force, 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. KAMIKAZES ATTACK ALONE: Kamikazes may not attack in conjunction with non-kamikaze land-based air units. Other types of air units may not accompany kamikazes in their attack. Both kamikazes and non-kamikaze land-based air units may attack the same naval force in the same hex; the attacker then decides which units attack first.

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.

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 (the number after the "?").
- disregard air defense abort results (the number after the "?") and press home their attacks.

F. SELECTING TARGETS: Each attacking kamikaze targets a category of defending naval units: fast carriers; capital ships (non-carrier named ships); or light ships.

- If there is a single category of defending ships, that category is attacked.
- If there are two categories of defending ships, the target category is determined by rolling one die: 1-3: the higher category (fast carriers or capital ships); 4-6: the lower category (capital ships or light ships).
- If there are three categories of defending ships, the target category is determined by rolling one die: 1-2: fast carriers; 3-4: capital ships; 5-6: light ships.
- Within each category, the attacker chooses his specific target; light ships are attacked as a group.

G. RESOLVING KAMIKAZE ATTACKS: Once the targets of all attacking kamikazes are determined, each attack is resolved by making a dice roll on the Naval Attack Table for each target. For the purpose of determining kamikaze attack levels on the Naval Attack Table, each kamikaze is equivalent to three air squadrons. If two kamikazes attack the same target, a single attack dice roll is made for that target, using the "6" row on the Naval Attack Table; three kamikazes use the "9" row, and so on.

H. KAMIKAZE ATTACK MODIFIERS: Kamikazes initially attack with the same Air Nationality DRM as elite Japanese naval air units. Each time Japan increases its kamikaze force pool (17.43B, C), kamikazes receive an additional +1 modifier in their subsequent attacks. This modifier is cumulative. Kamikazes therefore become more effective over time, provided they are fully used.

17.48 DISPOSABILITY: Kamikazes are eliminated after they complete a single air sortie.

17.5 JETS:



17.51 BASING: Jets base in the same manner as army air units. Jets may not operate from fast carriers.

17.52 RANGE: The range of jets is determined by the research result for jets:

- A. "9": two hexes in Europe and one hex in the Pacific.
- B. "11": three hexes in Europe and two hexes in the Pacific.
- C. "12+": four hexes in Europe and three hexes in the Pacific.

17.53 OPERATIONS: Jets may conduct the following air operations:

- A. Counterair.
- B. Escort air attacks on enemy naval units in port.
- C. Escort the bombing of enemy economic targets.
- D. Intercept enemy defensive air support.
- E. Escort defensive air support.
- F. Oppose enemy bombing.
- G. Intercept air transport operations.
- H. Counter-intercept defending air which intercept air transports.

17.531 Jets may not provide air cover, attack enemy naval units, escort other air units which attack enemy naval units at sea, bomb, or provide ground support or defensive air support.

17.54 CONSTRUCTION: Each jet factor costs three BRPs to build. Jets may not be built until a "9" research result for jets is achieved.

17.55 AIR COMBAT STRENGTH: For the purpose of determining air attack levels in air combat, each jet factor is equivalent to three AAF. Jets take air combat losses in the same manner as other air units. Jets engaged in air combat involving NAS are converted to squadrons (one jet factor is converted to three jet squadrons, each of which is equivalent to three air squadrons), and are recombined into factors in the same manner as AAF (23.14).

17.56 AIR COMBAT MODIFIERS: Each jet factor or three jet squadrons engaged in air combat generates a favorable +/-1 modifier for air combat dice rolls. If both sides have jets in an air battle, only the net modifier is applied.

17.57 Jets are a distinct type of air unit and may suffer casualties in air combat with non-jets in accordance with 19.6.

17.58 BOMBING:

17.581 ESCORTING JETS: Jets may escort army air units and strategic bombers up to the limit of their range (26.43B). Escorting jets participate in air combat with defending air units (26.452).

17.582 DEFENDING JETS: Jets within range of an enemy bombing route may engage the bombing force in air combat (26.443B).

17.59 FLYING BOMBS: Jets may be used to defend against flying bombs if they are within range of the hex being attacked (26.66).

17.6 AIR TRANSPORTS:



17.61 BASING: Air transport units base in the same manner as army air units.

17.62 RANGE: Air transport units have a range of four hexes in Europe and three hexes in the Pacific.

17.63 OPERATIONS: Air transport units may conduct the following air operations:

- A. Air supply.
- B. Air transport.
- C. Airdrops.
- D. Fly BRPs over the Hump to China.

17.64 CONSTRUCTION: Each air transport factor costs three BRPs to build.

17.65 COMBAT: Whenever air transports engage in air combat with enemy naval air units, they operate as squadrons (23.18). Air transport units are a distinct type of air unit and may suffer casualties in air combat in accordance with 19.6. Air transport units are not counted when determining the number of air factors the owning player uses for air combat (18.521B).

17.7 STRATEGIC BOMBERS:



17.71 BASING: Strategic bombers may only base in an SW box. Each SW box is considered to consist of three parts which correspond to the three different fronts on each mapboard (5.92). Strategic bombers may be deployed from one SW box to another SW box, or from one front to another front (within an SW box), during the redeployment phase, whether or not they were used during the owning player's turn. Strategic bombers may bomb targets on a front in their theater other than the one in which they are based if they have the range to do so.

17.72 RANGE: Strategic bomber range is determined by the number of hexes from any operational air base (26.31) on their assigned front, regardless of the number of other air factors using the base, to their target. Strategic bomber range depends on the research result for Air Range:

- A. No results: Four hexes in Europe, three hexes in the Pacific.
- B. One result: Eight hexes in Europe, six hexes in the Pacific.
- C. Two results: Sixteen hexes in Europe, twelve hexes in the Pacific.
- D. Three results: Twenty-four hexes in Europe, eighteen hexes in the Pacific.

17.73 OPERATIONS: The only operation which may be carried out by strategic bombers is bombing.

17.74 CONSTRUCTION: Each strategic bomber costs three BRPs to build.

17.8 INTERCEPTORS:



17.81 BASING: Interceptors may base only in an SW box. Each SW box is considered to consist of three parts which correspond to the three different fronts on each mapboard (5.92). Interceptors may be deployed from one SW box to another SW box, or from one front to another front (within an

SW box), during the redeployment phase, whether or not they were used during the owning player's turn, without impairing the ability of the interceptors to conduct SW in the next player turn.

17.82 RANGE: Interceptors may engage enemy strategic bombers whenever they pass through or attack targets on their assigned front and whenever they pass within interceptor range of any controlled, fully-supplied air base on their assigned front, regardless of the number of other air factors using the base. The range for escorting interceptors is determined by the number of hexes from any operational air base (26.31) on their assigned front, regardless of the number of other air factors using the base, to their target. Interceptor range depends on the research result for Air Range:

- A. No results: Four hexes in Europe, three hexes in the Pacific.
- B. One result: Four hexes in Europe, three hexes in the Pacific.
- C. Two results: Eight hexes in Europe, six hexes in the Pacific.
- D. Three results: Twelve hexes in Europe, nine hexes in the Pacific.

17.83 OPERATIONS: Interceptors may escort bombing missions during their player turn (26.43) and may oppose enemy bombing and flying bomb attacks during the opposing player turn (26.44, 26.66).

17.84 CONSTRUCTION: Each interceptor costs three BRPs to build.

17.85 AIR NATIONALITY DRM AND COMBAT: Interceptors have an additional +1 Air Nationality DRM, and therefore have an advantage in air combat, unless accompanied by air units with a lower Air Nationality DRM.

17.9 PARTIAL AIR COUNTERS:

17.91 Air counters may be broken down into smaller counters of the same nationality at any time during play, including during an opponent's player turn. Similarly, smaller counters may be recombined into larger ones at any time.

17.92 A player may begin a scenario with his air units broken down into partial air counters.

17.93 Although a player may have as many partial air counters in play as he wishes, air counters in the same hex must be combined at the end of their owner's player turn if the opposing player finds the unnecessary partial air counters distracting.

18. AIR OPERATIONS

- 18.1 BASING
- 18.2 STAGING
- 18.3 RANGE
- 18.4 EMPLOYMENT
- 18.5 OFFENSIVE AIR MISSIONS
- 18.6 DEFENSIVE AIR MISSIONS
- 18.7 UNINVERTING AIR UNITS



18.1 BASING:

18.11 BASING LIMITS: Basing limits are always stated in terms of air factors. A hex capable of basing air units may base three AAS or NAS for each allowable air factor. Thus a hex which may base five air factors could base four air factors and three NAS, three air factors and six NAS, and so on, up to a maximum of 15 NAS.

18.12 Each city, port, airbase and artificial port may base five air factors (EXCEPTION: Each city, port, airbase and artificial port in a Pacific theater one-hex island or hex containing jungle or jungle/mountain may base only three air factors). A hex containing two cities or a city and an airbase may therefore base ten air factors; a hex containing two cities and an airbase may base 15 air factors (or, in Pacific theater one-hex islands and hexes containing jungle or jungle/mountain, six or nine air factors, respectively).

18.13 Each one-hex island, in either theater, may base one NAS, in addition to whatever air factors it may base. A hex containing a one-hex island with a city or airbase counter may thus base five (or, in Pacific theater one-hex islands or jungle or jungle/mountain hexes, three) air factors and one NAS; a one-hex island with a city and an airbase counter may base ten (or, in Pacific theater one-hex islands or jungle or jungle/mountain hexes, six) air factors and one NAS.



18.14 AIRBASES: Each major power is provided with airbase counters as follows: Germany: 4; Japan: 3; Britain: 3 (Europe), 1 (Pacific); Russia: 3 (Europe), 1 (Pacific); U.S.: 3 (Europe), 3 (Pacific); Italy, France: 2; China: 1. The number of airbase counters may be expanded by production (42.22E).

18.141 OPENING SETUP: Each major power except the U.S. and Britain (Pacific only) may place one airbase on the board in each theater during the opening setup of a Global War campaign game. Airbases may be placed at the start of a scenario as specified in that scenario. The U.S. may not place airbases in Europe until it is at war with Germany, and the U.S. and Britain may not place airbases in the Pacific until the game turn after they go to war with Japan or until the USJT level reaches 40.

18.142 AIRBASE PLACEMENT: Once play begins, major powers may place airbases on the mapboard as follows:

A. Airbases may be placed on the board only during the placing player's movement, unit construction and redeployment phases. Major powers that may place two airbases in a turn may place both of them in the same phase or in different phases. Airbases may not be placed during the opponent's turn.

B. Each turn:

- Italy, Japan, Britain, France and China may place one airbase.
- Germany and the U.S. may place two airbases.
- Russia may place one airbase each turn from 1939-1942; and may place two airbases each turn starting in Spring 1943.
- The airbase placement capabilities of Russia, Britain and the U.S. apply separately to each theater.

C. Airbases may be placed 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 an airbase in a hex controlled by an ally who is not a member of its alliance faction.

Airbases may not be placed in minor countries in the movement phase of the first turn of activation, association or hex control, as full supply would not yet have been traced to the minor country's hexes.

The Western Allies may not place airbases in Russian-controlled hexes, and vice versa.

D. No more than one airbase counter may occupy a single hex.

E. No more than one airbase may be placed in each Pacific island group by each alliance faction (EXCEPTION: Airbases may not be placed in Aleutian islands).

18.143 RECYCLING AIRBASE COUNTERS: Once all of a nation's available airbase counters are on the board, a player may only place an additional airbase counter by simultaneously removing an existing airbase counter from another hex, so that the total number on the board does not exceed the limit set out in 18.14. An air unit may stage or redeploy to a newly placed airbase which is created by recycling an airbase counter. If an airbase on which air units are based is recycled, those air units must stage or redeploy during that phase, including to the newly placed airbase.

18.144 Once placed, airbase counters may not be moved or redeployed. This prohibition does not prevent the recycling of airbases to different hexes (18.143).

18.145 In a Global War game, the number of airbases, including airbases added by production (42.22E), and the recycling capacity of the U.S., Britain and Russia are distinct for each theater.

18.146 Only air units belonging to the placing major power may use an airbase in the phase in which it is placed (EXCEPTION: Australian and Free French air units may use British airbases in the phase in which they are placed). In subsequent phases of the turn of placement, air units belonging to the placing major power's major power allies, minor allies and associated minor countries may use the airbase. Thus a German air unit may redeploy to an Italian airbase placed during the movement or unit construction phase, but may not redeploy to an Italian airbase placed during the redeployment

phase of that player turn. This restriction does not prevent a major power from placing an airbase in a hex containing a city during the movement phase and staging an air unit to that airbase, while an ally stages an air unit to the city.

18.147 An airbase is removed from the board if the hex it occupies comes under enemy control. Airbases which are cut off from supply by enemy action are removed from the board in the same manner as ground units. In either case, the airbases may be placed on the board again in accordance with 18.142.

18.15 If the recycling or removal of an airbase, or the failed or aborted sea transport of air units, results in there being more air units in a hex than the basing capacity of that hex, the excess air factors must be moved or redeployed to another base or mapboard box in the same phase or be eliminated. When an airbase is overrun or eliminated by isolation or surrender, the provisions of 18.25 apply.



18.2 STAGING:

18.21 An air unit may stage (change base) up to twice its operational range at the beginning of the movement phase whether or not it is inverted, subject to the following:

A. The new base need not be on the same front as the old base.

B. The new base must have been controlled by the staging side at the start of its movement phase. Air units may not stage to new bases acquired by ground units during the same movement phase.

C. Association by an attacked minor country or a successful diplomatic die roll resulting in hex control of a minor country results in the acquisition of air bases which may be used immediately.

D. An air unit may stage to a base which is not fully supplied, but it may not carry out any activities from the new base unless supply is later provided to it (30.523). An air unit may stage to a base which is partially supplied (30.523A) or subject to air oil effects, but may only conduct defensive air activities and only over the hex in which it is based.

18.22 Staging may not be intercepted. Air units may stage over all playable non-neutral territory, including enemy-controlled territory, territory of minor countries independently at war and hexes controlled by no one. Air units may not stage over land hexes that are completely neutral, but may stage over hexes which are part water, part neutral land, provided they do not cross a hexside containing exclusively neutral land.

18.23 Western Allied air units may stage off the mapboard to the Australia and India boxes (5.57A, 5.47A) and Russian air units may stage off the mapboard to the Urals box (5.77A). Air units may not otherwise stage off the mapboard.

18.24 Air units may be sea transported from one port to another during the movement phase. Air units may not stage during a turn in which they are sea transported. The destination port becomes the air unit's new base. Air missions may be flown from the new base, subject to supply requirements.

18.25 DISPLACED AIR UNITS: Air units on bases that are occupied by enemy units or on airbases that are eliminated by isolation are displaced to the nearest controlled base within staging distance that has the capacity to base them, regardless of its supply status. Should two such bases be equidistant, the owning player chooses. If the nearest base is able to base only some of the displaced air units, the owning player chooses which air units go to that base, and the remainder go to the next closest base. Air units which are unable to reach a base within range with the capacity to base them are eliminated. If a base is captured while its air units are absent on a defensive air mission, any air units which attempt to return to the captured base are displaced at the end of the phase in which they flew their mission. Mapboard boxes are considered bases for the purpose of this rule and may receive displaced air units.

18.251 If an enemy airborne unit airdrops on a hex that is defended by a ground unit, any air units based in that hex are displaced from their base only if the enemy airborne unit wins the resulting ground combat.

18.252 The movement of displaced air units may not be intercepted.

18.253 EFFECT OF DISPLACEMENT: Displaced air units are inverted.

18.3 RANGE:

18.31 RANGE: Air units have the following ranges:

A. ARMY AIR UNITS: Four hexes in Europe and three hexes in the Pacific.

B. NAVAL AIR UNITS: Three hexes in both Europe and the Pacific, whether operating from land or from carriers against enemy bases.

C. KAMIKAZES: Four hexes.

D. AIR TRANSPORT UNITS: Four hexes in Europe and three hexes in the Pacific.

E. JETS: Two hexes in Europe and one hex in the Pacific after a research result for jets of "9"; three hexes in Europe and two hexes in the Pacific after a research result for jets of "11"; four hexes in Europe and three hexes in the Pacific after a research result for jets of "12+".

F. STRATEGIC BOMBERS: The minimum range of strategic bombers is four hexes in Europe and three hexes in the Pacific. This may be increased by air range research (17.72).

G. INTERCEPTORS: Interceptors operating defensively in an SW box may engage enemy strategic bombers only if the strategic bombers pass through or attack targets on the interceptor's assigned front and pass within interceptor range of any controlled, fully-supplied air base on their assigned front, regardless of the number of other air factors using the base. Interceptors may also escort strategic bombers to their targets, subject to their range as determined by their current air range research result (17.82).



18.4 EMPLOYMENT:

18.41 ONE MISSION PER PLAYER TURN: During each player turn uninverted air units may perform one, and only one, offensive or defensive air mission; or may search, provide air cover, or attack enemy naval units at sea with respect to one or more naval activities during the same player turn, as set out in 23.16. An air unit may perform an offensive mission during its player turn and a defensive mission during the opposing player turn, provided it is uninverted when it performs each mission.

18.42 INVERSION OF AIR UNITS:

A. Air units which perform an air mission are inverted for the remainder of the player turn. Air units are uninverted at the end of the player turn as set out in 33.9.

B. Air squadrons which search, provide air cover or attack enemy naval units at sea are not considered to be flying a mission, but are inverted at the end of the redeployment phase in which they carry out such an activity (23.164). For the inversion of AAF formed by combining AAS, see 23.144.

C. Air units which assist in naval interception by spotting enemy naval units are not considered to be flying a mission and are not inverted (22.22F).

18.43 EFFECTS OF COUNTERAIR: Air units that are counterairred and either forced to abort during the final round of air combat or disengage from air combat by leaving their base are inverted and may not perform any mission for the remainder of the player turn.

18.44 For naval air units on carriers, see 21.55.

18.45 OPERATIONAL RANGE: An air unit may fly a number of hexes from its base equal to its range to perform offensive air missions during the movement or combat phase, either during an offensive option, as a limited offensive operation, or by participating in an alliance faction partner's offensive option. This operational range is in addition to staging. An air unit may stage up to twice its range during the movement phase, then fly to a target hex during the combat phase, then return to base (EXCEPTION: Kamikazes do not return to base). A defender's air unit may also fly a number of hexes from its base equal to its range to perform defensive tasks (EXCEPTIONS: Air units subject to a winter result of "9" or air oil effects, or which are based in a partially supplied base (30.523A), may only fly defensive air operations over the hex in which they are based).

18.46 RETURNING TO BASE: Subject to stacking limits, land-based air units which survive an air activity may return to their base of origin or any operational base within range of their activity hex that was under friendly control at the start of the phase in which the air activity was conducted. Air units that return to a base other than their base of origin are immediately inverted.

18.47 AIR INTERACTIONS:

18.471 During each phase of the attacker's turn, the possibility arises that defending air may intercept an air transport activity (18.62) or participate in a naval activity (18.63).

18.472 The attacker may use eligible air units to counter-intercept the defender's interception of air transport activities (18.622). This is considered to be an offensive operation and the attacker must pay the normal BRP cost to employ his air units in this manner. Once the resulting air combat is resolved, the surviving air units for both sides are inverted for the remainder of the player turn.

18.473 The attacker and defender may also use eligible air units to search, provide air cover, or attack enemy naval units at sea (22.4422, 23.2, 23.7). Neither player has to pay any BRPs to use his air units in this manner. Air units which survive these activities and any air combat arising out of them are inverted at the end of the redeployment phase of the player turn in which the activity took place.

18.48 The restrictions of 18.22 governing the movement of air units over neutral hexes also apply to air units which fly offensive and defensive missions or redeploy.

18.49 Air missions may not be flown within a mapboard box, from the mapboard into a mapboard box, or from a mapboard box onto the mapboard except as follows:

A. Axis air units may bomb the Atlantic U.S. box, if the Axis have achieved three air range research results, or the Urals box (26.31, 26.462).

B. Japanese air units may bomb the Australia box, the India box, the Pacific U.S. box, if Japan has achieved three air range research results, or the Urals box (26.31, 26.462).

C. During Murmansk convoy battles (40.45).

18.5 OFFENSIVE AIR MISSIONS:

18.51 ELIGIBLE BASES: Offensive air missions may only be flown from fully supplied cities or airbases, or (NAS only) one-hex islands or carriers. Offensive air missions may not be flown from partially supplied bases (30.523A) or bases which are subject to air oil effects. The same restriction applies to the use of air units to search, provide air cover, or attack enemy naval units at sea.

18.511 AIR MISSIONS DURING THE MOVEMENT PHASE: The following offensive air missions may be flown during the movement phase:

A. Counterair (18.52).

B. Attacks on patrolling submarines (21.4184C).

C. Attacks on bases by patrolling TFs (21.41, 23.6).

D. Air supply (18.53).

E. BRP grants to China over the Hump (using air transports at no BRP cost - 40.85).

F. Air transport (18.54).

G. Ground support for overruns (18.55).

H. Interception of defensive air support for overruns (18.56).

I. Counter-interception of defending air which intercept air transports (18.622).

18.512 AIR MISSIONS DURING THE COMBAT PHASE: The following offensive air missions may be flown during the combat phase:

- A. Counterair (18.52).
- B. Attacks on naval bases (23.5, 23.6).
- C. Airdrops (10.53).
- D. Ground support, both for regular and exploitation attacks (18.55).
- E. Interception of defensive air support (18.56).
- F. Strategic bombing (26).
- G. BRP grants to China over the Hump (using air transports at no BRP cost - 40.85).
- H. Counter-interception of defending air which intercept air transports (18.622).

18.513 AIR MISSIONS DURING THE REDEPLOYMENT PHASE: The following offensive air missions may be flown during the redeployment phase at no BRP cost:

- A. Air transport (18.54).
- B. Counter-interception of defending air which intercept air transports (18.622).



18.52 COUNTERAIR:

18.521 Land-based air units and carrier-based air units at sea (17.33A) may counterair any enemy air base within range.

- A. If the counteraired air base contains air units, the attacking air units must engage in at least one round of air combat with the defending air units.
- B. All defending air units in the attacked air base engage the attacker, whether or not they are inverted. Air transport units may be engaged by the attacker, but are not counted when determining the air combat strength of the defender.
- C. Carrier-based naval air units concealed by a TF marker are revealed when the attacker announces his counterair attack on their base and must participate in counterair combat.
- D. Counterair attacks may be made against enemy air bases which do not contain air units.

Two examples of counterair attacks against enemy air bases which do not contain air units come to mind. The first is a counterair attack against an empty air base to deny the air base as a refuge to enemy air units withdrawing from another counterair attack (18.523). The second is a counterair attack against an enemy port containing a TF to determine whether the TF contains carriers carrying NAS (17.3123, 20.164A).

18.522 After one round of counterair combat is resolved:

- A. If either the attacker or defender had all its air units eliminated, the counterair combat ends.
- B. If both sides had air units survive, each side has the option of disengaging from the air battle:
 - The defender announces his decision to disengage first. If he disengages, the counterair combat ends.
 - If the defender elects to continue the counterair battle with his surviving air units, the attacker has two options:
 - The attacker may disengage, ending the counterair combat.
 - The attacker may initiate a second round of counterair combat with his surviving air units, including those forced to abort by the defender's previous counterair combat dice roll. The attacker may reinforce his surviving counterairing air units with additional, previously uncommitted air units.

C. This continues until one side or the other disengages or is completely eliminated.

18.523 The defender disengages from counterair combat by flying all surviving defending air units, including naval air units based on carriers in port, to one or more controlled air bases or mapboard boxes within staging range with the capacity to base them which are not also being counteraired, and which have not been counteraired earlier in the same phase. If no such bases exist, the defender may not disengage from counterair combat. Partial disengagement is not permitted. If the defender disengages from counterair combat, all surviving defending air factors are inverted for the remainder of the player turn.

18.524 Regardless of the outcome, once all rounds of counterair during the current phase are resolved:

A. LAND-BASED AIR: All surviving attacking land-based air units return to base (18.46) and are inverted for the remainder of the player turn.

B. CARRIER-BASED AIR: All surviving attacking carrier-based air units return to their carriers and, if their carriers are engaged in naval combat, are inverted for the remainder of that round of naval combat. Once any naval combat in which they are involved is resolved, they return to base with their carriers.

18.525 A defending air unit may be counteraired by different attacking air units during the movement and combat phases.

18.526 EFFECTS OF COUNTERAIR ATTACKS ON SURVIVING DEFENDING AIR UNITS: If the defender does not disengage from counterair combat, the status of the defender's surviving air units is determined by the attacker's final air combat dice roll:

A. Defending land-based air units which were forced to abort by the attacker's final counterair combat dice roll (the number after the "/" on the Air Combat Table result) are inverted for the remainder of the player turn. Excess abort results are disregarded. See 22.43 for the effects of counterair attacks during naval combat.

B. Defending carrier-based NAS return to their carriers and adopt their inversion status (17.3122D); abort results are ignored.

C. Defending air units which were not forced to abort by the attacker's final counterair combat dice roll may operate without impairment during the attacker's player turn.

18.527 AIR SURPRISED ON THE GROUND AT PEARL HARBOR: For the effects of surprise on air units at Pearl Harbor, see 51.36.



18.53 AIR SUPPLY:

18.531 TIMING: Air supply missions may be flown by air transport units only during the movement phase, after the tracing of sea and land supply lines. Air transport units providing air supply must operate from fully supplied bases.

18.532 AIR TRANSPORTS REQUIRED: Each uninverted air transport factor may provide limited supply to one ground unit. The total number of ground units which may be air supplied each turn is limited by the number of available air transport units. Units may receive air supply from an alliance faction partner's air transport units if not prohibited from doing so by cooperation restrictions (53).

18.533 BASING AND SUPPLY: Air transports providing air supply must fly from a fully supplied city or airbase not subject to air oil effects to ground units within their operational range.

18.534 AIR SUPPLY SUBJECT TO INTERCEPTION: Air transports flying air supply missions may be intercepted by eligible defending air units (18.62).

18.54 AIR TRANSPORT:

18.541 TIMING: During the movement phase, at the same time as sea transport (21.43), or during the redeployment phase (28.36), eligible ground units may be air transported up to eight (Europe) or six (Pacific) hexes.

18.542 AIR TRANSPORTS REQUIRED: Each uninverted air transport factor may air transport one ground unit. The total number of ground units which may be air transported each turn is limited by the number of available air transport units. Units may be air transported by an alliance faction partner's air transport units if not prohibited from doing so by cooperation restrictions (53).

18.543 ELIGIBLE UNITS: Each uninverted air transport factor may air transport a one-factor infantry unit or a specialized unit.

18.544 PROHIBITED UNITS: Armor units, two- and three-factor infantry units, replacements, partisans and other units may not be air transported.

18.545 BASING AND SUPPLY: Air transport must begin and end in a city or airbase. Both air bases must be operational. The air transport factor involved may stage to the city or airbase from which the air transport activity is flown and may end the movement phase in either air base used in the air transport mission.

18.546 AIR TRANSPORT SUBJECT TO INTERCEPTION: Air transports flying air transport missions may be intercepted by eligible defending air units (18.62).

18.547 GROUND UNITS:

A. MOVEMENT: Ground units may use their full movement capability during the player turn in which they are air transported. Ground units may move to their base of embarkation before being air transported, prior to the movement of other ground units. Only ground units which have sufficient movement factors to meet the costs of embarkation (if any) and debarkation may be air transported. Ground units may move after being air transported, if permitted by their remaining movement factors, and may engage in offensive ground attacks or attrition in conjunction with other ground units.

- There is no movement cost to embark (EXCEPTION: If the base of embarkation is in an enemy ZoC, there is a movement cost of two movement factors in Europe and one movement factor in the Pacific to embark, even if the ground unit and the air transport factor begin the turn in the base of embarkation).
- There is a movement cost of one movement factor to debark, plus an additional movement factor if the base of debarkation contains rough terrain (EXCEPTIONS: Japanese ground units and the Chindit entering jungle hexes do not incur an additional movement cost - 13.41C). There is no additional movement cost to debark in a hex in an enemy ZoC.

B. STACKING: The number of ground units which may air transport from or to a single base is not limited by stacking limits.

C. SUPPLY: Ground units which are unsupplied may not be air transported.

D. INVASIONS PROHIBITED: Ground units which are air transported may not be used to invade in the same turn.



18.55 GROUND SUPPORT:

18.551 Air units within range of a hex capable of being attacked by ground units may fly to that hex and add their combat factor to that of any attacking ground units. Overruns and exploitation attacks may be similarly supported by air units. Air units which provide ground support during exploitation may not have provided ground support during the regular combat phase, even against the same hex. If a ground attack against more than one enemy hex is being conducted, the attacker may add ground support to his attack if his air units are able to reach any one of the attacked hexes.

18.552 GROUND SUPPORT FROM NAVAL AIR UNITS: Naval air units, whether land-based or carrier-based, may provide ground support.

18.5521 Three NAS provide one factor of ground support, six NAS provide two factors of ground support, and so on. If ground combat losses are taken from naval air units, the 3:1 ratio is also used. Ground support from naval air units may be used in conjunction with shore bombardment, with remnants from both being added together.

EXAMPLE: Five infantry factors, supported by 12 NAS, invade a one-hex island defended by a 1-2 infantry unit. The ground combat ratio is 9:3 = 3:1. The attacker rolls a "1", and an exchange results. If the attacker wished to preserve his invading units, he would have to remove nine NAS.

Five NAS and seven fleet factors provide ground support and shore bombardment for an invasion. The total increase in attacking strength is four factors.

18.5522 GROUND SUPPORT FROM FAST CARRIERS: Carrier-based naval air units may provide ground support for regular ground attacks, including seaborne invasions, but not for exploitation attacks, provided the carriers are at sea within air range of the attacked units.

18.553 GROUND SUPPORT FROM CVEs:

A. CVEs may provide ground support only for seaborne invasions. CVEs which provide ground support must be in the invasion hex.

B. Each CVE factor which provides ground support adds one factor to the ground attack.

C. The number of combat factors added to a ground attack by ground support from CVEs may not exceed the number of invading ground factors involved in the invasion attack.

D. CVEs which provide ground support count against the overall limit on ground support. Ground support from CVEs may be supplemented by additional ground support from AAF or NAS, up to three times the number of invading ground factors involved in the invasion attack.

E. CVEs which provide ground support may be eliminated as a result of ground combat in the same manner as fleets providing shore bombardment (21.52). The attacker may freely choose from among participating ground, air and naval units when satisfying ground combat loss requirements, subject to 18.556 and 21.517H.

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 three times the number of invading attacking ground factors (18.553). Partisans are not counted when determining ground support limits (11.44).

18.555 ELIMINATION OF GROUND SUPPORT IF ATTACK NOT MADE: If the attacking player decides not to attack a hex to which ground support has been committed, the air units providing ground support are eliminated. Air units providing ground support are not eliminated when the attacker is unable to attack as a result of enemy action or aborts a naval mission, but a voluntary decision not to attack, or a decision to attack with fewer ground factors than required to comply with 18.554, results in the elimination of the excess air units providing ground support.

18.5551 Ground support may be provided for seaborne invasions. If an invasion is turned back by the enemy, or is voluntarily aborted by the attacking player, air units providing ground support are not eliminated. The air units return to base and are inverted for the remainder of the player turn.

18.5552 If the interception of a portion of an invasion force or the sea transport of ground units results in more ground support than is allowed (18.554), the excess air factors are not eliminated. The excess air factors return to base and are inverted for the remainder of the player turn.

18.556 AIR LOSSES FROM GROUND COMBAT: If the attacker suffers ground combat losses, he may elect to take his losses from ground, air or bombarding fleet units in any combination, provided he eliminates sufficient factors. However, at the end of each round of ground combat other than the final round, after the attacker removes any losses, the ratio of supporting air to ground factors may not exceed the permitted level (15.632, 18.554).

18.56 INTERCEPTION OF DEFENSIVE AIR SUPPORT:

18.561 After the defender has committed his air units to defensive air support (18.61), the attacker may intercept such defensive air support with any uninverted air units within range of the hex in which the defensive air support has been placed. Defensive air support provided in connection with overruns and exploitation attacks may also be intercepted.

18.562 AIR INTERCEPTION FROM CARRIERS: Naval air units based on fast carriers at sea may intercept defensive air support provided the carriers are within air range of the hex in which the defensive air support has been placed. Carrier-based and land-based air units may combine to intercept the same defensive air support. CVEs may not intercept defensive air support (20.42).

18.563 RESOLVING INTERCEPTION OF DEFENSIVE AIR SUPPORT:

18.5631 When defensive air support is intercepted, at least one round of air combat between the intercepting and defending air units is resolved. The defender then has the option of returning to base or continuing his defensive air support mission.

18.5632 If the defending air units which survived the initial round of air combat elect to return to base, their defensive air support mission is canceled and no additional rounds of air combat take place.

18.5633 If the defending air units which survived the initial round of air combat elect to continue their defensive air support mission, all defending air factors which were neither eliminated nor forced to abort by the attacker's final air combat dice roll (the number after the "/" on the Air Combat Table) provide defensive air support (subject to 18.614), unless the attacker elects to fight another round of air combat.

18.5634 If the defender elects to continue his defensive air support, the attacker may initiate a second round of air combat with his surviving air units, including those forced to abort by the defender's previous air combat dice roll; may reinforce his interception with additional, previously uncommitted air units, whether or not any intercepting air units survived the previous round of air combat; or disengage. All air units flying defensive air support which were not eliminated in previous rounds of air combat must be engaged, including those which were forced to abort in the previous air combat round. This continues until one side or the other disengages or is completely eliminated.

18.564 All surviving intercepting air factors return to their base and are inverted for the remainder of the player turn after the resolution of air combat with the defending air factors, regardless of the outcome.

18.57 BOMBING OF ECONOMIC TARGETS: See rule 26.

18.58 INTERACTING WITH NAVAL ACTIVITIES: Uninverted AAS or NAS in an operational air base may interact with naval units at sea as set out below. The use of air units in this manner is not an offensive mission and does not require the expenditure of BRPs. Searching, providing air cover and attacking enemy naval units at sea causes the air units used to be inverted at the end of the redeployment phase of the player turn in which they carry out the activity.

A. Searching (search AAS and land-based NAS - 22.4422).

B. Providing air cover (cover AAS and land-based NAS - 23.2).

C. Attacking enemy naval units at sea (attack AAS and NAS - 23.7).

18.59 SPOTTING: Uninverted search AAS or NAS in an operational base may assist naval interceptions (22.22F). Spotting does not invert the search AAS or NAS involved. Air units that spot may be used for another activity later in the turn, but air units already committed to another activity may not spot later in the turn.



18.6 DEFENSIVE AIR MISSIONS:

18.61 DEFENSIVE AIR SUPPORT:

18.611 During an enemy player turn, in the movement phase when overruns are attempted and in the combat phase, after the attacker has announced his ground support air missions, uninverted defending army air units and land-based naval air units may provide defensive air support to any ground units within range which are being overrun or that the defender thinks may be subject to ground attack, including by seaborne invasion and as yet unannounced airdrops (EXCEPTION: Defensive air support against low-odds attacks is deferred - 18.619).

A. EFFECT: Air units which fly defensive air support increase the strength of the defending ground units. The effect of defensive air support is not affected by the DM of the defending ground units.

B. GROUND ATTACKS: Each AAF, and every three NAS, which fly defensive air support adds one factor to the strength of ground units defending against non-invasion ground attacks.

C. INVASION ATTACKS: Each AAF which flies defensive air support adds three factors to the strength of ground units defending against seaborne invasion; each NAS which flies defensive air support adds one factor to the strength of ground units defending against seaborne invasion. The number of factors added to the strength of the ground units is used when determining losses (15.63).

D. RESTRICTIONS: Air units subject to air oil effects or which are based in a partially supplied base (30.523A), may only fly defensive air support over the hex in which they are based. Defensive air support for a hex subject to a winter result of "9" may only be flown by air units based in that hex.

18.612 Land-based naval air units may provide defensive air support; carrier-based naval air units may not. Three NAS (round down) are required to provide one factor of defensive air support (EXCEPTION: Each NAS provides one factor of defensive air support against seaborne invasions - 18.611C).

18.613 The defender may similarly commit army air units which have not yet flown during that game turn to defensive air support of units being subject to overruns, or during exploitation. Defensive air support placed during movement or regular combat has no effect on exploitation combat, even if it is not intercepted and no attack is made on the hex to which it was originally committed.

18.614 LIMITS ON DEFENSIVE AIR SUPPORT: The number of AAF or their naval air equivalent which fly defensive air support may not exceed three times the number of defending ground factors. DMs are ignored when making this determination. A player may commit additional air units in excess of the 3:1 limit on defensive air support, in anticipation of enemy interception and air combat, but the number of air factors which actually provide defensive air support when ground combat is resolved may not exceed the 3:1 limit. Such additional air factors:

A. May not participate in any rounds of ground combat, even if ground combat losses cause the number of air factors providing defensive air support to drop below the 3:1 limit.

B. Are unaffected by the results of the ground combat.

C. Are considered to have flown a defensive air mission and are inverted for the remainder of the player turn when they return to base.

18.6141 JET ESCORT OF DEFENSIVE AIR SUPPORT: Jets may escort army and naval air units flying defensive air support. Jets are not included when determining the 3:1 limit on defensive air support, are unaffected by the results of ground combat, and are considered to have flown a defensive air mission and are inverted for the remainder of the player turn when they return to base. Army and naval air units may not escort defensive air support and are always subject to possible elimination as a result of ground combat unless they exceed the 3:1 limit on defensive air support.

18.615 If the attacker commits ground support and the defender commits defensive air support to the same ground battle, there is no direct air interaction. Each side simply adds its air factors to those of its ground units.

18.616 Air units which provide defensive air support may be eliminated by adverse results in ground combat. Should a combat result leave the defender with surviving factors, he may elect to take his losses from either air or ground units or both, in any combination, provided he eliminates sufficient factors (subject to 15.632).

18.617 Defending air units which do not fly defensive air support may not be eliminated by an adverse ground combat result. An air unit which is based in an attacked hex and has not been committed to defensive air support does not take part in the ground combat and is simply displaced (18.25) if attacking ground units advance into the hex after combat.

18.618 Air units committed to defensive air support have performed a mission and are inverted for the remainder of the player turn even if the attacker does not attack the ground units they were supporting.

18.619 DEFERRED DEFENSIVE AIR SUPPORT AGAINST LOW-ODDS ATTACKS: When the attacker announces a ground attack with initial odds of less than 1:1, the defender may use eligible, uncommitted air units to provide defensive air support to the attacked unit(s). Deferred defensive air support may be intercepted by the attacker in the normal manner. The ensuing air combat does not affect any previously provided defensive air support. Regardless of the outcome of any air combat between the attacker's intercepting air units and the deferred defensive air support, the attacker must complete the ground attack, even at worse odds. This sequence is repeated throughout the attacker's player turn, provided the defender has air units eligible to provide deferred defensive air support.

18.62 INTERCEPTION OF AIR ACTIVITIES BY DEFENDER:

18.621 INTERCEPTION: The defender may use uninverted air factors in an operational air base to intercept any of the following attacker air transport activities in any one hex along the air transport's route, including the base of origin and the destination hex:

- A. Air supply.
- B. Air transport.
- C. Airdrops.
- D. BRP grants to China flown over the Hump.

18.622 COUNTER-INTERCEPTION: If an air transport activity is intercepted, eligible friendly air units may attempt to protect the air transport activity by counter-intercepting the intercepting defending air units in the same manner as defensive air support is intercepted (18.56). All counter-intercepting air units engage in air combat with all intercepting air units. One round of air combat is then resolved. The intercepting player then may elect to engage in additional rounds of air combat with his surviving intercepting air units. If he does so, the moving player may reinforce his counter-intercepting air units with additional, previously uncommitted air units, whether or not any counter-intercepting air units survived the previous round of air combat. A second round of air combat is then resolved. This process continues until one side or the other withdraws or is eliminated. Excess defender air combat effects have no effect on the air transport itself.

18.623 ATTACKS BY SURVIVING INTERCEPTING AIR UNITS OPTIONAL: Once air combat between the intercepting and counter-intercepting air is resolved, some, all or none of the intercepting air units may attack the air transport by making a single air combat dice roll. Intercepting air units which were eliminated or forced to abort by the result in the final round of counter-interception air combat may not attack the air transport. No air combat dice roll is made by the air transport. If the air transport is eliminated or forced to abort, the air transport activity fails. Intercepting air units which did not engage in air combat with counter-intercepting air units and which do not attack the air transport return to base, are not inverted and may be used later in that player turn.

18.624 EFFECT ON GROUND UNITS: Grounds units being air transported or air dropped return to base if their air transport is forced to abort and are eliminated if their air transport is eliminated by the defender's air combat result.

18.63 ASSISTING FRIENDLY NAVAL ACTIVITIES: The defender may use uninverted AAS or NAS in an operational air base to assist friendly naval units at sea in same manner as the attacker (18.58).

18.7 UNINVERTING AIR UNITS:

18.71 UNLIMITED UNINVERSION: Provided the air oil effect has been offset, all eligible air units may be uninverted (33.9).



19. AIR COMBAT

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- 19.5 ARMY AND NAVAL AIR COMBAT
- 19.6 AIR LOSSES FROM MIXED FORCES

19.1 RESOLVING AIR COMBAT:

19.11 MULTIPLE ROUNDS OF AIR COMBAT: Air combat consists of one or more air combat rounds and normally continues until one side or the other is eliminated or withdraws.

19.12 SINGLE ROUND OF AIR COMBAT: Air combat against air transports arising out of the interception of air transport missions, air attacks on naval units at sea and strategic bombing are resolved by a single round of air combat. Counterair air combat arising out of carrier-based air strikes against land bases and land-based air attacks against naval bases is resolved by a single round of air combat. A naval patrol en route to its patrol hex may engage in one round of counterair air combat from each hex it enters.

19.2 AIR COMBAT TABLE:

19.21 AIR ATTACK DICE ROLLS: In each round of air combat, each side rolls two dice and consults the Air Combat Table.

Air Combat Table - 19.2											
AF AS	Dice Roll										
	2	3	4	5	6	7	8	9	10	11	12+
1	0	0	0/1	0/1	1/0	1/0	1/1	1/1	1/2	1/2	1/3
2	0/1	0/1	1/0	1/0	1/1	1/1	1/2	1/2	1/3	1/3	2/2
3	1/0	1/0	1/1	1/1	1/2	1/2	1/3	1/3	2/2	2/3	2/4
4	1/1	1/1	1/2	1/2	1/3	1/3	2/2	2/3	2/4	3/3	3/4
5	1/2	1/2	1/3	1/3	2/2	2/3	2/4	3/3	3/4	3/5	4/4
6	1/2	1/3	1/3	2/2	2/3	2/4	3/3	3/4	3/5	4/4	4/5
7	1/3	1/3	2/2	2/3	2/4	3/3	3/4	3/5	4/4	4/5	4/6
8	1/3	2/2	2/3	2/4	3/3	3/4	3/5	4/4	4/5	4/6	5/5
9	2/2	2/3	2/4	3/3	3/4	3/5	4/4	4/5	4/6	5/5	5/6
10	2/3	2/4	3/3	3/4	3/5	4/4	4/5	4/6	5/5	5/6	5/7
11	2/4	3/3	3/4	3/5	4/4	4/5	4/6	5/5	5/6	5/7	6/6
12	3/3	3/4	3/5	4/4	4/5	4/6	5/5	5/6	5/7	6/6	6/7
13	3/4	3/5	4/4	4/5	4/6	5/5	5/6	5/7	6/6	6/7	6/8
14	3/5	4/4	4/5	4/6	5/5	5/6	5/7	6/6	6/7	6/8	7/7
15	4/4	4/5	4/6	5/5	5/6	5/7	6/6	6/7	6/8	7/7	7/8
16	4/5	4/6	5/5	5/6	5/7	6/6	6/7	6/8	7/7	7/8	7/9
17	4/6	5/5	5/6	5/7	6/6	6/7	6/8	7/7	7/8	7/9	8/8
18	5/5	5/6	5/7	6/6	6/7	6/8	7/7	7/8	7/9	8/8	8/9
19	5/6	5/7	6/6	6/7	6/8	7/7	7/8	7/9	8/8	8/9	8/10
20	5/7	6/6	6/7	6/8	7/7	7/8	7/9	8/8	8/9	8/10	9/9

Modifiers - Air Combat	
+/-#	Air Nationality DRM
+/-1	for each jet factor or three jet squadrons engaged
+/-1	combat involving CAP
+/-1	each radar research result achieved by the defender (air combat arising from strategic bombing only)
If more than 20 air factors/squadrons engage in combat, the result is determined by consulting the "20" row and whatever other row is required to equal the total number engaged. The dice roll is not modified by the number of air factors/squadrons over 20.	
Results: The number before the slash is the number of enemy air factors/squadrons which are eliminated. The number after the slash is the number of enemy air factors/squadrons which are forced to abort (EXCEPTIONS: Air units flying combat air patrol/air cover or defending against strategic bombing do not abort and ignore the number after the slash - 23.416B, 26.451).	

19.3 AIR COMBAT MODIFIERS:

19.31 MODIFIERS: Each side's air combat dice roll is subject to the following modifiers. A positive net modifier for air combat for one side results in an equal negative net modifier for the other side:

A. The relative Air Nationality modifiers, as set out in the Air Nationality DRM Chart. The side with the higher Air Nationality DRM adds the difference to its air combat dice roll, and the side with the lower Air Nationality DRM subtracts the difference from its air combat dice roll. When a side has air units with different Air Nationality DRMs, the lowest Air Nationality DRM is used. If all the air units with the lowest Air Nationality DRM are eliminated, only the Air Nationality DRMs of the remaining air units are used in subsequent rounds of air combat. Air Nationality DRMs may be increased by research.

B. A favorable +/-1 modifier for each jet factor or three jet squadrons engaged in the air combat. If both sides commit jets, only the net modifier is used (17.56).

C. An adverse +/-1 modifier if one force is attacking an enemy naval force at sea and engages in air combat with defending air units flying combat air patrol. Surprise effects may negate this modifier (23.7413). Air units flying air cover do not benefit from this modifier.

D. In air combat arising from strategic bombing, a +/-1 modifier in favor of the defender for each radar research result achieved by the defender. The attacker's radar research results are ignored and do not give the attacker a favorable modifier.

Air Nationality Chart - 19.31A, 23.441A	
DRM	Nationality
2	Germany, Japan, United States, Britain, Finland, Sweden, Australia
1	Italy, Russia, France
0	All minor countries except Finland, Sweden and Australia
Modifiers	
+1	Elite Japanese naval air
+1	Interceptors
-1	British naval air
-1	Air units subject to a winter effect of 8 or more
-1	Air units in partial supply or subject to air oil effects

19.4 AIR COMBAT RESOLUTION:

19.41 AIR COMBAT SIMULTANEOUS: Air combat dice rolls are made simultaneously. The size of the forces engaged is calculated before any air combat losses for that round are incurred.

19.42 AIR COMBAT TABLE RESULTS: The number before the "/" indicates the number of enemy air factors or squadrons which are eliminated. The number after the "/" indicates the number of enemy air factors or squadrons which are forced to abort. Excess abort results are ignored. A dice roll of less than two is treated as a two.

19.5 ARMY AND NAVAL AIR COMBAT:

19.51 AIR COMBAT BETWEEN ARMY AND NAVAL AIR UNITS: When NAS and AAF engage in air combat, each AAF is broken down into three AAS prior to resolving combat, with all the AAS engaging in the air combat, regardless of type (23.131A). The row used on the Air Combat Table for air combat dice rolls is determined by the number of air squadrons involved, and losses are similarly taken in air squadrons. Losses from a force composed of both AAS and NAS are apportioned according to 19.6.

19.52 For the recombination of AAS into AAF, see 23.14.

19.6 AIR LOSSES FROM MIXED FORCES:

19.61 Combat effects to a force of mixed types must be distributed equally among the types involved, with any remnant being taken by the type having the most factors or squadrons involved unless otherwise specified. This rule applies to forces containing:

A. Different nationalities.

B. Different types of air units, such as army air, naval air, jets, interceptors and air transports.

C Air units of the same nationality but different Air Nationality DRMs (Japanese elite and non-elite NAS).

19.62 If an equal number of factors were involved, the remnant is taken from the type with the lower Air Nationality DRM (EXCEPTION: Air combat resulting from strategic bombing - 26.454). If the number of factors present and the Air Nationality DRMs are equal, the owner chooses.

19.63 The number of factors eliminated and aborted are totaled when apportioning losses per rule 19.61, then assigned as equally as possible to the various types of air units involved. Eliminated air factors are apportioned first, then air factors which are forced to abort. For example, a "1/1" air combat result against a force of three American and one British AAF eliminates one American factor and aborts one British factor.

19.64 If uninverted and inverted air units are counteraired in the same hex, the inverted air units are ignored when determining and applying the counterair combat results to the defender (EXCEPTION: If all the uninverted air units are eliminated, any surplus eliminated results are applied to the inverted air units. Abort results have no effect on inverted air units).

19.65 A force fighting as squadrons, either because it contains naval air units or engages in air combat with enemy naval air units, apportions combat effects as set out in 19.61 - 19.64.

A. All AAS of the same nationality are considered to be of the same type. No distinction is made at this stage between search, cover and attack squadrons.

B. Once combat effects have been determined for each type of air unit engaged, including to the AAS of each nationality, rules 19.61 - 19.64 are applied to the AAS of each nationality, with attack, cover and search AAS each being considered a different type of unit for the purpose of taking losses and abort results.

C. Once AAS losses have been determined, AAF are taken as losses as set out in 23.14.

EXAMPLE: A Japanese carrier force counterairs 2 American AAF, 1 Australian AAF, and 1 American NAS. The American and Australian AAF are converted to AAS, so the attacked Allied force consists of 6 American AAS, 3 Australian AAS and 1 American NAS. Japan achieves a 2/3 air combat result.

The U.S. and Australia lose 1 AAS each. The American NAS, 1 American AAS, and 1 Australian AAS abort. 19.65 then applies to the air combat effects on the American and Australian AAS by nationality. Because there are an equal number of attack, cover and search AAS, the Allied player decides what types of AAS to lose and abort. However, the U.S. could not take both air combat effects from the same type of AAS.



Naval Operations

20. NAVAL UNITS

- 20.1 OVERVIEW
- 20.2 FLEETS
- 20.3 FAST CARRIERS
- 20.4 ESCORT CARRIERS (CVEs)
- 20.5 EFFECTS OF ATTACKS ON NAVAL UNITS
- 20.6 TRANSPORTS
- 20.7 SUBMARINES
- 20.8 ASW
- 20.9 PARTIAL NAVAL COUNTERS

20.1 OVERVIEW:

20.11 The following naval units are represented in the game:

20.111 FLEETS:

- A. Destroyers (DDs).
- B. Cruisers (CAs).
- C. Capital ships (non-carrier named ships).

20.112 FAST CARRIERS:

- A. Light carriers (CVLs).
- B. Fleet carriers (CVs).
- C. Super carriers (CVBs).

20.113 ESCORT CARRIERS (CVEs)

20.114 TRANSPORTS

20.115 SUBMARINES

20.116 ASW

20.12 DISTINGUISHING FEATURES: Naval units are distinguished from one another by where they may base; what operations they may carry out; the time, shipbuilding points and BRP cost of construction and repair; and certain other unique abilities.

A. LIGHT SHIPS: Destroyers, cruisers, transports and CVEs are light ships.

B. HEAVY SHIPS: Capital ships and fast carriers are heavy ships.

20.121 SPEED: Naval units fall into two categories, “slow” and “fast”, as follows:

- A. All damaged ships are slow.
- B. CVEs are slow.
- C. Capital ships with an orange stripe on their counter are slow.
- D. Transports are slow.
- E. All other naval units are fast.

All undamaged German and Italian capital ships are fast. Japan and France have a handful of slow battleships, while most of the starting British and American capital ships are slow.

20.13 Fleets, carriers, submarines, ASW and transports are naval units. Submarines, ASW and transports are also SW units.

20.14 For basing, naval construction, and other purposes associated with the size of naval forces, fleet, carrier, ASW, transport and submarine factors are equivalent.

20.15 BASING: Naval units must base in ports, in hexes containing port counters or in mapboard boxes. Each port may base 50 naval factors. A hex containing two ports may therefore base 100 naval factors. Each port counter may base 50 naval factors. There is no limit to the number of naval factors which may base in a mapboard box (5). Naval units may also be placed in SW boxes. See 21.1 for details of naval basing.



20.16 TFs

20.161 Each major power is provided with TF counters as follows: Germany: 4; Italy: 4; Japan: 12; Britain: 12; France: 4; U.S.: 12; Russia: 2; China: none. The number of TF counters may not be expanded by production.

20.162 A TF counter, if available, may be placed on the board to represent a naval force, subject to the following:

A. A TF must consist of no fewer than 10 naval factors and no more than 25 naval factors (EXCEPTION: Japan’s Pearl Harbor strike force - 51.12).

B. A TF may not contain damaged naval units, submarines, ASW or transports.

C. TFs may only contain naval units belonging to one major power and its associated and allied minor countries. Vichy French naval units may be included in Italian or German TFs; Free French naval units are treated as British naval units.

D. A TF may not contain both inverted and uninverted naval units. TFs which consist of inverted naval units are indicated by inverting the TF counter.

E. Until the end of the redeployment phase, TFs belonging to the moving player may not contain both inverted naval units which were inverted at the start of the moving player’s turn and inverted naval units which were inverted in the course of play during the moving player’s turn because they carried out a mission or activity.

F. For each fast carrier factor in a TF, that TF must also contain at least one fast fleet factor (EXCEPTION: Japan’s Pearl Harbor strike force - 51.12).

The effect of 20.162F is that no more than half (rounded down) of the naval factors in a TF may be fast carriers, and a TF may never contain more than 12 fast carrier factors (as the maximum size of a TF is 25 naval factors).

20.163 A naval force retains its TF status while at sea even if combat losses result in it no longer meeting the conditions necessary to be a TF. When the naval force returns to port, its TF marker would be removed unless the port contained other naval units sufficient to bring the depleted TF up to the required strength.

20.164 FORMATION AND CONCEALMENT:

A. The composition of TFs is concealed from the opponent. When a TF marker is placed on the board, the naval units, including carrier-based naval air units, but not transporting, invading or redeploying ground or air units, are removed from the board and placed on the owning player’s Naval Status Board, hidden from the opposing player.

B. TF markers may be used at the start of a game to conceal the initial placement of naval units.

C. The transfer of naval units between TFs must be announced to the opponent unless both TFs are based in the same port or mapboard box. The type and identity of transferred naval units must also be revealed unless they are concealed by a new TF marker. Naval units may not be transferred between TFs at sea (EXCEPTION: an unencumbered TF may strengthen an encumbered TF during combat group formation - 22.421A).

D. If part of a TF intercepts a naval activity, at least one portion of the TF must be revealed unless another TF marker is available and both portions may be constituted as a new TF.

E. A TF may not merge with other naval forces while carrying out a naval activity, even if the TF and the other naval forces are carrying out the same naval activity and the TF passes through a port containing the other naval forces or enters the same hex as the other naval forces while both are en

route to or in the activity hex. However, naval forces consisting of less than ten naval factors of the same alliance faction which engage in the same naval activity must, if legally able to do so (20.162), combine into a TF if one naval force passes through a port containing the other or if they enter the same hex en route to or in their activity hex and, in so doing, create a naval force consisting of ten or more naval factors (21.312).

F. The placement of newly constructed naval units must be revealed to the opponent before a TF marker is placed on the board to conceal them.

20.165 Naval units in an SW box which undertake specific tasks, such as protecting a sea supply line or a sea escort, must break into separate TFs or reveal their strength to the opponent.

20.166 Subject to port capacity restrictions, two or more TFs may base in the same port.

20.167 WESTERN ALLIED NAVAL STRENGTH IN EACH THEATER: Despite the use of TF counters to conceal naval units, the Western Allies must reveal to their opponents, on request, the number and types of naval units available for use in each theater. This reflects the ability of Axis intelligence to determine the general allocation of Western Allied naval resources, although not their specific location.

This is a rare instance where the game relies on the common sense of players to avoid abuse. Normally the Axis will be most interested in the disposition of Western Allied destroyers (as this relates to their invasion capabilities) and fast carriers. The Axis player is not entitled to a detailed census every turn, nor should the Allied player stand on ceremony and insist on a specific request from his opponent every turn.

20.17 RANGE: Naval operations are subject to various range restrictions as set out in 21.36. Naval interception depends on a dice roll (22.21).

20.18 PERMITTED ACTIVITIES: The activities each type of naval unit may perform are set out below. These are summarized in the Naval Activities Table in the player aids.

20.2 FLEETS:

20.21 FLEETS: The term “fleets” refers to destroyers, cruisers and non-carrier capital ships.

20.22 Fleets are subject to the general rules governing naval units.



20.23 DESTROYERS: Destroyers (DDs) are represented by generic units ranging in denomination from one to ten factors.

20.231 OPERATIONS: Destroyers may conduct the following naval operations:

- A. Patrol.
- B. Carry sea supply.
- C. Protect sea supply.
- D. Accompany fast carrier missions.
- E. Carry or protect ground or air units during sea transport.
- F. Carry or protect ground units during seaborne invasion.
- G. Conduct shore bombardment.
- H. Sea escort or protect sea escort.
- I. Intercept enemy naval activities.



20.24 CRUISERS: Cruisers (CAs) are represented by generic units having even-numbered denomination only.

20.241 OPERATIONS: Cruisers may conduct the following naval operations:

- A. Patrol.
- B. Protect sea supply.
- C. Accompany fast carrier missions.
- D. Protect sea transport.
- E. Protect seaborne invasions.
- F. Conduct shore bombardment.
- G. Raid.
- H. Protect sea escort.
- I. Intercept enemy naval activities.

Destroyers or cruisers? Cruisers may not carry units and have no on-board ASW value, but can raid and are more robust in combat.



20.25 CAPITAL SHIPS: Capital ships are represented by named ship counters with values of two, three, four and five factors. Depending on the nationality, these are represented as pocket battleships (PBs), battlecruisers (BCs) or battleships (BBs).

20.251 OPERATIONS: Capital ships may conduct the following naval operations:

- A. Patrol.
- B. Protect sea supply.
- C. Accompany fast carrier missions.
- D. Protect sea transport.
- E. Protect seaborne invasions.
- F. Conduct shore bombardment.
- G. Raid.
- H. Protect sea escort.
- I. Intercept enemy naval activities.

20.252 SLOW SHIPS: Slow ships are identified by an orange or purple band across their counter. Slow ships:

- A. May not raid (21.532A).
- B. May not engage undamaged raiders (21.5342, 21.538).
- C. Roll one fewer dice when intercepting or counter-intercepting enemy naval activities (22.22I).
- D. May not engage distant combat groups (22.521D).
- E. May not evade fleet combat (22.523B).

20.253 FIVE-FACTOR BATTLESHIPS: Five-factor battleships have an additional +1 Fleet Nationality DRM (22.552A). For each five-factor battleship in an attacked naval force, the defender’s air defense level is increased by one (23.42).



20.3 FAST CARRIERS:



20.31 FAST CARRIERS: Fast carriers are represented by named ship counters with values of two (CVLs), three (CVs) and four (CVBs) factors. Fast carriers are identified by a yellow band across their counter.

20.32 OPERATIONS: Fast carriers and their naval air units may conduct the following air and naval operations:

- A. Patrol.
- B. Protect sea supply.
- C. Counterair.
- D. Attack naval units and bases.
- E. Protect sea transport.
- F. Protect seaborne invasion.
- G. Protect fleets conducting shore bombardment.
- H. Provide ground support.
- I. Intercept enemy defensive air support.
- J. Raid.
- K. Protect sea escort.
- L. Intercept enemy naval activities.

20.33 FULLY OPERATIONAL FAST CARRIERS: A fast carrier is considered to be “fully operational” if it is undamaged and carrying its full complement of NAS. A fast carrier must be fully operational to modify submarine defense (22.9413) and search (22.451D). A fast carrier need not have its full complement of NAS, or even any NAS, to participate in 20.32 operations, although obviously the functions of an empty fast carrier are limited.

20.34 The construction of fast carriers has no effect on the constructing major power’s naval air force pool or naval air training rate.

20.35 Fast carriers have no effect on SW (25.362).

20.36 CVBs: Four-factor fast carriers (CVBs) have a Fleet Nationality DRM one greater than other Japanese and American fast carriers (22.552A). For each CVB in an attacked naval force, the defender’s air defense level is increased by one (23.42).

20.4 ESCORT CARRIERS (CVEs):



20.41 ESCORT CARRIERS (CVEs): Escort carriers are represented by generic units of various denominations. Escort carriers are identified by a purple band across their counter and are slow ships (20.121B).

20.42 OPERATIONS: CVEs may conduct the following naval operations:

- A. Protect sea supply.
- B. Protect sea transport.
- C. Accompany seaborne invasions.
- D. Accompany shore bombardment missions.
- E. Provide ground support for seaborne invasions.
- F. Protect sea escort.
- G. Intercept enemy naval activities.
- H. Carry out ASW duties in the SW box.

20.43 CVE CONSTRUCTION: Only the U.S. may build CVEs. See 27.7223 for restrictions on CVE construction.

Escort carriers are worth building! They may not raid or patrol, and their air may not counterair or intercept defensive air support. However, they can assist in finding raiders, shift the submarine warfare modifier, may later be withdrawn if no longer needed (unlike ASW) and have an enhanced air defense value.

20.44 ESCORT CARRIER AIR:

20.441 The construction of CVEs is limited by, but does not count against, the naval air training limit (17.353) of the owning major power in the turn in which the CVE is laid down. British CVEs may only be built by the U.S. (27.7223B). The air component of a CVE is not considered to be part of the owning major power’s naval air force pool and is not represented by a unit counter.

20.442 CVEs are limited to providing ground support for seaborne invasions and may perform no other air activities. A CVE must be in an invasion hex to provide ground support. Each CVE factor which provides ground support adds one factor to the ground attack, up to a maximum of one CVE for each invading ground factor (18.553). The defensive value of a CVE’s air component is abstractly represented by each CVE factor being counted as three naval factors when determining their air defense level.

20.443 CVEs which provide ground support for seaborne invasions may be eliminated as a result of ground combat in the same manner as other units.

20.45 CVEs IN FLEET COMBAT: CVEs participate in naval combat by engaging in fleet combat as light ships (22.531B).

20.5 EFFECTS OF ATTACKS ON NAVAL UNITS:

20.51 AIR ATTACK AND FLEET COMBAT TABLES: Air attacks and fleet combat effects against naval units are resolved using the Naval Attack Table. A dice roll of less than two is treated as a two.

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	25-27	3	3	4	4	5	5	6	6	7	7	8
10	28-30	3	4	4	5	5	6	6	7	7	8	8
11	31-33	4	4	5	5	6	6	7	7	8	8	9
12	34-36	4	5	5	6	6	7	7	8	8	9	9
13	37-39	5	5	6	6	7	7	8	8	9	9	10
14	40-42	5	6	6	7	7	8	8	9	9	10	10
15	43-45	6	6	7	7	8	8	9	9	10	10	11
16	46-48	6	7	7	8	8	9	9	10	10	11	11
17	49-51	7	7	8	8	9	9	10	10	11	11	12
18	52-54	7	8	8	9	9	10	10	11	11	12	12
19	55-57	8	8	9	9	10	10	11	11	12	12	13
20	58-60	8	9	9	10	10	11	11	12	12	13	13
Modifiers - Air Attacks on Naval Units												
+#	attacker’s Air Nationality DRM											
-#	defender’s Naval Nationality DRM											
+1	naval air units attacking ships at sea											
+1	if the attacker achieves a surprise level of 3 or greater											
Modifiers - Fleet Attacks on Naval Units												
+/-#	Naval Nationality DRMs (22.552A)											
+/-1	If one of the combat groups involved is carrying out a naval activity which reduces its effectiveness (22.552B)											
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.												
Results												
Named ships and cruisers: A named ship or cruiser is damaged if it incurs naval attack effects one less than its size in factors and is sunk if it incurs naval attack effects equal to or greater than its size in factors.												
Cruiser groups: If a group of light ships consisting only of cruisers incurs an odd number of hits, the odd hit damages one cruiser.												
One-factor naval units: If a group of ships consists only of destroyers, CVEs, transports or a combination of the three, each hit sinks a destroyer, CVE, or transport factor.												
Mixed light forces: Naval attack effects incurred by a light force consisting of both cruisers and one-factor naval units are distributed evenly between the cruisers and one-factor naval units, subject to the proviso that the number of one-factor ship factors sunk may not exceed the number of cruiser factors sunk until all the cruisers in the force are sunk (20.551).												

20.511 TREATMENT OF DIFFERENT NAVAL UNITS:

- A. Named ships accumulate hits, are damaged and are sunk as complete units.
- B. Cruisers are damaged and sunk in two-factor increments.
- C. Destroyers, CVEs, submarines and ASW are sunk as individual factors and may not be damaged.
- D. Transports are damaged (during SW only) and sunk as individual factors.



20.52 NAMED SHIPS:

20.521 SINKING NAMED SHIPS:

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).

20.5212 EFFECTS OF SINKING:

A. AT SEA: Named ships sunk at sea are removed from play.

B. SUNK IN PORT: When a named ship is sunk while in port, a critical hit roll (20.524) is immediately made for that ship. If the ship survives, it may be repaired (27.7262). Prior to being repaired, a ship sunk in port does not contribute to the air defense of naval units in its port, cannot move and is eliminated if it is damaged again or if its port is occupied by enemy units.

20.522 DAMAGING NAMED SHIPS:

20.5221 HOW SHIPS ARE DAMAGED: A named ship is damaged when the number of hits it has incurred equals one less than its size in factors or if it incurs a hit while providing shore bombardment (21.5282C). A damaged named ship which incurs additional hits is sunk.

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).

20.523 ACCUMULATED HITS: Hits on named ships accumulate as follows:

A. SHIPS AT SEA: Combat effects on named ships at sea accumulate during and between naval combat rounds during naval combat and in and between hexes outside of naval combat, and are only repaired once the ship returns to port.

B. RAIDERS: For both raiders and ships that engage them, combat effects on named ships accumulate during the first and second raider engagements (21.5341, 21.538) and carry over from the first engagement to the second.

C. SHIPS IN PORT: Combat effects from air and harbor attacks against named ships in port which are insufficient to damage or sink a named ship are repaired immediately and have no effect. A ship that is already sunk in port is destroyed if it incurs enough additional hits to damage it.

EXAMPLE: The Nevada, a three-factor battleship, takes one hit in the first strike of the Japanese attack on Pearl Harbor. This hit is repaired immediately and the Nevada will have no hits on her if the Japanese return for a second strike.

20.5231 EFFECTS OF ACCUMULATED HITS:

A. UNDAMAGED SHIPS: Accumulated hits short of the number required to damage a named ship do not affect the speed of named ships, do not impair the firepower of capital ships and do not affect the ability of fast carriers to launch or retrieve naval air units.

B. DAMAGED SHIPS: Accumulated hits beyond the number required to damage a named ship sink the ship.



20.524 CRITICAL HITS: When the possibility of a critical hit on a named ship arises, one die is rolled. If the modified die roll exceeds the size of the named ship, it incurs a critical hit, with the effects set out in 20.526.

20.5241 WHEN CRITICAL HIT ROLLS ARE MADE: Critical hit rolls are made in the following circumstances:

A. A NATURAL "12" IS ROLLED: Whenever a "12" is rolled for an air, fleet combat or submarine attack against a named ship, regardless of modifiers and whether or not the named ship was damaged.

Before there is a chance at a critical hit, double sixes must be rolled. An "11" result with a +1 modifier is insufficient. Negative modifiers to a "12" dice roll are disregarded.

B. SUNK IN PORT: A named ship is sunk while in port (20.5212B).

C. "7+" SURPRISE LEVEL: A named ship is damaged by air attack when a "7+" surprise level is in effect (23.7413).

D. ATOMIC ATTACKS: A named ship is damaged or sunk by an atomic attack (43.435, 43.442).

20.5242 MODIFIERS: If the attacker inflicts more hits on a named ship than needed to sink a ship in port, a +1 modifier is applied to the critical hit die roll for each excess hit.

20.525 MULTIPLE CRITICAL HITS PROHIBITED: A named ship may be subject to a maximum of one critical hit per attack, even if the attack triggers more than one of the conditions in 20.5241.

EXAMPLE: An American battleship sunk in port during Japan's Pearl Harbor raid with a dice roll of "12" is subject to only one critical hit die roll.

20.526 EFFECTS OF CRITICAL HITS: A critical hit has the following effect, in addition to any effect of the combat roll which triggered the critical hit:

- A. An undamaged ship is damaged.
- B. A damaged ship at sea is sunk.
- C. A damaged ship in port is sunk in port.
- D. A ship sunk in port is destroyed.

20.527 EXCESS HITS: Excess hits against named ships beyond what is required to destroy the targeted ship are disregarded.

20.528 NO CRITICAL HITS FOR CRUISERS: Critical hit rolls are never made for cruisers.

20.53 CRUISERS:

20.531 TREATED AS TWO-FACTOR NAMED SHIPS: Each cruiser is treated as a two-factor named ship for the purpose of determining the effects of enemy air and fleet attacks (EXCEPTION: Critical hit rolls are never made for cruisers).

20.532 FORCES CONSISTING ONLY OF CRUISERS: Every two hits sinks a two-factor cruiser. If an odd number of hits is incurred, an additional cruiser is damaged. An odd hit sinks a damaged cruiser only if the naval force in question contains no undamaged cruisers.

20.533 DAMAGE: A two-factor cruiser unit is damaged if it incurs one hit. A damaged cruiser which is damaged again is sunk.

20.54 LIGHT SHIPS:

20.541 TREATED AS SINGLE FACTORS: Destroyers, CVEs, ASW, submarines and transports are sunk as single factors.

20.55 COMBINED LIGHT FORCES:

20.551 CRUISERS AND ONE-FACTOR NAVAL UNITS: Naval attack effects incurred by a light force consisting of both cruisers and one-factor naval units are distributed evenly between the cruisers and one-factor naval units, subject to the proviso that the number of one-factor ship factors sunk may not exceed the number of cruiser factors sunk until all the cruisers in the force are sunk. Thus one hit damages a cruiser; two hits sink a cruiser; three hits sink a cruiser and a one-factor naval unit; four hits sink a cruiser and two one-factor naval units; five hits sink a cruiser and two one-factor naval units and damage a cruiser; six hits sink two cruisers and two one-factor naval units; on so on. If a light force contains undamaged and damaged cruisers, as well as one-factor naval units, naval attack effects applied to the cruisers are first applied to the undamaged cruisers.

In a mixed force, a cruiser is always damaged by the first, fifth, ninth, etc. hit, provided there is still a cruiser to be damaged.

20.552 DIFFERENT TYPES OF ONE-FACTOR NAVAL UNITS: Naval attack effects against different types of one-factor naval units are apportioned between the different types of one-factor naval units as per 20.57.

20.56 EXCESS HITS: If naval attack effects against a force containing cruisers and one-factor naval units exceed the number of defending naval factors, the excess damage is ignored (EXCEPTION: If light ships protecting a sea supply line are all sunk, any excess damage may disrupt the sea supply line - 30.381).

20.57 LOSSES FROM MIXED FORCES: Naval losses from a force of mixed types, such as different nationalities, must be distributed equally among the types involved, with any remnant loss which cannot be divided equally being taken by the type having the most factors involved. If an equal number of factors were involved, the remnant is taken from the type with the lower Naval Nationality DRM. If the number of factors present and the Naval Nationality DRMs are equal, the owner chooses.

20.58 ATTACKS ON DESTROYERS AND TRANSPORTS CARRYING CARGO: Destroyers and transports which are carrying ground units, air units, oil or BRPs during sea transport, seaborne invasion or sea escort may be eliminated by enemy combat results as follows:

A. FLEET COMBAT: Destroyers and transports carrying cargo are automatically screened, and may only be fired upon if all screening ships in their naval force or combat group are eliminated (EXCEPTION: Undamaged cruisers that are damaged by heavy fire are screened and need not be sunk in order to attack screened naval units - 22.54C). Screened light ships are attacked as a group and take losses according to 20.57.

B. AIR AND SUBMARINE ATTACKS: Destroyers and transports carrying cargo may not be screened against air or submarine attacks. They, along with all other light ships in their naval force or combat group, are attacked as a group and take losses according to 20.57.

20.59 EFFECT OF ATTACKS ON CARGO: If, as a result of enemy air, fleet or submarine attack, the number of surviving undamaged destroyers or transports drops below that required to carry a ground or air unit, that unit is eliminated. Where several units are being carried, the defender chooses which ground or air unit(s) to eliminate. Ground or air units may not be eliminated unnecessarily, although the defender may eliminate more factors than required in order to preserve other units of a different type. Similarly, the interception of a BRP grant or oil shipment may result in the loss of some or all of the BRPs or oil counters if the number of surviving transports drops below the required level.

20.6 TRANSPORTS:



20.61 FORCE POOLS: The shipping capacities of the Western Allies and Japan are represented abstractly by the number of transports in their force pools. Britain and the U.S. share a single Western Allied transport force pool.

20.62 CONSTRUCTION AND REDEPLOYMENT:

20.621 CONSTRUCTION: Each transport costs one shipbuilding point and three BRPs to construct.

A. Newly constructed Western Allied transports must first be placed in SW boxes which contain fewer transports than their minimum initial levels (20.631); surplus transports may then be placed in any of the three SW boxes. Transports may not remain in port. The minimum transport levels are:

- **Atlantic:** 15 Western Allied transports.
- **Indian Ocean:** 5 Western Allied transports.
- **Pacific:** 10 Western Allied transports.

B: American shipbuilding capacity may be used to construct Western Allied transports prior to American entry into the war against Germany (27.7322).

C. Transports may not be used in the game turn in which they are built.

20.622 REDEPLOYMENT: After use, Western Allied transports may be redeployed from one location to another during the redeployment phase.

A. Only transports in excess of a location's initial level may be redeployed, and a redeployment may not reduce the number of transports in a location below its initial level. A player may not voluntarily eliminate transports in order to rebuild them elsewhere.

B. Transports may be redeployed in the turn they are constructed. Transports that are used and then redeployed may be used in their new location in the following player turn. Transports may only be used in the location in which they began the turn.

C. Transports may not redeploy from an SW box to a port or mapboard box to avoid enemy SW combat in the following turn. All built Western Allied transports must be in one of the three SW boxes at the end of the Allied player turn; all Japanese transports must be in the Pacific SW box at the end of the Japanese player turn.

20.63 LOCATIONS: Transports may not base in ports except after being damaged by enemy SW combat (20.66), and newly constructed transports are not placed on mapboard hexes like other units. Western Allied transports are placed in the Atlantic, Pacific and Indian Ocean SW boxes; Japanese transports are placed in the Pacific SW box. Transports may not base in ports in order to avoid enemy activity in an SW box and only function if they are in an SW box at the start of their player turn.

Transports are versatile, but whenever they operate they are exposed to enemy attack. Damaged transports used as permitted by 20.636B are also at risk of being sunk if intercepted by Axis air or naval units.

20.631 INITIAL LEVELS: The initial number of transports are:

A. ATLANTIC: 15 Western Allied transports.

B. INDIAN OCEAN: 5 Western Allied transports.

C. PACIFIC: 10 Western Allied transports.

D. AT LARGE: 5 Western Allied transports, to be initially allocated to the Atlantic or Indian Oceans as desired.

E. UNBUILT: 5 Western Allied transports.

F. PACIFIC (JAPAN): 20 Japanese transports.

For the sake of convenience, all Western Allied transports are listed on the British force record sheets.

20.632 OPTIMAL LEVELS:

A. ATLANTIC AND INDIAN OCEAN (Western Allies): 30 Western Allied transports total.

B. PACIFIC (Western Allies): 10 Western Allied transports.

C. PACIFIC (Japan): 15 Japanese transports.

20.633 PENALTIES FOR DROPPING BELOW OPTIMAL LEVELS: A penalty of one BRP is incurred each turn for each transport below the optimal transport levels in each SW box, subject to the qualifications set out in 20.634:

A. ATLANTIC AND INDIAN OCEAN (Western Allies): BRP penalties for Atlantic and Indian Ocean transport shortages are incurred by Britain (EXCEPTION: BRP penalties for Atlantic and Indian Ocean transport shortages are incurred by the U.S. if Axis control of all ports in Britain and Ulster prevents American BRP grants to Britain).

B. PACIFIC (Western Allies): BRP penalties for Pacific transport shortages are incurred by the U.S.

C. PACIFIC (Japan): If Japan does not trace a sea supply line from Japan to a port in French Indochina, Thailand or Singapore once it is at war with Britain, it loses 15 BRPs, regardless of the number of Japanese transports in the Pacific SW box.

20.634 QUALIFICATIONS:

A. The number of undamaged transports in each SW box is determined at the start of the affected major power's player turn. Damaged transports which were forced to leave an SW box by enemy action (24.631A) are not counted towards the optimal transport level.

B. The BRP penalty for a single turn may not exceed the optimal transport level for the SW box in question.

C. There is no BRP penalty for Atlantic and Indian Ocean transport shortages if Britain has surrendered and is not at war with Germany.

D. Transports counted toward optimal levels may also be used for other purposes.

20.635 EFFECT ON BRITISH AND JAPANESE CONSTRUCTION LIMITS: BRP losses from transport shortages reduce the British and Japanese construction limits (27.331).

20.636 AVAILABLE TRANSPORTS: Once enemy SW combat has been resolved, the number of transports that may be used in an SW box is the greater of:

A. The number of undamaged transports in the SW box; or

B. One surviving (undamaged or damaged) transport for every five transports in the SW box at end of the moving player's previous player turn (round up); 1-5 transports: one available transport; 6-10 transports: two available transports; 11-15 transports: three available transports; and so on. The number of transports that may be so used is limited to the number of transports damaged in the relevant SW box by SW combat in the previous opposing player turn.

EXAMPLE: At the end of their Summer 1941 player turn, the Western Allies have 16 transports in the Atlantic SW box. The Western Allies will be able to use at least four Atlantic transports in their Fall 1941 player turn, unless German submarines and raiders sink more than 12 transports during the Axis Fall 1941 player turn, leaving the Western Allies with less than four damaged transports in the Atlantic SW box. The Western Allies will be able to use more than four transports in their Fall 1941 player turn if Germany sinks and damages fewer than 12 transports during the Axis Fall 1941 player turn.

20.64 FUNCTIONS: Each available transport (20.636) may be used once per turn for one of the following naval activities:

A. OIL SHIPMENTS: To ship one Western Allied or Japanese oil counter. The owning player may assign transports to sea escort oil counters (33.43B). The number of transports which may be assigned to carry oil each turn is limited by the number of transports available in the Atlantic, Pacific and Indian Ocean SW boxes, as the case may be: 1 transport: 1 oil counter; 2 transports: 2 oil counters, 3-9 transports: 3 oil counters; 10-12 transports: 4 oil counters; 13-15 transports: 5 oil counters; 16-18 transports: 6 oil counters; and so on. See 33.4523 and 33.473.

B. SEA SUPPLY FROM MAPBOARD BOXES: Western Allied transports must be used to provide sea supply from mapboard boxes (30.331C). Each such sea supply line requires one transport.

C. SEA TRANSPORT, INVASIONS OR NRing UNITS: One transport is required for every five ground or air factors which sea transport (21.434), invade (ground units only; 21.513) or are NRed using transports as sea escort (21.64). Ground and air units may be carried in any combination, but the ground units may not be split between two transports: a transport could carry a 3-4 infantry unit, a replacement and an army air factor, or two 2-5 armor units and three naval air squadrons, but two transports could not be used to carry three 3-4 infantry units.

D. BRP GRANTS BY SEA: Each BRP grant of up to five BRPs requires one transport for sea escort in each SW box (Atlantic, Pacific, Indian Ocean) through which the grant passes (40.22).

20.65 TRANSPORT PROTECTION: Naval units in an SW box may be assigned to protect transports in that SW box which carry out any of the activities set out in 20.64A-D. If different transports are engaged in the same activity, as would occur when two supply lines are traced from a mapboard box, each naval unit may protect only one transport and is assigned to this function before any enemy attempts to disrupt the activities are made. Otherwise, naval units in an SW box may protect as many different 20.64A-D and 30.361D-F functions as desired in the same turn.

20.66 DAMAGED TRANSPORTS: Once all submarine and raider activity has been resolved, damaged transports leave their SW box and return to port without risk of interception, where they are immediately repaired at no BRP cost. Such transports remain inverted for the remainder of the enemy player turn and the owning major power's ensuing player turn, and may not carry out any function until the player turn after they are redeployed from port to a SW box.

EXAMPLE: During the Spring 1941 Axis player turn, four Western Allied Atlantic transports are damaged in SW combat. These transports return to port and are immediately repaired at no BRP or shipbuilding cost. These transports may return to the Atlantic SW box during the redeployment phase of the Spring 1941 Allied player turn for use in the Summer 1941 Allied player turn, although they would again be exposed to German submarines and raiders during the Axis Summer 1941 player turn.

20.7 SUBMARINES:



20.71 BASING: Each submarine is equivalent to one fleet factor for basing purposes. In addition to basing at ports or in mapboard boxes:

A. German submarines may operate in the Atlantic SW box.

B. German submarines may operate in the Indian Ocean SW box if the Axis control the Suez canal and Ethiopia.

C. Japanese submarines may operate in the Pacific SW box if Japan and the United States are at war.

D. Japanese submarines may operate in the Indian Ocean SW box if Japan and Britain are at war.

E. American submarines may operate in the Pacific SW box if Japan and the United States are at war.

20.72 Italian and British submarines may not operate in SW boxes. British submarines may not operate in the Pacific theater unless Italy has surrendered.

20.73 TRANSFERS BETWEEN SW BOXES: Submarines may be transferred from one SW box to another during the redeployment phase without impairing the ability of the submarines to conduct submarine warfare in the next player turn.

20.74 RANGE: Submarines based on the board are subject to the same range restrictions and intercept enemy naval missions in the same manner as naval units.

20.75 OPERATIONS: Submarines based on the board may accompany fleets or carriers on any operation or may independently intercept enemy naval activities (22.915). Submarines operating in an SW box may only conduct strategic warfare against enemy transports (25).

20.76 CONSTRUCTION: Each submarine costs three BRPs and one shipbuilding point to build.

20.77 AIR ATTACKS AGAINST SUBMARINES: Submarines may not be attacked by air units while in port or at sea unless they remain in their patrol hex during the opposing player turn (21.4184C). Air units assist in defending against submarine attacks (22.9413).

20.78 ADVANCED SUBMARINES: Advanced submarines are identical to conventional submarines, with the following exceptions:

A. PRODUCTION: Advanced submarines may only be built by Germany, and only after a "9" research result for advanced submarines has been achieved by the European Axis (42.23A).

B. SW COMBAT: For SW combat involving German advanced submarines, see 25.73.

C. ON-BOARD ATTACKS: Advanced submarines always make on-board attacks at a net +1 modifier (22.941).

D. HARBOR ATTACKS: Advanced submarines always make harbor attacks at a net +1 modifier.

E. ATOMIC ATTACKS: Advanced submarines may carry atomic weapons.

F. LOSSES: Advanced submarines are a distinct type of naval unit and incur losses in accordance with 20.57.

20.8 ASW:



20.81 BASING: ASW may base in SW boxes, ports or mapboard boxes. ASW may be transferred from one SW box to another during the redeployment phase without impairing the ability of the ASW to oppose submarine warfare in the next enemy player turn.

20.82 RANGE: ASW may engage in SW combat only with submarines in their SW box.

20.83 OPERATIONS: The only operation which may be carried out by ASW is to oppose enemy submarines in their SW box (25) and modify submarine attacks (22.9415).

20.84 CONSTRUCTION: Each ASW costs three BRPs and one shipbuilding point to build.

20.85 FORCE POOLS: Britain and the U.S. share a single Western Allied ASW force pool.

20.9 PARTIAL NAVAL COUNTERS:

20.91 Destroyer, CVE, ASW, submarine and transport counters may be broken down into smaller counters of the same nationality at any time during play, including during an opponent's player turn. Similarly, smaller counters may be recombined into larger ones at any time. Cruisers are treated in the same manner, using even-numbered denominations only. Named capital ships and fast carriers represent specific ships and may not be broken down or combined.

20.92 A player may begin a scenario with his naval units broken down into partial naval counters if otherwise allowed.

20.93 Although a player may have as many partial naval counters in play as he wishes, cruiser, destroyer, CVE, ASW, submarine and transport counters in the same hex must be combined at the end of their owner's player turn if the opposing player finds the unnecessary partial naval counters distracting.



21. NAVAL OPERATIONS

- 21.1 BASING
- 21.2 MOVEMENT
- 21.3 EMPLOYMENT
- 21.4 NAVAL ACTIVITIES DURING THE MOVEMENT PHASE
- 21.5 NAVAL ACTIVITIES DURING THE COMBAT PHASE
- 21.6 SEA ESCORT
- 21.7 UNINVERTING NAVAL UNITS

21.1 BASING:

21.11 Each port or port counter on the mapboard may base up to 50 naval factors. Naval bases, indicated on the mapboard by an anchor symbol, are significant only for naval construction and air defense, and have the same basing capacity as other ports.

21.111 A hex containing two ports may base up to 100 naval factors. A two-port hex is treated as a single port for all purposes (EXCEPTION: Air defense - 23.42).

21.112 The capacity of a port may not be voluntarily exceeded. If overstacking occurs involuntarily as a result of a failed attempt to change base during the movement phase, the excess naval units may not be used for the remainder of the player turn. The player must remedy the overstacking before the end of the redeployment phase. If he is unable to do so, excess naval units of his choice are eliminated. If overstacking occurs as a result of a failed NR, there is no opportunity to remedy the overstacking and excess naval units of his choice are eliminated.

21.113 Damaged naval units which are in the "Waiting for Repair" box of a Naval Construction Chart do not count against the basing capacity of that port.

21.114 An unlimited number of naval factors may base in a mapboard box (5).



21.12 PORT COUNTERS: A port counter acts as a port for all purposes.

21.121 PORT CONSTRUCTION: Beginning in 1942, Japan and the U.S. may each construct up to two ports each year, at a rate of one port each turn, at a cost of 3 RPs and 10 BRPs per port, subject to the following:

A. RPs: Western Allied and Japanese RPs may not be assigned to ports until the 1942 YSS, regardless of when war breaks out between Japan and the Western Allies.

B. BUILT DURING CONSTRUCTION PHASE: Ports may be constructed only during the moving player's construction phase.

C. LOCATION: Ports may be constructed only in controlled, fully supplied one-hex islands which are part of a Pacific island group (4.74). (EXCEPTION: Ports may not be constructed in the Aleutians). No more than one port may be constructed in a hex. Ports may only be constructed in hexes which were controlled by the constructing major power at the beginning of its player turn.

21.122 CONSTRUCTION COST: The 10 BRPs required for port construction counts against the constructing major power's construction limit.

21.123 PERMANENCY: Port counters may not be moved or destroyed once built. Captured ports may be used by the side which controls them. Port counters which are isolated remain in play.

21.124 IMMEDIATE USE PERMITTED: Port counters may be used in the player turn in which they are constructed or captured.

21.13 FRONTS:

21.131 For the purpose of naval activities, including sea supply, invasions, Magic interceptions and NRs, beaches, ports and naval units in ports are considered to be on the front which contains the water on which their hex abuts, even though the hex itself may be on a different front. For the front for which BRPs are expended for naval operations, see 9.7.

EXAMPLE: A fleet based on the north German (Baltic) coast is based on the eastern front, even though its port hex lies on the western front. A fleet based at Marseilles is based on the Mediterranean front, even though its port hex lies on the western front. In neither case would a western front offensive or limited offensive option be required for the employment of the fleets on the eastern or Mediterranean fronts, respectively.

21.132 TWO-FRONT PORTS:

21.1321 KIEL/HAMBURG: European hex J30, which contains Kiel, Hamburg and the Kiel canal, which connected the two, is a two-front port for all purposes. Naval units based in Kiel/Hamburg may conduct missions on either the eastern or western front. Naval units may pass through the Kiel canal while performing a naval activity if the canal was controlled at the start of the phase in which the activity is conducted.

21.1322 GIBRALTAR: Gibraltar is also a two-front port for all purposes, is capable of sustaining missions on both the western and Mediterranean fronts, and has all the other advantages of a two-front port. Gibraltar may be invaded from sea by naval units based in both the Mediterranean and the western front, even simultaneously. The cost of an invasion of, or a sea transport to, Gibraltar by units on the western front is charged to the Mediterranean front (73.31, 73.32).

21.1323 ISTANBUL: Istanbul is also a two-front port for all purposes, is capable of sustaining missions in both the Black Sea and the Mediterranean, and has all the other advantages of a two-front port. However, supply and passage between Istanbul and the Mediterranean outside the Turkish Straits is not allowed unless all the land hexes composing the strait (Z33, Z34, AA31 and BB31) are controlled by friendly forces.

21.1324 For naval interception purposes, a two-front port is considered to be on the front through which the naval activity in question passes. A naval activity to or from a two-front port may only be intercepted on the front in which the activity occurs. Thus Western Allied naval units changing base from Britain to Gibraltar could be intercepted by Axis naval units based on the western front, but not by Axis naval units based on the Mediterranean front; German naval units based in Kiel operating on the western front could be intercepted by British naval units based on the western front, but not by Russian naval units based in Leningrad.

21.14 NAVAL UNITS BASED IN THE ATLANTIC U.S. BOX: Naval units based in the Atlantic U.S. box are subject to the following restrictions.

A. Fleets based in the Atlantic U.S. box may only carry out sea transport and invasions as allowed by 21.433A and 21.512D.

B. Naval units based in the Atlantic U.S. box may conduct shore bombardment or fly carrier missions only in conjunction with an invasion (21.523, 21.553) from the Atlantic U.S. box.

C. Naval units in the Atlantic U.S. box may not conduct patrols or attempt interceptions.

D. Naval units in the Atlantic U.S. box may engage German raiders which have entered the Atlantic SW box (21.5342G).

E. Before the U.S. is at war with Germany, American naval units in the Atlantic SW box may not pursue German raiders, protect sea supply or sea escort to Britain, or otherwise interfere with Axis air or naval activity. If the U.S. is at war with Germany, American naval units based in the Atlantic U.S. box may protect sea supply and NRs traced from the Atlantic U.S. box onto the mapboard.

21.15 NAVAL UNITS BASED IN THE PACIFIC U.S. BOX: Naval units based in the Pacific U.S. box are subject to the following restrictions:

A. Fleets based in the Pacific U.S. box may only carry out sea transport and invasions as allowed by 21.433B and 21.512D.

B. Naval units based in the Pacific U.S. box may conduct shore bombardment or fly carrier missions only in conjunction with an invasion (21.523, 21.553) from the Pacific U.S. box.

C. Naval units in the Pacific U.S. box may not conduct patrols or attempt interceptions.

D. Naval units in the Pacific U.S. box may engage Japanese raiders which have entered the Pacific SW box (21.5342G).

E. Naval units based in the Pacific U.S. box may protect sea supply and NRs traced from the Pacific U.S. box onto the mapboard.

21.16 NAVAL UNITS BASED IN THE AUSTRALIA BOX: Naval units based in the Australia box may carry out naval activities, including interceptions. Such naval units appear on the board at hexes NN15 or NN24, where the coasts of Australia intersect the southern edge of the Pacific mapboard, eight hexes from the ports in the Australia box; or at hex NN31 (Noumea), ten hexes from the ports in the Australia box (5.52, 71.71). Naval units in the Australia box may engage raiders which have entered the Indian Ocean SW or Pacific SW boxes (21.5342G).

21.17 NAVAL UNITS BASED IN THE INDIA BOX: Naval units based in the India box may carry out naval activities, including interceptions. Such naval units appear on the board at hex CC2, where the coast of India intersects the western edge of the Pacific mapboard. This hex is eight hexes from the ports in the India box (72.71). Naval units in the India box may engage raiders which have entered the Indian Ocean SW box (21.5342G).

21.18 NAVAL UNITS BASED IN THE SOUTH AFRICA BOX: Naval units based in the South Africa box are subject to the following restrictions:

A. Naval units based in the South Africa box may not conduct offensive naval missions (EXCEPTION: Sea transport to Suez, Basra or Abadan) or attempt interceptions.

B. Naval units based in the South Africa box may protect sea supply and NRs traced from the South Africa box onto the mapboard.

C. Naval units in the South Africa box may engage raiders which have entered the Indian Ocean SW box (21.5342G).



21.2 MOVEMENT:

21.21 GENERAL RULES: Sea supply and the movement of naval units conducting naval activities, including base changes, naval missions and NRs, is permitted through any all-water hex. Naval movement through coastal hexsides is permitted, without regard for whether the land portion of the hex is controlled or occupied by enemy or neutral forces, subject to the following:

21.211 RESTRICTIONS ON NAVAL MOVEMENT THROUGH STRAITS: Sea supply and naval movement through certain straits is prohibited as set out below. Entry into a prohibited strait to carry out a naval activity is permitted provided the naval units leave the strait on the same side they entered, without passing through the strait. The control requirements set out below must be met at the start of the phase in which the naval activity is conducted:

A. **CROSSING ARROW STRAITS:** Both land sides of the strait must be under friendly control. Control by a neutral is insufficient.

B. **GIBRALTAR (AA7):** Gibraltar must be under friendly control. Control of Spanish Morocco does not affect naval movement into or past Gibraltar.

C. **SKAGERRAK (E33, F33):** Hexes E33 and F33 must be under friendly control.

D. **KATTEGAT (H32, H33):** Copenhagen must be under friendly control; H33 must be under friendly or neutral control.

E. **GULF OF FINLAND (D41, E41):** Helsinki (D41) and Tallinn (E41) must be under friendly or neutral control.

F. **GULF OF RIGA (G39, F40):** Seaborne invasions of hex F40 and naval movement and operations to or from Parnu, the port in hex F40,

require control of Saare (F39), the one-hex island off the coast of Estonia. Naval interception of naval movement and operations to or from Parnu is governed by the general provisions for interception through straits.

G. **STRAIT OF OTRANTO (AA25, AA26):** Brindisi (AA25) and Durazzo (AA26) must be under friendly control.

H. **STRAIT OF MALACCA (DD11, EE10):** Singapore must be under friendly control. Singapore itself may be invaded from the west through an enemy-controlled Strait of Malacca. Counter-interception of enemy naval interception of such invasions is not allowed.

I. **SUNDA STRAIT (II10, II11):** The land portions of hexes II10 (Sumatra) and II11 (Java) must be under friendly control.

21.2111 INTERCEPTIONS IN STRAITS: Naval units may enter a prohibited strait to intercept enemy naval forces entering or leaving the intercepting naval units' side of the prohibited strait, but may not intercept on both sides of the strait simultaneously. Where a single interception is not possible because passage through a strait is not permitted, the naval activity may be intercepted on each side of the strait (22.13A), but intercepting naval forces on different sides of the strait may not combine in a single interception in the strait hex. This prohibition applies to patrols in straits; patrolling forces may only intercept enemy naval activities entering or leaving the patrolling naval units' side of the prohibited strait.

21.212 SUEZ CANAL: Movement through the Suez canal is permitted if all the land hexes adjacent to the canal are controlled by friendly forces (88.34).

21.213 RIVERS: Naval movement through rivers is prohibited.

21.214 U.S. BOXES: Western Allied naval units may change base or redeploy to and from the Atlantic U.S. or Pacific U.S. boxes as follows:

A. Base changes are permitted only between the Atlantic U.S. box and western front ports, the Pacific U.S. box or the South Africa box.

B. Base changes are permitted only between the Pacific U.S. box and the Australia box, the Atlantic U.S. box, Dutch Harbor, Pearl Harbor, Papeete or any port constructed in the Hawaiian or Society Islands.

C. Naval units moving to and from the Atlantic U.S. box enter and leave the board at any west edge hex from A23 to EE1, inclusive.

D. Naval units moving to and from the Pacific U.S. box enter and leave the board at any east edge hex from A59 to KK48, inclusive.

E. Redeployment between the Atlantic U.S. or Pacific U.S. box and the mapboard must terminate in or pass through a western front port or Dutch Harbor, Pearl Harbor, Papeete or any port constructed in the Hawaiian or Society Islands, respectively (28.75).

21.215 INDIAN OCEAN: Special rules govern the movement of naval units from Suez, Basra and Abadan to the Indian Ocean SW box, the India box, the Australia box and the South Africa box (25.3, 28.753, 28.754, 28.755).

21.216 AUSTRALIA, INDIA AND SOUTH AFRICA BOXES: Western Allied Naval units may move into and out of the Australia, India and South Africa boxes (21.16-18, 71.7, 72.7).

21.217 OFF-BOARD MOVEMENT: Naval units may not move off the mapboard except as follows:

A. When moving to a mapboard box.

B. To enter a notional Western Allied port hex off the western edge of the Atlantic mapboard or the eastern edge of the Pacific mapboard as required to meet range restrictions (21.361).

C. When conducting naval activities on the western front on the European mapboard, sea supply lines and naval units may move off the western edge of the mapboard in order to avoid enemy air attack or reduce the likelihood of enemy naval interception, then reenter the mapboard on another western edge hex. Naval movement off the northern edge of the European mapboard in this manner is prohibited. Sea supply lines and naval units availing themselves of this rule are subject to air attack and naval interception or counter-interception in the normal manner while on the mapboard before entering the "virtual hexes" off the western edge of the European mapboard, after reentering the mapboard, and while in the virtual hexes themselves. The virtual hexes are taken into account when determining distances for air attacks, naval interceptions and naval counter-interceptions.

EXAMPLES: Western Allied naval units moving between Britain and Gibraltar may move off the mapboard near Britain and move back onto the mapboard near Gibraltar in order to avoid Axis air units based in Vigo. Similarly, Axis naval units based in France or Spain attempting to intercept Western Allied supply or NRs from the U.S. box north of Ireland may move off the mapboard to avoid Western Allied air units in Ireland, reentering the mapboard near their interception hex.

21.22 BASE CHANGES:

21.221 Naval units may change base during their movement phase. A naval unit may move to a port which is not operational, but the range of activities it may perform from that port is limited. All base changes are made simultaneously. Base changes are vulnerable to attack by enemy air units (23.7) and interception by enemy naval units (22.1).

21.222 Naval units which are intercepted while trying to change base and are defeated in the ensuing naval combat return to their original base, even if this results in an overstacking in the original base because of other, successful base changes, and are inverted for the remainder of the player turn. If the excess stacking is not remedied during the redeployment phase, the excess naval units are eliminated (28.523).

21.223 The new base must be within forty (Europe) or twenty (Pacific) hexes of the old base (EXCEPTIONS: See 21.3616 for central Pacific exceptions). Base changes may cross front boundaries. The new base must have been controlled by the moving player's side at the start of his movement phase.

21.224 Naval units may base change to and from the U.S. (5.28B), South Africa (5.38B), India (5.48B) or Australia (5.58B) mapboard boxes. Uninverted naval units are inverted if they change base from one mapboard box to another, when they change base from an SW box to a mapboard port (25.372A), or if they change base between theaters, and may not be uninverted before the end of their player turn (33.74B); naval units which are already inverted remain inverted until the end of their player turn. Naval units are not inverted if they change base from one port to another, from a port to a mapboard box or from a mapboard box to a port, provided the base change occurs within a theater, or to an SW box.

21.225 Naval base changes are made after the staging of air units and before the movement of ground units.

21.23 DISPLACED NAVAL UNITS: Naval units at bases which are occupied by enemy units are displaced to the nearest controlled port with adequate basing capacity, regardless of its supply status:

A. Should two such ports be equidistant, the owning player chooses.

B. If the nearest port is able to base only some of the displaced naval units, the owning player chooses which naval units go to that port, and the remainder go to the next closest port.

C. Naval units displaced from a two-front port choose the front to which they wish to be displaced, then go to the nearest port on that front.

D. If no such port exists within 40 (Europe) or 20 (Pacific) hexes, the displaced naval units are eliminated (EXCEPTIONS: See 21.3616 for central Pacific exceptions).

E. The owner chooses the route to the new port.

F. Damaged ships and ships on the "2" or "Launch" row of a Naval Construction Chart are displaced in the normal manner.

G. Naval units sunk in port and ships on the "3" or higher row of a Naval Construction Chart are eliminated if their base is occupied by an enemy unit.

21.231 Naval units may be displaced to the U.S., India and Australia boxes from any port from which base changes to the mapboard box are allowed. In determining whether a mapboard box is the "nearest controlled port" (21.23), the distance from the edge of the board to the mapboard box, as set out in rule 5 for each mapboard box, is taken into account.

21.232 INTERCEPTION OF DISPLACED NAVAL UNITS:

A. The movement of displaced naval units to their destination port may be attacked by eligible enemy air units and intercepted by eligible enemy naval units.

B. Displaced naval units may not abort their movement after being engaged by enemy air or naval units. Displaced naval units which withdraw from naval combat must withdraw in their entirety, without leaving any naval units behind, and then continue along the same route to their previous destination.

C. Displaced naval units are subject to air attacks as they enter each hex along the route to their destination.

D. Similarly, displaced naval units may be intercepted by additional enemy naval forces, including submarines, as they move along the route to their destination. The moving player decides whether to attempt naval interception when the displaced naval units reach the interception hex.

21.233 Displaced naval units are inverted.



21.3 EMPLOYMENT:

21.31 During any player turn, uninverted naval units which are unimpaired by supply problems may carry out one, but no more than one, of the operations set out in the Naval Activities Table in the player aids (EXCEPTION: Naval units in an SW box may be used more than once in the same turn - 25.36).

21.311 INVERSION AFTER USE: After performing any of the above functions, naval units are inverted until uninverted in accordance with 33.9 (EXCEPTION: Naval units in an SW box - 25.36).

21.312 USE OF TFs FOR NAVAL ACTIVITIES: A naval force consisting of ten or more naval factors must be in a TF in order to conduct a naval activity.

21.313 RESTRICTIONS ON FAST CARRIER OPERATIONS: Fast carriers in a naval force may only conduct operations listed in 20.32 as part of a naval force which contains at least one fast fleet factor for each fast carrier factor (EXCEPTION: Japan's Pearl Harbor strike force - 51.12). This restriction applies only at the start of an operation. Fleet factor losses incurred once an operation has begun do not force the cancellation of the operation. A naval force may not split into smaller forces during an operation unless each new naval force meets this restriction (EXCEPTION: fast carriers withdrawing from naval combat - 22.61). Fast carriers may change base, NR, be displaced or withdraw from naval combat without accompanying fast fleet factors.

21.314 RESTRICTIONS ON DAMAGED NAVAL UNITS: Damaged naval units may not undertake any of the activities listed in the Naval Activities Table. Naval units which are damaged while conducting a naval activity may not conduct shore bombardment, launch or recover naval air units, fire during fleet combat, participate in SW or otherwise participate in the naval activity, but are not forced to withdraw immediately and may continue to accompany undamaged naval units which are still able to carry out the naval activity.

21.315 RESTRICTIONS ON TRANSPORT ACTIVITIES: If a naval activity involving transports is aborted, contemporaneous naval operations involving transports to the destination supply zone are unaffected, but no transports may be used for naval operations relating to the destination supply zone for the remainder of the player turn.

21.32 BASE CHANGES AND SUBSEQUENT USE: A naval unit may change base during the movement phase and still perform any one of the above functions, even if it successfully engaged in naval combat during the base change (EXCEPTIONS: Patrols; naval units operating in the SW box). A naval unit which has performed one of the above functions during the movement or combat phase may still be NRed during the redeployment phase.

21.321 In the course of any one phase, a given naval unit may not return to its base and leave again, nor enter the sea portion of more than one hex targeted for sea transport or invasion (unless no alternate route to its destination is available) – even though it takes no action there. Naval units may not base change or redeploy to their original base by leaving and returning to it in order to protect a base change or activity being performed by other naval units.

21.33 RETURNING TO BASE: Naval units which survive a naval activity may, subject to stacking limits, return either to their base of origin, subject to the same range requirements as for their activity (21.36) or to any other base that was under friendly control at the start of their player turn within 20 (Europe) or 10 (Pacific) hexes of the hex in which that activity was carried out. For naval units which engaged in naval combat, the naval combat hex is used. (EXCEPTIONS: During the combat phase, naval units may not return to a base which is the target of an enemy seaborne invasion unless it is the only base available. After failed base changes, NRs or sea escorts, naval units must return to their base of origin (21.222 28.523). Western Allied naval units which escort a Murmansk convoy return to their port or mapboard box of origin - 40.48C. Naval units carrying out an operation from an SW box must return to the SW box - 5.91).

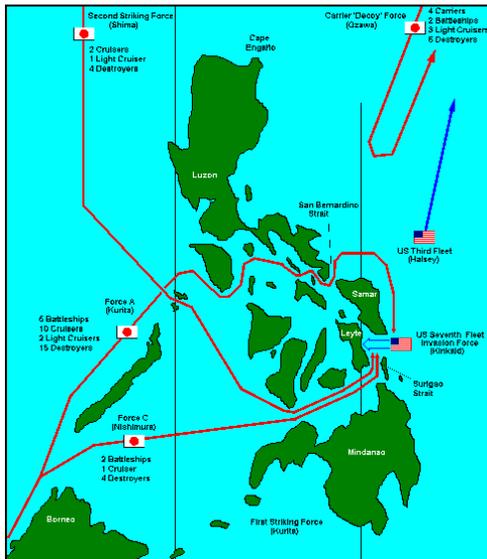
21.34 Naval units are inverted in their turn of construction and may not perform any of the 21.31 functions during the player turn they are placed on the board. Newly constructed naval units may be uninverted at the end of the player turn in which they are constructed in accordance with 33.9.

21.35 CARGO: When a player conducts a naval activity involving cargo (sea supply, sea transport, seaborne invasion, NRing ground or air units, shipping oil or BRPs grants by sea), the player must assign the cargo to a specific TF or, if the activity is being conducted by a small force of naval units not in a TF, to those naval units (referred to below as TFs).

A. UNITS, OIL AND BRPS: Cargo (ground and air units, oil counters or BRPs) must be assigned to TFs which contain enough destroyers or transports to carry them. Air units being transported or NRed may be broken down before being assigned.

B. SEA SUPPLY: Sea supply protection is assigned to a single TF.

C. TRANSPORTS: Transports are assigned to one or more TFs of the moving player's choice, although the transports are not physically put into the TF (20.162B).



21.36 RANGE AND DISTANCES: When determining the range of naval units:

A. DISTANCES BY WATER: The distances referred to are measured by water, not as the crow flies. The route traced to meet range limits must follow the rules of naval movement (21.2).

B. FIRST HEX NOT COUNTED: The hex in which a naval unit is based is not counted as the first hex, even though naval units are considered to enter the water portion of their port hex for interception purposes.

C. PORTS: Ports used to meet range restrictions set out in 21.361 must be:

- controlled by the alliance in question (the Western Allies may not use Russian ports, and vice versa - 53.46).
- fully supplied during initial supply determination of the turn in question. Ports captured during the movement and combat phases may not be used to meet range requirements until the following turn, even if supplied during post-combat supply determination.
- operational.
- the capacity of jungle/mountain ports (Port Moresby, Sandakan) to meet range restrictions is limited to five hexes (21.3617).

D. MAPBOARD BOXES:

- The U.S. Atlantic box is considered to be 16 hexes from the western edge of the European mapboard.
- The U.S. Pacific box is considered to be eight hexes from the eastern edge of the Pacific mapboard.
- The Indian box is considered to be eight hexes from the western edge of the Pacific mapboard. Naval activities from the Indian box must appear on the mapboard at hex CC2, where the coast of India intersects the western edge of the Pacific mapboard.
- The Australia box is considered to be eight or ten hexes from the southern edge of the Pacific mapboard. Naval activities from the

Australia box must appear on the mapboard at either hexes NN15, NN24 (Townsville) (eight hexes) or NN31 (Noumea) (ten hexes), on the southern edge of the Pacific mapboard.

- South Africa is beyond the normal range of all naval activities (5.32). Only naval activities explicitly allowed to or from the South Africa box are permitted.

21.361 RANGE RESTRICTIONS: The range of naval activities is restricted as follows (EXCEPTION: Range restrictions do not apply to countries in theaters in which they are not at war). These limits apply to both fleets and carriers. The notional hexes off the western edge of the Atlantic mapboard and the eastern edge of the Pacific mapboard are considered to be Western Allied ports for purposes of rules 21.3611-3615.

21.3611 INTERCEPTIONS, COUNTER-INTERCEPTIONS: The maximum range for naval interceptions and counter-interceptions is 40 (European) or 20 (Pacific) hexes (22.22).

21.3612 SEA SUPPLY, NRs, SEA ESCORT: There is no range limit for sea supply (30.33), NRs and sea escort (28.5), although such activities must touch a port (21.36C) at least once every 20 (Europe) or 10 (Pacific) hexes. (EXCEPTIONS: See 21.3615 and 21.3616 for exceptions in the Pacific). Islands without port access (21.37) from which units are being NRed are considered to contain ports for the purpose of meeting the range requirement for that sea escort only.

21.3613 BASE CHANGES, NAVAL DISPLACEMENT: Base changes may not exceed 40 (Europe) or 20 (Pacific) hexes. Displaced naval units may not move more than 40 (Europe) or 20 (Pacific) hexes. (EXCEPTION: See 21.3616 for exceptions in the Pacific).

21.3614 OFFENSIVE NAVAL MISSIONS: Offensive naval missions may not exceed 40 (Europe) or 20 (Pacific) hexes, and must touch a port (21.36C) at least once every 20 (Europe) or 10 (Pacific) hexes. (EXCEPTIONS: See 21.3615 and 21.3616 for exceptions in the Pacific). In addition, the following exceptions apply specifically to seaborne invasions:

- The range of a commando unit using its special capability to invade a port is restricted to 10 (Europe) or 5 (Pacific) hexes.
- Dutch Harbor may not be used as a base for seaborne invasions.
- Japan may only invade Dutch Harbor from Japan, and only if it first controls and fully supplies another Aleutian island. The invasion must pass through the required island en route to Dutch Harbor.

21.3615 ALLIED RANGE EXCEPTIONS IN THE PACIFIC:

A. HAWAIIAN ISLANDS: If the Western Allies control and fully supply both Midway and Johnston Island, the initial leg of a Western Allied naval activity beginning in the Hawaiian Islands may cross up to 15 hexes before touching a port (21.36C). If the Western Allies also control and fully supply Wake, the initial leg of a Western Allied naval activity beginning in the Hawaiian Islands may cross up to 20 hexes before touching a port (21.36C).

B. ALEUTIAN ISLANDS: A Western Allied naval activity between the Hawaiian Islands and the Aleutian Islands may exceed the range limit and require no intervening port, provided the activity proceeds by the shortest route.

C. SEA ESCORT: Ground and air units in any island within naval range of the Hawaiian Islands may be NRed back to the Hawaiian Islands, with destroyers based in the Hawaiian Islands providing sea escort.

21.3616 JAPANESE RANGE EXCEPTIONS IN THE PACIFIC:

A. JAPAN: The initial leg of a Japanese naval activity beginning in Japan may cross up to 20 hexes before touching a port (21.36C). (EXCEPTION: Midway - 21.3616B)

B. MIDWAY, JOHNSTON ISLAND, HAWAIIAN ISLANDS:

- Midway is only within range for a Japanese naval activity beginning in Japan if Japan controls and fully supplies Wake. The activity must pass through Wake and proceed by the shortest route.
- Johnston Island is within range for a Japanese naval activity beginning in Japan if Japan controls and fully supplies Wake. The activity must pass through Wake and proceed by the shortest route.
- Ground units used in invasions of Midway or Johnston Island originating in Japan may be in Japan or Wake.
- Japanese naval activities between Japan and the Hawaiian Islands may exceed the normal range limits and require no intervening ports if Japan controls and fully supplies Wake and either Midway or Johnston Island.

Naval activities must pass through the required islands and proceed by the shortest route. Specifically:

- Naval units based in Japan may patrol within three hexes of a Hawaiian Island.
- Naval units based in Japan may be used to invade or shore bombard a Hawaiian Island; the ground units used in such an invasion must be in Japan, Wake, Midway or Johnston Island.

C. ALEUTIAN ISLANDS: Japanese naval activities between Japan and the Aleutian Islands may exceed the normal range limits and require no intervening port, provided the activity proceeds by the shortest route.

D. INITIAL ATTACK ON PEARL HARBOR: The patrol mission for the initial Japanese attack on Pearl Harbor (51.12) may exceed the range limit and need not touch a port every 10 hexes.

E. SEA ESCORT: Ground and air units in any island within naval range of Japan may be NRed back to Japan, with destroyers based in Japan providing sea escort.

21.3617 PORT MORESBY, SANDAKAN: Because Port Moresby and Sandakan are in jungle/mountain hexes, their maximum capacity for meeting the 21.36C range restrictions is five hexes. No naval operations or activities, other than interceptions and counter-interceptions by naval units based in Port Moresby or Sandakan, may originate in or pass through Port Moresby and Sandakan without terminating or passing through an eligible port no more than five hexes away.

21.362 FRONT BOUNDARIES IGNORED: Front boundaries have no effect on naval activities.

21.37 ISLANDS WITHOUT PORT ACCESS: Naval units may sea transport and NR ground and air units into and out of, and ground units may conduct seaborne invasion from, controlled islands which do not contain a port as follows:

A. One-hex islands.

B. Palawan, New Ireland and Halmahera, through their beach hexes as though they were ports (4.75).



21.4 NAVAL ACTIVITIES DURING THE MOVEMENT PHASE:

21.41 PATROLS:

21.411 OVERVIEW: During the movement phase naval units may move to an announced sea hex (the “patrol hex”) in order to attack enemy bases, assist in ground attacks and improve their chances of counter-intercepting enemy naval activities during the movement phase or the ensuing combat phase.

21.412 RANGE: Patrols are subject to the range restrictions for offensive operations set out in 21.3614.

21.413 PATROLS FROM MAPBOARD BOXES:

A. Patrols may not be conducted by naval units based in the U.S. or South Africa boxes.

B. Patrols may be conducted by naval units based in the India and Australia boxes. The India and Australia boxes are eight hexes from the western and southern edges of the Pacific mapboard, respectively.

21.414 COST AND TIMING:

A. BRP COST: Patrols are an offensive mission and BRPs must be paid for all participating naval units on the front containing the patrol hex (EXCEPTION: No BRP expenditure is required for patrols by submarines - 9.56A).

B. TIMING: Movement to patrol hexes, base changes (21.22) and SW naval deployments (25.31) are contemporaneous. Naval units may not change base during a movement phase in which they patrol. Naval units

from different bases may, however, combine to carry out a joint patrol in the same hex. Naval units forming a joint patrol move to the patrol hex at the same time and may join at sea before reaching the patrol hex.

21.415 BASING: The patrol hex functions as the patrolling force’s base during the remainder of the movement phase and the ensuing combat phase. However, for basing purposes, a patrol is considered to have remained in its base of origin while on patrol. Naval units therefore may not change base into a base from which a patrol has been sent if the base did not have sufficient capacity to base both naval forces.

21.416 MECHANICS: Patrols are conducted using the following sequence:

A. The moving player announces all patrols, base changes and SW naval deployments (25.31). The moving player does not announce any air strikes by patrolling carriers at this time.

B. If the moving player is conducting more than one patrol, he designates the sequence in which his patrols will be conducted. The first patrolling force then moves toward its patrol hex along whatever route the moving player wishes (subject to the range restrictions for patrols - 21.3614).

C. When a patrolling force enters a new hex, the defending player may attempt naval interception of the patrolling force in the same manner as other naval activities. Naval interception is resolved before the patrolling force counterairs any defending air units from the new hex. Defending air units within air range of the interception hex therefore assist in any naval interception of the patrolling force (22.22F).

D. If naval interception occurs, naval combat is resolved normally. Both the intercepted patrolling force and any intercepting naval forces may counterair enemy air units within range of the interception hex as part of naval combat (22.41B).

E. If the patrolling force wins the naval combat, it may either continue moving to its patrol hex or abort its patrol and return to port, at the moving player’s option.

F. If the patrolling force loses the naval combat, it must return to port and is inverted for the remainder of the player turn. The victorious intercepting naval forces may remain in the interception hex as a defensive patrol (21.419) or return to port and invert for the remainder of the player turn, at the defender’s option.

G. If no naval interception occurs, a patrolling force containing fast carriers which has not yet arrived in its patrol hex may engage in one round of counterair combat against any enemy air bases within range of its hex:

- each patrolling naval air unit may only be used to counterair one enemy base from that hex.
- surviving patrolling naval air units may be used to counterair different enemy air bases once the patrol moves to a new hex. Until it reaches its patrol hex, each patrol may make only one counterair attack against each enemy air base.
- defending air units which are not eliminated or forced to abort by a patrolling force’s counterair attack, or which are in other bases within range of the patrolling force, remain available for use and may make one air attack against the patrolling force before it enters its next hex.
- after air attacks are resolved, any submarine attacks in the hex are resolved (22.921).

H. As a patrolling force enters each hex en route to its patrol hex, the sequence set out above is repeated.

I. Once the patrolling force reaches its patrol hex, it may launch repeated counterair attacks/air strikes against all enemy bases within range of its patrol hex.

J. Before each round of counterair attacks/air strikes from the patrol hex, the defender has the option of attempting naval interception if he has not done so previously.

K. When the moving player has finished all his counterair attacks/air strikes from the patrol hex, he announces whether his patrolling force is returning to base or remaining in the patrol hex during the combat phase.

L. If a patrolling force remains in the patrol hex, the defender may attempt interception of the patrolling force, if he has not already done so. Any resulting naval combat is resolved. The loser returns to base and is inverted for the remainder of the player turn, and the victor has the option of returning to base and being inverted for the remainder of the player turn or remaining in the patrol hex during the ensuing combat phase.

As set out in the Naval Interception Table, the greatest chance of intercepting a patrolling force is when it remains in its patrol hex.

M. Defending air units that were aborted in their final round of air combat with the patrol are inverted. If the moving player is conducting more than one patrol, steps B through L are repeated for each subsequent patrol, until all patrols are resolved.

Protect your naval bases with land-based air, especially in the Pacific! In a single turn a base may be counterairied before it is attacked by a patrol, attacked by two or more separate patrols (with the exception of the initial attack on Pearl Harbor), and may be bombed again in the combat phase.

21.417 INTERCEPTION OF PATROLS: A patrolling force may be intercepted:

A. En route to and in its patrol hex (21.416C, 21.416J).

B. Once all air strikes from its patrol hex are completed if it attempts to remain in its patrol hex (21.416L).

21.4171 The defender may not attempt interception of a patrolling force at one point, then attempt interception again later with the same or other naval forces except as allowed by 22.13.

21.418 OFFENSIVE PATROL FUNCTIONS: Each patrolling naval and naval air unit may be used as follows. Naval and naval air units may participate in naval combat without impairing their ability to perform these operations:

21.4181 AIR UNITS:

A. As a patrolling force moves to its patrol hex, patrolling naval air units may counterair enemy bases (21.416G).

B. Once a patrolling force reaches its patrol hex, patrolling naval air units may launch repeated counterair attacks/air strikes against all enemy bases within range of its patrol hex (21.416I).

C. Naval air units in a patrolling force which remains at sea (21.416L) may also do any one of the following:

- provide ground support or intercept defensive air support in relation to an overrun during the movement phase.
- conduct a counterair attack or air strike against an enemy base during the combat phase.
- provide ground support or intercept defensive air support in relation to a non-exploitation attack during regular combat. Patrolling naval air units may not be used to support exploitation attacks, as their patrol must return to port prior to exploitation combat.

21.4182 NAVAL UNITS:

A. COUNTER-INTERCEPTIONS: Patrolling forces which remain at sea (21.416L) may counter-intercept only by supporting intercepted friendly naval forces (22.163).

B. SUCCESSFUL SUPPORT: A patrolling force which supports an intercepted friendly naval force joins the supported naval force and adopts its mission once any naval combat is resolved (EXCEPTION: Raiders).

C. UNSUCCESSFUL SUPPORT: A patrolling force which fails to reach an intercepted friendly naval force prior to the end of naval combat and therefore does not engage in naval combat returns to its patrol hex and may not attempt to counter-intercept again until a later phase.

D. DIVIDING A PATROL: A patrolling force may divide into smaller forces to support different intercepted friendly naval forces. Part of a patrolling force may remain uncommitted.

E. RESTRICTIONS: Since patrols are contemporaneous with other patrols, base changes and SW naval deployments, they may not directly support such naval activities by counter-intercepting. Patrolling forces may not provide shore bombardment or intercept (EXCEPTIONS: Successful support - 21.4182B, Defensive patrols - 21.419).

21.4183 RETURN TO BASE PRIOR TO EXPLOITATION: All patrolling forces return to base (21.33) and are inverted for the remainder of the player turn at the end of regular combat, prior to exploitation, after all other offensive missions are resolved, (EXCEPTION: Submarine patrols may remain at sea - 21.4184).

21.4184 SUBMARINE PATROLS: Submarines may patrol in the same manner as other naval units, subject to the same restrictions as other patrols, with the following special features:

A. Submarines patrol independent of other naval forces.

B. Submarine patrols may remain at sea when other patrols return to base. If they do not return to base (21.4183), they remain at sea until they attack, engage in naval combat, or until the end of the opposing player turn, whichever comes first.

C. Each patrolling submarine at sea during the opposing player turn may be attacked in a single sortie by enemy land-based air units within range of their patrol hex during the movement phase of the opposing player's turn, immediately after counterair attacks are resolved. Each land-based air squadron may attack once. Air cover may be flown over the patrolling submarines, but no air defense dice roll is made by the defender. Submarines may not be attacked by enemy carrier-based naval air units or enemy fleet units.

D. A submarine patrol may counter-intercept in the same manner as other patrols (22.4182A). During the opposing player turn, a submarine on patrol is considered to be a defensive patrol (21.4195).

E. German submarines may not remain on patrol on the western front during the Allied player turn if Germany conducted submarine warfare in the Atlantic SW box during the Axis player turn.

21.419 DEFENSIVE PATROLS:

21.4191 A defending naval force which intercepts and defeats a patrolling force may, at the defender's option, remain in the interception hex until the end of regular combat in the ensuing combat phase. The defending naval force is then considered to be on defensive patrol. A victorious defending naval force which returns to base during the movement phase is inverted for the remainder of the player turn.

21.4192 A defensive patrolling force may attempt interceptions or counter-interceptions from its patrol hex in the same manner as it would from port (22.14F). The defensive patrolling force may attempt to intercept during the sea supply or sea transport segments of the movement phase and again during the combat phase.

21.4193 The ability of a defensive patrolling force to intercept an enemy patrol, then intercept again as permitted by 21.4192, is an exception to the rule that naval units may only intercept once each turn. Only one successful 21.4192 interception is permitted each turn.

21.4194 If a defensive patrol intercepts an enemy naval activity, it may be counter-intercepted normally in any hex along its interception route, including its patrol hex. Otherwise defensive patrols may not be counter-intercepted.

21.4195 Submarines on patrol during the opposing player turn are considered to be defensive patrols and may attempt to intercept any enemy naval activity during any turn segment, in the same manner as they would from port (22.14F).

21.42 SEA SUPPLY, OIL SHIPMENTS AND BRP GRANTS BY SEA: During initial supply determination, the moving player may conduct the following naval activities:

21.421 SEA SUPPLY:

A. SEA SUPPLY FROM PORTS: Sea supply lines from ports do not require naval units (30.361).

B. SEA SUPPLY FROM MAPBOARD BOXES: Each Western Allied sea supply line from a mapboard box requires the use of one transport in the relevant shipping area (30.365).

21.422 OIL SHIPMENTS: Oil counters may be shipped by sea. One transport (Western Allies, Japan) or three destroyer factors (European Axis) are required to sea escort each oil counter shipped by sea (20.64A, 33.43B).

21.423 BRP GRANTS: Western Allied BRP grants may be made by sea. One Western Allied transport is required to sea escort each BRP grant of up to five BRPs (20.64D).

21.424 PROTECTION OF NAVAL ACTIVITIES: The above naval activities may be protected (21.65F, G, 30.36).



21.43 SEA TRANSPORT:

21.431 During the movement phase, destroyers may sea transport ground or air units by moving them from a controlled port, eligible island (21.37) or eligible mapboard box to another controlled port, eligible island or mapboard box.

21.432 RANGE: Sea transports are subject to the range restrictions for offensive operations set out in 21.3614.

21.433 SEA TRANSPORT TO AND FROM MAPBOARD BOXES: Sea transport is permitted:

- A. Between the Atlantic U.S. box and a western front port, through the Atlantic Ocean.
- B. Between the Pacific U.S. box and Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), through the Pacific Ocean.
- C. Between the India and Australia boxes and the Pacific mapboard.
- D. Between the India box and Suez, Basra or Abadan, through the Indian Ocean.
- E. Between the Australia box and Suez, Basra or Abadan, through the Indian Ocean.
- F. Between the South Africa box and Suez, Basra or Abadan, through the Indian Ocean.

21.434 DESTROYER AND TRANSPORT REQUIREMENTS:

- A. One destroyer factor is required to sea transport each ground or air factor, except as set out below.
- B. Two destroyer factors are required for each ground or air factor sea transported to or from the U.S., South Africa, India and Australia boxes.
- C. Sea transport to or from a mapboard box also requires one transport from the SW box through which the sea transport passes for every five ground or air factors sea transported (20.64C).

21.435 MECHANICS:

- A. Destroyers used to sea transport need not be based at the base of embarkation.
- B. Destroyers used to sea transport may move from their base to the base of embarkation, then to the base of debarkation, subject to range restrictions (21.3614).
- C. There may be more than one base of embarkation for one sea transport mission; but there may be only one base of debarkation. Different bases of debarkation require independent missions.
- D. Both the base of embarkation and debarkation must have been under friendly control at the start of the transporting player's player turn.
- E. Other naval units may accompany destroyers conducting sea transport in order to protect the sea transport mission. Such naval units are subject to the same basing and movement restrictions as the destroyers conducting the sea transport.
- F. Sea transport may not be used to land forces on a bridgehead counter unless the bridgehead hex also contains a port (EXCEPTION: One- and two-hex islands without port access - 21.37).
- G. A unit may not be sea transported from one location to another, then sea transported again from the new location, in the same turn.
- H. Units which are sea transported debark during the movement phase and are subject to stacking limitations at the end of the movement phase.

21.436 UNSUCCESSFUL SEA TRANSPORTS:

- A. Naval units on a sea transport mission which are intercepted and abort their mission or withdraw from naval combat before arriving at the base of embarkation return to their original base.
- B. If interception and defeat in naval combat occurs after the embarkation of the transported ground or air units, but before debarkation at the intended destination, the naval units on the sea transport mission and the surviving units they are carrying return to the base of embarkation, the transported units debark, and the naval units return to their original base.

C. Subject to the normal rules of supply, ground units which return to their base of embarkation incur the usual movement factor cost for debarking (21.437), but otherwise may move and conduct attacks, and air units may fly missions from the base of debarkation.

21.437 SEA TRANSPORT OF GROUND UNITS:

A. MOVEMENT: Ground units may use their full movement capability during the player turn in which they are sea transported. Ground units may move to the port of embarkation before being sea transported, prior to the movement of other ground units, but may not conduct overruns as they do so. Only ground units which have sufficient movement factors to meet the costs of embarkation (if any) and debarkation may be sea transported. Ground units may move after being sea transported, if permitted by their remaining movement factors, and may engage in overruns, offensive ground attacks or attrition in conjunction with other ground units.

- There is no movement cost to embark (EXCEPTION: If the port of embarkation is in an enemy ZoC, there is a movement cost of two movement factors in Europe and one movement factor in the Pacific to embark, even if the ground unit and the transporting fleet begin the turn in the port of embarkation).
- There is a movement cost of one movement factor to debark, plus an additional movement factor if the port of debarkation contains rough terrain (EXCEPTIONS: Japanese ground units and the Chindit entering jungle hexes do not incur an additional movement cost - 13.41C). There is no additional movement cost to debark in a hex in an enemy ZoC.

B. STACKING: The number of ground units which may sea transport from or to a single port is not limited by stacking limits.

C. SUPPLY: Ground units which are partially supplied or subject to an army oil effect may not be sea transported.

D. INVASIONS PROHIBITED: Ground units which are sea transported may not be used to invade in the same turn.

21.438 SEA TRANSPORT OF AIR UNITS:

A. BASING: The air unit must begin the player turn in the base of embarkation. The base of debarkation is treated as the air unit's new base. A sea transport is the equivalent of staging: a sea transported air unit may not stage to the base of embarkation or from the base of debarkation. Inverted air units may be sea transported.

B. STACKING: The transportation of air units is prohibited if the transportation would result in too many air factors in the base of debarkation.

C. OPERATION: Air units which have been sea transported may operate normally during the ensuing combat phase. There is no reduction in range to reflect the movement cost of debarking, which only applies to ground units.



21.44 HARBOR ATTACKS:

21.441 TIMING: Harbor attacks are resolved by the moving player during the movement phase, after attacks from patrols are completed, but prior to the completion of base changes and the movement of naval units to and from SW boxes.

21.442 HARBOR ATTACK RESULT REQUIRED: To carry out a harbor attack, the moving player must have achieved the required research result (EXCEPTION: The initial German harbor attack - 21.444).

21.443 MECHANICS: Harbor attacks are resolved using the Harbor Attack Table (see the Research Tables and Player Aids). When a harbor attack is made, the following sequence is followed:

A. The attacker announces the target hex, the nature of the attack and all his applicable modifiers.

B. The defender announces all his applicable modifiers, including the application of a counter-intelligence result.

C. Both players may play tactical cards in an attempt to gain a codebreaking advantage (48.32B).

D. The harbor attack is resolved.

21.444 INITIAL GERMAN HARBOR ATTACK: Germany begins the game with the ability to make a harbor attack against one enemy target. This attack may be made in Fall 1939 or any subsequent turn, provided no other harbor attacks have been made. The execution of this attack does not modify subsequent harbor attacks.



21.5 NAVAL ACTIVITIES DURING THE COMBAT PHASE:

21.51 SEABORNE INVASIONS:

21.511 OVERVIEW: During the combat phase, ground units in a controlled port, eligible island or eligible mapboard box may be carried by destroyers and invade an eligible invasion hex (21.5154).

21.512 RANGE: Seaborne invasions are subject to the range restrictions for offensive operations set out in 21.3614. In addition, the following exceptions apply:

A. COMMANDOS: The range of a commando unit using its special capability to invade a port is restricted to 10 (Europe) or 5 (Pacific) hexes.

B. DUTCH HARBOR: Dutch Harbor may not be used as a base for seaborne invasions.

C. ALEUTIANS: For Japan to invade Dutch Harbor from Japan, it must control and fully supply another Aleutian island. The invasion must pass through the required island en route to Dutch Harbor.

D. PERMITTED MAPBOARD BOX INVASIONS: Seaborne invasions are permitted:

- from the Atlantic U.S. box into an eligible western front hex or Gibraltar, through the Atlantic Ocean.
- from the Pacific U.S. box into Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), through the Pacific Ocean.
- from the India and Australia boxes onto the Pacific mapboard.

E. PROHIBITED MAPBOARD BOX INVASIONS: Seaborne invasions from the South Africa box or into a mapboard box are prohibited.

21.513 DESTROYER AND TRANSPORT REQUIREMENTS:

A. UNDEFENDED HEXES: One destroyer factor is required to carry each invading ground factor if the invasion hex is not occupied by an enemy ground unit.

B. DEFENDED HEXES: Two destroyer factors are required to carry each invading ground factor, including ground units which do not participate in the initial invasion combat, if the invasion hex is occupied by an enemy ground unit.

C. INVASIONS FROM MAPBOARD BOXES:

- One additional destroyer per ground factor is required for invasions from the U.S., India and Australia boxes.
- One Western Allied transport in the relevant SW box is required for every five Western Allied ground factors which invade from the U.S., India and Australia boxes.

21.514 MECHANICS:

A. Destroyers used for seaborne invasions need not be based at the base of embarkation.

B. Destroyers used for seaborne invasions may move from their base to the base of embarkation, then to the invasion hex, subject to range restrictions (21.3614).

C. There may be more than one base of embarkation for a seaborne invasion; but there may be only one invasion hex. Different invasion hexes require independent missions.

D. Other naval units may accompany destroyers conducting seaborne invasions in order to protect the invasion mission or provide shore bombardment to support the invasion. Such naval units are subject to the same basing and movement restrictions as the destroyers conducting the seaborne invasion.

E. Invading ground units must start their turn in a controlled, fully supplied port, eligible island hex (21.37) or eligible mapboard box. Unlike ground units which are sea transported, they may not move to the port of embarkation.

F. Ground units which are partially supplied or subject to the army oil effect may not invade. Air units may not invade.

21.515 RESTRICTIONS: In addition to the restrictions on naval movement set out in 21.21, seaborne invasions are subject to the following restrictions:

21.5151 WEATHER:

A. Seaborne invasions which involve naval movement through western and eastern front sea hexes are prohibited during winter turns, regardless of the location of the invasion hex.

B. Winter invasions of Aleutian islands are prohibited.

EXAMPLES: Winter invasions of hex T10 (in Portugal), Casablanca and French North Africa from Britain through the Straits of Gibraltar are prohibited. A winter invasion of U19 (in southern France) is allowed if the naval movement of the invasion forces is confined to the Mediterranean.

21.5152 INVASIONS LIMITED TO 1:1 ATTACKS OR GREATER:

Seaborne invasions of a hex containing an enemy unit may only be made if the resulting ground combat is at 1:1 odds or more. If an adverse ground combat result causes the odds to drop below 1:1, the invasion is aborted and no further ground combat is allowed. The naval units on the seaborne invasion mission and the surviving ground units they are carrying return to the base of embarkation, the ground units debark, and the naval units return to their original base.

21.5153 ENEMY NAVAL UNITS:

A. If, after all air, harbor and atomic attacks against the naval units in an invasion hex in the turn of invasion are resolved, the invasion hex contains an enemy TF or ten or more undamaged enemy naval factors which are not in a TF, the invasion may not be carried out.

B. Submarines, ASW and transports are not counted.

C. Naval units in Lorient or Famagusta do not prevent seaborne invasion, as the beaches in those hexes are on a different coastline from the ports.

D. An airdrop which drives the defending naval units out of the invasion hex does not permit invasion.

E. If the target hex does not contain enough enemy naval factors to prevent the invasion, invasion is permitted and the enemy naval factors are displaced if the attacker occupies the invasion hex (21.23). Prior to displacement, the enemy naval factors may attempt interception.

21.5154 ELIGIBLE INVASION HEXES: Seaborne invasions may only be conducted against a beach hex, Gibraltar, Singapore or one-hex islands (EXCEPTION: Commandos may invade undefended port hexes if the Western Allied CTL is two or more).

21.516 DEFEAT OF SEABORNE INVASIONS AT SEA:

A. Naval units on a seaborne invasion mission which are intercepted and abort their mission or withdraw from naval combat before arriving at the base of embarkation return to their original base.

B. If interception and defeat in naval combat occurs after the embarkation of the invading ground units, but before the seaborne invasion takes place, the naval units on the seaborne invasion mission and the surviving ground units they are carrying return to the base of embarkation, the ground units debark, and the naval units return to their original base.

C. Invading ground units which return to their base of embarkation after an unsuccessful seaborne invasion may neither move from their embarkation port during the remainder of the combat phase, including during exploitation, nor participate in attrition or offensive combat.



21.517 INVASION COMBAT:

A. INVADING GROUND UNITS: Any number of ground units may participate in an invasion, up to the capacity of the invading destroyers, but no more than two of those ground units may attack the target hex by sea (EXCEPTIONS: Marines and commandos may participate in invasion combat in excess of this limit).

B. ADDITIONAL GROUND UNITS: Airborne units which drop on the target hex and ground units adjacent to the target hex by land may join with the invading forces in attacking the beach hex, although this would not affect the DM for defending against an invasion.

C. SHORE BOMBARDMENT: Invading ground units may be assisted by shore bombardment from naval factors not engaged in carrying ground units. If destroyers which originally had been carrying invading ground units engage in combat with intercepting enemy air or naval units and incur losses which result in the loss of one or more ground units, any excess destroyer factors may be used for shore bombardment to support an invasion by surviving ground units. The total number of combat factors added by shore bombardment is limited by Naval Nationality DRM, and may never exceed three times the total number of ground factors involved in the invasion attack (21.526).

D. GROUND SUPPORT: Invading ground units may receive ground support from any air units within range, including ground support from carrier-based naval air units and CVEs. The total number of combat factors added by ground support may not exceed three times the total number of ground factors involved in the invasion attack.

E. DM OF DEFENDING UNITS: Ground units defending against invasion receive a +1 DM, even if simultaneously attacked from an adjacent land hex or by airborne drop (15.32B), unless at least half of the invading force consists of marines (10.71). The defenders also receive the defensive benefit of any other terrain in their hex.

F. STRENGTH OF DEFENSIVE AIR SUPPORT TRIPLED: The strength of defensive air support flown against seaborne invasions is tripled (18.611C).

G. RESOLVING INVASION COMBAT: Invasion combat is resolved in the same manner as normal ground combat.

H. INVASION COMBAT LOSSES:

- At least one-third (rounded down) of the ground combat losses incurred by the invasion force must be taken from destroyers.
- The remaining ground combat losses incurred by the invasion force may be taken from ground units that took part in the invasion combat, air factors or CVEs that provided ground support, fleets that provided shore bombardment or destroyers that carried the invading ground units.
- For each carrying destroyer lost, the number of attacking factors is reduced by one in subsequent combat rounds.
- Unless the invasion fails, destroyer losses do not affect the attacker's carrying capacity, as all invading ground units are considered to have already landed by the time ground combat is resolved.
- The attacker may not take ground combat losses from embarked units which did not participate in the initial invasion combat.

I. PLACEMENT OF A BRIDGEHEAD COUNTER: If the invasion hex was enemy-controlled and at least one initially invading ground unit survives invasion combat and occupies the invasion hex, a bridgehead counter may be placed on the invasion hex. If the target hex contained no enemy ground units, success is automatic and a bridgehead counter may be placed (EXCEPTION: Invasions of friendly hexes - 31.22).

J. OCCUPATION OF INVASION HEXES: All invading ground units which survive the invasion must occupy the invasion hex. Ground units aboard the invasion fleet which did not participate in the attack are also placed on the invasion hex. Up to five non-specialized ground units may occupy the invasion hex if a bridgehead counter has been placed (12.13), plus three specialized units (12.12) (EXCEPTIONS: No more than one non-specialized ground unit may occupy an invaded non-port Pacific one-hex island, plus three specialized units; no more than two non-specialized ground units may occupy an invaded Pacific one-hex island that contains a port, plus three specialized units (12.11B, 12.12)).

K. SURPLUS UNITS RETURN TO PORT: Ground units may return to any port within range of an invasion hex in order to avoid overstacking. If an invasion hex is overstacked at the end of the combat phase, excess units of the invading player's choice are eliminated.

21.518 EXPLOITATION FROM INVASION HEXES: A breakthrough may be achieved on an invasion hex if all of the following conditions are met:

A. At least one of the ground units taking part in the initial invasion combat is an armor unit with its mechanized component currently intact;

B. The armor unit has a CTL of one or more;

C. The armor unit is involved in the final round of invasion combat; and

D. At least one ground unit taking part in the initial invasion combat survives and occupies the invasion hex.

21.5181 WHICH ARMOR UNITS MAY EXPLOIT: If a breakthrough is created by an invading armor unit, other armor units in reserve aboard the invasion fleet could then exploit. Armor units adjacent to the invasion hex by land may only exploit if invasion hex was also attacked by land in combination with the invasion. In this case, the required armor unit may come from either the invasion force or the adjacent land units.

21.5182 UNDEFENDED INVASION HEXES: Breakthrough and exploitation from an invasion hex is allowed even if the invasion hex was undefended.

21.5183 CTL REDUCTION OF EXPLOITING ARMOR: The CTL of armor units exploiting from a breakthrough created by a seaborne invasion is reduced by one during the attacker's exploitation. This CTL reduction applies whether the seaborne invasion was conducted against an occupied or unoccupied hex (16.15).

21.519 RESTRICTIONS ON INVADING UNITS:

A. NON-EXPLOITATION MOVEMENT AND ATTACKS: Movement into hexes contiguous to the invaded hex and attacks against enemy units in such hexes are permitted only during exploitation. Invading ground units may not make offensive ground attacks out of their invasion hex unless they exploit.

B. ATTRITIONS: Ground units which invade a hex are not counted for attrition.



21.52 SHORE BOMBARDMENT:

21.521 OVERVIEW: During the combat phase, shore bombardment may be used by an attacker to support a seaborne invasion by ground units. Shore bombardment may not be used to support non-invasion ground attacks, airdrops or exploitation attacks.

21.522 RANGE: Shore bombardment is subject to the range restrictions for offensive operations set out in 21.3614.

21.523 SHORE BOMBARDMENT FROM MAPBOARD BOXES: Shore bombardment by naval units based in mapboard boxes is:

- A. Permitted from the U.S. in conjunction with invasions from the U.S. boxes.
- B. Permitted from the India and Australia boxes.
- C. Prohibited from the South Africa box.

21.524 MECHANICS: Naval units used for shore bombardment need not be based at the same base as the destroyers carrying the invading ground units.

21.525 EFFECT OF SHORE BOMBARDMENT: For every three naval factors providing shore bombardment, one combat factor is added to the strength of the attacker's ground units when determining the odds for ground combat.

21.526 LIMITS ON SHORE BOMBARDMENT: The total number of combat factors added to a ground attack by shore bombardment depends on the Naval Nationality DRM of the naval units providing shore bombardment. This limitation is distinct from the limitation on ground support from air units.

A. NAVAL NATIONALITY DRM OF ONE: For naval units with a Naval Nationality DRM of one, the number of combat factors added to a ground attack by shore bombardment may not exceed the total number of ground factors involved in the invasion attack.

B. NAVAL NATIONALITY DRM OF TWO: For naval units with a Naval Nationality DRM of two, the number of combat factors added to a ground attack by shore bombardment may not exceed twice the total number of ground factors involved in the invasion attack.

C. NAVAL NATIONALITY DRM OF THREE OR MORE: For naval units with a Naval Nationality DRM of three or more, the number of combat factors added to a ground attack by shore bombardment may not exceed three times the total number of ground factors involved in the invasion attack.

D. MIXED DRMs: If naval units with different Naval Nationality DRMs conduct shore bombardment, the above limits are applied to each category of Naval Nationality DRMs; naval units with a Naval Nationality DRM of one are limited to the number of ground factors involved in the invasion attack; naval units with a Naval Nationality DRM of two are limited to twice the number of ground factors involved in the invasion attack, taking into account any shore bombardment provided by naval units with a Naval Nationality DRM of one. Similarly, the amount of shore bombardment provided by naval units with a Naval Nationality DRM of three or more has to take into account shore bombardment provided by naval units with lower Naval Nationality DRM.

EXAMPLE: Three British ground factors invade, supported by Free French and British naval units. The Free French naval units have a Naval Nationality DRM of one (58.624); the British naval units have a Naval Nationality DRM of two. Nine Free French naval factors can provide shore bombardment (adding three combat factors to the invasion attack); another nine British naval factors can then provide shore bombardment.

21.527 The attacker may combine ground support from air units or CVEs with shore bombardment to assist his attacking ground units. Ground support from naval air units may be used to supplement shore

bombardment, with remnants from both being added together, provided the permitted limits on ground support or shore bombardment are not exceeded.

21.528 LOSSES TO NAVAL UNITS PROVIDING SHORE BOMBARDMENT:

21.5281 Naval units which provide shore bombardment may be eliminated (light ships) or damaged (heavy ships) as a result of ground combat in the same manner as other units. For each fleet factor lost, two other fleet factors are prohibited from providing shore bombardment in subsequent combat rounds. If a heavy ship incurs damage because one factor of ground combat loss is attributed to it (21.5282C), the remaining factors in that heavy ship are counted towards this prohibition.

21.5282 Ground combat losses may be taken by fleets which provide shore bombardment only if this results in the elimination of a light ship or the damaging of a heavy ship:

A. DESTROYERS: One destroyer factor is eliminated for each factor of ground combat losses attributed to destroyers. Destroyers carrying invading ground units may not be taken as ground combat losses.

B. CRUISERS: One cruiser is eliminated for every two factors of ground combat losses attributed to cruisers. Ground combat losses may only be assigned to a cruiser if this results in the sinking of that cruiser.

C. HEAVY SHIPS: Only one factor of ground combat losses may be assigned to each heavy ship. This damages the heavy ship.

21.5283 LIMIT ON SHORE BOMBARDMENT LOSSES: Ground combat losses may be distributed as desired by the attacking player from among participating ground, air and naval units when satisfying ground combat loss requirements, without regard for air or naval unit types or base of origin, provided the losses in factors assigned to fleet factors that provided shore bombardment do not exceed the value in combat factors of the shore bombardment component of the ground attack.

EXAMPLES: Two invading 3-2 infantry units and 36 fleet factors providing shore bombardment (6 + 12 = 18) attack a 2-3 armor unit on a beach hex (2 x 3 = 6) at 3:1 odds. If an "Ex" result occurs, the defender loses his 2-3 armor unit and the attacker loses both 3-2 infantry units, one 3-2 infantry unit and three fleet factors, or six fleet factors (his choice), subject the requirements of 21.5282.

If the defender had a 3-2 infantry unit and a 1-2 infantry unit, the odds would be 18:12 = 1:1. If an "Ex" result occurred, both defending infantry units would be eliminated and the attacker could choose to lose both 3-2 infantry units and six fleet factors, one 3-2 infantry unit and nine fleet factors or 12 fleet factors; in all three cases, the surviving fleet factors would return to port.



21.53 RAIDERS:

21.531 OVERVIEW:

A. Eligible Axis naval units may attempt to raid Allied shipping by moving into the Atlantic, Indian Ocean or Pacific SW boxes.

B. Raiding is an Axis offensive operation carried out during the combat phase, at the same time other naval missions are conducted, prior to the resolution of SW combat.

C. For the purpose of determining the front for BRP expenditures:

- the Atlantic SW box is considered to be on the western front.
- the Indian Ocean SW box is considered to be on the Mediterranean (Suez) or Southeast Asian (Colombo, Madras or Singapore) front.
- the Pacific SW box is considered to be on the Pacific front.

21.532 RAIDER GROUPS:

A. ELIGIBLE SHIPS: Cruisers, capital ships and fast carriers may raid; five-factor battleships, destroyers and slow ships may not.

B. ATLANTIC SW BOX: Only German naval units based in a western front port may raid into the Atlantic.

C. INDIAN OCEAN SW BOX: Up to three German or Italian ships may raid from Suez if the Axis control the Suez canal and Ethiopia. Up to three Japanese ships may raid from each of Colombo, Madras and Singapore.

D. PACIFIC SW BOX: Japanese ships may raid into the Pacific SW box from Townsville, Noumea, Suva, or any port in the Hawaiian Islands. Up to three Japanese ships may raid from each such port.

E. COMPOSITION: Each raider group may consist of no more than three ships, no more than one of which may be a fast carrier. Each two-factor cruiser is considered one ship.

21.533 MOVING TO AN SW BOX:

A. RAIDS FROM DIFFERENT PORTS: More than one raider group may raid from a single port. Ships based in different ports may rendezvous in a hex and form a raider group prior to entering an SW box.

B. MOVEMENT OF RAIDERS TO SW BOXES: Raiders must move from port to the SW box before they may attack enemy transports (EXCEPTION: 21.5331). Raider groups may not travel together for mutual support (22.141).

C. PRIORITY: If more than one raider group attempts to raid in the same SW box, the raiding player must designate one raiding group as the first raider, another as the second raider, and so on. If the European Axis and Japanese both raid in the Indian Ocean and cannot agree, the Japanese decide the order of raiding groups. The first raiding group is less likely to be intercepted (see the Raider Table - 21.5342).

D. ON-BOARD INTERCEPTION: Raiders may be attacked by air or intercepted on the board while moving to an SW box. If the raider defeats the on-board air attacks or interception and enters the SW box, it may be engaged in the SW box (21.534). Naval units raiding from Bergen or Scapa Flow move directly to the Atlantic SW box and are not subject to air attack or on-board interception as they do so.

A raider may only be intercepted on the board if a favorable interception modifier applies.

21.5331 PLACEMENT OF RAIDERS DURING OPENING SETUP: Germany may place one or more of the *Graf Spee*, *Lutzow* or *Scheer* in the Atlantic SW box during its opening setup. These may be grouped together or in separate raiding groups. Once placed, these ships must raid, with Germany paying one BRP for each raiding ship during its Fall 1939 combat phase.

21.534 DEFENDING AGAINST RAIDERS IN AN SW BOX:

21.5341 FIRST ENGAGEMENT ATTEMPT: After the defender has resolved any naval interceptions of the moving player's other naval missions, the defender may roll one die for each raider group and consult the Raider Table to determine how many defending ships engage each raiding group. The defender may choose not to oppose a raiding group, but once the defender has decided to oppose a raider group, he cannot change his mind.

A. If the modified die roll for a raider group is "0" or less, the raider group escapes detection and may attack the defending transports (21.5361A).

B. If the modified die roll for a raider group is "1" or more, the raider group may be engaged by one or more defending ships.

21.5342 DETERMINING WHICH SHIPS ENGAGE:

A. For each raiding group for which the modified die roll was "1" or greater, the defender rolls a number of dice equal to his modified die roll and consults the Raider Table to determine which types of ships engage the raider.

B. Only fast ships may engage raiders during the first engagement.

C. No more than one fast carrier may engage a raider group in each engagement attempt, for a maximum of one fast carrier in the first engagement and a second fast carrier in the second engagement. The fast carrier must be fully operational and a sufficient number of light fleet factors must also engage the raider (21.313); unless both these requirements are met, another ship must be used (21.5342D).

D. If there is no eligible ship available of the type permitted by one of the defender's die rolls, either because no such ship is available or because the defender rolled a "6" and is not permitted to engage with a fast carrier because there are not sufficient light ships available to accompany the carrier (21.5242C), the defender must choose a lesser die roll and send the ship associated with that die roll. He may not refuse to send out ships.

E. Once the defender determines the types of ships which engage all raiding groups, the defender chooses which eligible ships actually engage in naval combat with the raiders. If a ship is eligible to engage more than one raider group, the defender chooses which raider group to engage with that ship.

F. Naval units which engage raiders are not subject to attack by land-based enemy air units or interception by enemy naval units as they move to a SW box.

G. Defending ships must be uninverted in one of the following locations. All uninverted defending ships in the listed locations are eligible, and in some circumstances may be required, to engage raiding groups (EXCEPTION: Defending ships in ports which are not operational may not engage raiding groups).

- **ATLANTIC:** The Atlantic SW box, a western front port or the Atlantic U.S. box.
- **INDIAN OCEAN:** The Indian Ocean SW box, Suez, Basra, Abadan, Colombo, Madras or the South Africa, Australia or India boxes.
- **PACIFIC:** The Pacific SW box, the Pacific U.S. or Australia boxes, Townsville, Noumea, Suva, Papeete, Pearl Harbor or any American port constructed in the Hawaiian Islands.

Raider Table - 21.5342
<i>One die is rolled for each raider group to determine how many defending naval units are able to engage that raider group. The die roll is modified as follows:</i>
<p>General modifiers:</p> <ul style="list-style-type: none"> -3 Automatic +1 for each additional raider group operating in the SW box (+1 for the second group, +2 for the third group, etc.) +1 if the raider group contains three ships +1 for each defender air range research result
<p>Additional Atlantic modifiers:</p> <ul style="list-style-type: none"> +1 the U.S. is at war with Germany +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
<p>Additional Indian Ocean modifier:</p> <ul style="list-style-type: none"> +1 Japanese raiders based in Singapore. +1 for every 3 CVEs in the Indian Ocean SW box (round down): 0-2: 0; 3-5: +1; 6-8: +2; 9-11: +3; 12+: +4. Each uninverted search AAS and NAS in the India box is equivalent to one CVE.
<p>Additional Pacific modifier:</p> <ul style="list-style-type: none"> +1 for every 3 CVEs in the Pacific SW box (round down): 0-2: 0; 3-5: +1; 6-8: +2; 9-11: +3; 12+: +4. Each uninverted search AAS and NAS in the Australia box is equivalent to one CVE with respect to Japanese raiders entering the Pacific SW box off the southern edge of the Pacific mapboard (only).
<p>Additional modifier for German and Italian raiders:</p> <ul style="list-style-type: none"> +/-1 Ultra codebreaking advantage
<p>Additional modifier for Japanese raiders:</p> <ul style="list-style-type: none"> +/-1 Magic codebreaking advantage
<p>Modified results of "1" or greater permit defending ships to engage the raider group in question.</p>
<p><i>The types of defending ships which engage each raiding group is determined by rolling one die. The defender must choose a lesser die roll result if no eligible ship of the required type is available.</i></p> <p><i>Only fast ships may engage raiders during the first engagement; slow ships may engage a returning raiding group containing damaged ships.</i></p> <ul style="list-style-type: none"> 1 One destroyer factor 2 2-factor cruiser or 2-factor battlecruiser 3 3-factor battleship or battlecruiser 4 4-factor battleship 5 5-factor battleship 6 One fast carrier of any size and an equivalent number of light ship factors

EXAMPLE: The *Bismarck* and a cruiser raid in the Atlantic. The modified raider die roll is "4", which permits four British ships to engage the raider group. Four dice are rolled: the die rolls to determine which ships engage are a "2" (a cruiser or a 2-factor battlecruiser), a "3" (a 3-factor battlecruiser), a "4" (a 4-factor battleship) and a "6" (a fast carrier and an equivalent number of light ship factors). If the British player didn't have a 4-factor battleship available, he could select a 3-factor battlecruiser, a 2-factor cruiser or battlecruiser, or even a destroyer factor.

21.535 NAVAL COMBAT BETWEEN RAIDERS AND DEFENDING NAVAL UNITS: One round of naval combat is then resolved between each raiding group and the defending naval units which engage that raider group:

A. Naval combat involving raiders uses a simplified naval combat procedure (see 22.35).

B. The +/-1 DRM associated with protecting transports (22.552B) applies to this engagement.

21.536 RAIDER EFFECTS:

21.5361 WHEN RAIDERS MAY ATTACK TRANSPORTS:

A. NO DEFENDING NAVAL UNITS: If a raiding group is not engaged by defending naval units, all the naval units in that raiding group may attack the defender's transports.

B. ALL DEFENDERS SCREENED OR ELIMINATED: If a raiding group is engaged by defending naval units, one or more raiding ships may be withheld from naval combat in the hope of later attacking the defender's transports.

- The decision to withhold raiding ships from naval combat is made prior to the resolution of naval combat with the defender's naval units.
- Raiding naval units which engage in naval combat with the defender's naval units may not also attack the defender's transports; a raiding fast carrier may not split its naval air units between the defender's naval units and transports.
- If all the unscreened defending naval units which engage a raiding group are sunk in naval combat, naval units in the raiding group withheld from naval combat with the defending naval units may attack the defender's transports. Defending naval units that were screened at the start of fleet combat with raiding naval units, either voluntarily or automatically (fast carriers, naval units damaged by air strikes from a raiding carrier) do not prevent attacks on the defender's transports; defending naval units which are damaged, but not sunk, in fleet combat with raiding naval units do prevent attacks on the defender's transports.

21.5362 RAIDER GROUPS FIRE SEPARATELY: Combat by raiders which are eligible to attack the defender's transports is resolved as follows:

A. CARRIERS: Any fast carrier in a raiding group resolves a single air strike, using the Naval Attack Table (22.55). If more than one raider group contains a fast carrier, more than one air strike is resolved. No air defense roll is made by the transports unless the defender has an Air Defense research result.

B. HEAVY AND LIGHT SHIPS: The heavy and light ships in each raiding group combine and resolve a single fleet combat dice roll against the defending transports, using the Naval Attack Table (22.55). This process is repeated for each raiding group. The defending transports do not fire.

C. MODIFIERS: Nationality DRMs apply to air strikes (21.5362A) and fleet combat (21.5362B) by raiders against transports. Transports are considered to be carrying out a naval activity which reduces their effectiveness and the fleet combat modifier associated with such activities applies (22.552B).

21.5363 WHEN RAIDERS PROHIBITED FROM ATTACKING TRANSPORTS: Raiding naval units may not attack the defender's transports if any of the defender's unscreened naval units survive naval combat with the raider group in question, even if all the defending naval units are damaged.

21.537 RETURNING TO PORT:

A. Once the first round of naval combat between each raider group and any defending naval units which engaged them and raider attacks against enemy transports are both resolved, all raiding groups must then attempt to return to port. Raiders may not remain at sea.

B. Each raider group attempts to return to port as a single group.

C. Damaged defending naval units must disengage after the first round of naval combat and return to port. Undamaged defending naval units may fight a second round of naval combat against the raiding group they engaged, together with any additional defending naval units which succeed in engaging that raiding group (21.538).

21.538 SECOND ENGAGEMENT ATTEMPT:

A. Before raiders return to port, a second die roll is made on the Raider Table for each raiding group, using the same modifiers as for the first raider

die roll for that group, and the process set out in rule 21.534 is repeated, with the following differences:

- Slow ships may engage a raider group that contains damaged ships.
- The additional defending naval units combine with undamaged defending naval units which engaged in the first round of naval combat with each raiding group.
- Once the defender has determined what additional ships, if any, engage each raiding group, the defender has the option of declining to fight a second round of naval combat against any raiding group.
- The +/-1 DRM associated with protecting transports (22.552B) does not apply to this engagement, as the raiders are returning to port and are not threatening the transports.

B. After naval combat is resolved or declined by the defender, all surviving raiders and defending naval units return to any eligible ports or mapboard boxes (21.5342G) and may be attacked by defending air units and intercepted by defending naval units as they do so (EXCEPTIONS: German raiders returning to port in Fall 1939 after having started the game at sea and German raiders returning to Bergen or Scapa Flow may not be attacked by air or intercepted as they return to port – 22.11A). Surviving raiders may not make a second attack against the defender's transports in that turn.

21.54 ATTACKS ON ENEMY BASES: See 23.6.



21.55 FAST CARRIER MISSIONS:

21.551 OVERVIEW: During the combat phase, fast carriers may move to a sea hex (the "mission hex") so their NAS may attack enemy bases or assist in regular ground combat.

21.552 RANGE: Fast carrier missions are subject to the range restrictions for offensive operations set out in 21.3614.

21.553 FAST CARRIER MISSIONS FROM MAPBOARD BOXES: Fast carrier missions by naval units based in mapboard boxes are:

A. Permitted from the U.S. boxes only if the fast carriers accompany a seaborne invasion mission from the U.S. box.

B. Permitted from the India and Australia boxes.

C. Prohibited from the South Africa box.

21.554 COST AND TIMING:

A. BRP COST: Fast carrier missions are an offensive mission and BRPs must be paid for all participating naval units on the front containing the mission hex (EXCEPTION: No BRP expenditure is required for submarines that accompany fast carrier missions - 9.56A). If the fast carriers accompany a seaborne invasion or shore bombardment mission, the mission hex is considered to be on the front containing the land portion of the invasion hex.

B. TIMING: Fast carrier missions are contemporaneous with other offensive naval missions in the combat phase. Independent fast carrier missions are announced at the same time as other offensive missions in the combat phase. Fast carriers accompanying seaborne invasion or shore bombardment missions need not be independently announced, even if their naval air units will perform a carrier air mission. Missions are not assigned to carrier air units until after all combat arising from enemy naval interceptions has been resolved.

21.555 MECHANICS:

A. A naval force containing fast carriers must always contain at least as many fast fleet factors as fast carrier factors (21.313).

B. Fleet factors accompanying fast carriers are subject to the same basing and movement restrictions as the fast carriers.

C. Naval units conducting a fast carrier mission may not intercept or counter-intercept, and engage in naval combat only if they are intercepted.

D. Participation in naval combat does not impair the ability of surviving naval air units to perform a carrier air mission.

E. Fast carrier missions return to base (21.33) after the resolution of regular combat, prior to exploitation.

21.556 CARRIER AIR MISSIONS: Carrier-based naval air units may fly an air mission while the carrier is at sea during the combat phase. Subject to the restriction that each naval air unit may perform only one mission, different air missions may be conducted by carrier-based naval air units from a single naval force, and carrier-based naval air units from different fast carrier missions and patrols that remained at sea during the combat phase (21.4181C) may combine in a single attack against the same target. Each naval air unit may:

A. Conduct a counterair attack or air strike against a single enemy base, flying multiple sorties.

B. Provide ground support or intercept defensive air support in relation to a non-exploitation attack during regular combat.

21.557 DISTINCT FROM PATROLS: Fast carrier missions differ from patrols (21.41) as follows:

A. Patrols are initially conducted during the movement phase; fast carrier missions are conducted only during the combat phase.

B. Fast carrier missions from a U.S. mapboard box are allowed in conjunction with seaborne invasions from the U.S. box; patrols are not.

C. Naval units may change base before conducting a fast carrier mission; patrolling naval units may not.

D. Naval air units on a fast carrier mission may not counterair enemy bases while en route to the mission hex except as a part of naval combat.

E. Naval units on a fast carrier mission may not counter-intercept in support of intercepted friendly naval forces.

F. Naval air units on a patrol may launch repeated counterair attacks and air strikes against all enemy bases within range of the patrol hex; naval air units on a fast carrier mission may only fly counterair attacks and air strikes against a single enemy base.

21.56 SEA SUPPLY, OIL SHIPMENTS AND BRP GRANTS BY SEA: During post-combat supply determination, sea supply lines may be traced, oil counters shipped and BRP grants made by sea in the same manner as during initial supply determination (21.42).



21.6 SEA ESCORT:

21.61 OVERVIEW: Ground and air units which redeploy across water and BRPs and oil counters which are shipped across water must be sea escorted by either destroyers or transports, as set out below (EXCEPTIONS: No sea escort is required to cross rivers or crossing arrows). Sea escort is permitted to and from mapboard boxes as set out in rules 28.75-28.758. See also rule 5.

21.62 RANGE: Sea escorts are subject to the range restrictions set out in 21.3612.

21.63 TIMING: Naval activities requiring sea escort may be carried out at the following times during the moving player's turn:

A. Movement phase, during initial supply determination: Oil shipments and BRP grants by sea.

B. Combat phase, during post-combat supply determination: Oil shipments and BRP grants by sea.

C. Redeployment phase: NRing ground and air units.

21.64 DESTROYER AND TRANSPORT REQUIREMENTS:

A. One destroyer factor is required to sea escort each ground or air factor.

B. Three destroyer factors are required to sea escort each oil counter shipped by sea by the European Axis (33.43B).

C. One transport is required to sea escort every five ground or air factors (round up) (20.64C).

D. One transport is required to sea escort every five BRPs (round up) granted by sea (20.64D). Destroyers are not required to escort BRP grants by sea.

E. One transport is required to sea escort each oil counter shipped by sea by the Western Allies or Japan (20.64A).

F. Destroyers must be used for sea escort which begins and ends on a mapboard, except as set out below.

G. Transports may be used to sea escort between the following locations provided they were controlled by the escorting player at the start of its player turn:

- Western Allied sea escorts between ports on the Western front (Atlantic transports).
- Western Allied sea escorts between Townsville, Port Moresby, Lae, Rabaul, Noumea, Suva, Pago Pago and any port constructed in the Solomon, New Hebrides, Fiji or Ellice Islands (Pacific transports).
- Western Allied sea escorts between Colombo, Trincomalee, Madras, Calcutta, Rangoon or Singapore (Indian Ocean transports).
- Japanese sea escorts between any ports or eligible island hexes (21.37) on the Pacific mapboard.

H. Transports must be used for sea escorts which:

- begin or end in a mapboard box.
- Western Allied sea escorts between Suez, Basra and Abadan.

I. Sea escorts using transports may be continued using destroyers based in the port where the portion of the sea escort using transports ends. Similarly, sea escorts using destroyers may be continued using transports if transports are available to sea escort from the port where the portion of the sea escort using destroyers ends.

Example: The Western Allies may sea escort a ground unit from the Atlantic U.S. box to the India box in a single redeployment, using Atlantic transports for the leg from the U.S. box to Gibraltar, DDs based in Gibraltar for the leg from Gibraltar to Suez, and Indian Ocean transports for the leg from Suez to the India box.

21.65 MECHANICS:

A. Destroyers used for sea escort must either be based in the embarkation hex or reach the embarkation point on the initial leg of the sea escort.

B. Transports used for sea escort may only have one base of embarkation and one destination.

C. Cargo being sea escorted must be embarked at a controlled, fully supplied port, eligible island hex (21.37) or mapboard box.

D. Cargo being sea escorted must be debarked at a controlled, partially or fully supplied port, eligible island hex (21.37) or mapboard box or, for oil shipments, a bridgehead placed by seaborne invasion.

E. Oil counters and BRP grants may be sea escorted to a destination that is not yet supplied at the same time post-combat supply is traced to the destination. If the supply line is cut, the oil shipments and BRP grants are aborted.

F. Other naval units may accompany sea escorts in order to protect the sea escort. Such naval units are subject to the same basing and movement restrictions as destroyers conducting sea escort.

G. Units, oil counters and BRPs sea escorted by transports may also be protected by naval units based in the SW box containing the transports. If more than one such transport is being used to sea escort units, the sea escorting player must indicate which naval units in the SW box are protecting which sea escort before enemy air or naval attacks on the sea escort are attempted. The use of naval units in an SW box for the protection of sea escort does not affect their ability to perform other functions in that SW box (25.36).

H. Ground and air units being sea escorted must either be in or be able to redeploy by land or air to the port or eligible island hex (21.37) from which they are being sea escorted.

I. Sea escorts to different destinations are carried out separately, as are sea escorts and NRs (28.32). Contemporaneous sea supply, oil shipments and BRP grants by sea to the same destination may be combined for mutual protection.

EXAMPLE: An American 3-2 infantry unit is in Port Moresby. The Allied player wishes to use destroyers to NR the 3-2 infantry unit from Port Moresby to the Philippines. At least three Allied destroyer factors are required for sea escort. These destroyers could not be based in the Philippines at the start of the redeployment phase. If they were, they could NR to Port Moresby, but could not provide sea escort for the 3-2 infantry unit in Port Moresby until the following turn. Planning ahead, the Allied player might have moved the required destroyers to a port within 10 hexes of Port Moresby during the movement phase, then used them for sea escort that same turn.

If Japanese naval units intercepted the sea escort of the 3-2 infantry unit from Port Moresby, and won the resulting naval combat, the 3-2 would return to Port Moresby, unless the Allies had fewer than three surviving destroyer factors, in which case, regardless of who won the naval combat, the 3-2 infantry unit would be eliminated.

21.66 UNSUCCESSFUL SEA ESCORTS:

A. Naval units used for sea escort which are intercepted and abort their mission or withdraw from naval combat before arriving at the base of embarkation return to their original base.

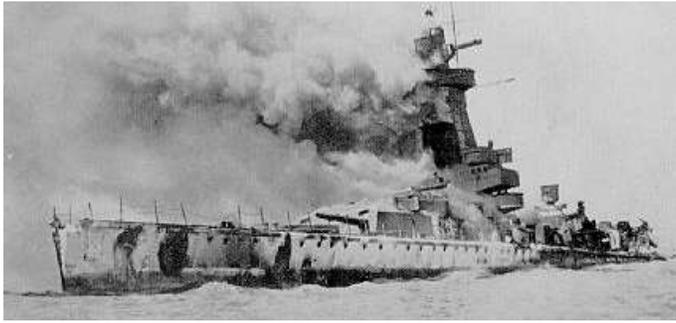
B. If interception and defeat in naval combat occurs after the embarkation of the sea escorted ground or air units, oil counters or BRP grants, but before debarkation at the intended destination, the naval units used for sea escort and their surviving cargo return to the base of embarkation, the cargo debarks, and the naval units return to their original base.

C. If the number of destroyer factors used for sea escort drops below the number required as a result of enemy action, the cargo being sea escorted is eliminated. If a transport used for sea escort is eliminated, the cargo being sea escorted is eliminated (22.82).

D. Ground and air units which return to their base of embarkation may SR and TR from that base.

21.7 UNINVERTING NAVAL UNITS:

21.71 UNLIMITED UNINVERSION: Provided the naval oil effect has been offset, all eligible naval units may be uninverted (33.9).



22. NAVAL INTERCEPTION AND COMBAT

- 22.1 NAVAL INTERCEPTION
- 22.2 RESOLVING NAVAL INTERCEPTIONS
- 22.3 NAVAL COMBAT
- 22.4 NAVAL COMBAT SEGMENTS
- 22.5 FLEET COMBAT
- 22.6 WITHDRAWAL FROM NAVAL COMBAT
- 22.7 ADDITIONAL ROUNDS OF NAVAL COMBAT
- 22.8 EFFECTS OF NAVAL COMBAT
- 22.9 SUBMARINE ATTACKS

22.1 NAVAL INTERCEPTION:

22.11 GENERAL: When a player undertakes any naval activity, the opposing player may intercept with any of his own uncommitted, uninverted naval units within interception range. A naval unit is considered to be uncommitted if it is not engaged in another naval activity already announced during the same segment of the player turn. Interception is subject to the qualifications set out below:

A. IMMUNITY FROM INTERCEPTION: The following naval units may not be intercepted:

- Raiders raiding from or returning to Bergen or Scapa Flow (21.533D, 21.538B).
- Raiders returning after starting the game at sea (21.538B).
- Naval units moving to an SW box to engage raiders (21.5342F).
- ASW deploying to or from an SW box.
- Western Allied transports deploying to or from an SW box (20.622C).
- Axis naval units changing base or NRing between Bergen and Oslo or Kiel, while in Norwegian North Sea coastal hexes.
- Submarines.

B. PROHIBITED FROM INTERCEPTING: Naval units based in the following locations may not intercept:

- Naval units in the U.S., South Africa and SW boxes.
- Naval units in non-operational ports (EXCEPTION: Submarines in fortified ports - 32.248).

C. RAIDERS: Raiders may be intercepted on the mapboard while moving to the Atlantic, Pacific or Indian Ocean SW boxes (21.533D); raiders which reach a SW box may be opposed in accordance with 21.534.

D. OFFENSIVE PATROLS: Naval units on offensive patrol may not counter-intercept, but may support intercepted friendly naval units (21.4182).

22.111 NO BRP EXPENDITURE REQUIRED: Interceptions and counter-interceptions do not require any expenditure of BRPs.

22.112 Interceptions may not be attempted unless the countries involved are already at war; a player may not declare war during his opponent's turn in order to intercept.

22.113 If the Western Allies and Russia both wish to intercept the same enemy naval activity, the Western Allies prevail.

22.114 Each submarine intercepts separately (22.915).

22.115 Naval units may be intercepted as they return to port.

22.116 Naval units which unsuccessfully attempted interceptions during a phase may not attempt to intercept returning naval units during that same phase (22.27).

22.12 SELECTING AN INTERCEPTION HEX: Once a player (the "attacker") indicates a naval activity, the opposing player (the "defender") may require the attacker to indicate the exact path of hexes taken by his naval units. The defender then may select one hex in which he will intercept the attacker's naval activity.

A. If the attacker's naval units begin their activity in port, the defender may select the hex in which the attacker's naval units are based (since they enter the water portion of that hex as soon as they leave port), the destination hex or any hex in between.

B. If the attacker's naval units are already at sea (moving from their patrol hex or returning to base), the defender may select any new hex the attacker's naval units enter, including the destination hex. The defender may not select the hex in which the naval units begin their new activity, as the defender has already had a chance to intercept in that hex.

22.13 ONLY ONE INTERCEPTION HEX PERMITTED: A naval force may be intercepted in only one hex along its route, subject to the following exceptions:

A. STRAITS: Naval activities which pass through straits (21.211) and the Kiel canal are treated as distinct naval activities for interception purposes on each side of the strait, and are thus subject to a single interception in different hexes on each side of the strait.

B. DIFFERENT NAVAL ACTIVITIES: Each time a naval force attempts to carry out a distinct naval activity, it may be intercepted, even if some or all of that force has been intercepted earlier in the same turn while carrying out a different naval activity.

C. COMBINING NAVAL FORCES:

- A naval force which joins with other naval units in the course of a single naval activity creates a new naval force, which is subject to naval interception even if some or all of its components were intercepted before they combined.
- When a naval force sails to a base containing a second naval force in order to combine into a new naval force in that base hex, the naval force which remained in its base until the first naval force arrived may not be intercepted separately. Naval forces may thus be picked up without being subject to interception until they have joined the combined force.

D. SPLITTING NAVAL FORCES: A naval force which splits from another naval force during the course of an activity is subject to naval interception even if the combined naval force was intercepted, provided the new naval force enters a different sea hex from its parent naval force.

E. SUBMARINES: Submarines may intercept in a different hex from other naval units (22.915).

F. RETURNING NAVAL FORCES: A naval force may be intercepted a second time once it has completed or aborted its naval activity.

G. DISPLACED NAVAL UNITS: A displaced (21.23) or escaping (23.462) naval force may be intercepted.

EXAMPLE: Japanese TFs sail independently from Manila, Okinawa and Tokyo, rendezvous south of Okinawa and proceed on their mission. The Americans could intercept each of the three groups prior to their rendezvous, and intercept once afterwards. Had the Japanese combined their TFs by sailing the Manila TF to Okinawa, then both TFs to Tokyo, then all three TFs on their mission, the Americans could have intercepted the Manila TF, the combined Manila and Okinawa TFs, and all three TFs, but the Okinawa and Tokyo TFs could not have been intercepted separately.

22.131 INTERCEPTION IN THE ACTIVITY HEX: If interception occurs in an activity hex, the interception is resolved before the naval force completes its activity.

22.132 AIR ATTACKS:

A. Air attacks on naval activities are distinct from naval interceptions and may be made in any hex or hexes along the route of the naval activity (23.7), including a hex where naval interception occurs and hexes along the path taken by naval units returning to port.

B. If air attacks and naval interception occur in the same hex, the attacking air units participate in the resulting naval combat and may not attack the intercepted activity outside of naval combat.

22.14 INTERCEPTION MECHANICS:

A. INTERCEPTIONS OF DIFFERENT ENEMY ACTIVITIES PERMITTED: Naval units based in the same port may intercept different

enemy naval targets, whether or not they are part of a TF, although each naval unit may intercept only one enemy naval target per phase.

B. TFs INTERCEPT SEPARATELY: Each TF, including those in the same port, intercepts separately, even against the same enemy target. TFs may be reconstituted immediately before intercepting and counter-intercepting. This may result in the formation of new TFs so that more TFs intercept the same enemy target.

C. NAVAL UNITS WHICH ARE NOT IN A TF: Up to nine non-TF naval factors in a given port may intercept each enemy target, regardless of the size of the enemy target. A TF and naval units which are not in a TF may both intercept from the same port.

D. HOLDING BACK NAVAL UNITS: Naval units may be held back from interception for any purpose.

E. ONE INTERCEPTION HEX ONLY: If naval units from more than one base intercept the same enemy target, they must select a common interception hex (22.13).

F. INTERCEPTION BY DEFENSIVE PATROLS: Naval units on defensive patrol intercept in the same manner as naval units in port.

22.141 Successful naval interception results in naval combat between the intercepting naval force and the intercepted naval force, as well as all other enemy naval units passing through the interception hex, including submarines, subject to the following exceptions:

A. NAVAL ACTIVITIES WITH DISTINCT PATHS: Naval activities which cross paths in a single hex, other than a common hex of origin or a common destination hex, are considered to have passed through the hex at different times and are intercepted separately.

B. SEA SUPPLY: Sea supply lines to different supply zones are intercepted separately.

C. RAIDERS: Raiding groups moving to or from an SW box are intercepted separately.

D. SEA ESCORTS AND NRs: All sea escorts and NRs are intercepted separately unless the moving player has elected to combine sea escorts (28.32A) or NRs (28.32B) to the same destination. Combined sea escorts and NRs are intercepted together.

E. NON-COOPERATION: British and French naval forces while Anglo-French cooperation restrictions are in effect (53.253).

While sea supply and NRs to different destinations may not support one another (22.141B, C), because their range is unlimited (21.3612), sea transports and seaborne invasions may support one another except in their target hex, as 21.321 prohibits naval forces conducting a sea transport or seaborne invasion from entering the target hex of another sea transport or seaborne invasion.

22.15 CONTEMPORANEOUS NAVAL ACTIVITIES: The moving player must, at each stage of his player turn, announce all the contemporaneous naval activities he wishes to conduct before the defender decides whether and where to intercept:

A. During the movement phase the moving player must indicate all patrols, naval base changes and SW box redeployments before the defender makes any interception decisions; during the combat phase the moving player must announce all naval missions he will undertake, including the destination of each mission and which ground units, if any, are aboard his fleets, before the defender makes any interception decisions.

B. Sea supply, raiders and NRs are contemporaneous and are announced by the moving player simultaneously, although they may be made separately and carried out sequentially.

C. Naval units return to base contemporaneously once all contemporaneous activities are completed (EXCEPTION: Patrolling naval units may remain in their patrol hex until other friendly naval forces have returned to port, in order to assist those naval forces if they are intercepted).

D. Naval units which abort an activity, withdraw from naval combat or are displaced during the opposing turn return to base immediately.

22.16 COUNTER-INTERCEPTIONS: The attacker may counter-intercept the defender's intercepting naval units in the same manner as interceptions.

22.161 MECHANICS: Counter-interception takes place before naval combat arising out of the defender's original interceptions is resolved. Counter-interceptions are carried out in the same manner as interceptions. The manner in which naval combat is resolved depends on the location of the counter-interception hex:

A. INTERCEPTION HEXES: If an intercepting force is counter-intercepted in the same hex as it intercepted the moving player's naval activity, a single naval battle is resolved in the interception hex between all naval forces in that hex. Other intercepting and counter-intercepting naval forces which did not reach the interception hex in their first attempt may also join in subsequent rounds of the naval combat (22.24B).

B. NON-INTERCEPTION HEXES: If an intercepting naval force is counter-intercepted in a hex other than its interception hex, naval combat between the intercepting and counter-intercepting naval forces is first resolved in the counter-interception hex, without the participation of the naval force which was originally intercepted, to determine whether the intercepting naval force is able to complete its interception. If the intercepting naval force defeats the counter-intercepting naval force, it may either continue to the interception hex and engage in naval combat with the intercepted naval force or abort the interception and return to port, at the owning player's option.

22.162 COUNTER-INTERCEPTION OF MORE THAN ONE INTERCEPTING TF: If two or more intercepting TFs traveling along the same path, whether or not they started from the same port, are counter-intercepted together (22.141) before the interception hex (22.161B), a single naval battle is resolved as set out in 22.252.

22.163 OFFENSIVE PATROL SUPPORT FOR FRIENDLY NAVAL ACTIVITIES: Naval units on offensive patrols, including submarines, do not roll dice to counter-intercept. Instead:

A. Patrolling naval forces may only counter-intercept in the hex in which the intercepting enemy naval forces intercepted the original naval activity.

B. If the interception hex is within three hexes of its patrol hex, the patrolling naval force moves to the interception hex and participates in the first round of naval combat.

C. If the patrol hex is more than three hexes from the interception hex, the patrolling force does not participate in the first round of naval combat; its participation is deferred by one round for every additional four (European) or two (Pacific) hexes it is from the interception hex. In Europe: patrol hex within 3 hexes: round one; 4-7 hexes: round two; 8-11 hexes: round three, and so on; in the Pacific: patrol hex within 3 hexes: round one; 4-5 hexes: round two; 6-7 hexes: round three, and so on.

D. Patrolling naval forces which participate in the naval combat between a friendly naval force and an intercepting naval force adopt its mission once any naval combat is resolved, provided they are permitted to do so (21.4182B).

E. If naval combat ends before a patrolling force enters naval combat between a friendly naval force and an intercepting naval force, the patrolling force returns to its patrol hex and may be used later in the player turn (21.4182C).

22.164 SEQUENCE OF INTERCEPTION AND COUNTER-INTERCEPTION ATTEMPTS: Where both players are intercepting and counter-intercepting naval forces, this sequence is followed:

A. INTERCEPTIONS: The defender announces all naval interception attempts (EXCEPTIONS: Interceptions of patrols, which may occur while a patrol is en route to its patrol hex - 21.416; interceptions of returning naval units, which occur once the activity is completed - 22.18), then makes his naval interception dice rolls.

B. COUNTER-INTERCEPTIONS: All naval counter-interceptions of interception attempts are then announced and resolved, before any naval combat resulting from successful interceptions is resolved.

C. COUNTER-COUNTER-INTERCEPTIONS: All naval counter-counter-interceptions are then announced and resolved, before any naval combat resulting from successful counter-interceptions is resolved.

22.17 COUNTER-COUNTER-INTERCEPTIONS: No further levels of interceptions beyond counter-counter-interceptions are permitted.

All good things must come to an end. The moving player may conduct naval activities and counter-intercept; the defender may intercept the moving player's naval activities and (in rare cases) counter-counter-intercept the moving player's counter-interceptions. Counter-counter-counter-interceptions are prohibited, both because they almost never arise and because the word is too hard to say.

22.18 INTERCEPTION OF RETURNING NAVAL UNITS: Naval forces may be intercepted as they return to port.

A. Interceptions of returning naval units are not announced until the naval units in question attempt to return to port.

B. Naval forces returning to port may first be intercepted when they enter a sea hex adjacent to their activity hex.

C. Naval units returning to port may, subject to range restrictions (21.33), combine with other friendly naval units for mutual protection, in the same manner as naval units engaged in a naval activity (22.141).

D. If a naval force divides into two or more naval forces as it returns to port, the newly created naval forces are subject to interception even if the original force was also intercepted.

E. Patrolling naval units may defer their return to port in order to protect naval forces which performed missions as they return to port.

F. The interception modifiers for naval units returning to port are recalculated. No additional dice are rolled to intercept a returning naval force which was spotted by air units while moving to its activity hex

22.19 COMBINED AIR AND NAVAL INTERCEPTION: The moving player dictates the order in which air attacks and naval interceptions of concurrent naval activities are resolved, the intercepting player dictates the order in which air attacks and naval counter-interceptions of concurrent naval interceptions are resolved, and so on.

A. When naval interception occurs, the intercepting force first sails to the interception hex, possibly undergoing air attack en route.

B. The intercepted force then moves to the interception hex, and is also subject to air attacks en route.

C. Once both forces have reached the interception hex, naval combat, including air attacks in the interception hex itself, is resolved.

22.2 RESOLVING NAVAL INTERCEPTIONS:

22.21 DICE ROLLS USED: Naval interceptions are resolved by rolling one or more dice for each intercepting naval force, calculating the total, and comparing that total to the distance to the interception hex to determine whether the intercepting naval force arrives in time for the first round of naval combat or later joins the naval battle in a subsequent round (22.23).

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	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.
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).	
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).	
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.	

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

E. 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.

F. 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.

G. 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.

H. 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.

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



22.23 SUCCESSFUL NAVAL INTERCEPTIONS: If the interception dice roll is equal to or greater than the distance in hexes from that naval force's base to the interception hex along its previously announced path (which will usually, but not always, be the shortest distance), the interception succeeds, subject to counter-interception, and the intercepting naval force engages the intercepted naval force in the first round of naval combat.

22.24 FAILED NAVAL INTERCEPTIONS:

A. COMPLETE FAILURE: If all initial interception attempts of a particular naval activity fail, all naval forces which attempted interception of that naval activity are considered to have remained in port, and play continues as though no naval interceptions had been attempted. The unsuccessful intercepting naval units are not subject to counter-interception or air attack.

B. PARTIAL FAILURE: If the interception dice roll is less than the distance in hexes from that naval force's base to the interception hex along its previously announced path, the intercepting naval force is not considered to have arrived at the interception hex in time for the first round of naval combat. The intercepting force may join in a later round of naval combat if at least one naval interception of that activity succeeded and the naval battle continues long enough; its participation in the naval battle is deferred by one round for every additional four (European) or two (Pacific) hexes it is from the interception hex:

- **Europe:** If the interception force gets to within 4 hexes of the interception hex: round two; 5-8 hexes: round three; 9-12 hexes: round four; and so on.
- **Pacific:** If the interception force gets to within 2 hexes of the interception hex: round two; 3-4 hexes: round three; 5-6 hexes: round four; and so on.
- Interception of an enemy naval force by submarines or attacks on an enemy naval force by air units alone are not sufficient to allow failed interceptions to join in a naval battle.

C. IF NO DICE ROLLED: Naval forces may not intercept if the number of dice they are entitled to roll for their initial interception is zero or less.

22.25 COUNTER-INTERCEPTIONS: Once all naval interception rolls have been made, the moving player may attempt to counter-intercept any interceptions, including those which did not reach the naval interception hex in time for the first round (EXCEPTION: If no interceptions succeeded (22.24A), those interceptions are considered not to have taken place and may not be counter-intercepted).

22.251 SEPARATE INTERCEPTIONS: Intercepting naval forces which sailed along different paths (22.141A) are counter-intercepted separately and may not assist another intercepting naval force which is counter-intercepted.

22.252 COMBINED INTERCEPTIONS: The counter-interception of two or more intercepting TFs traveling along the same path (22.162) is resolved as follows:

- A.** In the first round of naval combat, the counter-intercepting naval forces engage all the intercepting TFs that have reached the counter-interception hex. This is determined by the distance each intercepting TF must travel to the counter-interception hex along their interception route and their interception die rolls.
- B.** Intercepting TFs which didn't reach the counter-interception hex join in subsequent rounds of naval combat as per 22.24B.
- C.** All the intercepting TFs traveling along the same path are considered to be involved in the counter-interception naval combat, even if it is resolved prior to the round in which they actually participate.
- D.** If the counter-intercepting force wins the naval combat, all intercepting TFs, including those which were to have joined in later rounds of naval combat, are considered to be defeated and return to port without completing their initial interception.
- E.** If the intercepting forces wins the naval combat, they complete their interception or return to port, at the intercepting player's option.
- F.** Other intercepting naval forces traveling along different paths than the counter-intercepted naval forces (22.251) may not support the counter-intercepted naval forces and do not participate in the ensuing naval combat.

22.253 COUNTER-COUNTER INTERCEPTIONS: Counter-counter-interceptions (interceptions of counter-interceptions) are treated as counter-interceptions.

22.26 INVERSION OF INTERCEPTING NAVAL UNITS: Intercepting naval units are inverted when they return to base if they engage in naval combat with the intercepted naval force. Intercepting naval units are not inverted when they return to port if:

- A.** All interception attempts fail and there is no naval combat with the enemy naval force sought to be intercepted (22.24A).
- B.** The naval force they intercept is eliminated or aborts its activity before it reaches the interception hex because of another interception, air or submarine attack.
- C.** Other friendly naval forces intercept the enemy naval force, but the naval force in question fails in its initial interception attempt and never completes its interception attempt because the naval battle ends before the naval force in question may participate.
- D.** The naval force is counter-intercepted, but elects to withhold some or all of its naval units from counter-interception naval combat. The withheld units are not inverted.

- The decision to withhold naval units from counter-interception naval combat is made on a round-by-round basis. Naval units which are withheld from counter-interception naval combat may be committed to combat in subsequent rounds.
- Naval forces which are withheld from counter-interception naval combat remain part of the intercepting naval force, are considered to be screened (22.53), and are vulnerable to and contribute to defense against air and submarine attacks. Intercepting naval units which are screened during all rounds of counter-interception naval combat are not inverted unless they are damaged by enemy attack.
- Fast carriers which launch air strikes and fleet units which fire are considered to have engaged in naval combat.
- An intercepting naval force which engages in naval combat with an intercepted enemy naval force may not withhold naval units from interception naval combat and is therefore inverted when it returns to base.

This rule is required to eliminate a trick on the part of the opponent: if a player attempts to invert a large intercepting naval force which fails to reach its target in its initial attempt by counter-intercepting it with a token force, the intercepting player may choose to use only one or two named ships to eliminate the harassing force, so his remaining forces are eligible to intercept other enemy activities later in that player turn.

22.27 Naval units which do not take part in naval combat, either in the interception hex or from counter-interception en route to the interception hex, return to their original base, are subject to attack or counter-interception by enemy air or naval units en route, and are not inverted once they reach their base unless they participate in naval combat while returning to base. They may not attempt additional interceptions until a subsequent phase.

22.28 ABORTING NAVAL ACTIVITIES: A naval force may abort its naval activity only if:

- A.** It is attacked by enemy air units or submarines or is engaged in naval combat by intercepting enemy naval units.
- B.** A friendly naval force with which it was to combine to carry out its naval activity aborted or was eliminated after being attacked by enemy air units or submarines or after engaging in naval combat with intercepting enemy naval units. A naval force is not compelled to abort its activity if a friendly force with which it was to combine aborted or was eliminated.

22.281 Naval forces which abort and return to base may be attacked by enemy air units or submarines or intercepted by uncommitted enemy naval forces which did not previously attempt interceptions during that phase. Naval forces which abort are inverted once they reach their base.

22.282 If a naval force containing transports aborts its naval activity, contemporaneous naval operations involving transports to the destination supply zone are unaffected, but no transports may be used for naval operations relating to the destination supply zone for the remainder of the player turn (21.315).

22.3 NAVAL COMBAT:

22.31 OVERVIEW: Once all naval forces engaged in a naval battle are placed in the interception hex, naval combat is resolved in a series of combat rounds, each of which may consist of one or more of the following, depending on whether the naval forces involved contain fast carriers and submarines:

- A. Carrier-based air strikes against land-based air units.
- B. Carrier- and land-based air strikes against enemy naval forces.
- C. Fleet combat.
- D. Submarine attacks.

22.311 This sequence of air strikes, fleet combat and submarine attacks is repeated until one side or the other entirely withdraws or is completely eliminated.

22.32 NAVAL COMBAT ROUNDS: Each round of naval combat consists of air attacks, followed by fleet combat and submarine attacks. In any given naval combat round, all, some or none of these may occur.

22.33 COUNTER-INTERCEPTIONS: If the moving player counter-intercepts an intercepting naval force, the intercepting and the counter-intercepting naval force are placed in the counter-interception hex and the procedure outlined above is followed. The naval force originally intercepted does not participate in this naval battle unless the counter-interception occurs in the interception hex (22.161).

22.34 LAND-BASED AIR:

22.341 Eligible land-based air units (22.433) within range of a naval battle may participate by:

- A. Being attacked by carrier-based naval air units (all air units).
- B. Providing air cover for a friendly naval force (cover AAS and NAS).
- C. Searching (search AAS and NAS).
- D. Attacking an enemy naval force (attack AAS and NAS).

22.342 Land-based air units may not attack enemy air or naval bases in the course of naval combat.

22.343 Army air units participate in naval combat as squadrons (23.13).

22.35 RAIDERS: Naval combat involving raiders in an SW box is resolved without the need for combat groups, search and possible surprise, as follows:

- A. Each force forms a single combat group, regardless of size.
- B. Each combat group is deemed to have found the other. Neither combat group is surprised.
- C. Any carrier air strikes are resolved.
- D. A single round of fleet combat is resolved.
- E. If all the unscreened defending naval units which engaged a raiding group are sunk in naval combat (21.5361B), attacks against transports by raiders which did not engage in naval combat are resolved.
- F. Any reinforcing naval units are added to the Western Allied combat group and a second round of air strikes and fleet combat is resolved.



22.4 NAVAL COMBAT SEGMENTS:

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 allocates some, all or none of his carrier-based naval air units to counterair enemy land-based air units (23.61C).
- Each player then announces and carries out a single round of counterair attacks.
- Land-based air units which are not eliminated or aborted by the counterair combat result may participate in the ensuing round of naval combat.

C. ALLOCATION OF CARRIER-BASED AIR UNITS:

- Each player secretly assigns his unused carrier-based naval air units to offensive (air strikes) and defensive (combat air patrol) operations for that combat round (22.44).

D. ALLOCATION OF LAND-BASED AIR UNITS TO AIR COVER:

- Each side announces air cover by land-based air units within range of the naval combat by secretly assigning them to a specific combat group.
 - Air units assigned to provide air cover may be used to defend that combat group against attacks by enemy air units.
 - Land-based NAS committed to air cover may not be used to search or to attack enemy naval units in that combat round.
 - Search and attack AAS may not be used to fly air cover.

E. SEARCH: Each player rolls dice to determine his success in searching for his opponent's combat groups (22.45).

F. REVEALING COMBAT GROUPS: For each found combat group, the owning player reveals:

- whether the combat group consists of less than ten naval factors.
- how many fast carriers it contains.
- whether it is fast or slow.
- whether it is carrying cargo.

G. AIR STRIKES AND ATTACKS: Found enemy combat groups may be attacked by land-based and carrier-based air units, in the following order:

- One surprise carrier-based air strike per naval combat round.
- Non-surprise air strikes.

H. FLEET COMBAT: Fleet combat is resolved (22.54).

I. SUBMARINE ATTACKS: Submarine attacks are resolved (22.9).

22.411 BETWEEN ROUNDS OF NAVAL COMBAT:

A. WITHDRAWAL: Each side may withdraw some, all or none of its naval units (22.6).

B. REINFORCEMENT AND ADDITIONAL ROUNDS OF NAVAL COMBAT: If both sides still have naval forces engaged in combat, naval forces which failed to reach the interception hex for the initial round of naval combat (22.24B) or which had to wait until another friendly combat group leaves the naval battle before participating (22.421C) may join in, then another round of naval combat is resolved.



22.42 COMBAT GROUPS:



22.421 FORMATION: Naval forces seeking to engage in naval combat secretly deploy into combat groups as follows:

A. Prior to the first round of naval combat:

- Each TF unencumbered by cargo forms a separate combat group. Unencumbered TFs may not be broken down and may not combine with other unencumbered TFs to form combat groups.

- Intercepting naval forces containing less than ten naval factors unencumbered by cargo combine to form a single combat group.
- A naval force carrying cargo, including an unprotected sea supply line and transports carrying cargo, may be strengthened by combining with an unencumbered combat group.
- Combat groups formed by combining small naval forces or the combination of encumbered and unencumbered naval forces:
 - May not contain more than 25 naval factors; any surplus forms a second, separate combat group, and so on. If a naval force carrying cargo combines with an unencumbered combat group, any surplus must come from the unencumbered combat group. Transports are not counted in determining the size of combat groups.
 - Must contain at least one fast fleet factor for each fast carrier factor. Surplus carriers may not voluntarily join in naval combat and must return to port.

B. Each TF which enters an ongoing naval battle after one or more rounds of naval combat have been completed forms a new combat group. Smaller forces which are not part of a TF which enter an ongoing naval battle in the same round combine to form a separate combat group, as set out in 22.421A.

C. No more than six friendly combat groups may take part in any one round of naval combat.

- If a naval force consisting of more than six combat groups engages in naval combat, surplus combat groups do not take part in the first round of naval combat, but remain on the periphery of the naval battle and are not subject to attack by enemy air or naval units.
- Combat groups to which cargo (21.35) has been assigned must participate in naval combat. Otherwise the owning player decides which combat groups engage in naval combat and which are surplus.
- After the first round of naval combat is resolved, surplus combat groups may participate in the second round of naval combat only if one or more friendly combat groups withdraw or were eliminated, so that no more than six combat groups participate in the second round of naval combat. Combat groups may not rotate in and out of naval combat. This procedure is repeated until the naval battle is resolved.

22.422 SPEED: Combat groups are either “fast” or “slow”. A combat group is fast unless it:

- A. Contains a slow ship, including damaged ships (20.121).
- B. Is carrying cargo (22.427).

22.423 NUMBERING:

A. ASSIGNING COMBAT GROUP NUMBERS: Each player assigns a unique combat group number to his participating naval forces by placing a numbered combat group counter by each TF on his Naval Status Board. Each combat group may be assigned any combat group number between “1” and “6”, subject only to the restriction that no two combat groups may have the same combat group number.

B. SECRECY: Each player reveals his combat group numbers to the opposing player by placing duplicate combat group markers on the Naval Combat Chart. The composition of each combat group remains hidden on each player’s Naval Status Board until that combat group is attacked.

22.424 RENUMBERING: Once a combat group number has been assigned, this number may only be changed if the combat group evades fleet combat (22.523).

22.425 STATUS: At any given point in a naval battle, each combat group has one of the following statuses:

- A. ACTIVE:** If a combat group’s number is equal to or less than the number of the current combat round, that combat group is “active”.
- B. DISTANT:** If a combat group’s number is greater than the number of the current combat round, that combat group is “distant”.
- C. PENDING:** Combat groups that have not yet joined in naval combat are “pending”. This occurs when a combat group:

- Did not reach the interception hex for the first round of naval combat (22.24B); or
- Has to wait until another friendly combat group leaves the naval battle before participating (22.421C).

D. EFFECTS:

- **Active** combat groups:
 - Contribute to search; and
 - May initiate fleet combat.
- **Distant** combat groups:
 - Contribute to search only if they contain a fully operational fast carrier; and
 - Only engage in fleet combat if attacked by an active enemy combat group.
- **Pending** combat groups:
 - Take no part in naval combat until they join in a naval battle.
 - Are assigned any unused combat group number when they join a naval battle.

22.426 COMBINING PROHIBITED: Combat groups fight separately and may never combine with other combat groups.

22.427 CARGO: Cargo remains with the combat group to which it was originally assigned prior to the first round of naval combat (21.35). A combat group which is carrying cargo or protecting sea supply is considered to be slow (22.422) and, if engaged in fleet combat, incurs a -1 modifier to its fleet combat dice roll, while the opposing force receives a +1 modifier to its fleet combat dice roll (22.52B).

22.428 EFFECT OF COMBAT GROUPS ON SEARCH:

A. One search die is rolled for each friendly active combat group consisting of at least ten undamaged naval factors (22.451D).

B. One search die is rolled for each distant combat group containing at least one fully operational fast carrier. No additional modifier is received for having more than one fully operational fast carrier in a combat group (22.451D).

C. Pending combat groups never contribute to search.



22.43 ATTACKS AGAINST ENEMY BASES:

22.431 COUNTERAIR RESOLVED BEFORE SEARCH: Once each naval force has been divided into combat groups as required, each player decides whether and which of his carrier-based naval air units will counterair enemy land-based air units within range of his naval force. 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.

22.432 SURVIVING CARRIER-BASED AIR UNITS: Naval air units which counterair enemy land-based air units may not conduct other air operations during that combat round, return to their carriers at the same time as carrier-based air units that conducted air strikes and flew CAP (22.463), and may be used in subsequent rounds of the naval combat.

22.433 SURVIVING 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 counteraired by providing air cover, searching or later attacking enemy naval units. Surviving land-based air units, including those forced to abort in previous rounds of counterair combat, may be used in subsequent rounds of the naval combat.

22.434 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).

The combined effect of these rules is that the effect of counterair attacks by carrier-based naval air units is determined each round. All surviving land-based air is eligible for use in each subsequent round of naval combat, even if previously subject to an "abort" result, and must therefore be counteraired each round to be neutralized. Land-based air units subject to an "abort" result may participate in subsequent rounds of naval combat, even though they will be inverted at the end of the naval battle because of the earlier "abort" result.

22.44 ALLOCATION OF AVAILABLE AIR UNITS:

22.441 CARRIER-BASED NAVAL AIR UNITS: After counterair attacks are resolved, each player secretly allocates his remaining available carrier-based naval air units to either:

- A. Air strikes against enemy naval units; or
- B. Combat air patrol over their combat group.

22.442 ELIGIBLE LAND-BASED AIR: Land-based air units are eligible to participate in a naval battle if they:

- A. Are uninverted in an operational base within range of the hex in which naval combat is taking place.
- B. Have not already been committed to ground support, defensive air support, the interception of defensive air support or the interception or counter-interception of air transport missions.
- C. Have not been forced to abort by a counterair attack by enemy carrier-based naval air units in the current round of naval combat (22.433).

22.4421 AIR COVER:

- A. Land-based air units which fly air cover are secretly assigned to a specific friendly combat group.
- B. The commitment of land-based air units to air cover is announced when made, although the combat group to which they are assigned is not revealed until an air strike against that combat group is made.
- C. Land-based air units which provide air cover may defend against both surprise air strikes and non-surprise air strikes (22.461) in the current combat round and participate in subsequent rounds of naval combat in the same naval battle unless eliminated in air combat with enemy air units.

22.4422 AIR SEARCH:

- A. Eligible search AAS and land-based NAS which were not committed to air cover against enemy carrier attacks may help search for enemy naval forces (23.11B).
- B. NAS used to search may not attack enemy naval forces later in the same combat round.
- C. For each air squadron allocated to search, one additional die is rolled for search, up to a maximum of three additional dice (22.451A).



22.45 SEARCH:

22.451 SEARCH ROLLS: After carrier-based air units have been assigned to offensive or defensive tasks, and land-based air units have been assigned to air cover, each player determines how many search die rolls, if any, he may make to search for his opponent's combat groups. The number of search rolls made is determined as follows:

- A. **AIR:** One die for each land-based air squadron assigned to search (22.4422). (Maximum: +3).
- B. **CODEBREAKING:** If either player obtained a search advantage from playing tactical codebreaking cards (48.32B) or from the tactical advantage associated with a Magic interception (48.62), that player rolls one additional search die and his opponent rolls one fewer search die. (Maximum: +/-1).

C. ADDITIONAL COMBAT ROUNDS: One additional die is rolled for each round of naval combat that has been resolved in a naval battle (one die in the second round; two dice in the third round; and so on. There is no maximum).

D. COMBAT GROUPS:

- One die for each friendly active combat group consisting of at least ten undamaged naval factors (22.428). This modifier applies only to active combat groups; this modifier does not apply to distant combat groups. (Maximum: +6).
- One die for each distant combat group containing at least one fully operational fast carrier at the start of the combat round. Active combat groups do not receive an additional modifier for containing fast carriers, and no additional modifier is received by distant combat groups for having more than one fully operational fast carrier in a combat group (Maximum: +5).
- Pending combat groups never contribute to search.

Search Table - 22.45	
Number of search die rolls	
+1	Each land-based air squadron assigned to search (22.451A). (Maximum: +3).
+/-1	Codebreaking advantage (48.51A, 48.62).
+1	Each previous round of naval combat. (No maximum).
+1	Each friendly active combat group consisting of at least ten undamaged naval factors (22.451D). (Maximum: +6).
+1	Each friendly distant combat group containing at least one fully operational fast carrier (22.451D). (Maximum: +5).
Search results	
No search result	The enemy combat group remains hidden and may not be attacked.
One or more search results	The enemy combat group is found and is eligible to be attacked. The owning player must reveal whether the combat group consists of less than ten naval factors, how many fast carriers it contains, its speed and whether it is carrying cargo.

22.452 SEARCH RESULTS: If at least one search die roll matches the number of an enemy combat group, a search result is achieved against that combat group.

- A. **NO SEARCH RESULT:** If no search result is achieved, the enemy combat group remains hidden.
- B. **ONE SEARCH RESULT:** If a search result is achieved, the enemy combat group is found and the owning player must reveal:
 - whether it consists of less than ten naval factors.
 - how many fast carriers, if any, it contains.
 - whether it is fast or slow.
 - whether it is carrying cargo.

C. MULTIPLE SEARCH RESULTS: If more than one search result against the same combat group is achieved, that enemy combat group may be attacked more than once:

- **Air Strikes:** For each search result against an active or distant enemy combat group, one air strike may be made against that combat group (23.72).
- **Fleet Combat:** For each search result against a distant enemy combat group, one active unpaired combat group may initiate fleet combat against that combat group (22.52). No search results are required for fleet combat between active combat groups and such fleet combat does not count against the limit on the number of air strikes.
- **Effects Cumulative:** The effects of search results are cumulative: two search results would allow any one of the following:
 - Two air strikes against any combat group;
 - Two fleet combats against a distant combat group; or
 - One air strike and one fleet combat against a distant combat group.

- **Submarine Attacks:** Submarine attacks do not count against the limit on the number of times a found combat group may be attacked.

22.46 AIR STRIKES: Once all search die rolls are made, air strikes are resolved as set out below. Naval air units allocated to air strikes against enemy naval units are not compelled to attack.



22.461 AIR STRIKES SEQUENCE: Air strikes are resolved in the following sequence:

A. One surprise air strike by carrier-based naval air units (only if no friendly combat groups were found).

B. Non-surprise air strikes by carrier-based and land-based air units, with the player with the greater number of search results (the intercepting player, if tied) launching his air strikes first. The first player decides on the target of his second air strike after resolving his first air strike, and so on, until he has resolved all his air strikes; his opponent then resolves his air strikes. Carrier-based and land-based air units may combine to make an air strike.

22.462 RESTRICTIONS:

A. Air strikes may only be launched against found enemy combat groups.

B. One air strike may be launched for each search result achieved against the enemy combat group.

C. The number of attacking air squadrons in each air strike is limited by the Air Nationality DRM of the attacking air squadrons (23.73).

D. If no friendly combat groups were found, a single surprise air strike by carrier based naval air units against one found enemy combat group may be launched (23.741).

E. If one or more friendly combat groups were found, only non-surprise air strikes may be launched.

F. See 23 for the details of air strikes.

22.463 RETURNING NAS AND MISSING CARRIERS: Once all air strikes are resolved, all surviving land-based air units return to land bases and all surviving naval air returns to their carriers.

A. TIMING: All naval air units return to their carriers before fleet combat is resolved.

B. NAVAL AIR UNITS FLYING COMBAT AIR PATROL: Naval air units flying combat air patrol may land on:

- any undamaged carrier in any combat group in their naval force, including carriers in another combat group.
- at any air base, subject to stacking limits, within three hexes of the hex in which the naval battle is being fought, but are inverted for the remainder of their player turn if they do so.

C. NAVAL AIR UNITS RETURNING FROM ATTACKS: Naval air units returning from counterair attacks against land-based air and air strikes against naval units may land on:

- any undamaged carrier in any combat group in their naval force, including carriers in another combat group.
- If there are not enough undamaged carriers to accommodate the returning naval air units, any surplus naval air units are eliminated.



22.5 FLEET COMBAT:

22.51 FLEET COMBAT: Fleet combat is resolved after all air strikes are resolved.

22.52 RULES OF ENGAGEMENT: Fleet combat must involve at least one active combat group, and may only be avoided if one side evades fleet combat (22.523).

22.521 MECHANICS: The following steps are followed in the indicated sequence:

A. Active combat groups with the same combat group number pair off in fleet combat.

B. Starting with the lowest numbered unpaired combat group, each active unpaired combat group then pairs off with the next highest unpaired opposing active combat group, until one side has all its active combat groups paired.

C. Fleet combat is then resolved for these engagements.

D. Each active combat group which either did not engage in fleet combat with an opposing active combat group or which sank all the naval units in an opposing active combat group it engaged in fleet combat may then engage in fleet combat with:

- An opposing active combat group (both fast and slow unpaired active combat groups); or
- An opposing distant combat group found by a search roll (fast unpaired active combat groups only).

E. Fleet combat is then resolved for these engagements.

22.522 LIMITS ON FLEET ENGAGEMENTS: Subject to 22.521, in each combat round:

A. ACTIVE COMBAT GROUPS: There is no limit on the number of combat groups that may engage opposing active combat groups in fleet combat.

B. DISTANT COMBAT GROUPS: Each fast, active combat group that engages a found distant combat group in fleet combat counts towards the limit on the number of times that combat group may be attacked in that combat round (22.452C).

A combat group with a number higher than the current combat round (a "distant" combat group) may only be involved in fleet combat if it is found by the opponent's search rolls and if the opponent has a fast combat group with a number equal to or lower than the current combat round (an "active" combat group) that did not pair off against an opposing active combat group.

This doesn't mean higher numbered combat groups are completely safe (if found, they may be subject to an air attack or fleet combat; if found twice, they may be subject to both), but they are safer for longer than they would be if they had a lower combat group number.

22.523 EVADING FLEET COMBAT: Combat groups may evade fleet combat as follows:

A. DISTANT COMBAT GROUPS ONLY: Only distant combat groups may evade fleet combat; active combat groups must fight.

B. SPEED: Only fast distant combat groups may evade fleet combat. A slow distant combat group must fight.

C. MANEUVERING ROOM: A fast distant combat group may only evade fleet combat if a higher combat group number is available. If no such number is available, the combat group may not evade fleet combat.

D. MECHANICS: The decision whether to evade fleet combat is made after the composition of the fast, unpaired, active combat group seeking fleet combat is revealed.

E. EFFECTS: When a fast distant combat group evades fleet combat:

- Its combat group number is increased to the next highest available combat group number. The new number must not be in use by another friendly combat group.
- The opponent may not again initiate fleet combat against the evading distant combat group in that combat round.

22.524 WITHDRAWAL OF DAMAGED NAVAL UNITS: At any time between fleet combat engagements, damaged ships may be withdrawn from a combat group that wishes to initiate or evade fleet combat so that the combat group doesn't have its speed reduced by the presence of those damaged ships (20.121A).

A. Damaged ships that withdraw from a combat group that initiates fleet combat withdraw from naval combat at the end of the combat round.

B. Damaged ships that withdraw from a combat group that evades fleet combat are eliminated as having been abandoned.

C. Undamaged naval units may not withdraw from naval combat during a combat round to avoid fleet combat; withdrawal from naval combat is permitted only at the end of a combat round (22.61).



EXAMPLE: A naval battle occurs in which Japan and the U.S. each have three combat groups. All are fast except for one American combat group, which is carrying an invasion force.

At the start of the battle, both sides number their combat groups as follows: Japan: CG1, CG2, CG4; U.S.: CG1, CG3, CG5. Japanese CG4 and American CG3 contain fast carriers; American CG5 is carrying cargo.

Neither side has land-based air within range of the naval combat and there is no codebreaking.

Round 1: The search modifiers (22.451) are:

Japan: Zero for the combat round, one for active CG1 and one for the fast carrier(s) in CG4 = 2 dice. Japan rolls 3 and 6.

U.S.: Zero for the combat round, one for active CG1 and one for the fast carrier(s) in CG3 = 2 dice. The U.S. rolls 1 and 2.

The search results for Round 1 are:

Naval Combat Chart - Round 1				
Japan		Combat Groups	Allies	
Hidden	Found		Found	Hidden
		1		
		2		
		3		
		4		
		5		
		6		

In Round 1, neither side may launch a surprise air strike (both sides had combat groups found by the opponent - 23.7411B). The Japanese may launch a non-surprise air strike against American CG3 (the only American combat group found by the Japanese); the U.S. may launch non-surprise air strikes against either or both of Japanese CG1 and CG2, as the U.S. found both of these Japanese combat groups.

After these air strikes are resolved, the opposing CG1s engage in fleet combat (22.521A).

Round 2: The search modifiers are:

Japan: One for the combat round, two for active CG1 and CG2 and one for the fast carrier(s) in CG4 = 4 dice. Japan rolls 1, 4, 5 and 5.

U.S.: One for the combat round, one for active CG1 and one for the fast carrier(s) in CG3 = 3 dice. The U.S. rolls 2, 4 and 6.

The search results for Round 2 are:

Naval Combat Chart - Round 2				
Japan		Combat Groups	Allies	
Hidden	Found		Found	Hidden
		1		
		2		
		3		
		4		
		5		
		6		

In Round 2, the Japanese may launch a non-surprise air strike against American CG1 or CG5; the U.S. may launch a non-surprise air strike against Japanese CG2 or CG4.

After these air strikes are resolved, the opposing CG1s engage in fleet combat (22.521A).

Japanese CG2, as an unpaired active combat group (22.521D) now has two options. It can engage in fleet combat with American CG1 (an opposing active combat group) or American CG5 (an opposing distant combat group found by a search roll). This second option would be available even if Japan launched an air strike against American CG5 because Japan had two search results for American CG5 (22.452).

If American CG5 were fast, it could evade, and would be renumbered as CG6. However, it is slow, so it has to accept fleet combat.

22.53 RESOLVING FLEET COMBAT: When fleet combat occurs, all the naval units in the two opposing combat groups engage in the fleet combat. A player may not commit only part of a combat group to fleet combat, although naval units may be screened from combat (22.531C).

22.531 SHIP CATEGORIES IN FLEET COMBAT: When fleet combat occurs, the fleet units of each side are divided into three categories:

A. CAPITAL SHIPS: Named capital ships;

B. LIGHT SHIPS: Cruisers, destroyers which are not carrying cargo, and CVEs;

C. SCREENED SHIPS:

- **Automatic:** Damaged ships, fast carriers, destroyers carrying cargo and transports are automatically screened.
- **Voluntary:** A player may elect to screen any other ships in a naval force. The decision to screen is made before naval units are revealed.
- **Effects:** Naval units which are screened from enemy attack:
 - may not fire at enemy naval units; and
 - may only be fired upon by enemy heavy or light ships which have targeted them if all other friendly, unscreened naval units involved in the fleet combat have first been sunk in that or a previous naval combat round (EXCEPTION: Undamaged cruisers that are damaged by heavy fire are screened and need not be sunk in order to attack screened naval units - 22.54G).

22.54 FLEET COMBAT SEQUENCE: Each round of fleet combat follows the sequence set out below:

A. CAPITAL SHIPS PAIR OFF: The opposing capital ships pair off:

- Both sides rank their capital ships as follows:
 - larger ships are ranked higher than smaller ships;
 - for ships of the same size, faster ships are ranked higher than slower ships;
 - for ships of the same size and speed, ships with fewer accumulated hits are ranked higher than ships with more hits;
 - for ships of the same size, speed and number of accumulated hits, ships with a higher Naval Nationality DRM are ranked higher than ships with a lower Naval Nationality DRM.

- The capital ships then pair off on a one-to-one basis: largest to largest, second largest to second largest, and so on.
- If one side has more capital ships than the other, that side is considered to have “surplus capital ships”.

B. SURPLUS CAPITAL SHIPS SELECT TARGETS: Surplus capital ships may then either:

- Join with a friendly capital ship in firing at an opposing capital ship; or
- Fire on the opposing light ships; or
- Hold their fire in the hope of firing on opposing screened ships.

C. RESOLVE CAPITAL SHIP FIRE: Once all capital ships have selected targets, capital ship fire is resolved, using the Naval Attack Table (22.55).

- A capital ship which is targeted by one or more opposing capital ships must fire against one of the capital ships firing at it.
- All enemy light ships are treated as a single target.
- Light ships which are sunk by capital ship fire are removed from the board.
- Cruisers which are damaged from capital ship fire are automatically screened and need not be sunk to permit fire on other screened ships (22.54G).

D. LIGHT SHIPS PAIR OFF: Once capital ship fire is resolved, the surviving, undamaged opposing light ships pair off:

- The opposing light ships pair off at a ratio of up to a 3:1 of light ship factors.
- If one side has more than three times as many light ship factors as the other, that side is considered to have “surplus light ships”.

E. SURPLUS LIGHT SHIPS SELECT TARGETS: Surplus light ships may then either:

- Join with friendly light ships in firing at the opposing light ships; or
- Fire on one or more opposing capital ships, including those that have already been subject to capital ship fire.
 - A single capital ship may be attacked by any number of surplus light ships;
 - A second capital ship may only be attacked if the first capital ship is attacked by at least an equal number of surplus light ship factors (so seven surplus light ship factors could attack an opposing four-factor battleship with four, five, six or all seven factors; or up to three surplus light ship factors could instead attack a second opposing four-factor battleship).
- Hold their fire in the hope of firing on opposing screened ships.

F. RESOLVE LIGHT SHIP FIRE: Once all light ships have selected targets, light ship fire is resolved, using the Naval Attack Table (22.55).

G. RESOLVING FIRE AGAINST SCREENED SHIPS: Fire is then resolved against any screened ships selected as targets by capital and light ships that have withheld their fire.

- Fire against screened ships is permitted only if all other enemy capital and light ships, other than cruisers damaged by capital ship fire earlier in the round (22.54C), have been sunk by capital ship and light fire.
- Screened named ships are targeted individually; screened light ships are targeted as a group.
- Capital ships fire first, then the light ships. Capital and light ships which target the same screened ship or group of screened light ships fire in sequence. Light ships select their targets after capital ship fire is resolved.
- Screened ships do not fire back (22.531C).

H. AFTER FLEET COMBAT: After any fleet combat is resolved for the round:

- Submarines may attack (22.9).
- Each side may withdraw some, all or none of its naval units from combat (22.6).

22.55 NAVAL ATTACK TABLE: Fleet combat effects are determined by rolling two dice and consulting the Naval Attack Table. Fire against a single target is combined and resolved by a single fleet combat dice roll for that target. A dice roll of less than two is treated as a two.

22.551 Each side’s fleet combat dice roll may be modified by the nationality and activity of the naval forces engaged. A favorable modifier for one side results in an equally unfavorable modifier for the other.

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	25-27	3	3	4	4	5	5	6	6	7	7	8
10	28-30	3	4	4	5	5	6	6	7	7	8	8
11	31-33	4	4	5	5	6	6	7	7	8	8	9
12	34-36	4	5	5	6	6	7	7	8	8	9	9
13	37-39	5	5	6	6	7	7	8	8	9	9	10
14	40-42	5	6	6	7	7	8	8	9	9	10	10
15	43-45	6	6	7	7	8	8	9	9	10	10	11
16	46-48	6	7	7	8	8	9	9	10	10	11	11
17	49-51	7	7	8	8	9	9	10	10	11	11	12
18	52-54	7	8	8	9	9	10	10	11	11	12	12
19	55-57	8	8	9	9	10	10	11	11	12	12	13
20	58-60	8	9	9	10	10	11	11	12	12	13	13
Modifiers - Air Attacks on Naval Units												
+#	attacker’s Air Nationality DRM											
-#	defender’s Naval Nationality DRM											
+1	naval air units attacking ships at sea											
+1	if the attacker achieves a surprise level of 3 or greater											
Modifiers - Fleet Attacks on Naval Units												
+/#	Naval Nationality DRMs (22.552A)											
+/-1	If one of the combat groups involved is carrying out a naval activity which reduces its effectiveness (22.552B)											
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.												
Results												
Named ships and cruisers: A named ship or cruiser is damaged if it incurs naval attack effects one less than its size in factors and is sunk if it incurs naval attack effects equal to or greater than its size in factors.												
Cruiser groups: If a group of light ships consisting only of cruisers incurs an odd number of hits, the odd hit damages one cruiser.												
One-factor naval units: If a group of ships consists only of destroyers, CVEs, transports or a combination of the three, each hit sinks a destroyer, CVE, or transport factor.												
Mixed light forces: Naval attack effects incurred by a light force consisting of both cruisers and one-factor naval units are distributed evenly between the cruisers and one-factor naval units, subject to the proviso that the number of one-factor ship factors sunk may not exceed the number of cruiser factors sunk until all the cruisers in the force are sunk (20.551).												

22.552 MODIFIERS: Fleet combat dice rolls are subject to the following modifiers:

A. NAVAL NATIONALITY DRMs: DRMs are applied to fleet combat according to the nationality of the respective combatants, as modified by any tactical codebreaking advantage (48.51B).

- If several ships fire together at the same target, the Naval Nationality DRM used is that of the participating nationality with the lowest Naval Nationality DRM.
- If a capital ship is the target of enemy fire, its Naval Nationality DRM is used, regardless of what other ships are in its naval force.
- If a group of light ships is the target of enemy fire, the group's Naval Nationality DRM is that of the participating nationality with the lowest Naval Nationality DRM.
- CVEs are counted as destroyer factors, with a lower Naval Nationality DRM (22.552A), when determining the strength of forces engaged in fleet combat.
- For specific ships:
 - Five-factor battleships receive a +1 Naval Nationality DRM;
 - the Naval Nationality DRM of carriers is reduced.

Naval Nationality Chart - 22.552A, 23.441B	
DRM	Nationality
3	Japan
2	Germany, Britain, United States, Sweden, Australia
1	Italy, France
0	Russia, Greece, Rumania, Spain, Turkey, Dutch East Indies
Modifiers	
+1	Five-factor battleships
+1	German submarines
-2	Japanese and American CVLs; all CVs and CVEs
-1	German, Italian and British CVLs; all CVBs
-1	Naval units in partial supply or subject to naval oil effects.
Explanation: When fleets with different DRMs engage in fleet combat, the two DRMs are compared. The higher ranking side adds the difference to its fleet combat dice roll, and the lower ranked side subtracts the difference from its fleet combat dice roll. Air attack dice rolls against naval units are reduced by the DRM of the attacked naval units.	

B. NAVAL ACTIVITIES: DRMs are applied to fleet combat according to the activity being carried out by the respective combatants.

- If a combat group involved in fleet combat:
 - is protecting sea supply; or
 - contains destroyers or transports which are conducting sea transport, seaborne invasion or sea escort;
 ships in that combat group receive a -1 DRM on their fleet combat dice rolls and the opposing force receives a +1 DRM on fleet combat dice rolls directed against ships in that combat group.
- Ships in combat groups which meet more than one of the above criteria still only receive a maximum +/-1 DRM.
- This modifier applies even if the mission is intercepted before it has reached the base of embarkation or if it is intercepted while returning to port after it completes its mission.
- This modifier applies in the first engagement between raiders and the defending naval units which are stopping the raiders from attacking the defender's transports, and when raiding naval units attack transports (21.5362C).
- The presence of fast carriers or damaged ships does not modify fleet combat dice rolls.

22.56 FLEET COMBAT EFFECTS: For the effects of fleet combat, see 20.5.

22.6 WITHDRAWAL FROM NAVAL COMBAT:

22.61 WITHDRAWAL ALWAYS PERMITTED: Either side may withdraw some or all of its naval forces from a naval battle at the end of any round of naval combat, whether or not there was naval combat in that round.

A. The loser of the previous round of naval combat announces his intention first (the loser is the player who lost more naval factors in the previous round of naval combat; if tied, the player who had more naval factors damaged; if still tied, the intercepting player).

B. Damaged naval units may withdraw without additional protection, or together with undamaged naval units to increase their defense against enemy attack.

C. Naval units which voluntarily withdraw from naval combat are considered to have been "defeated" and abort their mission, regardless of the ultimate outcome of the naval combat in which they participated.

D. Naval units in a combat group that was not attacked in a combat round may only withdraw if their entire combat group withdraws.

22.62 INTERCEPTION OF WITHDRAWING NAVAL UNITS: Withdrawing naval units may be attacked by enemy air units or intercepted by enemy naval units in any hex along their route back to base (22.18).

22.63 RETURN TO BASE: At the conclusion of naval combat, naval units may, subject to stacking limits, return to their base of origin or any base within 20 (Europe) or 10 (Pacific) hexes from the hex in which naval combat occurred, subject to the following exceptions:

A. Naval units defeated in naval combat while attempting a base change or NR return to their original base (21.33).

B. Destroyers carrying units being sea transported, conducting a seaborne invasion or being sea escorted must return to their base of origin; the units they were carrying must return to their base of origin.

C. During the combat phase, naval units may not return to a base which is the target of a seaborne invasion unless it is the only base available.

D. If overstacking of any type of unit results from a return to base, that overstacking must be remedied by the end of the player's movement or redeployment phase, whichever occurs first. If the player is unable to remedy the overstacking, excess units of his choice are eliminated (12.15, 18.15).

E. Overstacking of naval units resulting from a failed NR results in the elimination of the excess naval units, as they may not attempt a second NR during that redeployment phase (21.112, 21.222, 28.523).

22.7 ADDITIONAL ROUNDS OF NAVAL COMBAT:

22.71 WHEN NAVAL BATTLES END: A naval battle ends when, at the end of a combat round, any of the following situations exist. Additional naval forces that haven't yet entered the naval battle are not taken into account:

A. One side withdraws all its combat groups from combat.

B. One side has no operational carriers in the naval battle and evaded fleet combat with all its combat groups.

C. One or both sides have no undamaged naval units left in the battle (EXCEPTION: If one side is tracing sea supply, it may opt to continue the battle until the sea supply line is disrupted).

22.72 VICTORY AND DEFEAT: The victor in a naval battle is determined by how the naval battle ended (22.71):

A. The side that withdraws is considered to have lost the naval battle.

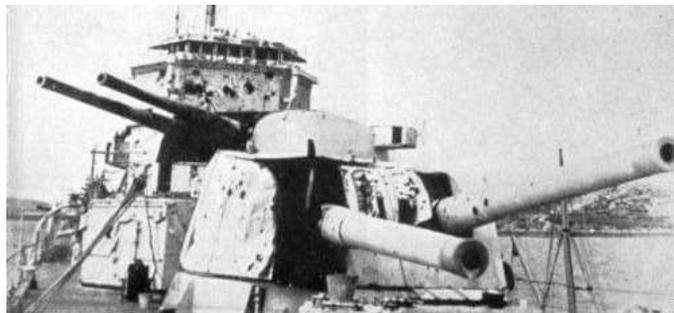
B. The side that evaded fleet combat is considered to have lost the naval battle.

C. The side with no undamaged naval units is considered to have lost the naval battle.

22.73 MULTIPLE ROUNDS OF NAVAL COMBAT: If a naval battle continues past the first combat round, a second round of combat takes place, and so on, unless the naval battle ends.

22.74 CARRIER-BASED NAVAL AIR UNITS: Carrier-based naval air units may be used repeatedly during each round of carrier combat, as well as for subsequent offensive missions, and may always be used against intercepting enemy air and naval units.

EXAMPLE: Three Japanese fleet carriers, with their complement of nine NAS, set sail to bomb an American naval base. They are intercepted and win the ensuing naval combat. The surviving naval air units complete their mission. The carriers, now inverted, are then NRed and subsequently intercepted by other American forces. The Japanese naval air units may participate in the ensuing naval combat (assuming there are any left).



22.8 EFFECTS OF NAVAL COMBAT:

22.81 After naval combat is resolved:

A. NAVAL FORCES CONDUCTING AN ACTIVITY:

- A victorious force may continue its naval activity or choose to abort that activity and return to its base(s).
- A defeated naval force must abort its activity, return to port as per 22.63 and is inverted for the remainder of the player turn (EXCEPTION: Naval units in an SW box - 25.36).

B. INTERCEPTING NAVAL FORCES: After the resolution of naval combat, surviving intercepting naval forces return to base and are inverted for the remainder of the player turn (EXCEPTION: Patrols).

C. COUNTER-INTERCEPTING NAVAL FORCES: Counter-intercepting naval forces which supported the victorious intercepted force adopt the mission of that force, if otherwise permitted to do so.

D. Counter-counter-intercepting forces which supported a victorious intercepting force adopt the interception mission.

22.82 EFFECTS ON CARGO:

A. If combat losses reduce the number of destroyer factors or transports involved in sea transport, seaborne invasion or the sea escort of units, oil counters or BRP grants below the number required, the excess units, oil counters or BRPs are immediately eliminated, as necessary, to reflect the naval force's reduced carrying capacity.

- Cargo may not be saved by aborting the activity after the naval losses have been incurred;
- Cargo is lost even if the naval losses occurred in a port of embarkation or a destination hex.
- Air units may be broken down to accept losses.

B. If the carrying capacity of a TF or combat group is reduced below the minimum requirement, cargo assigned to that TF or combat group is lost, even if the carrying capacity of a naval force as a whole is sufficient.

C. Surviving destroyers freed from cargo duty by the sinking of their cargo are eligible to provide shore bombardment in conjunction with the same mission.



22.9 SUBMARINE ATTACKS:

22.91 INTERCEPTION BY SUBMARINES:

22.911 Submarines based on the board intercept enemy naval activities and enemy naval units returning to base in the same manner as other naval units (22.2). Submarines in an SW box may not intercept. For restrictions on the ability to conduct submarine warfare against enemy transports, see 25.7, 25.8 and 25.9.

22.912 On-board submarine attacks are resolved using the Submarine Attack Table (22.94). Submarines operating against enemy transports in an SW box resolve their attacks using the SW Combat Table (24.62).

22.913 SUBMARINE PATROLS: Submarines may patrol in the same manner as other naval units (21.41), subject to the same restrictions as other patrols. Submarines patrol independent of other naval forces. Submarine patrols may remain at sea throughout the opposing turn, but are subject to air attack by enemy land-based air units if they do so (21.4184C).

22.914 SUBMARINES ATTACKS DURING NAVAL COMBAT: Submarines accompanying a naval force which was intercepted by enemy naval units, or which intercept enemy naval units in a hex in which naval combat occurs, may attack the enemy naval units, provided the enemy naval units were found during that round of naval combat or which revealed their location by engaging in fleet combat.

22.915 SUBMARINE INTERCEPTION INDEPENDENT OF OTHER NAVAL UNITS: Each submarine factor rolls for interception separately, independent of interception by other naval units, including other submarines. Submarines may intercept eligible enemy naval forces in a different hex from other intercepting naval units, including other intercepting submarines.

22.916 RESOLVING SUBMARINE INTERCEPTIONS:

A. SUBMARINES IN PORT AND ON DEFENSIVE PATROLS: Submarines based in port and on defensive patrols intercept in the same manner as other naval units, although they roll one fewer die than fast ships (22.221).

B. OFFENSIVE PATROLS: Submarines on offensive patrols may support friendly naval forces which are intercepted (22.163).

22.917 ATTACKS AGAINST INTERCEPTING SUBMARINES PROHIBITED: Intercepting submarines are not subject to counter-interception by enemy naval units or attack by enemy air units as they leave port or move to their interception hex.

22.918 MURMANSK CONVOYS: For submarine attacks against Murmansk convoys, see 40.45 and 40.46.

22.92 EFFECT OF INTERCEPTION ATTEMPTS: Submarines which succeed in their interception attempts must attack the enemy naval force they intercepted if able to do so. Surviving submarines return to base after attacking and are inverted for the remainder of the current player turn, in the same manner as other intercepting naval units. If the enemy naval force is sunk by prior air, fleet or submarine attack, or the naval battle in which they are participating ends, before the intercepting submarines have the opportunity to attack, the submarines return to the hex from which they intercepted, are not inverted, and may attempt interceptions in subsequent phases of the current player turn.

22.921 TIMING OF SUBMARINE ATTACKS: Submarine attacks are resolved after air attacks and fleet combat are resolved, at the option of the attacker. If no naval combat occurs in relation to a naval activity, submarine attacks are resolved immediately upon interception, after the resolution of any air attacks on the intercepted naval force.

22.93 SUBMARINE TARGETS:

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

B. ONLY REVEALED COMBAT GROUPS MAY BE ATTACKED: Submarines attacking during naval combat may only attack found enemy combat groups and hidden enemy combat groups which revealed their location by engaging in fleet combat.

C. SUBMARINES ATTACK ALONE: Submarines may not attack in conjunction with other naval units.

D. ATTACKS RESOLVED SEPARATELY: After all submarine attacks have been announced, each attack is resolved separately.

E. SELECTING TARGETS: Each attacking submarine targets a category of defending naval units: fast carriers; capital ships (non-carrier named ships); or light ships.

- If there is a single category of defending ships, that category is attacked.
- If there are two categories of defending ships, the target category is determined by rolling one die: 1-3: the higher category (fast carriers or capital ships); 4-6: the lower category (capital ships or light ships).
- If there are three categories of defending ships, the target category is determined by rolling one die: 1-2: fast carriers; 3-4: capital ships; 5-6: light ships.
- Within each category, the attacker chooses his specific target; light ships are attacked as a group.

22.94 RESOLVING SUBMARINE ATTACKS: Once the target of an attacking submarine is determined, the attack is resolved by rolling two dice on the Submarine Attack Table. Each submarine factor attacks separately and may attack only once per player turn.

Submarine Attack Table - 22.94									
DR	2	3	4	5	6	7	8	9	10+
Sub	*	0	0	1	1	2	2	3	3
Modifiers									
+/-#	Naval Nationality DRM (22.552A, 22.9411)								
+/-#	<i>Relative torpedo and ASW research levels (22.9412)</i>								
+/-#	<i>Every three land-based air squadrons used for search in the submarine attack hex, fully operational fast carriers and CVEs in the attacked naval force (round down) (22.9413)</i>								
-#	<i>Every three destroyer factors in the attacked naval force, including destroyers which are carrying units (round down) (22.9414)</i>								
-#	<i>Every three ASW factors in the relevant SW box in excess of the corresponding number of enemy submarines (round down) (22.9415)</i>								
-1	For each previous submarine attack made against the defending naval force in that naval combat round (22.9416)								
+1	If the attacked naval unit is damaged or involved in carrying out a naval activity which reduces its effectiveness (22.9417)								
+/-1	Submarine or ASW codebreaking advantage (22.9418)								
One dice roll is made for each attack. On a “*” result, the attacking submarine factor is eliminated.									
Determine the net modifier for each category, then determine the overall net modifier. <i>The maximum effect from each modifier in italics is +/-2.</i>									
The maximum overall modifier for a submarine attack cannot exceed +/-4.									
Advanced submarines always attack at net +1.									
One die is rolled to determine the target of each submarine attack (22.93E).									

22.941 SUBMARINE ATTACK MODIFIERS: The overall net modifier for each submarine attack dice roll may never be greater than +/-4. This net modifier is determined as follows (EXCEPTION: Advanced submarines always attack at a net +1 modifier):

22.9411 NAVAL NATIONALITY DRMs: The submarine attack dice roll is increased or decreased by the difference between the attacker’s and the defender’s Naval Nationality DRMs, as modified by any tactical codebreaking advantage (48.51B).

22.9412 TORPEDO AND ASW RESEARCH RESULTS:

A. The submarine attack dice roll is increased or decreased by the difference between the attacker’s torpedo and the defender’s ASW research results.

B. The maximum effect of this modifier for each submarine attack is +/-2.

22.9413 SEARCHING LAND-BASED AIR AND CARRIERS:

A. The submarine attack dice roll is:

- Increased by one for every three attacking land-based air squadrons used for search (23.11B) in the submarine attack hex (round down).
- Reduced by one for every three defending land-based air squadrons used for search (23.11B) in the submarine attack hex, fully operational fast carriers (regardless of their size) and CVEs in the attacked naval force (round down). Land-based air and carriers are combined, so one searching land-based air squadron, one fully operational fast carrier and one CVE would reduce the submarine attack dice roll by one.

B. Air units which participated in naval combat by searching during a naval combat round also modify submarine attacks against naval forces during that naval combat round.

C. The attacker assigns air squadrons to search, then the defender assigns air squadrons to search, then the net modifier is determined.

D. Air units in non-operational bases have no effect on submarine attacks.

E. The maximum net increase or reduction from this modifier for each submarine attack is +/-2.

22.9414 DESTROYERS:

A. The submarine attack dice roll is reduced by one for every three destroyer factors in the attacked naval force, including destroyers which are carrying units (round down).

B. The maximum reduction from this modifier for each submarine attack is -2.

22.9415 EXCESS ASW:

A. The submarine attack dice roll is reduced by one for every three ASW factors (round down) in the relevant SW box in excess of the number of enemy submarines eligible to conduct submarine warfare in that SW box (25.4).

B. Submarines are considered to be “eligible to conduct submarine warfare” for the purposes of this rule during either player’s turn. All ASW factors in the relevant SW box are counted. The modifier for ASW applies to all enemy submarine attacks for the turn in question, subject to the following restrictions:

- **ATLANTIC SW BOX:** Excess Western Allied ASW in the Atlantic SW box only modify Axis submarine attacks in western front hexes. Excess Atlantic ASW have no effect on German submarine attacks on Murmansk convoys.
- **PACIFIC AND INDIAN OCEAN SW BOXES (Western Allies):** Excess Western Allied ASW in the Pacific and Indian Ocean SW boxes are combined and modify Japanese submarine attacks anywhere on the Pacific mapboard.
- **PACIFIC SW BOX (Japan):** Excess Japanese ASW in the Pacific SW box modify American submarine attacks anywhere on the Pacific mapboard.

C. The maximum reduction from excess ASW for each submarine attack is -2.

22.9416 MULTIPLE ATTACKS:

A. The attacker incurs a -1 modifier on his submarine attack dice roll for each previous submarine attack made against the defending combat group in that naval combat round.

B. This modifier applies when submarines attack different targets (such as different named ships) in the same TF or combat group.

C. For the purpose of this modifier, submarine attacks independent of naval combat are considered to take place in the same round of naval combat if they occur in the same hex.

D. The first submarine factor which attacks does not incur this modifier; the second incurs a -1 modifier; the third incurs a -2 modifier; and so on.

E. There is no limit to this modifier other than the number of submarines attacking.

22.9417 ADDITIONAL MODIFIERS:

A. DAMAGED SHIPS: The attacker receives a +1 modifier on his submarine attack dice roll when attacking a damaged named ship or a group of light ships containing a damaged cruiser. The damage may have been caused by previous submarine attacks in that combat round.

B. NAVAL ACTIVITIES: The attacker receives a +1 modifier on his submarine attack dice roll when attacking any naval unit in a TF or combat group containing destroyers or transports conducting sea transport, seaborne invasion, sea supply or the sea escort of units, oil counters or BRPs; or when attacking an undefended sea supply line. This modifier applies even if the mission is intercepted before it has reached the base of embarkation or if it is intercepted while returning to port after it completes its mission.

C. The modifiers for damage and naval activities are not cumulative; a submarine attack on a damaged naval unit in a naval force which is protecting sea supply or carrying cargo receives a +1, not a +2, modifier, in addition to whatever other modifiers may apply.

22.9418 CODEBREAKING: If the attacker achieves a submarine warfare codebreaking advantage for on-board submarine attacks, a +1 modifier is applied to the submarine attack; if the defender achieves an ASW codebreaking advantage for on-board submarine attacks, a -1 modifier is applied (48.41B).

22.9419 COMPOSITION OF TARGETS: Each TF or combat group in a naval force defends against submarine attacks separately.

22.942 Cruisers, named heavy ships, fast carriers which do not have their full complement of naval air, damaged fast carriers and undefended sea supply lines have no submarine defense value.



22.943 EFFECTS OF SUBMARINE ATTACKS:

22.9431 GENERAL: For the effects of submarine attacks, see 20.5.

22.9432 DESTROYER LOSSES: If an attacked TF or combat group contains destroyers, all, some or none of the losses inflicted by submarines on those destroyers may, at the defender's option, be taken from uninverted destroyers in the base of origin of the defending TF or combat group, a port through which a sea supply line passed (sea supply only), or from uncommitted destroyers in the SW box through which the naval activity passed.

22.9433 OTHER LOSSES: Losses inflicted by submarines on CVEs, cruisers and named ships must be taken from the attacked naval force and may not be taken by naval units in an SW box.

22.9434 SEA SUPPLY LINES: Undefended sea supply lines are disrupted if attacked by submarines (30.381). If one or more destroyer factors are assigned to the protection of a sea supply line, submarine losses to the protecting destroyers may be taken from uncommitted destroyers as per 22.9432.

22.9435 DESTROYERS AND TRANSPORTS CARRYING CARGO: For the effect of submarine attacks on destroyers and transports carrying cargo, see 20.58B and 20.59.



Air-Naval Operations

23. AIR-NAVAL OPERATIONS

- 23.1 OVERVIEW
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- 23.6 CARRIER ATTACKS ON ENEMY BASES
- 23.7 ATTACKS ON ENEMY NAVAL UNITS AT SEA

23.1 OVERVIEW:

23.11 EMPLOYMENT OF AIR UNITS: Air and naval units interact in a variety of ways:

A. ASSIST NAVAL INTERCEPTION (search AAS and land-based NAS): Land-based search AAS and NAS may spot enemy naval activities and increase the number of dice rolled for naval interceptions (22.451A). Spotting does not invert the search AAS or NAS.

B. SEARCH (search AAS and land-based NAS): Land-based search AAS and NAS may increase the number of search die rolls made during naval combat and modify submarine attack dice rolls.

C. COMBAT AIR PATROL (carrier-based NAS): Carrier-based NAS may assist in defending friendly naval units against enemy air attack.

D. AIR COVER (cover AAS, land-based NAS): Land-based cover AAS and NAS assist in defending friendly naval units against enemy air attack.

E. ATTACKING NAVAL UNITS AT SEA (attack AAS, NAS and kamikazes): Land-based attack AAS and NAS, carrier-based NAS and kamikazes may attack enemy naval units at sea.

F. ATTACKING NAVAL UNITS IN PORT (AAF, NAS and kamikazes): Land-based AAF, land- or carrier-based NAS and kamikazes may attack enemy naval units in port.

23.12 TIMING: The timing of the air activities set out above is detailed in the rules dealing with each activity.

23.13 CONVERSION OF AAF TO AAS:

23.131 WHEN CONVERSION OF AAF TO AAS REQUIRED: Each AAF is converted to three AAS immediately prior to engaging in any of the following activities:

- A. Engaging in air combat in conjunction with friendly NAS or against an enemy force containing NAS.
- B. Assisting in naval interception (spotting).
- C. Providing air cover for friendly naval units.
- D. Searching during naval combat or submarine attacks.
- E. Attacking enemy naval units at sea.

23.132 CONVERSION RATIO: Each AAF is converted into:

- A. One search AAS.
- B. One cover AAS.
- C. One attack AAS.

23.133 MECHANICS: When an AAF is converted to AAS, the AAF is replaced by three AAS (one AAS of each type). The AAF is placed in the designated area on the owning major power's force pool chart, in order to ensure that the conversion of AAF to AAS and the subsequent conversion of AAS back to AAF does not result in the owning major power inadvertently having too few or too many AAF in play.

23.14 CONVERSION OF AAS TO AAF:

23.141 WHEN CONVERSION OF AAS TO AAF REQUIRED: AAS are converted back into AAF:

A. Immediately prior to engaging in any of the following activities. Only the army air units participating in the activity are converted.

- Undertaking an air operation (17.23) other than those that may be performed by AAS (23.15), or continuing such an operation after its interruption by air combat. Inverted AAF that result from conversion may not undertake or continue an offensive or defensive mission.
- Being engaged in air combat as a result of an enemy attack on their base, other than in conjunction with friendly NAS or by an enemy force containing NAS. AAS are never converted to AAF between rounds of air combat, even if all the NAS involved have been eliminated.

B. During the owning player's unit construction phase. Every three unbuilt AAS are converted to one AAF. A remnant of two unbuilt AAS is converted to an AAF and a third AAS, which will be in play, is removed from any location selected by the owning player; a remnant of one unbuilt AAS is disregarded. Only unbuilt AAS are converted.

C. At the end of each player turn, all remaining AAS are converted back into AAF.

23.142 CONVERSION RATIO:

A. When AAS are converted back into AAF, two AAS are converted to one AAF, and remnants of one AAS are eliminated. Thus one AAS is eliminated; two, three or four AAS convert to one AAF; five, six or seven AAS convert to two AAF; and so on.

B. Unbuilt AAS are converted first. This determines the number of unbuilt AAF AAS on the board are then converted, with a separate determination being made for each air base or mapboard box containing AAS.

C. Once conversion is completed, the number of AAF in play may not exceed the number of AAF in the owning major power's force pool.

23.143 MECHANICS OF CONVERSION: When AAS are converted to AAF, every three AAS are replaced by one AAF. The AAF are taken from the designated area on the owning major power's force pool chart (23.133) to ensure that the overall number of AAF in play remains correct.

EXAMPLE: Britain uses five AAF (15 AAS) in a naval battle and loses nine AAS, leaving two AAS in each of three hexes. At the end of the turn, the two AAS in each hex are converted to one AAF. Since this results in the British having one more AAF than their force pool limit permits, one of the AAF (in any of the three hexes) is removed from play.

23.144 INVERSION OF AAF: When three AAS are converted to an AAF, the AAF created is inverted unless it results from the combination of one uninverted AAS of each type (search, cover and attack). If one or more of the combining AAS is inverted, or if the AAF is not formed from one of each of the three types of AAS, the AAF is inverted. Inverted AAF may not continue their mission and instead return to base.

23.15 AAS OPERATIONS:

23.151 AAS ACTIVITIES: The activities which may be performed by each specific type of AAS are restricted as set out in 23.11.

23.152 COUNTERAIRS:

A. AAF which counterair enemy forces containing NAS are first broken down into AAS (23.131A).

B. The AAS must then be used to counterair one or more enemy air bases, each of which must contain at least one NAS. No AAS may be withheld from counterair combat.

C. AAS from a single AAF may counterair more than one enemy air base, provided each enemy air base contains at least one NAS.

D. Surviving AAS are recombined into AAF and inverted once all counterair attacks in that phase are completed.

23.153 AAS IN AIR COMBAT: All three types of AAS engage in air combat with equal effectiveness.

23.154 LOSSES: Army air units which have broken down into AAS take losses as squadrons. AAS of the same nationality are considered to be of the same type when taking losses (19.65).

23.16 USE OF LAND-BASED AIR:

23.161 INTERACTING WITH MULTIPLE NAVAL ACTIVITIES:

Uninverted land-based air squadrons in operational bases may search, provide air cover or attack naval units at sea. They may conduct these air activities in relation to any or all naval activities that pass within range of their base during the current player turn. A land-based air unit may perform only one such role in each round of naval combat or in each hex entered by a naval force outside naval combat.

EXAMPLE: An Italian TF invades Malta. Axis air units in Sicily are held back to cover the invasion. The British intercept with a TF from Gibraltar and a TF from Alexandria. A second Italian TF counter-intercepts the British TF intercepting from Gibraltar before it reaches the invading Italian TF.

The Axis air units in Sicily may attack the British TF intercepting from Alexandria (one sortie per hex), then the surviving Axis air units may participate in the naval combat between the British TF intercepting from Gibraltar and the counter-intercepting Italian TF; or vice versa, at the Axis player's option. The only restrictions on the use of the Axis air units are: a) they may only attack British naval units within range of their bases; and b) air squadrons eliminated in attacks on one British TF are removed from play and may not attack the other British TF. Surviving Axis air units could attack British naval units which intercept sea escort to Tripoli.

23.162 RESTRICTIONS ON AIR MISSIONS: Land-based air squadrons already committed to an offensive or defensive air mission may not interact with naval activities. Similarly, once a land-based air squadron is committed to support or oppose a naval activity, it may not be used for an offensive or defensive air mission relating to ground or air operations, such as counterairing enemy air units, providing ground or defensive air support or protecting or intercepting airdrops, later in the player turn.

23.163 USE OF AAS IN DIFFERENT HEXES PERMITTED: AAS may search, fly air cover and attack enemy naval units in different hexes, subject to range and other applicable restrictions. There is no requirement that the search, cover and attack components of an AAF be used in the same hex or at the same time.

23.164 INVERSION AT END OF REDEPLOYMENT PHASE: Land-based air squadrons that search, provide air cover or attack naval units at sea are inverted at the end of the redeployment phase of the player turn in which they perform one of these functions, unless they are themselves redeployed, in which case they are immediately inverted. Inverted land-based air squadrons which do not redeploy may be uninverted at the end of their player turn.

EXAMPLE: German attack AAS attack a British TF which tries to intercept Axis sea supply to a German-controlled port in Britain. Germany then sea transports units into Britain. Any surviving German attack AAS may also attack any British TFs which try to intercept the German sea transport to Britain. Germany later sea escorts an infantry unit to an Axis-controlled port in Britain. Any surviving German attack AAS may also attack any British naval forces which try to intercept the German sea escort to Britain. All the surviving German attack AAS are inverted at the end of the German redeployment phase and may be uninverted prior to the ensuring Allied player turn if they are not redeployed.

23.165 NO BRP COST: Searching, providing air cover and attacking enemy naval units at sea are not offensive operations and do not require any expenditure of BRPs.

23.17 JETS: Jets convert to jet squadrons and back to jet factors, and incur losses, in the same manner as AAF.

23.18 AIR TRANSPORTS: Air transport factors convert to air transport squadrons and back to air transport factors, and incur losses, in the same manner as AAF. An air combat result which eliminates two or more air transport squadrons eliminates the air transport factor; any lesser air combat result other than "0" forces the air transport to discontinue its mission by inverting the air transport factor.

23.2 AIR COVER:

23.21 AIR COVER: Air cover may be flown by eligible land-based air units (23.11D) to protect friendly naval units at sea engaged in any naval activity. Air cover may not be provided for naval units in port.

23.22 ASSIGNING AIR COVER: How air cover is assigned depends on whether naval combat is taking place.

23.23 OUTSIDE NAVAL COMBAT:

A. As a naval force enters each hex of its path while moving to its destination, the defender may use some, all or none of his available eligible air units for air cover if the opposing player attacks that naval force with land-based air units.

B. The defender is not required to commit his available air units to air cover against land-based air attacks before they are made, although he may not have used those air units for other purposes.

C. Air cover is assigned to the naval force as a whole, with each TF having air cover on a prorated basis, rounding up in favor of TFs which are attacked by the opponent's land based air units. The defender then decides which TFs receive more air cover, after the attacker announces his air attacks.

EXAMPLE: Four British air squadrons fly air cover over a British naval force containing three TFs. If one British TF is attacked by Axis air, it is considered to be the TF that has two air squadrons of air cover. If two British TFs were attacked, the British player would decide which TF had two air squadrons of air cover and which had only one air squadron of air cover. This decision is made after the size of the air attacks against each TF is announced.

D. Once air combat is resolved, both sides' surviving air units return to their bases and the naval force moves to the next hex along its previously announced path, unless it was destroyed or aborted its activity. The process is then repeated as the naval force enters each hex of its route until it engages in naval combat.

23.24 DURING NAVAL COMBAT:

A. ASSIGNED BEFORE AIR STRIKES ANNOUNCED: Air cover during naval combat is secretly assigned to specific friendly combat groups immediately after carrier-based naval air units are assigned to air strikes and combat air patrol, before any air strikes are announced (22.4421).

B. ROUND-BY-ROUND ASSIGNMENT: Each round, a player may use some, all or none of his available eligible land-based air units for air cover, regardless of how they were used in any previous round.

23.25 EFFECTS OF AIR COVER ON ATTACKING AIR UNITS: See 23.416.



23.3 COMBAT AIR PATROL:

23.31 COMBAT AIR PATROL: Combat air patrol may be flown by carrier-based naval air units over their own combat group.

23.32 ASSIGNING COMBAT AIR PATROL: Combat air patrol is assigned as each new hex is entered by a naval force (outside of naval combat) or at the start of each round of naval combat (during naval combat).

23.33 ONE-THIRD RESTRICTION: No more than one-third (round up) of the available carrier-based NAS may be allocated to combat air patrol over their combat group. This limit is determined when a naval force enters a hex (23.34) or at the start of each naval combat round, before carrier-based naval air is assigned to counterair attacks against enemy air bases (23.35).

EXAMPLE: A Japanese combat group contains four CVs, each of which has three NAS, for a total of 12 NAS. Four Japanese NAS may fly combat air patrol over the Japanese combat group in the first round of naval combat. If three of the Japanese NAS were eliminated in that combat round, either while defending against enemy air attacks or while attacking enemy air or naval units, the Japanese combat group would have nine NAS for the second combat round, of which three Japanese NAS could fly combat air patrol over the Japanese combat group.

23.34 OUTSIDE NAVAL COMBAT:

A. As a naval force enters each hex of its path while moving to its destination, the defender may use some, all or none of his available eligible air units for combat air patrol if the opposing player attacks that naval force with land-based air units.

B. Once air combat is resolved, both sides' surviving air units return to their bases and carriers and the naval force moves to the next hex along its previously announced path, unless it was destroyed or aborted its activity. The process is then repeated as the naval force enters each hex of its route.

23.35 DURING NAVAL COMBAT:

A. ASSIGNED BEFORE AIR STRIKES ANNOUNCED: Combat air patrol during naval combat is assigned at the same time as carrier-based naval air units are assigned to air strikes (22.41C), before any air strikes are announced.

B. ROUND-BY-ROUND ASSIGNMENT: Each round, a player may use some, all or none of his available eligible carrier-based naval air units for air cover, regardless of how they were used in any previous round.

23.36 CVEs: CVEs do not contribute to combat air patrol.

23.37 EFFECTS OF COMBAT AIR PATROL ON ATTACKING AIR UNITS: See 23.412.

23.4 RESOLVING AIR ATTACKS ON NAVAL UNITS:

23.41 DEFENDING AIR UNITS:

23.411 ATTACKS ON NAVAL UNITS IN PORT: When air units attack an enemy port which contains both air and naval units, the attacker has the option of counterairing the defending air units with some, all or none of his attacking air factors. Carrier-based naval air units concealed by a TF marker are revealed when the attacker announces his attack on the carriers' base.

A. ALL ATTACKING AIR UNITS COUNTERAIR: If all the attacking air units counterair, the attack is resolved solely as a counterair attack (18.52), with each side making one air combat dice roll to resolve that round of air combat. No air defense dice roll is made for the base and no naval units in the target hex may be attacked in that combat round.

B. SOME ATTACKING AIR UNITS COUNTERAIR: If some of the attacking air units carry out a counterair attack and the remainder attack the naval units in the enemy base, one round of air combat is resolved between the attacking and defending air units engaged in counterair combat. Attacking air units which engaged in counterair combat may not attack naval units in the enemy base in that combat round, regardless of the result of the counterair combat. Some or all of the remaining attacking air units may be able to carry out their attack on the naval units in the enemy base, depending on the defender's air combat result (23.412B).

C. NO ATTACKING AIR UNITS COUNTERAIR: If all of the attacking air units attempt to attack the naval units in the enemy base, ignoring the defending air units, all uninverted defending air units make one air attack dice roll against the attacking air units before the air attack on the naval units is resolved (23.412B).

23.412 EFFECTS OF AIR COMBAT:

A. ATTACKER'S AIR COMBAT RESULT:

- Defending air units forced to abort by the attacker's air combat dice roll participate in subsequent rounds of combat against their hex.
- Defending air units forced to abort in the final round of attack against their hex are inverted for the remainder of the attacker's player turn (18.526).

B. DEFENDER'S AIR COMBAT RESULT:

- Attacking air units which are eliminated or forced to abort by the defender's air combat dice roll may not attack the naval units in the enemy base in that round.
- If the effects of the defender's air combat result exceed the number of attacking air units which counteraired the defending air units, the excess is taken from the air units which would have otherwise attacked the defender's naval units. This will always occur if the attacker did not counterair the defender, as the defender's uninverted air units still make an air combat dice roll.
- Apart from the defender's air combat result, defending air has no effect on air attacks on naval units in port.

23.413 INVERTED AIR UNITS: Inverted air units do not make an air combat dice roll against the attacker's air units unless the attacker elects to counterair them.

23.414 NEARBY DEFENDING AIR UNITS IGNORED: Defending air units based in hexes other than the hex under air attack may not assist in the air defense of that base. The attacker need only concern himself with air units based in the hex which is under attack.

23.415 ATTACKS ON NAVAL UNITS AT SEA: When air units attack enemy naval units at sea which are defended by air squadrons flying air cover or combat air patrol, the defender has the option of engaging the attacker.

A. DEFENDER'S PARTICIPATION OPTIONAL:

- Air squadrons flying air cover or combat air patrol over a friendly naval force which is under air attack may engage in air combat with an equal number of attacking air squadrons.
- No more than eight defending air squadrons may engage in air combat with the attacking air squadrons in any one air combat.
- Some or all of the defending air units flying air cover or combat air patrol over attacked naval units may be withheld from air combat. This is announced before the attacker chooses which air factors to assign to air combat.
- Defending air units which do not engage the attacking air units do not incur casualties from any other air combat which may occur and have no effect on any ensuing air attacks on the defender's naval units in that combat round.

B. ATTACKER'S PARTICIPATION MANDATORY:

- If defending air units flying air cover or combat air patrol over an attacked naval force or combat group elect to engage attacking air units, air combat is resolved between the defending air squadrons and an equal number of attacking air squadrons.
- If there are fewer attacking air squadrons than covering air squadrons, all the attacking air squadrons must engage in air combat with the defending air units.
- If there are more attacking air squadrons than covering air squadrons, the attacker decides which of his air squadrons will engage in air combat with the defending air units. The attacker's Air Nationality DRM for the air combat is that of the air squadrons actually engaging the defending air squadrons. The attacker may not commit more air squadrons to air combat than the defender.

The defender determines how many attacking air squadrons he engages in air combat (the same number of squadrons as are flying combat air patrol and air cover, unless there are more defending air squadrons than are attacking or the defender wishes to withhold air units from combat). The attacker then decides which of his attacking air squadrons engage in air combat with the defending air squadrons.

C. COMBAT AIR PATROL AND AIR COVER COMBINE: Subject to 23.415A, air squadrons flying combat air patrol and air cover engage the attacking air units in a single round of air combat.

D. +/-1 DRM FOR COMBAT AIR PATROL: Naval air units flying combat air patrol receive a favorable +/-1 DRM unless the attacker achieves surprise. This modifier is lost if air units flying air cover participate in the air combat.

E. SURPRISE EFFECTS: If one side achieves a surprise in a naval battle, the effectiveness of the defending air units is reduced (23.7413):

- If the attacker achieves a surprise level of "1" or more, defending air squadrons flying combat air patrol lose their +1 air combat DRM.
- If the attacker achieves a surprise level of "4", one fewer defending air squadron participates in air combat against the attacking air.
- If the attacker achieves a surprise level of "5", two fewer defending air squadrons participate in air combat against the attacking air.
- If the attacker achieves a surprise level of "6", three fewer defending air squadrons participate in air combat against the attacking air.
- If the attacker achieves a surprise level of "7" or more, four fewer defending air squadrons participate in air combat against the attacking air.
- In each case, the defender chooses which squadrons don't engage.

23.416 EFFECTS OF AIR COMBAT:

A. ATTACKER:

- All attacking air squadrons which were not eliminated or forced to abort by the defender's air combat dice roll, including those which engaged in air combat against the defender's air units, may be used to attack the naval force being covered in that combat round.

- Air combat losses are first assigned to the attacking squadrons that engaged the defending squadrons (23.415B). If the effects of the defender's air combat result exceed the number of attacking air squadrons which engaged the defending air units, the excess is taken from the attacking air squadrons which did not engage the defender's air units. At both stages, losses are assigned according to 19.6.

B. DEFENDER:

- Defending air units which engage attacking air units and are not eliminated by the attacker's air combat dice roll may engage in air combat against enemy air units which subsequently conduct air strikes against that naval force in that combat round.
- The "abort" effects of the attacker's air combat dice roll are ignored by the defender.

EXAMPLE: Ten attacking American air squadrons are engaged by three Japanese air squadrons flying air cover. If the Japanese air combat result is a "1/0", nine American air squadrons may attack the Japanese naval force. If the Japanese air combat result is a "1/2" (the most likely result if there are no modifiers), seven American air squadrons may attack. If the Japanese air combat result is a "2/4", only four American air squadrons may attack. In each case the number of American air squadrons which actually attack may be further reduced by the Japanese air defense roll.

If the American air combat result were "1/1", two Japanese air squadrons would remain over the Japanese naval force to defend against subsequent American air attacks in that combat round.



23.42 AIR DEFENSE:

23.421 Once any air combat between attacking and defending air units is resolved, the defender determines the defensive strength of his attacked naval units, consults the Air Defense Table and rolls two dice.

- Defending at sea: The air defense level of a naval force attacked at sea is that of the combat group that is attacked.
- Defending in port: The air defense level of a naval force attacked in port is that of the entire naval force, plus the port defenses. Naval units attacked at sea do not receive the benefit of port defenses, even if they are moving through a hex which contains a port.

23.4211 AIR DEFENSE OF NAVAL FORCES: The defensive strength of naval forces is set out on the Air Defense Table:

A. All attacked naval units, including damaged naval units and destroyers which are carrying cargo, are counted in determining the air defense level (EXCEPTIONS: 23.4211C, D).

B. Each CVE is considered to be worth three naval factors for the purposes of air defense.

The air defense value of a CVE is three times that of other naval units to reflect its intrinsic NAS, which are not represented in the game.

C. Ships sunk in port, submarines and transports are not counted.

D. A naval force only makes an air defense roll if its air defense level is one or more. Unprotected sea supply lines and attacked submarines never make an air defense roll, even if the owning player has achieved an air defense research result.

23.4212 AIR DEFENSE OF PORTS: The defensive strength of ports is set out on the Air Defense Table:

- A.** The basic air defense level of a port is two.
- B.** The air defense level is increased by one for each flak factor, airbase counter, objective or anchor symbol in the defending hex.
- C.** The air defense level is increased by one if there is a fortification in the port and by two if the port is a fortress.

23.4213 AIR DEFENSE RESEARCH: The air defense of an attacked naval force is increased by one for each air defense research result, whether the naval force is in port or at sea.

Air Defense Table - 23.42											
Air	Dice Roll										
DF	2	3	4	5	6	7	8	9	10	11	12+
1	0	0	0	0	0	0/1	0/1	1/0	1/0	1/1	1/1
2	0	0	0/1	0/1	1/0	1/0	1/1	1/1	1/2	1/2	2/1
3	0/1	0/1	1/0	1/0	1/1	1/1	1/2	1/2	2/1	2/1	2/2
4	1/0	1/0	1/1	1/1	1/2	1/2	2/1	2/1	2/2	2/2	2/3
5	1/0	1/1	1/1	1/2	1/2	2/1	2/1	2/2	2/2	2/3	2/3
6	1/1	1/1	1/2	1/2	2/1	2/1	2/2	2/2	2/3	2/3	3/2
7	1/1	1/2	1/2	2/1	2/1	2/2	2/2	2/3	2/3	3/2	3/2
8	1/2	1/2	2/1	2/1	2/2	2/2	2/3	2/3	3/2	3/2	3/3
9	1/2	2/1	2/1	2/2	2/2	2/3	2/3	3/2	3/2	3/3	3/3
10	2/1	2/1	2/2	2/2	2/3	2/3	3/2	3/2	3/3	3/3	3/4

Air Defense Level

- +1 for every ten naval factors, including damaged naval factors (round fractions up). Ships sunk in port, submarines and transports are not counted. Each CVE is worth three naval factors.
- +1 each air defense research result
- +1 each flak factor, airbase counter, objective or anchor symbol
- +2 each city or port
- +1 each fortification level (+1 for a fortification; +2 for a fortress; beach defenses have no effect on air defense levels)
- +1 for each five-factor battleship in the attacked naval force
- +1 for each CVB in the attacked naval force
- 1 if the attacker achieves a surprise level of 2 or greater

If the air defense level is more than 10, the result is determined by consulting the "10" row and whatever other row is required to equal the total air defense level.

Results: The number before the slash is the number of attacking air squadrons or factors which are eliminated. The number after the slash is the number of attacking air squadrons or factors which abort their mission and return to base (EXCEPTION: Kamikazes do not abort and ignore the number after the slash - 23.423). Air units which abort may take part in future air sorties during the current air attack.

23.423 RESULTS: The number before the "/" indicates the number of attacking air units which are eliminated (normally squadrons; AAF for army air units attacking naval units in port). The number after the "/" indicates the number of attacking air squadrons or factors which must abort (EXCEPTION: Kamikazes do not abort). Air units which abort return to their base without loss and do not take part in that air sortie, but may attack in subsequent sorties. Losses to mixed forces are apportioned as per 19.6.

23.424 NO OPTION TO CALL OFF ATTACK AFTER AIR COMBAT: Air units which are not eliminated or forced to abort by air combat must undergo an air defense dice roll. They may not abort.

23.425 CONTENTS OF TARGET REVEALED: The precise contents of a targeted enemy combat group (or the entire naval force for naval units attacked in port) are revealed to the attacker if at least one attacking air factor survived the air defense dice roll without being eliminated or forced to abort.

23.43 TARGET SELECTION BY ATTACKING AIR UNITS: Once the air defense dice roll is made and the results implemented, the attacker selects targets for his attacking air units (EXCEPTION: Kamikazes select their targets randomly - 17.47F).

A. NAMED SHIPS: Named ships may be targeted separately by attacking air units.

B. LIGHT SHIPS: Light ships are attacked as a group. For the effect of air attacks on destroyers and transports carrying cargo, see 20.58B and 20.59.

C. SUBMARINES: Submarines may be attacked by air only if they remain on patrol during the opposing player turn (21.4184C).

D. NAVAL UNITS UNDER CONSTRUCTION Naval units undergoing repair or construction on a Naval Construction Chart may only be attacked by strategic bombing (26.31H). Damaged naval units in the “Waiting for Repair” box of a Naval Construction Chart are subject to normal air attack.



23.44 AIR ATTACK DICE ROLLS: After assigning his attacking air to specific targets, the attacker rolls two dice for each target and consults the Naval Attack Table. Only those air units which have not been eliminated or aborted are taken into account when making the air attack dice roll.

23.441 MODIFIERS: Air attack dice rolls against naval units are subject to the following modifiers:

A. +/-# attacker’s Air Nationality DRM (19.31A).

Air Nationality Chart - 19.31A, 23.441A	
DRM	Nationality
2	Germany, Japan, United States, Britain, Finland, Sweden, Australia
1	Italy, Russia, France
0	All minor countries except Finland, Sweden and Australia
Modifiers	
+1	Elite Japanese naval air
+1	Interceptors
-1	British naval air
-1	Air units subject to a winter effect of 8 or more
-1	Air units in partial supply or subject to air oil effects

B. +/-# defender’s Naval Nationality DRM (22.552A). A positive Naval Nationality DRM reduces the air attack dice roll; a negative Naval Nationality DRM increases the air attack dice roll.

Naval Nationality Chart - 22.552A, 23.441B	
DRM	Nationality
3	Japan
2	Germany, Britain, United States, Sweden, Australia
1	Italy, France
0	Russia, Greece, Rumania, Spain, Turkey, Dutch East Indies
Modifiers	
+1	Five-factor battleships
+1	German submarines
-2	Japanese and American CVLs; all CVs and CVEs
-1	German, Italian and British CVLs; all CVBs
-1	Naval units in partial supply or subject to naval oil effects.
Explanation: When fleets with different DRMs engage in fleet combat, the two DRMs are compared. The higher ranking side adds the difference to its fleet combat dice roll, and the lower ranked side subtracts the difference from its fleet combat dice roll. Air attack dice rolls against naval units are reduced by the DRM of the attacked naval units.	

C. +1 for naval air units attacking ships at sea, whether the naval air units are based on land or carriers.

D. +1 if the attacker achieves a surprise level of 3 or greater.

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	25-27	3	3	4	4	5	5	6	6	7	7	8
10	28-30	3	4	4	5	5	6	6	7	7	8	8
11	31-33	4	4	5	5	6	6	7	7	8	8	9
12	34-36	4	5	5	6	6	7	7	8	8	9	9
13	37-39	5	5	6	6	7	7	8	8	9	9	10
14	40-42	5	6	6	7	7	8	8	9	9	10	10
15	43-45	6	6	7	7	8	8	9	9	10	10	11
16	46-48	6	7	7	8	8	9	9	10	10	11	11
17	49-51	7	7	8	8	9	9	10	10	11	11	12
18	52-54	7	8	8	9	9	10	10	11	11	12	12
19	55-57	8	8	9	9	10	10	11	11	12	12	13
20	58-60	8	9	9	10	10	11	11	12	12	13	13
Modifiers - Air Attacks on Naval Units												
+#	attacker’s Air Nationality DRM											
-#	defender’s Naval Nationality DRM											
+1	naval air units attacking ships at sea											
+1	if the attacker achieves a surprise level of 3 or greater											
Modifiers - Fleet Attacks on Naval Units												
+/-#	Naval Nationality DRMs (22.552A)											
+/-1	If one of the combat groups involved is carrying out a naval activity which reduces its effectiveness (22.552B)											
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.												
Results												
Named ships and cruisers: A named ship or cruiser is damaged if it incurs naval attack effects one less than its size in factors and is sunk if it incurs naval attack effects equal to or greater than its size in factors.												
Cruiser groups: If a group of light ships consisting only of cruisers incurs an odd number of hits, the odd hit damages one cruiser.												
One-factor naval units: If a group of ships consists only of destroyers, CVEs, transports or a combination of the three, each hit sinks a destroyer, CVE, or transport factor.												
Mixed light forces: Naval attack effects incurred by a light force consisting of both cruisers and one-factor naval units are distributed evenly between the cruisers and one-factor naval units, subject to the proviso that the number of one-factor ship factors sunk may not exceed the number of cruiser factors sunk until all the cruisers in the force are sunk (20.551).												

23.442 RESULTS: For details of naval attack results, see 20.5.

23.443 EFFECT ON NAVAL UNITS:

A. AT SEA:

- Sunk naval units are immediately removed from the board.
- Damaged naval units remain with their naval force unless they choose to return to an eligible base, with or without the protection of accompanying undamaged naval units, in which case they are subject to interception by enemy naval units and attack by enemy air units.
- Hits short of the number required to damage a named ship remain with the ship until it returns to port.

B. IN PORT:

- Destroyed naval units are immediately removed from the board.
- Sunk naval units remain in port unless eliminated by a critical hit die roll.
- Damaged naval unit remain in port.
- Hits short of the number required to damage a named ship are removed.

23.444 WHEN AIR ATTACK EFFECTS CUMULATIVE: Effects of air attacks, fleet combat and submarine attacks against ships at sea are cumulative and are not removed until the ship returns to port (20.523).

23.45 LOSSES FROM MIXED FORCES: Naval losses from a force of mixed types are distributed equally among the types involved (20.57).

23.46 ESCAPE OF AIR AND NAVAL UNITS: Air and naval units within range of enemy land-based or carrier-based air units may leave their base to avoid air attack after the resolution of at least one round of:

A. Air attacks against the defending air or naval units.

B. Air attacks from a patrolling enemy naval force in its patrol hex within range of their base against friendly air or naval units in a different base.

C. Naval combat against a patrolling enemy naval force in its patrol hex within range of their base.

23.461 AIR:

A. Defending air units may move to any controlled airbase or mapboard box within staging range with sufficient basing capacity that is not also being attacked and was not attacked earlier in the phase (18.523).

B. The defending air factors are inverted for the remainder of the player turn (18.523).

23.462 NAVAL:

A. Defending naval units, other than those sunk in port, may move to the nearest friendly base within range (21.3613) and able to receive them (21.112) which is out of air range of uninverted enemy land-based air units and patrolling naval forces, as if they had been displaced (21.23).

B. After the escaping naval units move into the sea hex portion of their base hex, land-based air units which initially attacked their base may continue to interact and attack (23.7), though they are performing an offensive mission (23.51) and may therefore not interact with any other naval activities (23.162).

C. Patrols and fast carrier missions, including those which launched air attacks on their base, may not intercept or attack the escaping naval units.

23.5 LAND-BASED AIR ATTACKS ON NAVAL BASES:

23.51 OFFENSIVE MISSION: Land-based air attacks on enemy naval units in bases are an offensive air mission and are resolved during the combat phase, immediately after the resolution of counterair missions, prior to any interception of naval missions by the attacked naval units. Land-based air units never combine with carrier-based air units to attack the same base.

23.52 MECHANICS: Land-based air attacks on enemy bases are resolved as a counterair attack, an air attack against enemy naval units, or both, as desired by the attacker (23.411). The attacked naval force does not split into combat groups and is attacked and defends as a whole.

23.53 RESOLVING ATTACKS: Each AAF or land-based NAS is considered to be one squadron when consulting the Naval Attack Table. Attacking AAF take losses as air factors from the air defense dice roll. Attacking forces consisting of both AAF and land-based NAS take losses according to 19.6. Losses to the defending naval force from attacking air units are determined as set out in 23.44.

23.54 ADDITIONAL SORTIES: After the first air sortie is completed, the attacker may launch a second air sortie against the same naval base with his surviving air factors. Subsequent sorties are resolved in the same manner as the initial sortie.

23.55 DEFENDING AIR UNITS: For the effects of defending air units, see 23.412.

23.56 EFFECTS: Losses to the defending naval force from attacking air units are determined as set out in 23.44.

23.6 CARRIER ATTACKS ON ENEMY BASES:

23.61 PERMITTED ATTACKS: Naval air units based on carriers may attack enemy air or naval bases in only three situations:

A. While in their patrol hex. Patrols may counterair enemy air bases while moving to their patrol hex, but may not attack enemy naval units in port until they have reached their patrol hex (21.4161).

B. While on a fast carrier mission, either independently or in combination with another naval mission, from their mission hex (21.556).

C. During naval combat, naval forces may counterair enemy air bases, but may not attack enemy naval units in port (22.43).

23.62 PROHIBITED ATTACKS: Carriers which are attacked by enemy land-based air units while engaged in other naval activities may not attack the hex in which the attacking enemy air units are based other than as set out above.

23.63 MECHANICS: Carrier attacks on enemy bases are resolved as a counterair attack, an air attack against enemy naval units, or both, as desired by the attacker (23.411). The attacked naval force does not split into combat groups and is attacked and defends as a whole.

23.64 TIMING DURING NAVAL COMBAT: Carrier attacks against enemy bases during naval combat are resolved at the start of each combat round, after combat groups are formed and before unused naval air units are allocated to air strikes against enemy naval units or combat air patrol (22.41B).

23.65 DEFENDING AIR UNITS: For the effects of defending air units, see 23.412.

23.66 EFFECTS: Losses to the defending naval force from attacking air squadrons are determined as set out in 23.44.



23.7 ATTACKS ON ENEMY NAVAL UNITS AT SEA

23.71 MECHANICS:

A. Whenever air units attack a naval force at sea, that force deploys into combat groups, following the procedure set out in 22.42 (EXCEPTION: A naval force attacked by land-based air units outside of naval combat may contain more than six combat groups).

B. Air attacks are made against individual enemy combat groups, whether or not the attacked naval units are engaged in naval combat.

23.72 SEARCHING:

A. AIR ATTACKS DURING NAVAL COMBAT: Air attacks during naval combat require search results (22.452).

B. AIR ATTACKS OUTSIDE OF NAVAL COMBAT: No search rolls are made when land-based air units attack naval units at sea outside of naval combat. Each defending combat group is subject to one air strike in each hex through which it passes.

23.73 SIZE OF AIR STRIKES: The number of air squadrons that may attack a defending combat group in a single air strike, whether from carriers, land bases or both, is limited as follows (EXCEPTION: Kamikazes – 17.47D):

A. CARRIER-BASED AIR STRIKES:

- Air strikes by German, Italian or British NAS may consist of a maximum of 6 NAS.
- Air strikes by Japanese or American NAS may consist of a maximum of 10 NAS.
- Carrier-based air strikes may be supplemented by land-based NAS up to the maximum allowable size of the carrier-based air strike.

B. LAND-BASED AIR STRIKES:

- Land-based air strikes by AAS, NAS, or AAS and NAS in combination, may consist of up to 8 AAS.

23.74 CARRIER-BASED AIR STRIKES:

A. NAVAL COMBAT ONLY: Carrier-based naval air units may only attack enemy naval units at sea during naval combat.

B. NAVAL AIR FROM COMBAT GROUPS MAY COMBINE: Subject to the overall restriction on the number of air squadrons that may conduct an air strike (23.73), naval air units based on carriers may make a single air strike against the same found enemy combat group in combination with:

- Naval air units based on carriers in different combat groups; and
- Land-based air units within range of the target.

C. NAVAL AIR FROM A COMBAT GROUP MAY SPLIT: Similarly, naval air units based on carriers in the same combat group may split into two or more air strikes to attack different found enemy combat groups.

D. ONE ATTACK PER COMBAT ROUND: Each attacking NAS may only attack once during each naval combat round. NAS which were unable to attack may attack in a subsequent combat round, if otherwise permitted to do so.

E. SURPRISE AIR STRIKES: If none of the combat groups in a naval force were found by the opponent's search rolls, the first air strike from carriers in that naval force surprises the opponent.

23.741 SURPRISE AIR STRIKES:

23.7411 ONLY ONE SURPRISE AIR STRIKE PER COMBAT ROUND: Only one surprise air strike may be made in each combat round:

A. Surprise air strikes may only be made by carrier-based air units. Carrier-based air units may not combine with land-based air units to make a surprise air strike.

B. A surprise air strike may only be made by the side that found at least one opposing combat group, and only if none of its combat groups were found.

The side that failed to find any combat groups may not launch any air strikes, much less surprise air strikes.

C. Only the first air strike against an enemy combat group in a combat round may be a surprise air strike. Subsequent air strikes in that combat round are non-surprise air strikes.

23.7412 DETERMINING THE SURPRISE LEVEL:

23.74121 The surprise level is determined by rolling one die and applying the modifiers set out in the Surprise Table (23.7413).

23.74122 SURPRISE MODIFIERS: The following modifiers are applied to the surprise roll:

A. SEARCH RESULTS:

- **One result:** No modifier.
- **Two results:** +1.
- **Three or more results:** +2.

B. RADAR: -1 for each radar research result achieved by the defender. Radar never increases the surprise level.

23.7413 SURPRISE EFFECTS: Surprise effects are set out in the Surprise Table. Surprise effects are cumulative, with each result including all lesser effects. Surprise effects apply only to air strikes, not fleet combat.

Surprise Table - 23.7413	
Surprise Level	Result
1	Surprise achieved. The defender does not receive a +1 DRM in air combat between attacking air units and air units flying combat air patrol.
2	Anti-aircraft defenses less effective. The defender's air defense level is reduced by one.
3	Damage control problems. The attacker receives a +1 DRM on his air attack dice rolls against enemy naval units.
4	One fewer defending air squadron engages the attacking naval air.
5	Two fewer defending air squadrons engage the attacking naval air.
6	Three fewer defending air squadrons engage the attacking naval air.
7+	No defending air squadrons engage the attacking naval air. Air attacks which damage a named ship trigger a critical hit die roll against the target (20.524).
Determining surprise: Roll one die and modify as follows:	
+1	Two search results against the defending combat group.
+2	Three search results against the defending combat group.
-1	Each defender radar result.
Naval combat: Surprise effects are cumulative - each result includes all lesser effects.	

23.75 LAND-BASED AIR STRIKES:

A. MAY BE MADE AT ANY TIME: Naval units are subject to air attack whenever they move within range of uninverted land-based air units in operational bases during a naval activity, including during naval combat, (EXCEPTIONS: Submarines which are not in a patrol hex - 20.77; Western Allied transports and ASW moving to or from port - 20.622). Air attacks against enemy naval units at sea may be made by either side, are not an offensive operation and do not require any expenditure of BRPs.

B. AIR FROM DIFFERENT BASES MAY COMBINE: Subject to the overall restriction on the number of air squadrons that may conduct an air strike (23.73), land-based air units may make a single air strike against the same found enemy combat group in combination with:

- Land-based air units from different bases within range of the target; and
- Carrier-based naval air units (during naval combat only).

C. AIR FROM DIFFERENT BASES MAY SPLIT: Similarly, air units from different bases may split into two or more air strikes to attack different found enemy combat groups.

D. ELIGIBLE AIR UNITS: The only types of air units which may attack naval units at sea are attack AAS, NAS and kamikazes (23.11E).

E. NO SURPRISE: Land-based air units may not launch surprise air strikes.

23.751 DURING NAVAL COMBAT:

A. Air attacks by land-based air units during naval combat are resolved before the resolution of fleet combat (22.41G).

B. ONE ATTACK PER COMBAT ROUND: Each attacking land-based air squadron may only attack once during each naval combat round. Land-based air which was unable to attack may attack in a subsequent combat round, if otherwise permitted to do so.

23.752 OUTSIDE NAVAL COMBAT:

A. ONE AIR SORTIE PER HEX: During any naval activity, the naval force involved moves along a specified path of hexes to its destination hex, then back to port. Each defending combat group is subject to one air strike in each hex through which it passes. Each attacking land-based air squadron may attack only once in each hex entered by the target naval force. After the results of the sortie are determined, the surviving attacking air units return to base, remain uninverted, and the naval force moves to the next hex along its chosen path. Only one air sortie is permitted in each hex, including the destination hex of the naval activity.

- **Additional air sorties in each hex:** After the naval force moves to its next hex, all eligible land-based air units within range of the new hex, including survivors of previous attacks against the same naval force, may then make another air sortie against the naval force. This process continues until the attacker runs out of air units or calls off his attack, or until the naval force moves out of range or is eliminated. The attacking air units then return to base.
- **Continuous air attacks not mandatory:** Land-based air units need not attack an enemy naval force at every opportunity. They may fly an air sortie against the enemy naval force, decline to fly a sortie as it enters the next hex, then resume their attacks as the naval force enters a third hex. Similarly, a naval force which comes within range of air units, passes out of range, then again comes within range may be attacked as it enters each hex within range of the air units.

B. AIR MAY ATTACK MORE THAN ONE NAVAL FORCE: Each land-based attack AAS or NAS may attack any or all enemy naval forces that pass within range during a player turn, subject to 23.161.

C. AIR ATTACKS AFTER NAVAL INTERCEPTIONS: Air attacks begin only after all naval interception and counter-interception attempts are announced and resolved. The moving player dictates the order in which air attacks and naval interceptions of concurrent naval activities are resolved, the intercepting player dictates the order in which air attacks and naval counter-interceptions of concurrent naval interceptions are resolved, and so on (22.19).

D. AIR ATTACKS AGAINST SEA SUPPLY LINES: Air attacks against enemy sea supply lines (30.37) are carried out in the same manner as air attacks against enemy naval units. One air sortie may be flown against each hex of the sea supply line.

23.76 RESOLUTION OF AIR ATTACKS AGAINST NAVAL UNITS AT SEA: The following procedure is used to resolve both carrier-and land-based air attacks against naval units at sea, whether or not they occur in conjunction with naval combat.

A. DEFENDING AIR UNITS: For the effects of defending air units flying air cover and combat air patrol, see 23.412.

B. AIR DEFENSE: For the effects of air defense, see 23.423.

C. TARGETING: After naval air defense dice rolls are made, the attacker decides how to carry out his air attacks.

- Only enemy naval units in the attacked combat group may be targeted for air attack.
- Each named ship in an attacked combat group is a potential target, as are any enemy light ships, which must be attacked as a group.
- The attacker announces how many of his air squadrons are attacking each enemy target. Once the attacker has announced his attacks he may not change his mind and switch targets.
- An attacking air squadron may not be used against more than one target.

D. AIR ATTACK DICE ROLLS: A separate air attack dice roll is made for each named ship and each group of light ships which are attacked.

E. MULTIPLE AIR STRIKES AGAINST THE SAME TARGET: If more than one air strike is made against the same combat group, the procedure outlined above is followed for each subsequent air strike.

23.77 PREVENTING NAVAL ACTIVITIES: Air attacks alone cannot prevent the completion of a naval activity unless the losses inflicted on the naval force reduce its size below that required for the activity.



Strategic Warfare

24. STRATEGIC WARFARE

- 24.1 OVERVIEW
- 24.2 SW FORCE POOLS
- 24.3 STARTING LEVELS
- 24.4 SW UNIT CONSTRUCTION
- 24.5 SW UNIT DEPLOYMENT
- 24.6 SW COMBAT RESOLUTION

24.1 OVERVIEW:

24.11 SW UNITS: Strategic bombers, interceptors, submarines, ASW and transports are considered strategic warfare units. The number of SW units which may be employed is determined by each major power's SW unit force pool (24.2). The starting levels (24.3) of each major power may be increased in the course of the game.

24.12 USE OF SW UNITS: SW units are constructed in the unit construction phase (24.4), and SW is resolved during the combat phase (24.6). This process is repeated each player turn.

24.13 SW EFFECTS: SW may affect enemy BRP and shipping levels and may have other effects, depending on the target selected (24.6).

24.14 For specific applications of the strategic warfare rules, see rules 25 (submarine warfare) and 26 (strategic bombing).

24.2 SW FORCE POOLS:

24.21 FORCE POOL EXPANSION BY PRODUCTION: All SW unit force pools may be expanded by the expenditure of RPs for production (42). SW unit force pool expansion is permitted in 1940 and thereafter, subject to the following restrictions:

A. Strategic bombers may not be produced by a major power which has not achieved at least one "9+" result for strategic bombers. At the start of the game, only Britain and the U.S. meet this requirement. The Western Allies may produce strategic bombers exclusively for European use beginning in 1940; and the U.S. may produce strategic bombers exclusively for Pacific use beginning in 1944 (42.22B).

B. Western Allied RPs may not be assigned to ASW and transport production until the 1941 YSS.

C. Western Allied and Japanese RPs may not be assigned to submarine production until the 1942 YSS, regardless of when war breaks out between Japan and the Western Allies.

D. Japanese RPs may not be assigned to ASW production until the 1943 YSS, regardless of when war breaks out between Japan and the Western Allies.

24.22 TIMING: SW unit force pool increases from production come into play either at the end of the research phase (interceptors, strategic bombers) or the unit construction phase (submarines, ASW, transports) in which the RPs assigned to their production are activated, although the actual construction of the new SW units, including the construction of newly produced interceptors and strategic bombers (27.91A), may be constrained by spending, construction and shipbuilding limits.

24.23 WESTERN ALLIED SW FORCE POOLS:

24.231 WESTERN ALLIED FORCE POOLS DISTINCT: Britain and the U.S. have separate force pools for strategic bombers, interceptors and submarines. Western Allied strategic bomber, interceptor and submarine force pool additions from production are attributed to Britain, the U.S., or some to each.

24.232 WESTERN ALLIED STRATEGIC BOMBER FORCE POOLS: The Western Allies have three distinct strategic bomber force pools:

A. BRITAIN: British strategic bombers may only be used in the European theater. Britain begins the game with one strategic bomber factor in its force pool.

B. U.S. (EUROPEAN): American European strategic bombers may only be used in the European theater. The U.S. begins the game with one strategic bomber factor in its European bomber force pool.

C. U.S. (PACIFIC): American Pacific strategic bombers may only be used in the Pacific theater. There are no American Pacific strategic bombers in existence at the start of the game.

D. STRATEGIC BOMBER PRODUCTION: Western Allied European strategic bomber force pool additions must be allocated so that the British and American European strategic bomber force pools remain at equal strength, with any odd factor going to either major power at the Western Allied player's discretion. American Pacific strategic bombers are produced independently of Western Allied European strategic bombers. RPs may not be allocated to the production of American Pacific strategic bombers until the 1944 YSS.

24.233 WESTERN ALLIED ASW AND TRANSPORT FORCE POOLS COMBINED: The Western Allies have single, combined force pools for both ASW and transports. Western Allied ASW and transport force pool additions from production are attributed to the Western Allies as a whole.

24.234 FRANCE: France may not build SW units.

24.3 STARTING LEVELS:

24.31 STARTING LEVELS: The starting SW unit force pools for each major power are set out below:

A. GERMANY: Submarines: one built, one allowable build.

B. ITALY: Submarines: one built, one allowable build.

C. JAPAN: Submarines: one built, one allowable build; transports: 20.

D. BRITAIN: Submarines: one built, one allowable build; ASW: one built, one allowable build; strategic bombers: one built; Western Allied transports: 35 built, five allowable builds.

E. UNITED STATES: Submarines: one built, one allowable build; ASW: one built, one allowable build; strategic bombers: one built.

F. FRANCE: None.

G. RUSSIA: None.

H. CHINA: None.



24.4 SW UNIT CONSTRUCTION:

24.41 GENERAL: Construction of the following SW units is allowed:

A. GERMANY: Submarines and interceptors; with research: advanced submarines and strategic bombers.

B. ITALY: Submarines.

C. JAPAN: Submarines, ASW, interceptors and transports; with research: strategic bombers.

D. BRITAIN: Submarines, ASW, strategic bombers, interceptors and transports.

E. UNITED STATES: Submarines, ASW, strategic bombers, interceptors and transports.

F. FRANCE: None.

G. RUSSIA: Interceptors; with research: strategic bombers.

H. CHINA: None.

24.42 ROCKETS: Rockets require a successful research result before they may be built.

24.43 SW CONSTRUCTION COSTS: Submarines, ASW, strategic bombers, interceptors and transports cost three BRPs per factor. Submarines, ASW and transports require one shipbuilding point (27.721A) but do not use up shipyard capacity (27.74).

24.44 MECHANICS: See 27.9.

24.5 SW UNIT DEPLOYMENT:

24.51 DEPLOYMENT OF STRATEGIC WARFARE FORCES: The rules for deploying specific types of SW units are set out in rules 25 (submarines) and 26 (strategic bombing).

24.52 TRANSFERS OF UNITS BETWEEN SW BOXES: Both SW units (submarines, ASW, transports, strategic bombers and interceptors) and naval units may be transferred between SW boxes during the redeployment phase, subject only to the normal restrictions applying to the operation of the units in question in the SW boxes. Units transferred between SW boxes are not inverted and may be used in their new SW box in the next player turn, regardless of their use in the SW box from which they were redeployed. All three SW boxes are connected and transfers between them are not subject to any delay and may not be intercepted (EXCEPTION: German submarines may enter and leave the Indian Ocean SW box only from or to a Mediterranean port through the Suez canal - 25.13A).

24.53 AMERICAN STRATEGIC BOMBERS: One American strategic bomber begins the game in the Atlantic U.S. box. American strategic bombers may not be used until deployed to an SW box.

24.54 AMERICAN-BUILT ASW: Western Allied ASW listed as American starting forces or allowable builds and produced Western Allied ASW constructed in an American shipyard must abide by USAT or USJT tension restrictions (25.32) for a theater in which the U.S. is not at war.

24.6 SW COMBAT RESOLUTION:

24.61 SW COMBAT:

24.611 GENERAL: SW combat is resolved during the combat phase of the side employing offensive SW units (submarines, bombers, flying bombs and rockets) against its opponent. Prior to the resolution of SW combat, the moving player may employ raiders and assign eligible AAF to bombing.

24.612 SUBMARINE WARFARE: Submarine warfare SW combat involves submarines and ASW. See 25. Special rules apply to the resolution of SW combat involving advanced submarines (25.73).

24.613 STRATEGIC BOMBING: Strategic bombing involves air combat between any defending air factors and an equal number of attacking air factors, after which SW combat is resolved between the bombers which reach their target and the bombing target. See 26.

24.62 SW COMBAT TABLE: SW combat is resolved using the SW Combat Table.

24.621 NUMBER OF SW FACTORS: If more than 30 SW factors engage in SW combat, the result is determined by applying the SW combat dice roll to the "30" row and whatever other row is required to equal the total number of SW factors engaged and combining the effects.

24.622 MODIFIERS: A positive net modifier for SW combat for one side results in an equal negative net modifier for the other side. These modifiers may also affect the number of transports sunk by submarines and the effect of strategic bombers on their targets.

The convention used for SW combat modifiers is that positive modifiers ("+") favor the attacker, negative modifiers ("-") favor the defender, and some modifiers, such as codebreaking or Nationality DRMs (" +/-"), can favor one side or the other. All modifiers are determined and the net modifier is calculated and applied. There are no SW combat modifiers which apply only to one side and not the other - a net +1 modifier for one side means there is a corresponding -1 modifier for the other side.

Strategic Warfare Combat Table - 24.62											
SW Fac	Dice Roll										
	2	3	4	5	6	7	8	9	10	11	12+
1	0	0	0	0	0	0	0/1	0/1	0/2	0/2	1/1
2	0	0	0	0	0/1	0/1	0/1	0/2	0/2	1/1	1/2
3	0	0	0/1	0/1	0/2	0/2	0/2	1/1	1/1	1/2	1/3
4	0	0/1	0/2	0/2	1/1	1/1	1/1	1/2	1/2	1/3	1/4
5	0/1	0/2	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/4	1/5
6	0/2	1/1	1/2	1/2	1/3	1/3	1/3	1/4	1/4	1/5	1/6
7	1/1	1/2	1/3	1/3	1/4	1/4	1/4	1/5	1/5	1/6	2/5
8	1/2	1/3	1/4	1/4	1/5	1/5	1/5	1/6	1/6	2/5	2/6
9	1/3	1/4	1/5	1/5	1/6	1/6	1/6	2/5	2/5	2/6	2/7
10	1/4	1/5	1/6	1/6	2/5	2/5	2/5	2/6	2/6	2/7	2/8
DR	2	3	4	5	6	7	8	9	10	11	12+
11	1/5	1/6	2/5	2/5	2/6	2/6	2/6	2/7	2/7	2/8	3/7
12	1/6	2/5	2/6	2/6	2/7	2/7	2/7	2/8	2/8	3/7	3/8
13	2/5	2/6	2/7	2/7	2/8	2/8	2/8	3/7	3/7	3/8	3/9
14	2/6	2/7	2/8	2/8	3/7	3/7	3/7	3/8	3/8	3/9	4/8
15	2/7	2/8	3/7	3/7	3/8	3/8	3/8	3/9	3/9	4/8	4/9
16	2/8	3/7	3/8	3/8	3/9	3/9	3/9	4/8	4/8	4/9	4/10
17	3/7	3/8	3/9	3/9	4/8	4/8	4/8	4/9	4/9	4/10	5/9
18	3/8	3/9	4/8	4/8	4/9	4/9	4/9	4/10	4/10	5/9	5/10
19	3/9	4/8	4/9	4/9	4/10	4/10	4/10	5/9	5/9	5/10	5/11
20	4/8	4/9	4/10	4/10	5/9	5/9	5/9	5/10	5/10	5/11	6/10
DR	2	3	4	5	6	7	8	9	10	11	12+
21	4/9	4/10	5/9	5/9	5/10	5/10	5/10	5/11	5/11	6/10	6/11
22	4/10	5/9	5/10	5/10	5/11	5/11	5/11	6/10	6/10	6/11	6/12
23	5/9	5/10	5/11	5/11	6/10	6/10	6/10	6/11	6/11	6/12	7/11
24	5/10	5/11	6/10	6/10	6/11	6/11	6/11	6/12	6/12	7/11	7/12
25	5/11	6/10	6/11	6/11	6/12	6/12	6/12	7/11	7/11	7/12	7/13
26	6/10	6/11	6/12	6/12	7/11	7/11	7/11	7/12	7/12	7/13	8/12
27	6/11	6/12	7/11	7/11	7/12	7/12	7/12	7/13	7/13	8/12	8/13
28	6/12	7/11	7/12	7/12	7/13	7/13	7/13	8/12	8/12	8/13	8/14
29	7/11	7/12	7/13	7/13	8/12	8/12	8/12	8/13	8/13	8/14	9/13
30	7/12	7/13	8/12	8/12	8/13	8/13	8/13	8/14	8/14	9/13	9/14

If more than 30 SW factors engage in SW combat, the result is determined by applying the SW combat dice roll to the "30" row and whatever other row is required to equal the total number of SW factors engaged and combining the effects.

24.63 SW COMBAT RESULTS:

24.631 SUBMARINES:

A. ATTACKER'S RESULT:

- The number before the "/" is the number of enemy transports which are eliminated in SW combat. If no transports are available to take such losses, ASW, then CVEs, are eliminated instead. Otherwise ASW and CVEs are never lost in SW combat - rule 24.64 applies only to transports, not ASW and CVEs.
- The number after the "/" in the attacker's SW combat result is the number of defending transports which are damaged. If the number after the "/" exceeds the number of transports in the SW box, excess damage is ignored. Damaged transports leave their SW box once SW combat is resolved, unless subsequently eliminated (24.64), and return to port or a mapboard box (25.31), where they are repaired at no BRP cost, remaining inverted for the remainder of the enemy player turn and the owning major power's next player turn. Such transports may not carry out any function until the player turn after they are redeployed back to an SW box.

B. DEFENDER'S RESULT:

- The number before the “/” is the number of enemy submarines which are eliminated in SW combat before reaching the defender’s convoys.
- The number after the “/” is the number of submarine which fail to reach the defender’s convoys and which therefore do not inflict additional losses on the defender (24.64B).

24.632 BOMBERS:

A. ATTACKER'S RESULT:

- The defender loses three BRPs from the bombing target for each number before the “/”.
- The defender loses one BRP from the bombing target for each number after the “/”.

B. DEFENDER'S RESULT:

- The number before the “/” is the number of enemy bombers which are eliminated in SW combat before reaching their bombing target.
- The number after the “/” is the number of enemy bomber factors which fail to reach their bombing target and which therefore do not inflict additional losses on the defender (24.65B).

24.64 SUBMARINE WARFARE - ADDITIONAL LOSSES: In addition to the losses from the submarine SW combat result, before damaged transports return to port:

A. FAVORABLE SUBMARINE SW MODIFIERS: One additional transport is sunk for each net SW combat modifier favoring the attacker.

- Transport losses from the attacker’s favorable SW combat modifier may not exceed the number of submarines operating in the SW box.
- These additional transport losses are unaffected by the defender’s SW combat result – subject to the above limit, each plus modifier for the submarines always sinks one additional transport.

B. SUBMARINES REACHING THE CONVOYS: One additional transport is sunk for each submarine factor unaffected by the defender’s SW combat result.

- Transport losses from submarines unaffected by the defender’s SW combat result are reduced by one transport for each net SW combat modifier favoring the defender.

C. If submarines inflict additional transport losses, undamaged transports are sunk first, then damaged transports returning to port.

24.65 BOMBING - ADDITIONAL LOSSES: In addition to the losses from the bomber SW combat result:

A. FAVORABLE BOMBER SW MODIFIERS: Three additional BRPs are eliminated for each net SW combat modifier favoring the attacker.

- BRP losses from the attacker’s favorable SW combat modifier may not exceed three times the number of bombers attacking the target, as determined after air combat with any defending air units is resolved.
- These additional BRP losses are unaffected by the defender’s SW combat result - subject to the above limit, each plus modifier for bombers always eliminates three additional BRPs.

B. BOMBERS REACHING THE TARGET: Three additional BRPs are eliminated for each bomber factor unaffected by the defender’s SW combat result.

- BRP losses from bombers unaffected by the defender’s SW combat result are reduced by three BRPs for each net SW combat modifier favoring the defender.

24.66 DIFFERENT NATIONALITIES: If different nationalities have SW units engaged in combat, SW combat effects are assigned in accordance with rules 19.6 and 20.57.

24.67 MODIFIED RESULTS OF LESS THAN “2”: A dice roll of less than two is treated as a two.

EXAMPLE: Six German submarines are opposed by seven Western Allied ASW in the SW box. The Western Allies enjoy a net -1 SW combat modifier. A German SW combat dice roll of “8”, reduced to “7”, yields a “1/3” result, which sinks one transport and damages three transports. A Western Allied SW combat dice roll of “4”, increased to “5”, yields a “1/3” result, which sinks one submarine factor and forces three submarine factors to abort. Two submarine factors reach the convoy, one of which is offset by the -1 SW combat modifier, so one additional transport is sunk, for an overall result of one submarine factor and two transports sunk, with another three transports damaged.

If the submarines had a +1 SW combat modifier, rather than a -1 SW combat modifier, the German SW combat result would be “1/4”, the Western Allied SW combat result would be “1/2”, three submarines would reach the convoy and sink another three transports, and the +1 SW combat modifier would sink another transport, for an overall loss of one submarine factor and five transports sunk and four transports damaged.

SW Combat Modifiers Table	
<i>Submarine warfare</i>	
General:	
+/-#	Naval Nationality DRM (22.552A)
+/-#	air range research levels
+ #	attacker torpedo research level
- #	defender ASW research level
Atlantic:	
-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 or Cadiz
+1	Axis control 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
Indian Ocean:	
-1	for every 3 CVEs in the Indian Ocean SW box (round down): 0-2: 0; 3-5: -1; 6-8: -2; 9-11: -3; 12+: -4
+1	Japan controls Colombo (Japanese submarines only)
+/-1	Ultra codebreaking advantage (German submarines only)
+/-1	Magic codebreaking advantage (Japanese submarines only)
Pacific:	
-1	for every 3 CVEs in the Pacific SW box (round down): 0-2: 0; 3-5: -1; 6-8: -2; 9-11: -3; 12+: -4
+1	Japan controls Townsville, Noumea, Suva or any port in the Hawaiian Islands (Japanese submarines only)
+2	Allies control Manila (American submarines only)
+/-1	Magic codebreaking advantage
<i>Strategic bombing</i>	
Strategic bomber forces v. defending air units (air combat):	
+/-#	relative Air Nationality DRMs
+/-1	for each jet engaged
- #	defender’s radar research level
Strategic bomber v. bombing targets:	
+1	for each attacker strategic bomber research result beyond that needed to construct strategic bombers
+1	for every eight (Europe) or four (Pacific) hexes of excess bombing range (as limited by the number of strategic bomber research results - 26.461B)
- #	defender’s air defense research level
Bombing targets use the SW Combat Table row equal to the defensive strength of the target, which is the total of the following:	
1	each flak factor, airbase counter, objective or anchor symbol
2	each city or port
1	each fortification level (+1 for each fortification; +2 for a fortress; beach defenses have no effect on air defense levels)
“+” modifiers favor the attacker and “-” modifiers favor the defender. The net modifier for both SW combat dice rolls is always the same, except one is positive and one is negative.	



25. SUBMARINE WARFARE

- 25.1 SUBMARINES
- 25.2 ASW
- 25.3 USE OF NAVAL UNITS IN SW BOXES
- 25.4 SUBMARINES AND ASW
- 25.5 SUBMARINE BASES
- 25.6 SUBMARINE WARFARE MODIFIERS
- 25.7 THE ATLANTIC
- 25.8 THE INDIAN OCEAN
- 25.9 THE PACIFIC

25.1 SUBMARINES:

25.11 TACTICAL AND STRATEGIC USE OF SUBMARINES: Submarines may operate on the board, basing, moving, intercepting and NRing like other naval units except where noted (22.9), or may operate in the SW boxes against enemy transports.

25.12 TRANSFER OF SUBMARINES TO AND FROM THE SW BOX: A player may move all, some or none of his submarines to or from an SW box during the redeployment phase. Submarines may not enter or leave an SW box during the movement phase.

25.121 Submarines which attacked enemy naval units on the board during their player turn and are then redeployed into an SW box during the redeployment phase of that player turn remain inverted until the end of the following enemy player turn, and are thus available for SW only during the owning player's next player turn.

25.122 Submarines which are redeployed onto the board from an SW box during the redeployment phase of their player turn remain inverted until the end of the following enemy player turn, whether or not they engaged in SW during their player turn.

25.13 USE OF SUBMARINES IN THE SW BOXES: In order to engage in submarine SW combat in an SW box, submarines must begin their player turn in that SW box. The use of submarines for SW combat is restricted as follows:

A. GERMANY:

- Only German submarines may conduct submarine warfare in the Atlantic SW box. One German submarine may begin the game in the Atlantic SW box. Additional German submarines may enter the Atlantic SW box from any Western front or Mediterranean port.
- The number of German submarines that may conduct submarine warfare in the Atlantic SW box each turn is limited as follows: Fall 1939: 1; Winter 1939 to Summer 1940: 2; Fall and Winter 1940: 3; Spring and Summer 1941: 4; Fall and Winter 1941: 5; Spring and Summer 1942: 6; Fall 1942: 7; Winter 1942: 8; and so on, increasing at the rate of one additional submarine each turn. Any remaining German submarines, if built, must operate on the European mapboard or in the Indian Ocean SW box.
- German submarines may enter the Indian Ocean SW box from the Mediterranean to conduct submarine warfare only if the Axis control the Suez canal and Ethiopia.
- The number of German submarines that may conduct submarine warfare in the Indian Ocean SW box each turn is limited as follows: 1939-1941: 1; 1942: 2; 1943: 3; 1944: 4; 1945: 5; 1946: 6.

B. ITALY:

- Italian submarines may not conduct submarine warfare in SW boxes.

C. JAPAN:

- The total number of Japanese submarines that may conduct submarine warfare each turn is limited as follows: 1939-1942: 1; 1943: 2; 1944: 3; 1945: 4; 1946: 5. Japanese submarines conducting submarine warfare may be split between the Pacific and Indian Ocean SW boxes, up to this limit. Any remaining Japanese submarines, if built, must operate on the Pacific mapboard.
- Japanese submarines may not enter the Indian Ocean SW box to conduct submarine warfare until the turn in which war breaks out between Japan and Britain.
- Japanese submarines may not enter the Pacific SW box to conduct submarine warfare until the turn in which war breaks out between Japan and the U.S. or the turn in which the USJT level reaches 40 or more.

If Japan attacks the U.S. in Winter 1941, Japanese submarines may only enter the Pacific and Indian Ocean SW boxes in the redeployment phase of the Winter 1941 Japanese player turn, and the first Japanese submarine attacks against Western Allied transports would occur during the combat phase of the Spring 1942 Japanese player turn.

D. BRITAIN:

- British submarines may not conduct submarine warfare in SW boxes.

E. U.S.:

- The number of American submarines that may conduct submarine warfare in the Pacific SW box each turn is limited as follows: 1939-1942: 1; Spring and Summer 1943: 2; Fall and Winter 1943: 3; Spring and Summer 1944: 4; Fall and Winter 1944: 5; Spring 1945 and thereafter: 6. Any remaining American submarines, if built, must operate on the Pacific mapboard.
- American submarines may not enter the Pacific SW box to conduct submarine warfare until the turn in which war breaks out between Japan and the U.S. or the turn in which the USJT level reaches 40 or more.
- American submarines may not conduct submarine warfare in the Atlantic or Indian Ocean SW boxes.

25.14 SUBMARINES MAY DECLINE SW COMBAT: Submarines in an SW box may decline to engage in SW combat. When this occurs, the defender's transports are unaffected by the enemy submarines in that SW box.

25.15 GERMAN SUBMARINES IN THE MEDITERRANEAN: Germany may NR one submarine factor each turn past a Western Allied-controlled Gibraltar:

A. WESTERN FRONT PORT: Between a western front port and a Mediterranean port, subject to the range restrictions set out in 21.3612; or

B. ATLANTIC SW BOX: Between the Atlantic SW box and a Mediterranean port, without regard to range restrictions.

25.151 More than one German submarine factor may be transferred in a single turn if the Axis control Gibraltar. Italian submarines may not pass by a Western Allied-controlled Gibraltar.

25.16 WESTERN ALLIED SUBMARINES IN THE MEDITERRANEAN: Similarly, the Western Allies may transfer one submarine factor each turn between the western front and a Mediterranean port if the Axis control Gibraltar.

25.2 ASW:

25.21 ASW OPERATE FROM SW BOXES: ASW may only operate from an SW box. Newly constructed ASW may remain in port, change bases or deploy into an SW box, but may not operate from ports or mapboard boxes. ASW intercepted and attacked on the mapboard are treated as destroyers.

25.22 USE OF ASW IN SW BOXES:

A. The Western Allied ASW listed as a British starting unit begins the game in the Atlantic SW box.

B. The Western Allied ASW listed as a British allowable build may only be constructed in a British or Canadian shipyard and may deploy to any SW box.

C. The Western Allied ASW listed as an American starting unit and the Western Allied ASW listed as an American allowable build, which may only be constructed in an American shipyard, are both subject to the restrictions set out in 25.32 until the U.S. is at war in both theaters.

D. Western Allied ASW generated by production (42.23B) may deploy to any SW box if constructed in British or Canadian shipyards; if constructed in an American shipyard, such units are subject to the restrictions set out in 25.32 until the U.S. is at war in both theaters.

E. Japanese ASW may not deploy to the Pacific SW box prior to the outbreak of war between Japan and the U.S.



25.3 USE OF NAVAL UNITS IN SW BOXES:

25.31 DEPLOYMENT OF NAVAL UNITS TO AN SW BOX: The U.S., Britain, and Japan (Pacific only) may deploy both inverted and uninverted naval units, ASW and transports, regardless of supply status and oil effects, to the SW boxes during the movement (EXCEPTION: Submarines - 25.12) or redeployment phases; Germany may deploy submarines to the Atlantic and Indian Ocean SW boxes during the redeployment phase. Western Allied naval units may be freely transferred between all three SW boxes during the redeployment phase and are subject to the normal effects of redeployment (24.52, 25.121, 28.82), but their deployment to the SW boxes is otherwise subject to the following restrictions:

A. ATLANTIC: British and American naval units deployed to the Atlantic SW box must be based in a western front port, the Atlantic U.S. box or the South Africa box. Axis naval units may not deploy to the Atlantic SW box (EXCEPTION: German submarines deployed to the Atlantic SW box must be based in a Western front or Mediterranean port).

B. PACIFIC: British and American naval units deployed to the Pacific SW box must be based in Pearl Harbor, Tahiti or the Pacific U.S. or Australia boxes. Japanese naval units deployed to the Pacific SW box must be based in Japan or Truk.

C. INDIAN OCEAN: British and American naval units deployed to the Indian Ocean SW box must be based in Suez, Basra, Abadan, Colombo, Madras or the South Africa, Australia or India boxes. German submarines deployed to the Indian Ocean SW box must be based in a Mediterranean port. Japanese submarines deployed to the Indian Ocean SW box must be based in Japan or Singapore.

D. Only British and American naval units may enter SW boxes. Other Western Allied naval units may not enter the SW boxes.

25.32 TENSION RESTRICTIONS:

A. USAT:

- If the USAT level is 25 or greater, the U.S. may deploy one ASW factor to the Atlantic SW box to be used against German submarines.
- If the USAT level is 35 or greater, the U.S. may deploy a second ASW factor to the Atlantic SW box to be used against German submarines.

B. USJT: If the USJT level is 40 or greater, the U.S. may deploy one ASW factor (25.22C, D) per turn to the Pacific SW box.

25.33 INTERCEPTION: Naval units may not be intercepted when moving or redeploying between mapboard boxes and SW boxes. Movement and NRs to and from SW boxes may be intercepted in mapboard hexes as follows:

A. ATLANTIC: British and American naval units may be intercepted as they move between western front ports and the western edge of the mapboard.

B. PACIFIC: British and American naval units may be intercepted as they move between Pearl Harbor or Tahiti and the eastern edge of the mapboard. Japanese naval units may be intercepted in Truk or a port in Japan.

C. INDIAN OCEAN: Western Allied naval units may only be intercepted by air as they move or redeploy from Suez, Basra or Abadan to the southern edge of the European mapboard. British and American naval units may be intercepted by Japanese air and naval units as they move between Colombo or Madras and the western edge of the Pacific mapboard.

25.34 REDEPLOYMENT OF INVERTED NAVAL UNITS: Inverted naval units may be redeployed to an SW box, but they remain inverted and may not perform any functions during the next opposing player turn.

25.35 FUNCTIONS: While in an SW box, uninverted naval units are restricted to the following functions:

A. Conducting or protecting naval activities which employ transports in that SW box (oil shipments, sea supply, naval missions or BRP grants - 20.64A-D) or protecting sea supply in the Pacific theater (30.361D-F).

B. Shore bombardment or fast carrier missions associated with seaborne invasions from the U.S., Australia or India boxes (Western Allied naval units only) (21.523, 21.553), provided that the seaborne invasion originates solely from the mapboard box (5.931D).

C. The protection of naval units changing base or redeploying to or from a mapboard box, through that SW box (21.224, 28.72B, 28.73D).

D. Anti-submarine warfare (CVEs only) (25.362).

E. Raider interception (Western Allied naval units only) (21.5342G).

25.36 MULTIPLE FUNCTIONS: Naval units in an SW box which participate in or protect naval activities passing through their SW box are not inverted unless damaged in combat or withdrawn from the SW box (25.37), and may therefore be used more than once to protect different naval activities which pass through their SW box at different times in the same player turn (such as sea supply during initial supply determination, sea transport, seaborne invasions, BRP grants during post-combat supply determination and NRs). If more than one naval activity of the same type is being carried out at the same time, such as sea supply lines being traced to different ports during the same phase, the moving player must indicate which naval units are protecting which naval activity before enemy air or naval attacks on that naval activity are announced or attempted.

A prudent Western Allied player will place a TF in the Atlantic SW box as long as there is an Axis naval threat against the Atlantic transports. This speeds play, because most Axis players won't even try to intercept protected Western Allied transport activities, and even a weak TF will buy time for additional Western Allied naval units to arrive on the scene if the Axis do intercept. The TF need not be as strong as the threatening Axis naval forces, although it could and often should be, and only the Western Allied player will know for sure. Until the German navy is destroyed or hemmed in by Western Allied land-based air, the Western Allied player should also keep additional naval forces available to counter-intercept.

If the German navy is super-sized or the Axis have captured Gibraltar and the Italians are also coming to the party, the Western Allied player will have to deal with it.

25.361 DESTROYERS: Japanese, British and American destroyers in an SW box may absorb losses from enemy onboard submarine attacks (22.9432).

25.362 CVEs: CVEs are used for anti-submarine duties while in an SW box. The number of uninverted CVEs modifies the SW combat dice rolls for submarines and ASW. Fast carriers have no effect on SW.

25.363 RAIDERS: Uninverted naval units in an SW box are eligible to engage enemy raiders.

25.37 WITHDRAWAL OF UNITS FROM SW BOXES: Naval units and SW units (submarines and ASW) may be withdrawn from SW boxes during either the movement (EXCEPTION: Submarines - 25.12) or redeployment phases, whether or not they were employed during the owning player's turn or the preceding opponent's player turn. Naval units

and SW units must withdraw to a location from which they were eligible to enter the SW box in question (25.31). Japanese naval units which withdraw from the Pacific SW box to Japan or Truk during the redeployment phase may protect naval redeployments to Japan or Truk, as the case may be. Western Allied transports may be redeployed between SW boxes, but must always end the turn in a SW box; Japanese transports must always end the turn in the Pacific SW box (20.622).

25.371 WITHDRAWAL OF DAMAGED NAVAL UNITS: Naval units which are damaged during naval combat while in an SW box must withdraw to an adjacent port or mapboard box (25.31) at the end of that naval combat.

25.372 INVERSION OF WITHDRAWING NAVAL UNITS:

A. Naval units which withdraw from an SW box in the movement phase are inverted for the remainder of their player turn.

B. Naval units which withdraw from an SW box in the redeployment phase are inverted for the remainder of their player turn and for the next opposing player turn.

25.38 TRANSFERS OF UNITS BETWEEN SW BOXES: Naval units and SW units may be transferred between SW boxes during the redeployment phase, whether or not they were employed during the owning player's turn or the preceding opponent's player turn, are not inverted after transfer, and may be used in the next player turn (24.52).

25.4 SUBMARINES AND ASW:

25.41 SUBMARINES: The attacker's submarine level is determined by the number of submarine factors in the SW box in question.

25.42 ASW: The defender's ASW level is determined by the number of ASW factors in the SW box in question.

25.5 SUBMARINE BASES:

25.51 PORTS: Submarine warfare depends on the availability of bases from which the submarines in the SW box in question are considered to be operating:

A. GERMANY: German submarines may conduct SW in the Atlantic SW box only from an Axis-controlled operational port on the western front, and may conduct SW in the Indian Ocean SW box only from an Axis-controlled operational Suez.

B. JAPAN: Japanese submarines may conduct SW from any operational port controlled by Japan.

C. U.S.: American submarines may conduct SW from the Australia box or any Pacific front operational port controlled by the Western Allies.



25.6 SUBMARINE WARFARE MODIFIERS:

25.61 SUBMARINE AND ASW SW COMBAT DICE ROLLS: The following modifiers apply to submarine and ASW SW combat dice rolls (positive modifiers favor submarines):

25.62 GENERAL MODIFIERS:

25.621 NAVAL NATIONALITY DRMs: The attacker's and defender's Naval Nationality DRMs are compared.

25.622 TORPEDO AND ASW RESEARCH RESULTS: The attacker's torpedo and the defender's ASW research results are compared. The attacker's ASW and the defender's torpedo research results are disregarded. An "8+" ASW research result is implemented gradually over two turns (41.84).

25.623 AIR RANGE: The attacker's and defender's air range research results are compared. ASW modifiers resulting from air range research apply only when resolving SW combat. Air range modifiers do not affect the resolution of submarine attacks on the board.

25.63 INITIAL MODIFIERS:

25.631 NAVAL NATIONALITY DRMs: Germany and Japan begin the game with a +1 advantage in Naval Nationality DRM in submarine warfare.

25.632 JAPANESE TORPEDOES: Japan begins the game with one torpedo research result to reflect the Japanese Long Lance torpedoes. Because the Japanese torpedo result was achieved prior to the outbreak of war, Japan does not incur a -1 modifier from its pre-war torpedo research result.

25.64 CVEs: The number of CVEs in an SW box (25.362) modifies the SW combat dice rolls for both sides as follows:

A. ATLANTIC: 0-5: 0; 6-11: -1; 12-17: -2; 18-23: -3; 24+: -4

B. PACIFIC AND INDIAN OCEANS: 0-2: 0; 3-5: -1; 6-8: -2; 9-11: -3; 12+: -4

SW Combat Modifiers Table	
<i>Submarine warfare</i>	
General:	
+/-#	Naval Nationality DRM (22.552A)
+/-#	air range research levels
+#	attacker torpedo research level
-#	defender ASW research level
Atlantic:	
-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 or Cadiz
+1	Axis control 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
Indian Ocean:	
-1	for every 3 CVEs in the Indian Ocean SW box (round down): 0-2: 0; 3-5: -1; 6-8: -2; 9-11: -3; 12+: -4
+1	Japan control Colombo (Japanese submarines only)
+/-1	Ultra codebreaking advantage (German submarines only)
+/-1	Magic codebreaking advantage (Japanese submarines only)
Pacific:	
-1	for every 3 CVEs in the Pacific SW box (round down): 0-2: 0; 3-5: -1; 6-8: -2; 9-11: -3; 12+: -4
+1	Japan controls Townsville, Noumea, Suva or any port in the Hawaiian Islands (Japanese submarines only)
+2	Allies control Manila (American submarines only)
+/-1	Magic codebreaking advantage

25.641 FAST CARRIERS NOT COUNTED: Fast carriers may not be used for anti-submarine warfare.

25.65 DISTANCE FROM SUBMARINE BASES: The control of specified fully supplied ports modifies submarine warfare, as set out in 25.723 (Atlantic Ocean), 25.811 (Indian Ocean) and 25.92 (Pacific Ocean).

25.66 EFFECTS OF WAR BETWEEN GERMANY AND THE U.S.: The outbreak of war between Germany and the U.S. affects submarine warfare as follows:

A. Each turn Germany and the U.S. are at war, a pro-German +1 modifier applies to German and Western Allied submarine/ASW SW combat dice rolls.

B. In addition, regardless of which country declares war on the other:

- a pro-German +2 modifier applies to German and Western Allied submarine/ASW SW combat dice rolls for the first Axis combat phase following the outbreak of war between Germany and the U.S.
- a pro-German +1 modifier applies for the second Axis combat phase following the outbreak of war between Germany and the U.S.
- This “happy time” modifier reflects the vulnerability of the American east coast shipping before it was organized into convoys and is unaffected by the USAT level when war breaks out. This modifier does not apply if the U.S. reenters the war following an American withdrawal from the war after a pro-Axis U.S. election result (62.72).

25.67 CODEBREAKING:

25.671 NUMBER OF CARDS PLAYED COMPARED: Each turn the number of Ultra/Magic submarine warfare and ASW cards played are compared for each of the possible submarine warfare campaigns, as follows:

A. ATLANTIC AND INDIAN OCEAN (German submarines): European Axis Ultra submarine warfare cards vs. British Ultra ASW cards.

B. PACIFIC AND INDIAN OCEAN (Japanese submarines): Japanese Magic submarine warfare cards vs. American Magic ASW cards.

C. PACIFIC (American submarines): American Magic submarine warfare cards vs. Japanese Magic ASW cards.

25.672 EFFECTS: The play of a submarine warfare card, unless offset by the play of an opposing ASW card, generates a favorable +1 modifier for submarine warfare in the affected SW boxes for that turn. Similarly, the play of an ASW card when there is no opposing submarine warfare card to offset it generates a favorable -1 modifier against submarine warfare in the affected SW boxes for that turn.

25.673 MAXIMUM +/-1 MODIFIER: The play of two or more submarine warfare or ASW cards more than the opponent still only generates a favorable +/-1 modifier for strategic submarine warfare in the affected SW boxes for that turn.

25.7 THE ATLANTIC:

25.71 GENERAL: German submarines operating in the Atlantic SW box may conduct submarine warfare against the Western Allied Atlantic transports in the Atlantic SW box (24.6, 25.4, 25.6).

25.72 SUBMARINE EFFECTIVENESS:

25.721 German submarines in the Atlantic SW box may not be used for SW if the Axis do not control an operational port on the western front.

25.722: The number of Western Allied CVEs in the Atlantic SW box modifies the SW combat dice rolls for both sides (25.64).

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 or Cadiz; +1 if the Axis control 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.

25.724 Germany obtains a favorable modifier for submarine warfare when it goes to war with the U.S., because the American east coast shipping is not yet organized into convoys (25.66).

25.725 Germany receives a +1 modifier in the Atlantic if a “7” or greater diplomatic result for Ireland is in effect.

25.726 Either side may obtain a favorable modifier for codebreaking (25.67).

25.73 ADVANCED SUBMARINES: German advanced submarines make a separate SW combat dice roll against Western Allied transports after the resolution of raider combat and conventional submarine warfare:

A. Each advanced submarine factor counts as three factors on the SW Combat Table.

B. No modifiers are applied to the advanced submarine SW combat dice roll.

C. No SW combat dice roll is made by the Western Allies.

D. One Western Allied transport is eliminated for each advanced submarine in the SW box.

25.8 THE INDIAN OCEAN:

25.81 JAPANESE SUBMARINES: Japanese submarines may not enter the Indian Ocean SW box until the turn in which war breaks out between Japan and Britain.

25.811 JAPANESE SUBMARINE EFFECTIVENESS: Japan receives a +1 modifier for submarine warfare in the Indian Ocean if it controls and fully supplies Colombo.

25.82 JAPANESE AND GERMAN SUBMARINES IN THE INDIAN OCEAN: If both German and Japanese submarines are operating in the Indian Ocean SW box, the Western Allies split their ASW forces as desired and two separate submarine warfare SW combats are resolved simultaneously.

25.9 THE PACIFIC:

25.91 SUBMARINE EMPLOYMENT: Japanese and American submarines may not enter the Pacific SW box until the turn in which war breaks out between Japan and the U.S. or the USJT level reaches 40 or more. Both sides may use submarines based on the mapboard to attack enemy naval units. Submarines may not pass by an enemy-controlled Singapore (hex EE11).

25.92 SUBMARINE EFFECTIVENESS:

A. JAPAN: Japan receives a +1 modifier for submarine warfare in the Pacific if it controls and fully supplies one or more of Townsville, Noumea, Suva or any port in the Hawaiian Islands.

B. U.S.: The U.S. receives a +2 modifier for submarine warfare in the Pacific if it controls Manila.



26. STRATEGIC BOMBING

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- 26.8 REMOVAL OF MARKERS
- 26.9 FIRESTORMS

26.1 OVERVIEW:

26.11 STRATEGIC BOMBERS: Strategic bombers may attack enemy targets within range of their bases (26.31).

26.12 INTERCEPTORS: Interceptors may operate offensively by escorting bombers to their target or defensively by intercepting enemy bombers or flying bombs.

26.13 AIR FACTORS: Fully supplied, uninverted AAF may operate offensively from operational air bases by attacking targets. One-third (rounded down) of the attacking AAF operate as bombers and the remaining two-thirds act as escorts. AAF may also operate defensively by intercepting enemy bombers or flying bombs. Army air units in air bases which are not operational may intercept enemy bombers or flying bombs only in the hex in which they are based.

26.14 JETS: Jets may operate offensively by escorting bombers to their target, or operate defensively by intercepting enemy bombers or flying bombs. Jets are subject to the same supply and oil restrictions as AAF.

26.15 FLYING BOMBS AND ROCKETS: Flying bomb and rocket attacks may be launched at targets within range of any undamaged operational rocket base. Flying bomb attacks may be opposed by defending interceptors, AAF and jets.

26.2 DEPLOYMENT OF AIR UNITS FOR SW:

26.21 ASSIGNMENT TO FRONTS: The air portions of both the European and Pacific SW boxes consist of three parts which correspond to the three different fronts on each mapboard. Strategic bombers and interceptors may be deployed from one front to another during the redeployment phase, whether or not they were used during the owning player's turn (24.52). Strategic bombers and interceptors assigned to one front may bomb targets or escort bombers to a target on another front if they have the range to do so, as measured from any operational air base on their front.

26.22 PLACEMENT OF NEWLY CONSTRUCTED STRATEGIC BOMBERS AND INTERCEPTORS: Newly constructed strategic bombers and interceptors may be placed in any of the three fronts of the SW box corresponding to the theater in which they are built provided the owning alliance faction controls an operational air base on that front.

26.23 RESTRICTIONS:

A. BRITISH STRATEGIC BOMBERS AND INTERCEPTORS: British strategic bombers and interceptors may not be employed in the Pacific theater.

B. AMERICAN STRATEGIC BOMBERS AND INTERCEPTORS: Before the U.S. is at war in a theater newly constructed American strategic bombers and interceptors must remain in the U.S. (24.53). Newly constructed American strategic bombers and interceptors may only be placed in the Atlantic or Pacific SW boxes if the U.S. is at war in the applicable theater. Western Allied strategic bomber production for European use may begin in 1940; American strategic bomber production for Pacific use may begin in 1944 (42.22B).

26.24 INTERCEPTORS MAY ATTACK BOMBERS FLYING THROUGH THEIR FRONT: Interceptors may defend against enemy bombing if the path of the attacking bombers passes through, or the target being bombed is on, their assigned front.

26.25 AAF AND JETS: AAF and jets may not be placed in an SW box, but may intercept enemy bombers or flying bombs in hexes within range of their base. AAF and jets in bases which are not operational may intercept enemy bombers or flying bombs only in the hex in which they are based.



26.3 BOMBING TARGETS:

26.31 BASES WITHIN RANGE REQUIRED: Strategic bombers and escorting interceptors may be employed against enemy major powers only if the owning major power controls an operational air base on the front in which the SW units are based, within range of one of the following enemy-controlled targets. Similarly, flying bomb and rocket attacks require an undamaged operational rocket base within range of the target. Bombing

attacks from and against the U.S. boxes may only be made by strategic bombers belonging to an alliance faction which has achieved three air range research results. Air bases in Nationalist China may be used by the United States to bomb Japan, but they must be fully supplied from a British or American, not Chinese, supply source and not subject to air oil effects. Eligible targets for strategic bombing by country are listed below:

A. GERMANY: An objective hex in Germany.

B. ITALY: Rome, Milan and Genoa.

C. BRITAIN: London, Birmingham, Manchester, the India box and the Australia box.

D. RUSSIA: A Russian IC, Vladivostok, Irkutsk and the Urals box.

E. UNITED STATES: The U.S. boxes, although Germany and Japan may only use strategic bombers against the United States after obtaining three air range research results.

F. CHINA: Chungking, Nanking, Canton, Shanghai and Peking, if controlled by Nationalist China.

G. JAPAN: Tokyo, Osaka and Kagoshima.

H. NAVAL UNITS IN SHIPYARDS: Naval units which are undergoing repair or construction (on the "Launch" row or higher) in a shipyard, as indicated by an anchor symbol on the mapboard. Undamaged naval units and naval units in a "Waiting for Repair" box may be attacked by air units normally, but may not be attacked by strategic bombing.

I. OIL CENTERS: Any enemy-controlled oil center (26.72, 26.74).

J. SYNTHETIC OIL PLANTS: A German synthetic oil plant (26.72, 26.73).

K. ROCKET BASES: Any enemy rocket base.

26.32 SECONDARY TARGETS: If all the eligible key economic areas in Germany, Britain or Japan have been firestormed or subject to atomic attack, cities adjacent to those key economic areas may be bombed. No BRP losses may be inflicted by bombing such secondary targets, although secondary targets may be firestormed or subject to strategic atomic attack, and the political and resistance effects associated with such attacks apply normally.

26.33 ATOMIC ATTACKS USING STRATEGIC BOMBERS AND ROCKETS: Strategic bombers and rockets may be used to make strategic atomic attacks against any enemy targets otherwise eligible as strategic bombing targets, and may be used to make tactical atomic attacks against hexes containing enemy air and naval units (EXCEPTION: The Western Allies may not make strategic atomic attacks against Italian cities). Strategic bombing attacks on hexes which have no economic or oil value are only effective if atomic bombs are used, as there is no economic effect of such strategic bombing attacks.

26.34 CAPTURED KEY ECONOMIC AREAS AND ICs: Captured key economic areas and ICs which originally belonged to another major power may not be attacked by strategic bombers, flying bombs or rockets.



26.4 STRATEGIC BOMBING:

26.41 STRATEGIC BOMBING ATTACKS: The attacker initiates strategic bombing attacks during the combat phase by announcing which of his strategic bombing forces are attacking which enemy targets and the route each force is taking to its target. Each strategic bombing force consists of a bomber component and possibly an escort component, all of which must be of the same nationality.

26.42 BOMBER COMPONENT: The bomber component of a strategic bomber force consists of one or both of the following elements:

- A. The strategic bomber factors assigned to attack the target.
- B. One-third (rounded down) of the AAF assigned to attack the target.

26.421 STRATEGIC BOMBER RANGE: The permitted range for strategic bombers may be increased by air range research (17.72).

26.422 USE OF AAF FOR BOMBING: Uninverted AAF based in an operational air base may fly an offensive air mission and bomb a target listed in 26.3 if the target is within four hexes (Europe) or three hexes (Pacific). The bombing range of AAF is not affected by air range research, but AAF acting as bombers use the air range research result for strategic bombers (17.72) when determining the SW combat modifier for excess air range (26.461B). NAS may not be used for strategic bombing.

26.43 ESCORT COMPONENT: Escorting air units do not bomb, but instead protect the bomber component of a strategic bomber force up to the limit of the escorts' range. The escort component of a strategic bomber force consists of one or more of the following elements:

- A. Any interceptors assigned to escort the bomber component of the strategic bomber force.
- B. Any jets assigned to escort the bomber component of the strategic bomber force.
- C. The remaining two-thirds of the AAF assigned to attack the target.

26.431 USE OF INTERCEPTORS FOR ESCORT: The basic range for interceptor escort (four hexes in Europe; three hexes in the Pacific) may be increased by air range research (17.82).



26.44 DEFENDING AGAINST STRATEGIC BOMBING ATTACKS:

26.441 DEFENDER ASSIGNS AIR UNITS TO DEFENSE: Once the attacker has announced the composition and targets of all strategic bomber forces, the defender assigns some, all or none of the available defensive forces to the defense of each target.

26.442 WHERE BOMBER FORCE MAY BE ENGAGED: Each strategic bomber force may be engaged by defending units in one hex along its bombing route, including in the target hex itself. If a strategic bomber force passes through more than one front, it may also be engaged in one hex on each additional front. This is the only circumstance in which a bombing force may be engaged more than once in one turn. All bombers and escorts based in the same hex which are attacking the same target hex must follow the same route.

26.443 WHICH DEFENDING AIR UNITS MAY ENGAGE: The following defending air units may engage strategic bomber forces:

A. INTERCEPTORS: Uninverted interceptors may engage a bomber force that passes within range (four hexes in Europe and three hexes in the Pacific, unless increased by research) of an operational air base on the front to which the interceptors are assigned.

B. AAF AND JETS: Uninverted AAF and jets may engage a bomber force that passes within range (four hexes in Europe and three hexes in the Pacific for AAF; jet range is determined by the applicable research result) of their operational air base.

C. ONE ENGAGEMENT PER FRONT: A bomber force may be engaged by defending air only once on each front.

D. NON-OPERATIONAL BASES: An air base which is not operational permits interception only in its hex.

E. CHINA: American and Russian interceptors may oppose Japanese bombing in China only if the required air base is fully supplied from a Western Allied or Russian supply source, as the case may be.

26.444 DEFENSIVE AIR MISSION: The employment of AAF and jets to defend against strategic bombers is a defensive air mission.

26.445 ITALY:

A. Italian AAF may only defend bombing targets in Italy by engaging a bomber force attacking bombing targets in Italy in a Mediterranean front hex; Italian AAF may not engage a bombing force in a western front hex and may not engage a bomber force attacking bombing targets in Germany in a Mediterranean front hex.

B. German interceptors assigned to the Mediterranean front and German AAF and jets within range may engage a bomber force attacking bombing targets in Italy in a Mediterranean front hex; German interceptors assigned to the western front and German AAF and jets within range may engage a bomber force attacking bombing targets in Italy in a western front hex.

26.45 RESOLVING STRATEGIC BOMBING AIR COMBAT:

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: A number of air factors equal to the number of defending air factors which are attacking the strategic bomber force. If there are more defending air factors than there are air factors in the strategic bomber force, all the air units in the strategic bomber force engage in air combat. If there are more attacking air factors than defending air factors, the attacker may choose which attacking units will engage in air combat with the defending air units. In 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. The attacker may not commit more air factors to air combat than the defender. The attacker's air combat strength thus may not exceed that of the defender (EXCEPTION: Jets - 26.452).

26.452 JETS: Each jet, whether intercepting or escorting, is counted as one air factor when determining the number of air factors which may engage in air combat, but counts as three air factors when determining the air combat strength of each side.

26.453 AIR COMBAT MODIFIERS: Air combat arising out of the interception of a strategic bomber force is subject to the following modifiers (positive modifiers favor the strategic bomber force; a positive net modifier for air combat for one side results in an equal negative net modifier for the other side - 19.31):

- +1 for each jet used to escort the strategic bombing force
- +/-# relative Air Nationality DRMs
- 1 for each jet used to intercept the strategic bombing force
- 1 for each radar research result achieved by the defender

Because interceptors have an additional +1 Air Nationality DRM (17.85), a defending force consisting of only interceptors will have an advantage in air combat.

26.454 AIR COMBAT LOSSES: Air combat losses for both sides are allocated according to 19.6, with the first lost factor coming from the largest group, the next lost factor coming from the next largest group, and so on. Factors which are lost are taken first, then factors which are forced to abort. Where two categories in a force are equal in size, the loss is taken from interceptors, then escorting or intercepting AAF, then jets, then bombing AAF, then strategic bombers, in that order. Escorting AAF, AAF acting as bombers, strategic bombers, escorting interceptors and escorting jets are treated as separate categories when assigning losses to the attacker's force; intercepting AAF, interceptors and jets are treated as separate categories when assigning losses to the defender's force. Air combat losses are taken

from the strategic bomber force as a whole, regardless of which air factors actually engaged in air combat.

Since only one round of air combat is fought between a strategic bomber force and the defender's air units, the apportioning of losses to the defender is not all that important. It can be crucial for the attacker, however. Strategic bombers should, if possible, always be accompanied by both AAF and interceptors, as this means that fewer of the air factors affected by the defender's air combat result will be taken from the bomber, as opposed to escort, component of the attacking force. Strategic bombers bombing with no escorts at all will absorb all the air combat losses inflicted by the defender's air units.

EXAMPLES: 30 German AAF bomb Britain. 10 German AAF act as bombers and 20 German AAF act as escorts. They are opposed by 15 British AAF and one British interceptor. Both sides roll on the 16 row of the Air Combat Table. Each side gets a "6/6" result. Three escorting German AAF and three bombing German AAF are eliminated; then three escorting German AAF and three bombing German AAF abort. Four bombing German AAF make it to their target.

An American strategic bomber force consisting of the following air units

Escorting AAF	Bombing AAF	Interceptors	Strat. bombers	Jets
8	4	5	5	1

is engaged by seven German AAF, four German interceptors and two German jets.

Germany engages with 13 air factors, with an air combat level of 7 (AAF) + 4 (interceptors) + 6 (each jet counts as 3 AAF) = 17.

The American strategic bomber force engages with 13 air factors, with an air combat level of 12 + 3 (each jet counts as 3 AAF) = 15.

The German air combat result is "6/7". These are allocated as follows:

Escorting AAF	Bombing AAF	Interceptors	Strat. bombers	Jets
8	4	5	5	1
Losses				
-2	-1	-1	-1	-1
Aborts				
-1	-2	-2	-2	
Bombers which reach target				
Irrelevant	1	Irrelevant	2	Irrelevant

26.46 RESOLVING BOMBING ATTACKS AGAINST THE TARGET:

26.461 SW COMBAT DICE ROLLS: After air combat is resolved, each side makes one SW combat dice roll for each target. The attacker's level on the SW Combat Table (26.42) is determined by the number of strategic bombers plus the number of AAF acting as bombers which reached the target. Strategic bombers and AAF which were eliminated or forced to abort in air combat are considered to not have reached their target.

A. TARGET DEFENSES: The defender's level on the SW Combat Table is determined by the strength of the target's defenses:

- 1 each flak factor, airbase counter, objective or anchor symbol
- 2 each city or port
- 1 each fortification level (+1 for each fortification; +2 for a fortress; beach defenses have no effect on air defense levels)

B. SW COMBAT MODIFIERS: The strategic bomber and target SW combat dice rolls are subject to the following modifiers. The modifier for excess air range is limited by the number of strategic bomber research results achieved by the bombing alliance faction (one strategic bomber result limits the excess air range modifier to +1; two strategic bomber results limit the excess air range modifier to +2; and so on). The initial Western Allied strategic bombing result counts towards this limit. Positive modifiers favor the bombers:

- +1 for each attacker strategic bomber research result beyond that needed to construct strategic bombers
- +1 for every eight (Europe) or four (Pacific) hexes of excess bombing range
- 1 for each air defense research result achieved by the defender

The modifiers applying to air combat between strategic bomber forces and defending air units (26.453); SW combat between strategic bomber forces and their targets (26.461B); and the defensive strength of strategic bomber targets (26.461A) are summarized below:

SW Combat Modifiers Table

Strategic bombing

Strategic bomber forces v. defending air units (air combat):

- +/-# relative Air Nationality DRMs
- +/-1 for each jet engaged
- # defender's radar research level

Strategic bomber v. bombing targets:

- +1 for each attacker strategic bomber research result beyond that needed to construct strategic bombers
- +1 for every eight (Europe) or four (Pacific) hexes of excess bombing range (as limited by the number of strategic bomber research results - 26.461B)
- # defender's air defense research level

Bombing targets use the SW Combat Table row equal to the defensive strength of the target, which is the total of the following:

- 1 each flak factor, airbase counter, objective or anchor symbol
- 2 each city or port
- 1 each fortification level (+1 for each fortification; +2 for a fortress; beach defenses have no effect on air defense levels)

"+" modifiers favor the attacker and "-" modifiers favor the defender. The net modifier for both SW combat dice rolls is always the same, except one is positive and one is negative.

26.462 MAPBOARD BOXES: When a mapboard box is bombed, it is assumed to have a defensive strength of three, equivalent to an objective city; the defense strength of a mapboard box may not be increased. Uninverted fully or partially supplied AAF and jets in the mapboard box may intercept the bombing factors, even if subject to air oil effects. In addition, interceptors assigned to the western front may defend the U.S. against German bombing; interceptors assigned to the Pacific front may defend the U.S. or Australia against Japanese bombing; interceptors assigned to the Southeast Asian front may defend India against Japanese bombing; interceptors assigned to the eastern front may defend the Urals against German bombing; interceptors assigned to the Asian front may defend the Urals against Japanese bombing. Interceptors are assigned to defense once Axis bombing attacks are announced. Mapboard boxes are considered a different front for the purposes of 26.442; each interceptor may be used either on the mapboard or in a mapboard box.

26.463 ATTACKER'S SW COMBAT RESULT: For the attacker's SW combat result, the defender loses three BRPs for each number before the "/" and one BRP for each number after the "/". These BRP losses are taken from the bombing target.

26.464 DEFENDER'S SW COMBAT RESULT: For the defender's SW combat result, the number before the "/" is the number of attacking bomber factors which are eliminated, and the number after the "/" is the number of attacking bomber factors which abort. These combat effects are distributed between bombing AAF and strategic bombers, as per 26.454.

26.47 ADDITIONAL LOSSES: The defender may incur additional losses if the net SW combat modifier favors the attacker (26.65A), provided all bombing air units were not eliminated or aborted in air combat, or if one or more bombers reach the target without being offset by a net SW combat modifier favoring the defender (26.65B).

26.5 STRATEGIC BOMBING RESTRICTIONS:

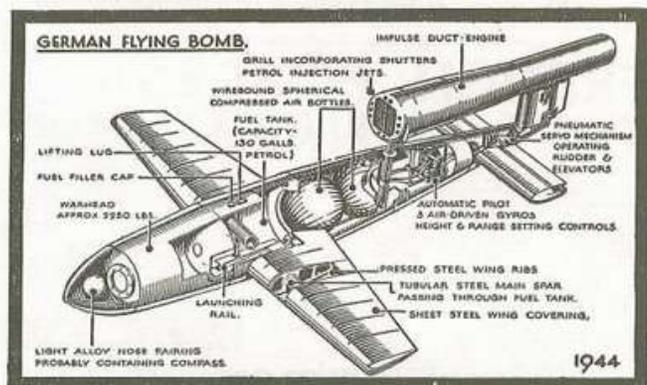
26.51 STRATEGIC BOMBING BY DIFFERENT MAJOR POWERS: The air units of all major powers bomb separately, although they may choose the same targets. The attacker announces the order of the raids, then the defender allocates his air defenses to each target. All defending air units which are not eliminated in air combat against the first strategic bombing attack against a target may intercept a second raid against that same target, and so on, including defending against subsequent flying bomb attacks. Effects of different bombing raids on the same target are combined to determine bombing effects.

26.52 JAPAN: No more than ten Japanese AAF may engage in conventional bombing in any one turn.

26.53 CHINA: China does not receive a favorable SW combat modifier for Western Allied air defense research.

26.54 WESTERN ALLIED-RUSSIAN COOPERATION: Western Allied air units may not defend Russian targets, and vice versa.

Flying Bomb: Official Picture



26.6 FLYING BOMBS AND ROCKETS:



26.61 ROCKET BASES: Rocket bases are placed and recycled in the same manner as airbases (18.14), except for the following:

A. When allowed by a research result for rockets, a major power may place one additional rocket base on the board, as well as recycle an existing undamaged rocket base.

B. A recycled Allied rocket base may be placed in a different theater.

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, in the same manner as undamaged rocket bases are recycled (26.61A).

26.63 EMPLOYMENT OF ROCKET BASES:

A. One salvo of flying bombs or rockets may be fired from each rocket base at no BRP cost.

B. A “9” research result for rockets allows two rocket bases to be placed; a “10” result, four rocket bases; an “11” or “12+” result, six rocket bases. For each result, half the rocket bases may be used to launch flying bombs and the other half may be used to launch rockets. If there are an odd number of rocket bases, the extra rocket base may be used to launch either flying bombs or rockets.

C. The location of rocket bases determines the range to the target.

26.64 TIMING OF FLYING BOMB AND ROCKET ATTACKS:

Flying bomb and rocket attacks are announced at the same time as strategic bombing attacks and are resolved immediately following the resolution of strategic bombing attacks.

26.65 EFFECTS OF FLYING BOMB AND ROCKET ATTACKS:

26.651 BRP EFFECT:

A. **FLYING BOMBS:** Each flying bomb salvo eliminates 10 BRPs, reduced as set out in 26.661.

B. **ROCKETS:** Each rocket salvo eliminates five BRPs. There is no defense against rockets. Rule 26.66 therefore does not apply to rocket attacks.

26.652 MAXIMUM EFFECT: The effect of flying bomb and rocket attacks is limited to the BRP value of the target.

26.653 EFFECT ON CONSTRUCTION LIMITS: For flying bomb and rocket attacks on a key economic area, mapboard box or IC:

A. **FLYING BOMBS:** The defender’s construction limit is reduced by one-third of the total BRP losses incurred from flying bombs.

B. **ROCKETS:** The defender’s construction limit is reduced by one BRP for each BRP lost to rocket attacks.

C. **GERMAN CONSTRUCTION LIMIT INCREASES:** The German construction limit is increased by one BRP beyond its normal level for each BRP lost by Britain or Russia to German flying bombs and rockets. This effect is determined each turn; losses inflicted in previous turns have no additional effect (27.341).

26.66 DEFENDING AGAINST FLYING BOMBS:

26.661 The BRP losses from flying bombs are reduced as follows:

A. For each salvo:

- 1 for each radar research result achieved by the defender
- +/-# relative Air Nationality DRMs
- 1 for each air defense research result achieved by the defender

B. For each target:

- # the strength of the target’s air defenses (26.461A)
- 1 for each interceptor or AAF assigned to defend the target
- 4 for each jet assigned to defend the target

EXAMPLE: Two German flying bomb salvos are fired at London, which contains an airbase and two flak factors. Four British AAF are allocated to the defense of London.

Each salvo potentially eliminates 10 British BRPs (26.651A). The Western Allies have one radar research result and one air defense research result, and the Axis and Western Allied Air Nationality DRMs are the same. Each salvo therefore eliminates 8 British BRPs (26.661A), for a total of 16 BRPs. This effect is reduced by 6 BRPs for the air defense level of London and is reduced by a further 4 BRPs because of the four AAF assigned to the defense of London.

The British therefore lose 6 BRPs.

26.662 Interceptors, AAF and jets assigned to defend a target against flying bombs may not have been used against enemy strategic bombers in that combat phase unless the bombers attacked the same target as the flying bombs.

26.663 Interceptors which defend against flying bombs may not be used to escort bombers in their next player turn.

26.664 AAF and jets which defend against flying bombs are inverted for their following player turn.

26.67 ATOMIC ATTACKS: An atomic attack may be made by rocket at a range of three European (two Pacific) hexes if the attacker has achieved an “12+” research result for rockets (43.222). Atomic attacks made by rocket may not be intercepted.



26.7 BOMBING EFFECTS:

26.71 BRP LOSSES: The effects of strategic bombers, flying bombs and rockets are treated as “bombing effects” and are combined to determine BRPs losses and other bombing effects. BRP losses from the bombing of economic targets are deducted from the targeted major power’s BRP total.

A. LIMIT ON BRP LOSSES: The number of BRPs which may be lost to bombing against one hex in one turn is limited to the economic value of that hex. This does not prevent the creation of a firestorm (26.91) in hexes worth less than 25 BRPs, provided all other criteria are met; excess BRP losses are disregarded. The economic value of mapboard boxes are considered to be: Australia box: 10 BRPs; India box: 10 BRPs; Urals box: the Russian BRP base, minus 20 BRPs for Vladivostok and Irkutsk; U.S. boxes: unlimited.

B. EFFECT ON CONSTRUCTION LIMITS: For every three BRPs (round down) lost to bombing of a key economic area or IC, the construction limit of the defending major power is reduced by one in its next player turn (27.331). Japanese bombing of the Australia and India boxes affects both the Australian or Indian construction limits, as the case may be, and the overall British construction limit (71.321, 72.321). Axis and Japanese bombing of the Urals and U.S. boxes affects the Russian and U.S. construction limits, respectively.

26.72 EFFECTS ON INDUSTRIAL FACILITIES: In addition to any BRP losses inflicted by strategic bombing, damage may be 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 may assign a damage marker to an oil center or synthetic oil plant in the target hex.

B. If there is more than one industrial facility in the target hex, the attacker assigns the damage as he chooses.

C. Strategic bombing permits the assignment of damage markers on industrial facilities even if the target hex had no economic value and the strategic bombing therefore did not cause the defender to actually lose any BRPs.

D. Strategic bombing losses of less than 10 BRPs also permit the assignment of a damage marker on an industrial facility in the target hex unless the defender immediately deducts that many BRPs from the defender's BRP level. This expenditure represents emergency repairs which offset the bombing damage. Similarly, the assignment of additional damage markers may be prevented by the immediate expenditure of up to 9 BRPs to offset BRP losses in excess of 10 or 20 BRPs. These expenditures have no effect on the defender's construction limit and are considered to be deficit spending if the defender does not have enough BRPs to cover the expenditure.

E. The BRP losses from the strategic bombing of target hexes with economic value is unaffected by the assignment of damage markers or the expenditure of BRPs by the defender to prevent the assignment of damage markers.

F. Industrial facilities in the U.S. and Urals boxes may not be damaged or destroyed (26.73, 33.31).

26.73 DESTRUCTION OF INDUSTRIAL FACILITIES: A damaged synthetic oil plant is destroyed if a second damage marker is assigned to it. This may occur in one turn, as a result of heavy strategic bombing losses, or over several turns, if damage incurred in a previous turn is not repaired.

26.74 OIL CENTERS: The number of damage markers which may be assigned to an oil center may not exceed the production level of the oil center (33.22).

26.75 RUSSIAN ICs: If a Russian IC is bombed, attacked by flying bombs or rockets, or subject to a strategic atomic attack, the maximum BRP loss that may be incurred is the value of the IC (26.71A). Russia may either accept the BRP losses inflicted on the IC or eliminate the IC and incur the normal BRP losses associated with its loss (37.5). Russia may incur a BRP deficit rather than eliminate an IC which has been bombed.

26.76 NAVAL UNITS IN SHIPYARDS: Strategic bombing results against naval units undergoing repair or construction in shipyards are resolved by a dice roll on the SW Combat Table (24.62). If the net SW combat modifier favors the attacker (24.65A) or if one or more bombers reach the target without being offset by a net SW combat modifier favoring the defender (24.65B), a "1/0" result is added to the bombers' SW combat result in place of every 3 BRPs of additional losses. If there is more than one such ship in the attacked shipyard, the strategic bomber SW combat result is applied as the bombing player wishes, in order to maximize its effect.

26.761 EFFECTS: Strategic bombing results are applied to ships undergoing repair or construction in a shipyard as follows:

A. For each "1/0" result, the attacked ship is moved two columns to the right.

B. For each "0/1" result, the attacked ship is moved one column to the right.

C. Each time an attacked Axis ship is moved out of the column for the current season, the ship is also moved to the next highest row. Each time an attacked Allied ship is moved into the column for the current season, the ship is also moved to the next highest row.

D. A ship that is moved to a row greater than its size in factors is eliminated.

E. The "Spring" and "Winter" columns are considered to be adjacent when resolving strategic bombing attacks against ships undergoing repair or construction in a shipyard.

EXAMPLE: In Spring 1942, the Western Allies attack the *Gneisenau*, a 3-factor battleship being repaired in the Kiel shipyard, with three British strategic bomber factors. The *Gneisenau* is in the launch row of the "Fall" column.

The Kiel hex has an SW defensive strength of 5 (two cities and an anchor symbol). There are no defending air units or SW combat modifiers. The Axis player rolls a "4" (a "1/1" result) and the Western Allied player rolls a "9" (also a "1/1" result). One strategic bomber makes it to the target, increasing the attack result by "1/0" (for a total of "2/1").

The Western Allied player applies the entire "2/1" result to the *Gneisenau*, which causes it to be moved five columns to the right. After being moved two columns to the right (from "Fall" to "Winter" to "Spring"), the *Gneisenau* reaches the current season (spring) and is also moved up to the "2" row. The *Gneisenau* is then moved three additional columns to the right and ends up in the "Winter" column on the "2" row, which delays its launch by five additional turns.

26.8 REMOVAL OF MARKERS:

26.81 DAMAGE MARKERS: One damage marker assigned to an industrial facility may be removed each turn, as follows:

A. TIMING: At the end of its player turn, each alliance faction may remove one damage marker from any hex it controlled throughout its player turn. A damage marker may not be removed in the player turn in which the damage was incurred.

B. NO BRP COST: There is no BRP cost to remove a damage marker.

26.82 FIRESTORM MARKERS: Firestorm markers remain in place for the year in which the firestorms occur and the ensuing year, and are then removed at the rate of one per turn, starting in the Spring turn of the second year after the year in which they occurred (26.95).

26.83 ATOMIC ATTACK MARKERS PERMANENT: Atomic attack markers may not be removed.

26.9 FIRESTORMS:



26.91 CREATION: A firestorm occurs in any eligible hex (26.92A) which sustains at least 25 BRPs of strategic bombing damage in one turn, although the actual number of BRPs lost is limited to the economic value of the hex (26.71A).

26.92 RESTRICTIONS:

A. Firestorms may only be created in German, Japanese and British cities and in Russian cities which contain ICs, Vladivostok and Irkutsk.

B. A hex may not be firestormed if it contains a firestorm or atomic attack marker.

26.93 EFFECTS: If a firestorm occurs, a firestorm marker is placed on the hex, and the following political and diplomatic effects are triggered:

A. The surrender or resistance level of the target major power is reduced by one for each firestorm marker.

B. The attacker receives one additional DP in the next YSS and in any DP calculation during the year in which the firestorm occurs and the ensuing year.

26.94 NO EFFECT ON SUPPLY OR OIL RESERVES: Firestorms have no effect on supply or oil reserves.

26.95 REMOVAL: Firestorm markers are removed at rate of one per turn, starting in the Spring turn of the second year after the year in which they occurred.

Logistics

27. UNIT CONSTRUCTION

- 27.1 CONSTRUCTION COSTS
- 27.2 RESTRICTIONS
- 27.3 CONSTRUCTION LIMITS
- 27.4 PLACEMENT OF NEWLY CONSTRUCTED UNITS
- 27.5 FORCE POOLS AND INTER-THEATER TRANSFERS
- 27.6 NAVAL AIR CONSTRUCTION
- 27.7 NAVAL CONSTRUCTION AND REPAIR
- 27.8 INVERSION OF NEWLY CONSTRUCTED AIR AND NAVAL UNITS
- 27.9 CONSTRUCTION OF SW UNITS

27.1 CONSTRUCTION COSTS:

27.11 BRP COSTS: During the unit construction phase, subject to its construction limit (27.3), each major power may construct units at the following cost in BRPs per combat factor:

- A. One BRP per factor: Infantry, replacements, naval air, kamikazes, flak.
- B. Two BRPs per factor: Armor, partisans.
- C. Three BRPs per factor:
 - Specialized units (airborne, Chindits, marines, commandos).
 - Air units (army air, jets, air transports, strategic bombers, interceptors).
 - Naval units (destroyers, cruisers, capital ships, carriers, transports, submarines, ASW). For the details of naval construction, see 27.7.
- D. Five BRPs per counter: Fortifications, railheads.
- E. Five BRPs per two counters: Beach defenses.
- F. Ten BRPs per counter: Ports.

27.12 These construction costs are summarized in the BRP Costs Chart in the player aids:

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

27.13 RECONSTRUCTION COSTS DOUBLED: The following units are built at double the normal construction cost:

- A. Units rebuilt in the turn they are eliminated as set out below. Such units may be rebuilt in a subsequent turn at the normal construction cost:
 - Units eliminated by isolation.

- Isolated units which made offensive attacks without paying the normal BRP costs (9.82).
- Units which were voluntarily eliminated.

B. Units built subject to construction oil effects (27.35).

27.14 RECONSTRUCTION COSTS TRIPLED: Isolated or voluntarily eliminated units (27.13A) which are rebuilt subject to construction oil effects (27.13B) are rebuilt at triple the normal construction cost.

27.2 RESTRICTIONS:

27.21 ONE TURN DELAY IN CONSTRUCTION: Specialized units may not be rebuilt in the player turn in which they are eliminated.

27.22 RECONSTRUCTION PROHIBITED: The following units may not be rebuilt if eliminated:

A. Dutch units in the Pacific.

B. Vlasov, Wang, and Indian National Army units (EXCEPTION: Indian National Army units added to the Japanese force pool due to Japanese control of Burmese and Indian objectives - 72.93A). This does not preclude the construction of additional such units if otherwise permitted.

C. Minor country naval units (EXCEPTION: Australian cruisers and destroyers).

27.23 NAVAL AIR UNITS: Naval air construction is subject to naval air training limits (17.353, 27.6). Elite Japanese NAS are rebuilt as normal NAS (17.352).

27.24 NAVAL UNITS: Special rules govern the construction of naval units, transports and ASW (27.7).



27.3 CONSTRUCTION LIMITS:

27.31 EFFECT OF CONSTRUCTION LIMITS: The number of BRPs each major power may expend each turn on the construction of air, ground, naval and SW units, fortifications, railheads, ports and partisans may not exceed its construction limit.

27.32 DETERMINING CONSTRUCTION LIMITS: Construction limits are determined as follows:

A. BASIC CONSTRUCTION LIMIT: The basic construction limit for each major power is one-third of its BRP base, rounded down. Russia includes the BRP value of ICs under its control.

B. REDUCTIONS: The basic construction limit for each major power may be reduced as set out in 27.33.

C. INCREASES: The basic construction limit for each major power may be increased as set out in 27.34.

27.33 REDUCTIONS IN CONSTRUCTION LIMITS:

27.331 TRANSPORT SHORTAGES, BOMBING AND AXIS UNITS ADJACENT TO MAPBOARD BOXES: For every three BRPs lost because of transport shortages, bombing and Axis units adjacent to mapboard boxes, the affected major power's construction limit is reduced by one BRP. When making this calculation, the BRP losses from these causes are totaled, divided by three and rounded down.

A. TRANSPORT SHORTAGES: Transport shortages affect only Britain and Japan (20.635).

B. BOMBING:

- Japanese bombing attacks against Australia and India reduce both the Australian and Indian construction limits and the British construction limit, up to a maximum of three BRPs for each of Australia and India (71.321, 72.321).
- German and Japanese bombing attacks against the Urals box reduce the Russian construction limit, up to a maximum of 15 BRPs (81.641).
- Flying bomb attacks are treated in the same manner as other bombing attacks.

C. AXIS UNITS ADJACENT TO MAPBOARD BOXES:

- Japanese ground factors adjacent to the Australia box in excess of the number of Western Allied ground factors in the Australia box at the end of a Japanese combat phase reduce both the Australian and British construction limits, up to a maximum of three BRPs (71.42).
- Japanese ground factors adjacent to the India box in excess of the number of Western Allied ground factors in the India box at the end of a Japanese combat phase reduce both the Indian and the British construction limits, up to a maximum of three BRPs (72.42).
- Axis ground factors adjacent to the Urals box in excess of the number of Russian ground factors in the Urals box at the end of an Axis combat phase reduce the Russian construction limit, up to a maximum of 15 BRPs (81.72).

27.332 IRON ORE (Germany only): If iron ore shipments from Sweden are cut off (86.42), Germany's construction limit is reduced by five BRPs. This effect is not cumulative and is negated if iron ore shipments are restored.

27.333 ROCKETS: For every BRP lost to rocket attacks on a key economic area, mapboard box or IC, the construction limit of the defending major power is reduced by one BRP.

- Japanese rocket attacks against Australia reduce both the Australian and the British construction limits, up to a maximum of three BRPs (71.321).
- Japanese rocket attacks against India reduce both the Indian and the British construction limits, up to a maximum of three BRPs (72.321).
- German and Japanese rocket attacks against the Urals box reduce the Russian construction limit, up to a maximum of 15 BRPs (81.641).

The limits on the effects of bombing and rocketing the Australia, India and Urals boxes and having Axis units adjacent to them are cumulative. The Australian and India construction limits may be reduced by no more than three BRPs per turn from all three causes and the Russian construction limit may be reduced no more than 15 BRPs per turn from all three causes.

27.334 BRP GRANTS: For every three BRPs (round down) granted by a major power, its construction limit is reduced by one BRP in the turn the grant is made (40.23A).

27.335 KEY ECONOMIC AREAS UNDER ENEMY CONTROL: If a key economic area which was originally controlled by a major power is under enemy control, the value of that key economic area is deducted from the originally controlling major power's BRP base before determining its basic construction limit. If such a key economic area is also bombed in the turn in which it is captured (27.331), any BRP losses from bombing are deducted from the value of the key economic area before determining construction effects. The Commonwealth portion of the British base (40 BRPs, unless Australia or India has surrendered) is always included in the calculations to determine the British construction limit, regardless of lost key economic areas in Britain itself.

27.34 INCREASES IN CONSTRUCTION LIMITS: For every three granted BRPs (round down) received by a major power, its construction limit is increased by one BRP in the turn the grant is received (40.23B). The increase to the recipient's construction limit is always the same as the reduction to the granting major power's construction limit (27.334). Construction limit increases from BRP grants are taken into account after all reductions to the recipient's construction limit are determined (27.33). American BRP grants to Canada, South Africa, Australia and India have no effect on the British construction limit (40.244).

27.341 GERMAN CONSTRUCTION LIMIT INCREASES: The German construction limit is increased by one BRP beyond its normal level for each BRP lost by Britain or Russia to German flying bombs and rockets. This effect is determined each turn; losses inflicted in previous turns have no additional effect.

27.35 CONSTRUCTION OIL EFFECTS: For each alliance faction, the number of oil counters expended to offset construction oil effects (33.61D) affects construction costs as follows:

A. Each oil counter used to offset construction oil effects allows 25 BRPs of units to be built at normal construction costs (27.11):

- No oil counters: all builds are subject to construction oil effects.
- One oil counter: normal construction costs apply to the first 25 BRPs of builds; additional builds are subject to construction oil effects.
- Two oil counters: normal construction costs apply to the first 50 BRPs of builds; additional builds are subject to construction oil effects.
- Three or more oil counters; normal construction costs apply to the first 75 BRPs of builds; additional builds are subject to construction oil effects, and so on for each additional oil counter used.

B. Units subject to construction oil effects are built at double the normal construction cost (27.13B).

C. Isolated or voluntarily eliminated units which are also built subject to construction oil effects are built at triple the normal construction cost (27.14).

D. Using oil counters to prevent construction oil effects avoids increased construction costs, but does not allow a major power to exceed its construction limit.

E. Britain and Russia are considered to have incurred the construction oil effect for resistance level purposes unless at least one oil counter was used to reduce unit construction costs.

F. German and Italian construction costs are combined when determining the effects of European Axis oil expenditures for construction purposes, although each major power has a distinct construction limit.

G. The Western Allies do not track oil consumption until the turn after the Fall of France (33.48), and the United States has unlimited oil. Western Allied oil expenditures are therefore only required for British construction.

27.4 PLACEMENT OF NEWLY CONSTRUCTED UNITS:

27.41 ELIGIBLE LOCATIONS: The placement of newly constructed units is subject to the following limitations:

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:

A. GERMANY: East Prussia is an integral part of Germany.

B. ITALY: Sicily is an integral part of Italy. Italy may not construct units in Sardinia.

C. JAPAN: Only Kyushu, Shikoku, Honshu and Hokkaido are considered Japan's home country; Japan may not construct units in Karafuto, the Kuriles or Okinawa.

D. BRITAIN: Ulster is an integral part of Britain. Certain British naval units may be built in Canada (70.15). Otherwise British units may be built in Canada only if Britain has surrendered and the British resistance level is zero or less or if all hexes in Britain are isolated or under Axis control (59.82).

E. FRANCE: France may not construct units in Corsica. The French colonial 1-3 infantry units must be rebuilt in their respective colonies (75.61).

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

G. U.S.: American units may be constructed in either U.S. box.

H. CHINA: Nationalist and Communist China may not construct units in Manchuria.

27.43 SUPPLY:

A. GENERAL: Units may not be constructed in isolated or partially supplied hexes. The supply and oil status of a newly constructed unit is considered to be the same as that of the hex or mapboard box in which it is constructed.

B. RUSSIA: Russian units, including fortifications, may only be constructed in hexes which can trace a supply line from the Urals box (30.225).

27.44 ENEMY ZoCs: Units may not be constructed in hexes which are in an enemy ZoC. If two countries are not at war, units may be constructed in a border hex despite the ZoC of a future enemy's armor unit.

27.45 HEX CONTROL: Units may only be constructed in hexes which were controlled by the constructing major power at the beginning of the player turn of construction. Units may not be constructed on hexes which are recaptured from the enemy until the player turn following their recapture.

27.46 STACKING LIMITS: Stacking limits must be observed during placement.

27.47 UNIT CONSTRUCTION OUTSIDE HOME COUNTRIES: Unit construction outside a home country is permitted as follows:

27.471 JAPAN: Japan may construct up to three factors of infantry (only) each turn in Korea and Manchuria. This three factor limit applies to the total number of factors constructed, not the number of factors constructed in each location.

27.472 SOUTH AFRICA:

A. LOCATION: South African units are built in the South Africa box.

B. COST: The cost of constructing South African units may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. One Atlantic transport must be used for every five American BRPs granted to South Africa in any turn in which the U.S. pays for the construction of South African units. American expenditures for South African unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

27.473 AUSTRALIA:

A. LOCATION: Australian units may be constructed in Australian hexes or in the Australia box.

B. PER TURN LIMITS: The Australian construction limit is nine BRPs per turn and is subject to the following per turn limits:

- **INFANTRY:** Three infantry factors of any denomination.
- **AIR:** One AAF.
- **SHIPBUILDING:** Australian shipbuilding may be used to rebuild Australian destroyers and cruisers or to repair Western Allied naval units. Australia may never have more than two destroyer factors and two CA2s in play (71.152C).

C. COST: The cost of constructing Australian units may be paid:

- By Britain, with the construction cost counting against the British construction limit; or
- Starting in the first Allied player turn in which Australian units may be constructed following the outbreak of war between Japan and Britain, by the U.S., with the construction cost counting against the American construction limit. One Pacific transport must be used for every five American BRPs granted to Australia in any turn in which the U.S. pays for the construction of Australian units.

27.474 INDIA:

A. LOCATION: Indian units may be constructed in Indian hexes or in the India box.

B. PER TURN LIMIT: The Indian construction limit is three BRPs per turn.

C. COST: Britain must pay for Indian unit construction. The cost of Indian unit construction counts against the British construction limit.

D. CHINDIT: The Chindit may be constructed in any eligible Indian hex or in the India box. The BRP cost of constructing the Chindit counts against the British, but not the Indian, construction limit.

27.475 CANADA:

A. LOCATION: The Canadian 4-5 armor unit and Canadian 3-4 infantry units are constructed in Canada.

B. SHIPBUILDING: Subject to the limit of the Canadian shipbuilding capacity, Western Allied ASW and transports, and British destroyers, submarines, cruisers and two-factor named ships, may be constructed in Canada.

C. COST: The cost of unit construction in Canada may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. American expenditures for Canadian unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

27.476 RUSSIA: Russia may construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost. Russian units may not be constructed in Mongolia or Tannu Tuva.

27.477 FRANCE: The French 1-3 infantry units represent French colonial forces and may only be rebuilt in the colonies in which they began the campaign game (75.61).

27.478 FORTIFICATIONS: See 32.1.

27.479 RAILHEADS: See 28.65.

27.48 PARTISANS: For the rules relating to the construction of partisans, see 11.3.

27.5 FORCE POOLS AND INTER-THEATER TRANSFERS:

27.51 GROUND UNITS MAY NOT BE ALTERED: Britain, the U.S. and Russia may transfer units from one theater to another. Ground units may not be broken down into smaller denominations or combined into larger denominations when transferred between theaters. The movement factor (ground units) and range (air units) for both theaters is indicated on the unit counters.

27.52 AMERICAN CONSTRUCTION: American units may be constructed in either U.S. box, regardless of where they were lost. American ground and air units may also be transferred from one theater to another by SRing them from one U.S. box to the other (28.751A, 28.752A) or by using Indian Ocean transports (28.753-28.755).

27.6 NAVAL AIR CONSTRUCTION:

27.61 NAVAL AIR TRAINING RATES: The number of factors of naval air which may be built each turn is limited for all major powers as follows: the U.S.: 4; Japan: 3; Britain: 2; Germany: 1; Italy: 1. These limits apply to both the construction of new force pool additions and the rebuilding of naval air units which have been eliminated. American construction of CVEs is limited by, but not counted against, naval air training rates (17.353B). Naval air training rates may be increased by the investment of RPs in production (42.23D). France, Russia and China may never build naval air units.



27.7 NAVAL CONSTRUCTION AND REPAIR:

27.71 SHIPBUILDING: Each major power may use its shipbuilding points to construct naval units as set out in 27.711 and 27.712. The capture of a shipyard (27.73) by an opposing alliance faction displaces ships on the "2" or "Launch" row of the Naval Construction Chart for that shipyard (21.23) and eliminates all other ships being built at that location, but does not affect the capability of the major power which originally owned the shipyard to build submarines, ASW and transports in other ports. Naval units may be constructed in the following locations:

27.711 Submarines, ASW and transports may be constructed in the following locations:

- A. Any controlled, fully supplied port in the constructing major power's home country.
- B. Either U.S. box (U.S. only).
- C. Canada (Britain only).

27.712 Destroyers, CVEs, cruisers and named naval units may be constructed in the following locations:

- A. Any controlled, fully supplied port in the constructing major power's home country which contains an anchor symbol.
- B. Either U.S. box (U.S. ships and British CVEs).
- C. Canada (British destroyers, cruisers and two-factor named ships).

D. Australia (Australian destroyers and cruisers). No more than two Australian destroyer factors and two Australian CA2s may be in play at any time.

27.713 USE OF CAPTURED SHIPYARDS: Enemy shipyards may be used to repair cruisers and named ships, but not to build new ships, if the hex containing the shipyard is controlled by the alliance faction wishing to use it and the originally controlling major power has surrendered. The Naval Construction Chart for that shipyard is used to keep track of repairs. Each captured shipyard has a shipbuilding rate of one and a shipyard capacity of two. If a shipyard is recaptured by its owning nation, the full shipyard rates and capacity are restored. If recaptured by an ally after the original country has surrendered, it is treated as a captured shipyard, with a shipbuilding rate of one and a shipyard capacity of two.

27.72 SHIPBUILDING AND BRP COSTS: Each naval factor requires one shipbuilding point and three BRPs to construct.

27.721 REPAIR AND CONSTRUCTION TIMES:

A. SUBMARINES, ASW AND TRANSPORTS: Submarines, ASW and transports are launched immediately, at a cost of one shipbuilding point and three BRPs for each factor. Transports are repaired immediately at no shipbuilding or BRP cost when they return to base.

B. DESTROYERS AND CVEs: Destroyers and CVEs are launched in the turn following their construction, at a cost of one shipbuilding point and three BRPs for each factor.

C. CRUISERS AND NAMED SHIPS: The number of turns and shipbuilding cost to build and repair cruisers and named ships are set out below.

Naval Repair and Construction Costs - 27.721				
Status:	Damaged		New Construction	
Unit	Turns	SB	Turns	SB
Transports	immediate	no cost	immediate	1
Subs, ASW	not applicable		immediate	1
DDs, CVEs	not applicable		1	1
CAs	1	no cost	2	2
2-factor ships	2	1	4	2
3-factor ships	2	1	8	3
4-factor ships	2	1	12	4
5-factor ships	2	1	16	5

Named ships which are sunk in port may be repaired by first expending one shipbuilding point and three BRPs to raise them to damaged status, after which they may be transferred to a shipyard for repairs in the normal manner. Cruisers, destroyers and CVEs which are sunk in port are permanently eliminated.

With the exception of transports, which are repaired at no cost, one-factor naval units are never damaged.

The construction of three-factor and larger ships may be accelerated (27.7272B); the construction and repair of naval units may be deferred (27.7272C).

Only the U.S. may build CVEs.

27.722 RESTRICTIONS ON NAVAL CONSTRUCTION:

27.7221 ONE-FACTOR NAVAL UNITS:

A. Each turn no more than half (round up) of each major power's shipbuilding rate may be used to construct destroyers, CVEs, submarines, ASW and transports. This limit applies separately to each major power shipyard.

B. There is no restriction on the proportion of major power shipbuilding which may be used to construct cruisers and named ships.

27.7222 FAST CARRIERS:

A. The U.S. and Japan may build CVs, CVBs and CVLs.

B. Germany, Italy and Britain may build only CVLs.

C. Russia, France and China may not build fast carriers.

D. For restrictions on American pre-war fast carrier construction, see 27.7325.

27.7223 CVEs:

A. Only the U.S. may build CVEs.

B. The U.S. may build British CVEs once USAT reach 28, with the cost of construction counting against the American BRP grant limit. Construction of British CVEs is limited by the British naval air training rate.

C. The U.S. may build American CVEs once USAT reach 35. Construction of American CVEs is limited by the American naval air training rate.

27.7224 NOT LIMITED BY COUNTER MIX: The construction of naval units is not limited by the available counters.

27.723 THE NAVAL CONSTRUCTION CHART: The construction of destroyers, CVEs, cruisers and named ships, and the repair of cruisers and named ships, is tracked using the Naval Construction Chart on the owning major power's scenario card. Each port or mapboard box in which cruisers and named ships may be repaired and constructed has its own Naval Construction Chart.

Naval Construction - Kiel												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
5												
4												Tirpitz (BB4)
3												Bismarck (BB4)
2							Graf Zeppelin (CVL)		CA			
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												
Starting Naval Units: BC3: Gneisenau, Scharnhorst; PB2: Graf Spee, Lutzow, Scheer; CA4; DD6.												

27.724 USING THE NAVAL CONSTRUCTION CHART: Each Naval Construction Chart sets out the following essential features of the port or mapboard box it represents:

A. SHIPBUILDING RATE: The shipbuilding rate represents the number of shipbuilding points which may be expended in that port or mapboard box in a single turn. The American prewar shipbuilding rate is determined by the extent to which it mobilizes its shipyards as USAT and USJT increase (36.34).

B. SHIPYARD CAPACITY: The shipyard capacity represents the number of destroyers, CVEs, cruisers and named ships which may be undergoing repair or construction in that port or mapboard box at any given time. Ships waiting for repairs do not count against shipyard capacity or the basing capacity of the port in which the shipyard is located. Submarines, ASW and transports do not count against shipyard capacity. The shipyard capacity is equal to twice the shipbuilding rate for each location (EXCEPTION: The starting shipyard capacity for each U.S. box is ten, even though the starting shipbuilding rate for each U.S. box is only one. Once the shipbuilding rate for a U.S. box exceeds five, the shipyard capacity of that U.S. box increases normally).

C. SHIPBUILDING LEVELS: Shipbuilding levels are used to track the progress of naval repairs and construction. As a naval unit nears completion, it is moved down the Naval Construction Chart towards the "Launch" row.

D. WAITING FOR REPAIR: Damaged ships are placed in the "Waiting for Repair" box until repairs are begun by placing them on the appropriate box of the Naval Construction Chart.

E. STARTING FORCES: The Fall 1939 status of partly-built ships is indicated on each Naval Construction Chart. After the counter corresponding to each such ship is placed on the Naval Construction Chart, these starting positions are ignored.

27.725 BEGINNING NEW CONSTRUCTION:

27.7251 A major power must expend one shipbuilding point and three BRPs to begin construction on a ship, regardless of the ship's size or type:

A. Named ships are placed on the applicable Naval Construction Chart in the row corresponding to their size and in the column for that turn. Thus a 3-factor ship laid down in spring would be placed in the "3" row in the "Spring" column.

B. Cruisers are placed in the "2" row two columns from the column for the turn in which construction is begun. Cruisers must be constructed in two factor increments. Thus a cruiser laid down in spring would be placed on the "2" row in the "Fall" column.

C. Destroyers and CVEs are placed in the "Launch" row one column to the right of the column for the turn in which construction is begun. Destroyers and CVEs constructed in winter turns are placed in the "Launch" row of the spring column.

27.726 BEGINNING REPAIRS:

27.7261 DAMAGED SHIPS: Damaged cruisers and named ships may not be repaired until they are moved or redeployed to a location capable of carrying out their repairs. They are subject to interception while en route to their repair location and are sunk if they incur any additional hits. Once they arrive, they are placed in the "Waiting for Repair" box of the Naval Construction Chart for that location.

27.7262 SHIPS SUNK IN PORT: Named ships which are sunk in port may be repaired by first expending one shipbuilding point and three BRPs during a unit construction phase to raise them to damaged status, after which they may be transferred to a shipyard for repairs in the normal manner. Otherwise ships sunk in port may not move. Repairs may not be started on a ship in the same player turn in which it is raised to damaged status. Cruisers, destroyers and CVEs which are sunk in port are permanently eliminated.

27.7263 SOURCE OF SHIPBUILDING POINTS TO RAISE SHIPS: The shipbuilding point used to raise a ship sunk in port, which represents the transfer of technicians and workers to the ship's location, is taken from any shipyard controlled by the owning major power. American Atlantic shipbuilding may only be used in the European theater; American Pacific shipbuilding may only be used in the Pacific theater. British shipbuilding may be used in either theatre. A major power may not use its shipbuilding points to raise a ship belonging to another major power.

27.7264 LOCATION OF REPAIRS: Ships may be repaired in any fully supplied port which contains an anchor symbol and is controlled by the owner's alliance faction. Western Allied ships may also be repaired in Australia, Canada and, if the U.S. is at war with Germany or Japan, in either

U.S. box. The cost of repairs is paid by the owner of the shipyard, or in the case of a captured shipyard, by the owner of the ship.

27.7265 VICHY FRENCH REPAIRS: Vichy French ships may be repaired or completed in the Marseilles shipyard prior to Vichy activation. There is no BRP cost for such repairs unless Vichy France has associated or activated.

27.7266 RESTRICTIONS ON REPAIRS:

A. ONE-TURN DELAY: Repairs may not be started on cruisers and named ships in the player turn in which they are damaged.

B. RUSSIA: Russian named ships and cruisers in the Pacific theater may not be repaired.

C. MINOR COUNTRIES: Minor country cruisers may be repaired in a shipyard belonging to a major power in their alliance faction, even if this would violate normal geographical restrictions for basing. Once repaired, such cruisers must again base in accordance with their geographical restrictions.

27.7267 INITIATING REPAIRS: During its unit construction phase, a major power may, by expending a shipbuilding point and three BRPs, transfer a damaged named ship from the "Waiting for Repair" box of a Naval Construction Chart to a space which reflects the time required to effect repairs. For example, in the unit construction phase of a spring turn, a damaged named ship (which takes two turns to repair) would be placed in the "Launch" row in the "Fall" column. Cruisers, which may be repaired at no shipbuilding or BRP cost (and which take one turn to repair), are placed in the "Launch" row of the column for the turn following their repair. Shipbuilding capacity may impede the repair of damaged named ships and cruisers.



27.727 CONTINUING CONSTRUCTION AND REPAIRS:

27.7271 Once construction or repairs have begun, no distinction is made between naval units which are under construction and naval units which are being repaired.

27.7272 During each unit construction phase, the moving player has four options (27.7272A-D) for each naval unit which appears in the column for that turn on each of his Naval Construction Charts. Naval units in columns for other turns are ignored unless they are scuttled (27.7272E):

A. CONTINUING CONSTRUCTION: Construction or repair of a naval unit may be continued, at the cost of one shipbuilding point and three BRPs, by moving the naval unit down one row in the same column.

B. ACCELERATING CONSTRUCTION: The construction of three-, four- and five-factor ships may be accelerated by spending an extra three or six BRPs beyond the normal three BRP cost of using a shipbuilding point (27.7272A). The expenditure of a total of six BRPs (including three BRPs for acceleration) and one shipbuilding point moves the accelerated ship down one row and one column to the left, so the next opportunity to advance the ship comes one turn earlier than would otherwise be the case. The expenditure of a total of nine BRPs (including six BRPs for acceleration) and one shipbuilding point moves the accelerated ship down one row and two columns over in either direction (a "knight's move", in chess terms), so the next opportunity to advance the ship comes two turns earlier than would otherwise be the case. Acceleration is subject to the following restrictions:

- acceleration is not allowed when naval units are first placed on a Naval Construction Chart.
- ships may be accelerated only when on the “5”, “4” or “3” row of a Naval Construction Chart.
- one- and two-factor naval units and ships may not be accelerated.
- Italy may not accelerate naval construction until it is at war with the Western Allies.
- Britain may only accelerate ships in 1939 if Germany has done so.
- Japan may accelerate naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may accelerate Pacific naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may accelerate Atlantic naval construction only if Germany and the U.S. are at war.

C. DEFERRING CONSTRUCTION: Construction or repair of a naval unit may be deferred, at no shipbuilding or BRP cost, by moving the ship counter along the same row one column to the right. Naval units in the “Winter” column are moved to the “Spring” column. Completion of construction or repairs is thereby delayed one turn. The voluntary deferring of naval construction is subject to the following restrictions:

- Italy may not defer naval construction until it is at war with the Western Allies.
- France may not defer naval construction until the Allied player turn following any one of:
 - An Italian declaration of war against Britain or France;
 - The first Axis full offensive on the western front; or
 - The first German declaration of war against a minor country on the western front.
- Japan may defer naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may defer Pacific naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may defer Atlantic naval construction only if Germany and the U.S. are at war.

D. LAUNCHING SHIPS: Ships are launched from the “Launch” row of the Naval Construction Chart.

- When a naval unit is moved down to the “Launch” row from the “2” row, at the normal cost of one shipbuilding point and three BRPs (27.72), it is immediately placed on the board, inverted, in the port or mapboard box corresponding to the Naval Construction Chart.
- Naval units which are already on the “Launch” row, as a result of construction or repair paid for in a previous turn, are similarly placed on the board during the unit construction phase of that turn, at no shipbuilding or BRP cost.

E. SCUTTILING: A player may voluntarily eliminate a naval unit, whether or not it is in the column for that turn, in order to free shipyard capacity for other uses. Scuttling is subject to the same restrictions as deferring naval construction (27.7272C; EXCEPTION: France may never scuttle ships).

27.7273 DESTROYERS: Construction of new destroyers requires one shipbuilding point and three BRPs. After one turn, they are launched automatically, without further expenditure.

27.7274 CVEs: Construction of new CVEs requires one shipbuilding point and three BRPs. After one turn, they are launched automatically, without further expenditure. The number of American and British CVEs which the U.S. may construct each turn is limited by the American and British naval training rates (17.353B).

27.728 STATUS OF SHIPS UNDER REPAIR OR CONSTRUCTION:

27.7281 Ships in the “Waiting for Repair” box of a Naval Construction Chart may move or redeploy from their port. Partially-completed and damaged ships on a Naval Construction Chart in the “2” or “Launch” rows may not voluntarily move or redeploy from their port, but are displaced if their port is occupied by enemy ground units. In both cases, such ships may be intercepted by enemy air and naval units and the ships are considered to be damaged prior to resolving combat arising out of interception by enemy air or naval units. Ships which move or redeploy

from a “Waiting for Repair” box or which are displaced from the “2” or “Launch” row of a Naval Construction Chart are treated as damaged ships and are placed in the “Waiting for Repair” box of any shipyard they enter.

27.7282 Partially-completed ships in the third or higher row of a Naval Construction Chart may not move and are eliminated if their shipyard comes under enemy control.

27.7283 Damaged ships in the “Waiting for Repair” box that are attacked by enemy air units while in port are considered to be damaged prior to resolving enemy air attacks. Partially completed ships and those presently undergoing repairs may only be attacked by strategic bombing (26.76).

27.73 SHIPBUILDING RATES:

27.731 The shipbuilding rates at the start of the game are set out below. These shipbuilding rates may be increased by the allocation of RPs to shipbuilding:

A. GERMANY: 2 (Kiel)

B. ITALY: 2 (Genoa, Trieste: 1 each)

C. JAPAN: 3 (Tokyo)

D. RUSSIA: 2 (Leningrad, Sevastopol: 1 each)

E. BRITAIN: 6 (Glasgow (4), Canada (1), Australia (1))

F. FRANCE: 2 (Lorient, Marseilles: 1 each)

G. UNITED STATES: 2 (Atlantic (1), Pacific (1))

27.732 AMERICAN PREWAR SHIPBUILDING:

27.7321 The United States has a starting shipbuilding rate of one and a shipyard capacity of ten in each theater. The U.S. may increase its shipbuilding rate either by mobilization (36.34) or by production (42.23E):

A. American shipbuilding increases from mobilization must be assigned to the U.S. box in the theater in which tensions triggered the mobilization. No more than one shipbuilding increase may be generated by each mobilization.

B. American shipbuilding increases from production may be assigned to either U.S. box. American shipbuilding may not be increased through production in a theater until the U.S. is either at war in that theater or the U.S. tension level for that theater is 50 or greater.

27.7322 TRANSPORTS: The U.S. may use its shipyards to build transports prior to the outbreak of war between the U.S. and Germany as follows:

A. CASH AND CARRY: Until USAT are over 25, the U.S. may build Western Allied transports only in turns in which more than five transports were lost during the previous Axis player turn (EXCEPTION: Transports lost to Japan - 27.7322C).

- Until USAT are over 25, Britain must pay the BRP cost of American prewar transport construction.
- This BRP expenditure counts against the American, not the British, construction limit.
- No transports are required for these British payments.

B. LEND LEASE: Once USAT are over 25, the U.S. may build Western Allied transports regardless of how many transports were lost during the previous Axis player turn.

- Once USAT are over 25, some or all of the cost of American prewar transport construction may be paid by the U.S. One American BRP may be spent on prewar transport construction for each USAT level over 25.
- American BRP expenditures count against the American construction limit and against the limit for American BRP grants to Britain.
- Lend lease and cash and carry (27.7322A) may be combined, with the U.S. paying some of the cost of prewar transport construction and Britain paying the remainder, provided more than five Western Allied transports were lost during the previous Axis player turn.

EXAMPLE: In Fall 1940, the effective USAT level is 21 and Britain loses six transports in the Atlantic. Some of the transports may be rebuilt in the U.S. at Britain’s expense, using cash and carry, provided American shipbuilding points are available (the U.S. must continue the construction of existing ships - 27.7272C).

In Winter 1940, the effective USAT level is 29, and Britain loses five transports in the Atlantic. One transport may be rebuilt in the U.S. at American expense, as a BRP grant to Britain (the maximum grant level is 29 – 25 = 4 BRPs, which is enough to build one transport at a cost of 3 BRPs).

In Spring 1940, the effective USAT level is 33, and Britain loses seven transports in the Atlantic. Two transports may be rebuilt in the U.S. at American expense, and a third transport may be rebuilt in the U.S. with the U.S. paying 2 BRPs of the cost as a BRP grant, and Britain paying the remaining BRP as cash and carry (the maximum grant level is 33 - 25 = 8 BRPs, which is enough to build two transports at a cost of 6 BRPs and part of a third transport). The Western Allied player also could have Britain pay for more or even all of the American transport construction, if he wished to preserve American BRPs.

C. WAR WITH JAPAN: If the United States and Japan go to war before the United States and Germany go to war, transports sunk by Japan may be rebuilt in the Pacific U.S. box without regard for the USAT level and do not count against the American BRP grant limit to Britain.

27.7323 American ships built in the Pacific U.S. box prior to the outbreak of war with Japan do not become part of the Pacific Fleet if they are redeployed to the Atlantic U.S. box in the turn they are launched.

27.7324 If only one theater is being played, mobilization and production increases in that theater govern the American shipbuilding rate.

27.7325 RESTRICTIONS ON AMERICAN FAST CARRIER CONSTRUCTION: Prior to the outbreak of war between the U.S. and Japan, American construction of fast carriers is prohibited except as permitted by the events set out below. This restriction does not affect the continued construction of American fast carriers laid down prior to the start of the game. For each of the following events, the U.S. may begin the construction of one American fast carrier of any type:

A. The launch of the *Hiryu* (Fall 1939), *Shokaku* (Spring 1941) and *Zuikaku* (Summer 1941) (one fast carrier for each launching);

B. The laying down of any other Japanese fast carrier (one fast carrier for each Japanese fast carrier placed on the Japanese Naval Construction Chart).

27.733 EUROPEAN SCENARIOS: In a European scenario, the U.S. may begin the construction of one American fast carrier of any type for each fast carrier laid down by the Axis (one fast carrier for each German or Italian fast carrier placed on the German or Italian Naval Construction Charts).

27.74 SHIPYARD CAPACITY:

27.741 The total shipyard capacity for each location capable of building destroyers, CVEs, cruisers and named ships or repairing cruisers and named ships is twice the shipbuilding rate for that location. The number of destroyers, CVEs, cruiser and named ship counters on the Naval Construction Chart at any moment for each shipbuilding location may not exceed the shipyard capacity for that location. New ships may not be laid down, and repairs may not be started of damaged ships, in excess of this limit.

27.742 When the completion of naval construction or repairs results in the transfer of a ship from a Naval Construction Chart to the board, the construction of a new ship or repair of a damaged ship may be started in the same unit construction phase.

27.743 AMERICAN PREWAR SHIPYARD CAPACITY: Prior to American entry into the war, the American shipyard capacity in each U.S. box is ten, unless the American shipbuilding rate for that U.S. box is more than five, to reflect the availability of shipyards, even though the tension effects on domestic politics govern mobilization and the American shipbuilding rate.

27.8 INVERSION OF NEWLY CONSTRUCTED AIR AND NAVAL UNITS:

27.81 AIR AND NAVAL UNITS INVERTED WHEN CONSTRUCTED: All air and naval units are inverted when they are constructed or repaired.

27.82 EFFECT OF REDEPLOYMENT:

A. AIR: Newly constructed air units may be uninverted at the end of the player turn in which they are constructed if the air oil effect has been offset (33.9), unless they are redeployed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn.

B. NAVAL: Newly constructed or repaired naval units may be uninverted at the end of the player turn in which they are launched if the naval oil effect has been offset (33.9), unless they are NRed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn.

27.9 CONSTRUCTION OF SW UNITS:

27.91 TIMING: SW units may be constructed as follows:

A. INTERCEPTORS AND STRATEGIC BOMBERS: Newly produced interceptors and strategic bombers enter the owning major power's force pool at the end of the research phase and may be constructed immediately, prior to the resolution of SW during both the Axis and Allied player turns. When newly produced interceptors or strategic bombers are constructed in this manner:

- All major powers place their newly produced interceptors and strategic bombers in a SW box and assign them to a front. The Axis complete this step first, then the Allies do the same.
- The newly produced interceptors and strategic bombers are uninverted and may participate in both offensive and defensive SW combat in the turn in which they are created.
- The construction cost of each newly produced interceptor and strategic bomber counts against the construction limit for the owning major power in the turn they are built. The decision to build newly produced interceptors and strategic bombers in this manner is optional, but once made the decision is irrevocable and takes priority over all other construction for that turn.
- interceptors and strategic bombers which already existed may only be built during the unit construction phase and are uninverted at the end of the player turn in which they are redeployed to an SW box (28.82).

B. SUBMARINES, ASW AND TRANSPORTS: Submarines, ASW and transports may only be built during the unit construction phase. Submarines redeployed on the mapboard in the player turn of construction remain inverted in the same manner as naval units (28.81).

27.92 PLACEMENT OF AIR UNITS: Newly constructed strategic bombers and interceptors are placed as follows:

A. GERMANY: In the Atlantic SW box, on any front.

B. JAPAN: In the Pacific SW box, on any front.

C. BRITAIN: In the Atlantic SW box, on any front.

D. U.S.: In either the Atlantic or Pacific SW box, on any front, once the U.S. is at war in the applicable theater. Newly constructed American strategic bombers and interceptors are placed in the U.S. box for a theater in which the U.S. is not at war.

E. RUSSIA: In either the Atlantic or Pacific SW box, on the eastern or Asian fronts.

27.93 PLACEMENT OF NAVAL UNITS: Newly constructed submarines, ASW and transports are placed as follows:

A. GERMANY: In any port in Germany (submarines only).

B. ITALY: In any port in Italy or Sicily (submarines only).

C. JAPAN: In any port in Japan.

D. BRITAIN: In any port in Britain or Ulster.

E. CANADA: In Canada.

F. U.S.: In either the Atlantic or Pacific U.S. box.

27.94 TRANSFER OF NAVAL UNITS TO AN SW BOX: After construction, submarines, ASW and transports may be redeployed to an SW box as follows:

A. ATLANTIC SW BOX: Submarines, ASW and transports built in Europe or the Atlantic U.S. box may redeploy to the Atlantic SW box.

B. PACIFIC SW BOX: Submarines, ASW and transports built in Japan or the Pacific U.S. box may redeploy to the Pacific SW box.

C. INDIAN OCEAN SW BOX: Japanese submarines built in Japan may redeploy to the Indian Ocean SW box.





28. REDEPLOYMENT

- 28.1 REDEPLOYMENT PHASE
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28.1 REDEPLOYMENT PHASE:

28.11 REDEPLOYMENT PHASE: After unit construction, during the redeployment phase, each alliance may redeploy its ground, air, naval and SW units, as set out below.

28.12 TYPES OF REDEPLOYMENTS: There are three types of redeployments:

- A. TACTICAL REDEPLOYMENTS (TRs):** Ground units may move to the extent allowed by their movement capability and air units may stage.
- B. NAVAL REDEPLOYMENTS (NRs):** Naval units, ASW and transports may redeploy and ground and air units may be sea escorted.
- C. STRATEGIC REDEPLOYMENTS (SRs):** Ground and air units may move distances exceeding their normal movement and staging capabilities, up to the capacity of the objective to which they redeploy.

28.13 REDEPLOYMENT PHASE SEGMENTS: The redeployment phase consists of the following segments:

- A. TRs.**
- B. SRs** (only units which are attempting to NR).
- C. NRs.**
- D. SRs.**
- E. TRs** (only units which NRed or SRed).

28.2 RESTRICTIONS ON REDEPLOYMENTS:

28.21 ELIGIBLE UNITS: Each alliance may redeploy ground, air, naval and SW units belonging to major powers and minor allies in that alliance, subject to 28.22.

28.22 INELIGIBLE UNITS:

- A.** Isolated units may not be redeployed.
- B.** Partisans may not be redeployed.
- C.** Non-allied minor country units may not be redeployed (EXCEPTIONS: Lent Spanish and Vichy French volunteers may be redeployed - 52.5; Vichy French units may redeploy to and in Vichy colonies if a diplomatic result of "5-6" or greater for Vichy France is in effect - 77.42).

28.23 REDEPLOYMENTS RESTRICTED TO CONTROLLED, SUPPLIED HEXES: Units being redeployed may only enter or pass through controlled, fully or partially supplied hexes, including those subject to oil effects (EXCEPTION: Air units may fly over unsupplied hexes - 28.342). In a multi-player game, units may be redeployed over hexes controlled by an alliance or coalition partner if the partner consents.

28.24 REDEPLOYMENTS TO NEWLY ACQUIRED HEXES PERMITTED: Subject to the restrictions of 28.25, units may redeploy into and through hexes acquired during the preceding movement or combat phase if the hexes are fully or partially supplied during post-combat supply determination.

28.25 REDEPLOYMENTS NEXT TO ENEMY COUNTERS PROHIBITED: The redeployment of a ground, air, naval or SW unit may not begin, end or pass adjacent to an enemy ground, air, naval or SW unit, partisan, airbase counter, rocket base, bridgehead, port counter, railhead, fortress, fortification, beach defense or IC, except as allowed by 28.26. This prohibition applies to the flight path of air units between air bases. Units in a mapboard box do not prohibit redeployment through, to or from the on-board hexes adjacent to the mapboard box.

28.26 WHEN REDEPLOYMENTS NEXT TO ENEMY COUNTERS PERMITTED: A unit may redeploy from, through or into a hex adjacent to an enemy counter if:

- A.** The "enemy" major power is neutral, and therefore not at war, with the alliance redeploying the unit.
- B.** The enemy unit in the adjacent hex could not enter the redeployment hex because of movement restrictions, such as when the redeployment is through neutral hexes, as permitted by certain diplomatic results, or the hexes in question are adjacent to an enemy partisan which may not move into them. A temporary prohibition from entering a hex because of weather or resistance effects is not sufficient to permit redeployment into that hex adjacent to an enemy unit.
- C.** The enemy counter is separated from the adjacent hex by water, including a hex connected by a crossing arrow. Lakes are sufficient to separate hexes; rivers are not.
- D.** Into or out of Gibraltar, regardless of the presence of enemy units in hex Z8 (73.41).

28.27 NRs: Units being redeployed by sea may pass by or through hexes containing enemy units (EXCEPTIONS: straits - 21.211; canals - 21.212), but they may not begin or end the sea portion of their redeployment in a port adjacent to an enemy counter (EXCEPTIONS: 28.26A-D).

28.28 AIR UNITS OVER PARTIAL SEA HEXES AND ONE-HEX ISLANDS: Air units which TR or SR over partial sea hexes or one-hex islands may pass by or through hexes containing enemy units, but they may not begin or end their redeployment in a hex adjacent to an enemy counter by land (EXCEPTIONS: 28.26A-D).

28.29 STACKING LIMITS: Stacking limits apply at the end of the redeployment phase, but do not apply at the end of the various segments within the redeployment phase.



28.3 REDEPLOYMENT MECHANICS:

28.31 SEQUENCE:

- 28.311 TRs:** All eligible units may TR prior to NRs and SRs.
- 28.312 SRs PRIOR TO NRs:** Once all initial TRs are completed, eligible units may SR to objective ports in order to NR. Units which are not being NRed may not be SRed until after NRs are completed.
- 28.313 NRs:** Eligible units may NR. All NRs, including sea escort, are announced to the opponent at the same time, then are conducted in the order desired by the moving player. Air and naval units which have been NRed, or which are committed to being NRed, may not be used to defend the NR of other units in the same redeployment phase.

Naval units which are NRed together fight together if intercepted. The TR of an air unit does not impair its ability to defend the NR of naval units later in the same redeployment phase, nor does this restriction prevent air units from being SRed after participating in naval combat arising out of the interception of an NR during the same redeployment phase. Air units which are SRed prior to being NRed may not defend NRs.

28.314 SRs: Once all NRs are completed, eligible units may SR, including units in objective ports which SRed prior to being NRed.

28.315 ADDITIONAL TRs: Once all NRs and SRs are completed, units which NRed or SRed may TR again.

28.32 COMBINING NRs:

A. NRs OF GROUND AND AIR UNITS: NRs of ground and air units to the same destination, whether from the same or different ports, may sail separately or sail together and be protected as a single redeployment, at the moving player's option. The NR of ground and air units to more than one base must be protected separately, with the redeploying player indicating which naval units in an SW box will protect which redeployments before enemy air and naval interceptions are announced.

B. NRs OF NAVAL UNITS: Naval units which are not providing or protecting sea escort may not combine with the NR of ground and air units by NRed to the same destination, and are intercepted and attacked separately from naval units involved in the NR of ground and air units. Otherwise NRs to the same destination, even if they originated in different locations, may sail separately or sail together and be protected as a single redeployment, at the moving player's option. NRs to different destinations must be made separately and may not benefit from mutual protection even if they traverse the same sea hexes.

28.321 GROUND UNITS: Ground units may not cross any all-water hexside during redeployment without sea escort or air transport (EXCEPTIONS: Rivers and crossing arrows).

28.33 ICs: ICs may not be redeployed.

28.34 AIR UNITS:

28.341 CHAIN OF BASES REQUIRED UNLESS SEA ESCORTED: Air units may redeploy from an unsupplied air base, but only to or through a fully or partially supplied air base, including those subject to air oil effects. The basing capacity of intermediate bases is irrelevant. Air units may redeploy over water by tracing a path of no more than eight (Europe) or six (Pacific) hexes from a controlled air base to a fully or partially supplied, controlled air base on the far shore or by the use of sea escort for naval redeployment. TRs are limited to eight (Europe) or six (Pacific) hexes; air units may SR more than eight (Europe) or six (Pacific) hexes total by using a chain of fully or partially supplied air bases. For naval air units, this required chain of air bases may include fully or partially supplied, controlled one-hex islands, and the air bases involved may be no more than six hexes apart in either theater. Air bases controlled by an alliance or coalition partner may be used unless prohibited by a cooperation restriction or lack of consent in a multi-player game.

28.342 STATUS OF HEXES OVER WHICH AIR UNITS REDEPLOY: Air units may redeploy over unsupplied friendly hexes, but not over hexes which are completely under enemy or neutral control. Air units may redeploy over partial land-sea hexes if the land portion is under neutral or enemy control and the air units do not cross any all-land hexsides (28.28).

28.343 REDEPLOYMENT TO OR FROM CARRIERS AT SEA PROHIBITED: NAS may not redeploy to or from a fast carrier which is at sea being NRed.

28.35 AIRBASES AND ROCKET BASES: Airbases and rocket bases may not be redeployed.

28.36 AIR TRANSPORT:

A. Ground units which are eligible for air transport (18.543) may be TRed or SRed up to eight (Europe) or six (Pacific) hexes by using an uninverted air transport factor in an operational air base (18.54).

B. If a ground unit is TRed by an air transport factor, both the ground unit and the air transport factor must begin the TR segment of the redeployment phase in the same air base. Similarly, if a ground unit is SRed by an air transport factor, both the ground unit and the air transport factor must begin the SR segment of the redeployment phase in the same air base.

C. An air transport factor used to redeploy a ground unit may remain in its base or redeploy to the destination base.

D. An air transport factor used for an air transport mission is inverted at the end of the redeployment segment in which the air transport mission is carried out. An air transport factor used to air transport a ground unit may redeploy further in a subsequent redeployment segment if otherwise eligible to do so.

E. The limit on the number of ground units and air factors which may be SRed to and from an objective (28.62) applies both to ground units SRed by air transport and the air transport factors used to SR them.

28.4 TACTICAL REDEPLOYMENTS:

28.41 NORMAL MOVEMENT RESTRICTIONS APPLY: Normal movement restrictions apply to TRs. The number of movement factors moved by ground units may be reduced by terrain, weather and other factors (13.4).

28.42 OFFENSIVE OPERATIONS PROHIBITED: Ground units which are TRing may not conduct offensive operations associated with movement (overruns, sea transport) during the redeployment phase.

28.43 ALL ELIGIBLE UNITS MAY TR: All, some or none of an alliance's ground and air units may TR, provided they are otherwise eligible to do so (28.2).

28.44 TRs NOT RESTRICTED BY FRONT BOUNDARIES: Ground and air units may TR across front boundaries.

28.45 TRs OFF THE BOARD: TRs onto or off the board are permitted only into or out of the Australia, India, and Urals boxes.

28.46 AIR REMAINS INVERTED: Air units which were used during their player turn and then TR remain inverted during the next opposing player turn.



28.5 NAVAL REDEPLOYMENTS:

28.51 RESTRICTIONS ON NRs:

28.511 LOCATION: A unit may only NR if it begins the NR segment of the redeployment phase in a port, eligible island hex (21.37), or mapboard box.

28.512 SUPPLY: Naval units, transports and ASW may redeploy from an unsupplied port but only to and through fully or partially supplied ports or a mapboard box.

28.513 RANGE RESTRICTIONS: NRs and sea escort missions are subject to the range restrictions set out in 21.3612.

28.514 GEOGRAPHICAL RESTRICTIONS: NRs are subject to the geographical restrictions on naval movement, including those for straits (21.211) and canals (21.212).

28.52 INTERCEPTION OF NRs:

28.521 INTERCEPTION PERMITTED: Units which NR are subject to attack and interception as set out below.

28.522 INTERCEPTION RESOLVED NORMALLY: NRs may be attacked by uninverted enemy air units and intercepted by uninverted enemy naval units. NRs to and from mapboard boxes may only be attacked and intercepted in on-board sea hexes. The redeploying player may attempt counter-interceptions of intercepting enemy naval units. Naval combat is resolved normally.

28.523 EFFECT OF INTERCEPTION: If naval units which are NRing or conducting sea escort win their engagement with intercepting enemy naval forces, the NR or sea escort succeeds or returns to port, at the moving player's option. If they lose the engagement, or if the redeploying player aborts the NR, the redeployment fails and the naval units involved return to their base of origin, as do any surviving ground or air units which were being sea escorted. Ground and air units may then be SRed or TRed elsewhere, but such units may not be sea escorted further in that redeployment phase. Naval units involved in a failed redeployment end their turn in their base of origin. If a failed redeployment results in the overstacking of any type of unit in the base of origin and that overstacking is not remedied by the end of the redeployment phase, the excess units are eliminated.

28.524 EFFECT OF ENEMY AIR AND NAVAL ATTACKS: For the effect of enemy attacks on destroyers and transports carrying cargo, see 20.58 and 20.59.

28.53 INTERCEPTION OF NRs TO AND FROM MAPBOARD BOXES: Air attacks on and naval interception of NRs to and from mapboard boxes are carried out as follows:

28.531 For NRs onto the mapboard, the redeploying player traces a path from the edge of the mapboard to the destination hex. Any enemy air attacks and naval interception must take place between the selected map-edge hex(es) and the destination, inclusive. For NRs to a mapboard box, the redeploying player traces a path from the port of origin to the edge of the mapboard. Any enemy air attacks and naval interception must take place between the port of origin and the edge of the mapboard, inclusive.

28.532 Naval units in an SW box may be counted toward the defense of any redeployment using transports in that SW box. Naval units in an SW box may protect a redeployment through that SW box even if they engaged enemy forces earlier that turn while protecting sea supply through that SW box.

28.533 After naval combat is resolved, surviving undamaged naval units that were in the SW box remain in the SW box. Damaged naval units immediately return to any eligible base or mapboard box (25.371).

28.54 ADDITIONAL REDEPLOYMENTS: Units which NR, including failed NRs, may also SR and/or TR if eligible to do so (28.315).



28.6 STRATEGIC REDEPLOYMENTS:

28.61 TIMING: SRs are conducted during the SR segment of the redeployment phase, following the completion of NRs (EXCEPTION: Units which attempt to NR may SR prior to NRs).

28.62 RESTRICTIONS: SRs are subject to the following restrictions:

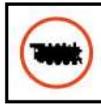
A. ORIGIN AND DESTINATION: Units which SR must begin and end that SR segment of the redeployment phase in an objective or mapboard box controlled by their alliance faction. The origin and destination of an SR must be different; a unit may not notionally SR in order to then TR (28.13E).

B. PATH AND DISTANCE: Units which SR trace a path, subject to the normal restrictions on redeployments (28.2), from one objective or mapboard box to another, regardless of the distance involved. Air units which SR must have a chain of air bases between objectives (28.341).

C. NUMBER OF UNITS: Each turn up to two ground units and five air factors may be SRed into each objective. Similarly, each turn up to two ground units and five air factors may be SRed from each objective. These limits apply independently; an objective may send and receive SRing units in the same turn. Each flak factor is considered to be one ground unit when determining SR limits. There is no limit on the number of units which may SR into or out of a mapboard box, other than the number of objectives at the other end of the SR (EXCEPTION: SR to and from Ethiopia - 88.422).

28.63 There are no limits on the total number of units an alliance faction may SR each turn.

28.64 ADDITIONAL REDEPLOYMENTS: Units which SR may TR from their destination objective (28.315).



28.65 RAILHEADS:

28.651 CONSTRUCTION: Railheads may be constructed by Germany, Italy, Japan, Russia, Britain and the U.S. during the unit construction phase. France, China and minor countries may not construct railheads.

28.652 COST: A major power must make the following expenditures to construct a railhead:

A. Five BRPs.

B. Two RPs, reduced to one RP by a military breakthrough.

28.653 ELIGIBLE HEXES: Railheads may be built only in fully supplied non-objective cities controlled by the constructing alliance faction at the start of its player turn.

28.654 RESTRICTIONS: Railhead construction is subject to the following restrictions:

A. Only one railhead may be built in each hex.

B. Railheads may not be built in an enemy ZoC.

C. Railheads may not be built in areas currently subject to a "5" or worse winter result. Winter preparation may offset this effect.

D. Each alliance faction may construct only one railhead per turn.

E. European Axis railheads must be constructed by Germany (EXCEPTION: Italy may construct railheads in Italy and in any Mediterranean front islands and colonies that contain an Italian unit at the moment of construction).

F. Western Allied railheads must be constructed by Britain (EXCEPTION: The U.S. may construct railheads in a theater in which it is at war).

28.655 EFFECTS:

A. SRs: A city containing a railhead counter is treated as an objective for SR purposes.

B. ATTRITION OCCUPATION: Hexes containing railhead counters may not be selected for attrition occupation (14.62C).

C. GROUND COMBAT: Infantry and replacement units defending in railheads are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a "7" or higher winter effect (15.33G).

28.656 PERMANENCY: Railheads may not be moved or destroyed once built. Captured railheads may be used by the side which controls them. Railheads which are isolated remain in play.

28.7 OFF-BOARD REDEPLOYMENTS:

28.71 MECHANICS: Off-board redeployments occur in three situations:

A. Redeployments from the board to a mapboard box.

B. Redeployments from a mapboard box onto the board.

C. Redeployments between mapboard boxes.

28.72 REDEPLOYMENTS OFF THE BOARD: Redeployments from the board to a mapboard box are subject to the following rules:

A. A unit redeployed into a mapboard box must end the redeployment phase in that box.

B. Sea escort for the redeployment must be provided by transports in the SW box through which the redeployment passes. NRs off the board are subject to interception in the on-board portion of their NR. The NR may be protected by naval units based in the base from which the NR is made and naval units in the SW box through which the NR passes.

C. Units may TR off the board only into the Australia, India and Urals boxes.

28.73 REDEPLOYMENTS ONTO THE BOARD: Redeployments from a mapboard box onto the board are subject to the following rules:

A. Units may TR onto the board only from the Australia, India and Urals boxes.

B. Units which SR onto the board from a mapboard box may NR from their destination objective, using destroyers based in that objective for sea escort. They may also TR if otherwise eligible to do so.

C. Units which NR onto the board from a mapboard box may continue to NR from their initial destination port, using destroyers based in that port for sea escort. Naval units which protected the NR from the mapboard box may not protect such NRs beyond the initial destination port. They may also SR or TR if otherwise eligible to do so.

D. Sea escort for the NRs from mapboard boxes must be provided by transports in the SW box through which the redeployment passes. NRs onto the board are subject to interception in the on-board portion of their NR. The NR may be protected by naval units in the mapboard box from which the NR originates and by naval units in the SW box through which the NR passes. American naval units may not protect Atlantic NRs until the U.S. is at war with Germany.

28.74 REDEPLOYMENTS BETWEEN MAPBOARD BOXES: Redeployment between mapboard boxes are subject to the following rules:

A. A unit redeployed into a mapboard box must end the redeployment phase in that box.

B. Sea escort for the NR must be provided by transports in the SW box(es) through which the NR passes. NRs which also pass through onboard hexes (such as NRs from the U.S. Atlantic box through the Mediterranean to the India box) also require sea escort from destroyers (28.73C).

C. NRs between mapboard boxes which only pass through an SW box may not be intercepted by enemy air or naval units. NRs which also pass through onboard hexes may be intercepted during that portion of their NR.



28.75 REDEPLOYMENTS TO AND FROM MAPBOARD BOXES: The following areas are connected to the specified mapboard boxes for redeployment purposes. Units must begin in or pass through one of the listed areas when redeploying to the mapboard box and must arrive in or pass through one of the listed areas when redeploying from the mapboard box. Units redeployed to a mapboard box may remain in that mapboard box indefinitely. The SW box through which such redeployments pass, if any, and the location of transports used for the redeployment (21.64) is set out in brackets (“[]”):

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].

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. 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) [Pacific SW box transports].

28.753 SOUTH AFRICA BOX: Only Western Allied units may redeploy to and from the South Africa box.

A. The Atlantic U.S. box [Atlantic SW box transports].

B. A western front port [Atlantic SW box transports].

C. Suez, Basra or Abadan [Indian Ocean SW box transports].

D. The India box [Indian Ocean SW box transports].

E. Ethiopia [one unit per turn by SR (88.422C), no transports are used; by NR using Indian Ocean SW box transports (88.422A)].

F. The Australia box [Indian Ocean SW box transports].

28.754 INDIA BOX: Only Western Allied units may redeploy to and from the India box.

A. The South Africa box [Indian Ocean SW box transports].

B. Suez, Basra or Abadan [Indian Ocean SW box transports].

C. Ethiopia [Indian Ocean SW box transports].

D. Colombo, Trincomalee, Madras, Calcutta, Rangoon or Singapore, via hex CC2 [Indian Ocean SW box transports].

E. The Australia box [Indian Ocean SW box transports].

F. A land hex along the western edge of the Pacific mapboard (O9 to CC2) [no transports are used].

28.755 AUSTRALIA BOX: Only Western Allied units may redeploy to and from the Australia box.

A. The Pacific U.S. box [Pacific SW box transports].

B. Townsville, Port Moresby, Lae or Rabaul, via hex NN24; Noumea, Suva, Pago Pago and any port constructed in the Solomon, New Hebrides, Fiji or Ellice Islands, via hex NN31 [Pacific SW box transports].

C. The India box [Indian Ocean SW box transports].

D. The South Africa box [Indian Ocean SW box transports].

E. Suez, Basra or Abadan [Indian Ocean SW box transports].

F. Ethiopia [Indian Ocean SW box transports].

G. Non-outback land hexes along the southern edge of the Pacific mapboard [no transports are used].

28.756 URALS BOX: Only Russian units may redeploy to and from the Urals box.

A. Any hex in Russia on the eastern edge of the European mapboard (A62-Z53) [no transports are used].

B. Any hex in Russia (A23-F18) or Communist China (initially G18-L15) on the western edge of the Pacific mapboard [no transports are used].

28.757 ETHIOPIA BOX: Redeployments to and from the Ethiopia box are permitted as set out in 88.42.

28.76 GENERAL RULES APPLY TO INITIAL DEPLOYMENTS: The term “initial deployments” is used to refer to the transfer of units and BRPs from the U.S. boxes to the European and Pacific theaters. While this is one of the most common and most important applications of the rules governing redeployments from mapboard boxes, all the general rules set out in 28.7 apply to initial deployments.

The general rules provide that every five Western Allied ground or air factors which sea transport, invade (ground units only) or redeploy from a U.S. box to the European or Pacific mapboard and every five BRPs (round up) granted require an Atlantic or Pacific transport (20.64C,D). Transports are not required for the transfer of naval units from the U.S. boxes to Europe or the Pacific, but naval units alone will not defeat Germany (or Japan, for that matter). The number of Atlantic transports which survive the German submarine menace therefore determine the Western Allied initial deployment rate, giving the Battle of the Atlantic its historic importance.

28.77 REDEPLOYMENTS TO AND FROM SW BOXES: Naval units, ASW and transports transfer to and from SW boxes as stated in 25.31. Naval units which NR out of an SW box are inverted and remain so for at least the remainder of their player turn and for the next opposing player turn (25.372B). Strategic bombers and interceptors are placed in SW boxes via 26.22. Transfers between SW boxes are governed by 24.52.

28.8 EFFECT OF REDEPLOYMENT ON AIR, NAVAL AND SW UNITS:

28.81 INVERSION OF AIR AND NAVAL UNITS CONTINUED, BUT NOT TRIGGERED, BY REDEPLOYMENT: Uninverted air and naval units which are redeployed are not inverted as a result and may therefore perform defensive missions during the next opposing player turn. However, inverted air and naval units which are redeployed remain inverted during the next opposing player turn.

EXAMPLES: An American air unit which initially deploys to Britain in Fall 1942 could provide defensive air support or intercept Axis naval units during the Axis Winter 1942 player turn, unless the American air unit were constructed during the Allied Fall 1942 unit construction phase. Even if constructed earlier, it could not attack Axis naval units which intercepted the sea escort of an Allied unit from Britain to Norway in the Fall 1942 Allied redeployment phase.

28.82 SW UNITS: Newly constructed SW units are uninverted at the end of the player turn in which they are redeployed to an SW box. Newly constructed ASW and interceptors may therefore be used to defend against enemy SW operations in the enemy player turn following their construction and redeployment to an SW box. This does not apply to newly constructed CVEs, which are naval units and therefore remain inverted if redeployed to an SW box in the turn in which they are launched. Inverted CVEs do not defend against submarine warfare (25.362).

28.9 VOLUNTARY ELIMINATION OF UNITS:

28.91 VOLUNTARY ELIMINATION AT THE END OF THE REDEPLOYMENT PHASE: At the end of the redeployment phase, a player may voluntarily eliminate units (13.2).



29. HEX CONTROL

- 29.1 INITIAL HEX CONTROL
- 29.2 HEX CONTROL BY OCCUPATION
- 29.3 HEX CONTROL BY ISOLATION
- 29.4 HEX CONTROL BY DIPLOMACY
- 29.5 MINOR COUNTRY CONQUESTS
- 29.6 MAJOR POWER CONQUESTS
- 29.7 ISLAND GROUPS

29.1 INITIAL HEX CONTROL:

29.11 The land hexes controlled by each major power at the start of each scenario are set out in the details of that scenario. Sea hexes are not controlled by anyone.

29.2 HEX CONTROL BY OCCUPATION:

29.21 ENTRY INTO HEXES: Once play begins, the control of enemy and neutral hexes is gained by occupying them or moving ground units through them. Placing an enemy-controlled hex in the ZoC of a friendly armor unit does not change the control of the hex. A ground unit must physically enter a hex in order to gain control of it.

29.22 MECHANICS OF HEX CONTROL: Each hex is controlled by the last major power to have ground units in it or to move ground units through it, subject to 29.21 and the following:

A. A major power gains control of a hex when its minor ally or associated minor country units move through the hex.

B. Hexes in a major power's home country revert to that major power's control if they are recaptured by an ally of that major power (EXCEPTION: Chinese hexes recaptured by Communist China or Russia become Communist Chinese-controlled; hexes recaptured by Nationalist China or other Western Allied units become Nationalist Chinese-controlled). This does not apply to Italian and French hexes after an Italian or French surrender.

C. If a non-partisan ground unit enters a hex occupied by a friendly partisan, the hex comes under control of the moving unit.

29.23 ELIMINATION OF DEFENDER INSUFFICIENT FOR HEX CONTROL: The elimination of all the defending ground units from a hex by offensive or attrition combat does not give the attacker control of the hex. An attacked hex remains under the defender's control unless the attacker advances a ground unit into the hex. Similarly, if an airborne unit drops on a defended hex and both the attacking airborne unit and the defending ground units are eliminated, the defender retains control of the hex.

29.24 TRANSFER OF HEX CONTROL TO ALLIES PROHIBITED: Hex control may not be transferred from a major power to an ally. The movement of friendly ground units through hexes controlled by a major power ally does not change the control of those hexes.

A. A major power may trace supply and redeploy into and through, and place airbases, rocket bases and port counters in, hexes controlled by an alliance faction partner.

B. The Western Allies and Russia may trace land supply and TR or SR into and through hexes controlled by the other, if it has their consent to do so, but may not place airbases, rocket bases and port counters in one another's hexes.

29.25 JOINT WESTERN ALLIED CONTROL:

A. Hexes controlled by Britain and France are jointly controlled by both countries once Russia goes to war with Germany, provided Britain and France are both at war with Germany.

B. Hexes controlled by Britain and the U.S. are jointly controlled by both countries provided the U.S. is at war in that theater.

29.26 HEX CONTROL BY PARTISANS: Partisans only control enemy hexes while they occupy them (11.61). When a partisan moves to another hex or is eliminated, the hex it occupied reverts to the control of the major power which previously controlled the hex.

29.3 HEX CONTROL BY ISOLATION:

29.31 ISOLATED POCKETS EVAPORATE: The moving player gains control of an enemy hex at the end of the post-combat supply determination segment of his player turn if the enemy hex:

A. Did not receive full or limited supply during the opponent's previous player turn;

B. Was not occupied by or adjacent to an enemy ground, air, naval or SW unit, partisan, airbase, rocket base, bridgehead, railhead, port counter, fortress, fortification or IC at the start of the moving player's turn; and

C. Is adjacent to a supplied hex controlled by the moving player.

Because minor country hexes are considered to be supplied while the minor country is neutral (30.48), rule 29.31 does not apply to minor country hexes in the first turn they are attacked by a major power.

29.32 TIMING OF SUPPLY: Isolated enemy hexes which come under a player's control without the need for actual occupation receive supply at the end of the post-combat supply determination segment of the moving player's turn if a land supply line can be traced to them, although supply may not be traced through such newly-acquired hexes until the following turn. Hexes acquired in this manner may thus not be used by the moving player's air or naval units during movement and combat, but come under the control of the moving player and receive supply prior to his redeployment phase.

EXAMPLE: In Summer 1941, German armor units encircle a large pocket of Russian infantry units. The Russian player is unable to break the encirclement, and the Russian infantry units are eliminated at the end of the Russian Summer 1941 post-combat supply determination segment. During the Fall 1941 German movement phase, no German airbases may be built in these hexes, as they are still controlled by Russia. The German player doesn't bother to move units through the pocket. At the end of the German Fall 1941 post-combat supply determination segment, all of the encircled hexes adjacent to supplied German hexes come under German control, and the German player may redeploy units into or through these hexes. Were the pocket several hexes deep, the innermost hexes would not come under German control for another turn or two.

29.4 HEX CONTROL BY DIPLOMACY:

29.41 DIPLOMATIC RESULTS: A major power may obtain control of the hexes in a European minor country after a diplomatic result of "8" or more (Axis) or "-1" or less (Western Allies, Russia). When such a diplomatic result occurs, all hexes in the minor country, except for hexes occupied by units belonging to another alliance faction, immediately come under control of the alliance faction which obtained the diplomatic result (82.31).

29.42 ASSOCIATION: A major power gains control of a minor country's hexes when the minor country associates with the major power, either because of a diplomatic result or enemy attack (84.44). In the Pacific, Thailand may associate with Japan (89.5), the Dutch East Indies may associate with Britain (89.24) and the Philippines are associated with the U.S. (89.4).

29.43 ACTIVATION: A major power gains control of a minor country's hexes when the minor country activates as a minor ally as a result of diplomacy. In the Pacific, Communist China may activate as a Russian minor ally (79.11).

29.44 PERSIA: The Western Allies may gain control of the Persian hexes by activating the Persian BRP route (40.524).



29.5 MINOR COUNTRY CONQUESTS:

29.51 EUROPE: In the European theater, the initial conquest of a minor country gives the conqueror control of all hexes in the conquered minor country at the end of the conquering major power's player turn (83.22), unless the minor country survives the first turn of attack and its hexes come under the control of an enemy major power (84.21).

29.52 COOPERATIVE CONQUESTS: If two or more major power alliance partners cooperate in the conquest or reconquest of a major power, key economic area, minor country or colony, the senior alliance partner gains control of the hexes in the conquered area (83.5 - EXCEPTION: 29.22B).

29.53 COLONIES: Colonies are treated as minor countries which were conquered prior to the start of the game, and therefore the capture of a colonial capital does not result in the automatic control of the other hexes in the colony.

29.54 PACIFIC - INITIAL JAPANESE CONQUESTS: Japan gains control of all hexes in the Dutch East Indies at the end of the first Japanese combat phase in which Japan has conquered Java, Sumatra and South Borneo, other than hexes which contain Allied units (89.23), and gains control of all hexes in the Philippines at the end of the first Japanese combat phase in which Japan controls Manila, including hexes which contain Allied units (89.43). All surviving Allied ground units in the Philippines are considered to have surrendered and are eliminated; any American naval units in the Philippines are displaced. This rule applies only to the initial Japanese conquest. Normal hex control rules apply to the Allied reconquest of the Dutch East Indies and the Philippines (83.22A).

29.6 MAJOR POWER CONQUESTS:

29.61 MAJOR POWERS: Hex control of a conquered major power is determined according to the surrender rules which apply to that major power.



29.7 PACIFIC ISLAND GROUPS:

29.71 HEX CONTROL OF ISLAND GROUPS: The moving player gains control of all unoccupied enemy islands in a Pacific island group (4.74) at the end of the post-combat supply determination segment of his player turn without actually occupying them if:

A. At the end of his previous player turn, the moving player had at least one ground unit or uninverted air or naval unit on an island in the group and none of the other islands in the group was occupied by an enemy ground unit, air or naval unit, airbase, rocket base, bridgehead, railhead, port counter or fortification;

B. The opposing player did not successfully trace sea supply to any island in the island group during his player turn; and

C. No enemy ground unit or uninverted air or naval unit occupied any island in the island group during the opposing player turn.

29.72 EFFECTS: Isolated enemy islands which come under a player's control without the need for actual occupation receive supply at the end of the post-combat supply determination segment of the moving player's turn if sea supply was traced to that island group. Islands acquired in this manner may thus come under the control of the moving player and receive supply prior to his redeployment phase.



30. SUPPLY

- 30.1 OVERVIEW
- 30.2 SUPPLY SOURCES
- 30.3 SUPPLY LINES
- 30.4 SUPPLY DETERMINATION
- 30.5 UNIT SUPPLY
- 30.6 HEX SUPPLY

30.1 OVERVIEW:

30.11 To varying degrees, all units except partisans require supply. Units which are not supplied have their abilities impaired and may face elimination (30.5).

30.12 Hexes also must be supplied to allow unit, airbase, rocket base, port and fortification construction, the operation of air and naval units and redeployments. Air and naval units have the supply and oil status of the hex in which they are based (30.61).

30.13 Supply is traced from supply sources, along a land and/or sea supply line, to the units or hexes being supplied (30.3). Some supply sources are unlimited and may supply units of any type, while others are limited and may only supply certain types of units (30.2).

30.14 The supply status of ground units and hexes is determined twice during each player turn (30.4). The supply status of air and naval units is that of the hex in which they are based. Initial supply determination takes place during the movement phase, after the movement of air and naval units, but before the movement of ground units (30.42). Post-combat supply determination takes place during the post-combat adjustment phase, immediately before unit construction and redeployment (30.43).

30.15 Ground units which are out of supply are isolated. Hexes which are out of supply are unsupplied and limit the ability of air and naval units to operate from them. Both ground units and hexes may be partially supplied if they are able to draw supply from a limited supply source.

30.16 Ground units which are isolated at the end of initial supply determination may not move during the movement or combat phases. With some exceptions, ground units, airbases, rocket bases and bridgeheads which are still isolated at the end of post-combat supply determination are eliminated. Air and naval units which are based in isolated hexes may not carry out missions during the movement and combat phase of their player turn. Air and naval units are never eliminated because of isolation.



30.2 SUPPLY SOURCES:

30.21 UNLIMITED AND LIMITED SUPPLY SOURCES: The type of supply which a supply source provides depends on whether it is an unlimited or limited supply source. Unlimited supply sources provide full supply; limited supply sources provide partial supply.

30.211 SUPPLY CAPACITY: A supply source may supply any number of units and hexes, unless expressly limited to supplying units only in its hex.

30.22 UNLIMITED SUPPLY SOURCES:

30.221 An unlimited supply source is capable of supplying all types of units.

30.222 EUROPEAN AXIS:

A. Berlin and Rome are unlimited supply sources for all German, Italian and Axis minor country units, even if Italy is neutral.

B. Each undamaged synthetic oil plant is an unlimited supply source for all German, Italian and Axis minor country units.

30.223 JAPAN:

A. Tokyo, Osaka, Kagoshima and Seoul are unlimited supply sources for all Japanese units.

30.224 WESTERN ALLIES:

A. London and Paris are unlimited Western Allied supply sources.

B. The U.S. and South Africa boxes are unlimited Western Allied supply sources. Supply may be traced from these boxes. Sea supply may be traced from the U.S. box to western Europe even if the U.S. is not at war with the Axis, although it may then only be protected by British and French naval units. Sea supply may be traced from the South Africa box only through the Indian Ocean to Suez, Basra or Abadan.

C. The Australia box is an unlimited Western Allied supply source unless Australia has surrendered. The India box is an unlimited Western Allied supply source unless India has surrendered. Supply may be traced from these boxes.

D. Pearl Harbor, Manila and Colombo are unlimited Western Allied supply sources for all Western Allied units.

30.225 RUSSIA:

A. The Urals box is an unlimited Russian supply source.

B. Supply may be traced from the Urals box onto the European mapboard through the Russian hexes along the eastern edge of the European mapboard, as far north as A62 and as far south as Z53, and through the Persian hexes on the eastern edge of the European mapboard if they are under Allied control and the Persian BRP route is open.

C. Supply may be traced from the Urals box onto the Pacific mapboard through the Russian hexes on the western edge of the Pacific mapboard (A23 to F18) and through hexes G18 to L15 if Communist China is a Russian minor ally and the hexes are Russian-controlled. Communist China may receive supply from Russian supply sources whether or not it is a Russian minor ally.

30.226 NATIONALIST CHINA:

A. Chungking, Canton, Nanking, Peking and Shanghai are unlimited supply sources for all Nationalist Chinese units, including the Flying Tigers.

B. Nationalist China may draw unlimited supply from Western Allied and Russian supply sources.

30.227 ETHIOPIA: Units in Ethiopia are always in unlimited supply (88.45).

30.23 MAJOR POWER CAPITALS: If Germany, Italy, France or Britain surrenders, its capital (Berlin, Rome, Paris or London, respectively) ceases to act as an unlimited supply source. If Britain surrenders and reenters the war, London remains a limited supply source even if under British control.

30.24 MINOR POWER CAPITALS: An unconquered minor country capital is an unlimited supply source for all the units of that minor country, but is only a limited supply source for units belonging to other countries, including a major power ally or conqueror.

30.25 BRIDGEHEADS: A bridgehead placed by seaborne invasion is an unlimited supply source during post-combat supply determination of the player turn in which it is placed (EXCEPTION: Supply may not be traced out of a bridgehead if it is in an enemy ZoC – 30.321). Oil effects offset in any of the supply zones from which the invasion was launched are also offset in the supply zone containing the bridgehead. Bridgeheads do not act as supply sources in subsequent turns, although a sea supply line may be traced into land hexes through a bridgehead (30.331).

30.26 LIMITED SUPPLY SOURCES:

30.261 ONLY INFANTRY COMPONENT OF GROUND UNITS SUPPLIED: A limited supply source only supplies the infantry component of ground units. A limited supply source does not provide supply to air and naval units or the mechanized or airborne portion of ground units. All ground units in limited supply have their CTL reduced by one (30.522A).

30.262 NON-CAPITAL MAJOR POWER OBJECTIVES:

A. EUROPEAN AXIS: Breslau, Cologne, Essen, Leipzig, Genoa and Milan are limited European Axis supply sources.

B. WESTERN ALLIES: Birmingham, Manchester, Lyon and Marseilles are limited Western Allied supply sources.

C. RUSSIA: Vladivostok and Irkutsk are a limited supply source for Russian units in them only.

30.263 CONQUERED MAJOR POWER CAPITALS: Once Germany, Italy, France or Britain surrenders, its capital (Berlin, Rome, Paris or London, respectively) is a limited supply source. If a capital is enemy-controlled, but the country itself is not in a state of surrender, the capital provides supply to neither side.

30.264 MINOR COUNTRY CAPITALS: A minor country capital is a limited supply source for the major power to which it is associated or allied, or which otherwise controls it. A minor country capital may supply all minor countries controlled by that major power and all allied major powers and their minor countries, subject to cooperation restrictions.

30.265 COLONIAL CAPITALS: A colonial capital (Europe: Al Kuwait, Algiers, Amman, Baghdad, Cairo, Damascus, Jerusalem, Rabat, Tangier, Tirane, Tripoli, Tunis; Pacific: Harbin, Mukden, Taipei, Saigon, Rangoon, Kuala Lumpur, Singapore, Kuching, Batavia, Palembang, Balikpapan, Ulan Bator, Kyzyl) is a limited supply source for units of the major power which controls it, all minor countries controlled by that major power and all allied major powers and their minor countries. Neutral Vichy colonial capitals are Axis limited supply sources only if under Axis control. Kiev is a limited supply source only if the Ukraine is associated to or allied with Germany.

30.266 CONQUERED CHINESE OBJECTIVES AND YENAN: All Chinese objective hexes are limited supply sources for the side which controls them, including Chungking. Yen-an is a limited supply source for Communist Chinese units.

30.267 ICs: Russian-controlled ICs are a limited supply source for Russian and Russian minor country units in them only (37.7).

30.27 SUPPLY SOURCES FOR SINGLE HEXES: Where a hex is a supply source only for the units in that hex, those units may move out of the hex once their supply status has been determined.

EXAMPLE: Ground units which begin their turn in Russian ICs may move out of such hexes, but units which were not otherwise supplied may not move into such hexes to improve their supply status or draw supply from such hexes.

30.28 FORTS: Fortresses and fortifications are not supply sources, but they prevent the elimination of isolated ground units in them (32.242).

30.29 RESTRICTIONS ON SUPPLY SOURCES:

30.291 WESTERN ALLIED AND RUSSIAN SUPPLY SOURCES:

Western Allied units may not be supplied from Russian supply sources, and vice versa (EXCEPTION: Nationalist Chinese units may draw supply from Russian supply sources). This prohibition extends to colonies and minor countries associated with, allied to or otherwise controlled by the Western Allies and Russia.

30.292 AXIS SUPPLY FROM RUSSIAN SUPPLY SOURCES: Axis units may not draw supply from captured ICs. Other Russian supply sources, such as minor country capitals controlled by Russia, become Axis supply sources once they come under Axis control.

30.293 JAPANESE SUPPLY FROM RUSSIAN SUPPLY SOURCES: Japanese units may not draw supply from Russian supply sources.

30.294 NATIONALIST CHINESE AND WESTERN ALLIED SUPPLY SOURCES: Western Allied supply sources may supply Nationalist Chinese units. Nationalist Chinese supply sources may provide only limited supply to Western Allied units (EXCEPTION: The Flying Tigers). Western Allied supply sources may supply Communist Chinese units if Communist China is not an ally of Russia. The ability of Communist and Nationalist China to draw supply from one another's supply sources depends on the Chinese Resistance level at the end of the previous turn (78.923, 79.623).

30.3 SUPPLY LINES:

30.31 GENERAL: Units and hexes are supplied by tracing a supply line from a supply source.

30.311 ON BOARD HEXES ONLY: A land or sea supply line may not go off the board, although it may be traced from a mapboard box onto the board. Supply lines must be traced through hexes which appear on the board. (EXCEPTION: Supply between northern Sweden and Finland; Russian supply from hex A37 in Siberia off the northern edge of the Pacific mapboard to hexes A41 and A42 in Kamchatka; sea supply through allowable off-board hexes - 21.217).

30.312 LENGTH OF SUPPLY LINES: A supply line may be of unlimited length, subject to 30.334.



30.32 LAND SUPPLY:

30.321 LAND SUPPLY LINES: A land supply line consists of a line of controlled land hexes, free of enemy ZoCs, from a supply source to a unit or hex. The supply source or the unit or hex being supplied may be in an enemy ZoC, provided all hexes in the supply line itself are free of enemy ZoCs (EXCEPTION: Supply may not be traced from a bridgehead, even while it is a supply source, if it is in an enemy ZoC).

30.322 EFFECT OF ZoCs ADJACENT TO SUPPLY SOURCES: A unit or hex adjacent to a supply source may not trace a supply line directly from that supply source if both the supply source and the unit or hex are in the ZoC of the same enemy armor unit. A supply line may be traced out of the supply source to another hex or hexes not in an enemy ZoC, then to the unit or hexes. If the supply source were fortified, the enemy ZoC would not extend into the hex containing the supply source and this restriction would not apply. Similarly, a supply line may be traced through a hex containing a fortification.

30.323 SUPPLY MAY BE TRACED OVER ALLIED HEXES: A supply line may be traced over hexes controlled by the major power tracing the supply line, by any of its associated or allied minor countries, or by any of its major power allies or their associated or allied minor countries. A major power may not prevent an ally from tracing a supply line over hexes it controls.

30.324 PARTISANS: Supply lines may not be traced through enemy partisans. A supply line may be traced through a hex containing a friendly partisan, but only if the hex was already controlled by the supplying side before the partisan occupied it.

30.325 PERSIA: Supply may be traced into and through Persia normally. Russia may trace a supply line from the Urals box through the Persian hexes on the eastern edge of the European mapboard only if the Persian BRP route has been opened (30.225B, 40.5).

30.326 BURMA ROAD: The Western Allies may trace supply to China by land only from the India box, to Mandalay, then through Mandalay to Kunming. This does not prevent the Western Allies from tracing supply to China by sea through Haiphong or a Chinese port, provided the requirements for such a sea supply line are met.

30.327 NEW GUINEA: Full supply may not be traced into jungle/mountain hexes in New Guinea (EXCEPTION: Full supply may be traced by sea into Port Moresby or Sorong). Neither full nor partial supply may be traced out of jungle/mountain hexes in New Guinea (EXCEPTION: Partial supply may be traced out of Port Moresby or Sorong).

This restriction prevents the construction of airbases in the New Guinea jungle/mountain hexes adjacent to Port Moresby (18.142C).

30.328 CROSSING ARROWS: A supply line may cross over water at a crossing arrow without risk of interception. This is not considered to be sea supply (30.33).

30.329 MAPBOARD BOXES: Land supply lines may be traced from the Urals box onto the European mapboard and from the Urals, India and Australia boxes onto the Pacific mapboard through hexes along the mapboard edge (5.72, 30.311, 71.61, 72.61).



30.33 SEA SUPPLY:

30.331 SEA SUPPLY LINES: Supply lines may be traced over sea hexes as follows:

A. ORIGIN: Sea supply lines may originate in any one of the following locations:

- A mapboard box.
- A port which is a supply source.
- A port in a supply zone which, regardless of the supply status of that supply zone in the previous turn:
 - Receives supply by land from a limited or unlimited supply source in that supply zone or from another port in that supply zone which was supplied by sea in the same supply determination segment (a port may not both receive and send sea supply in the same player turn); and
 - Is not in an enemy ZoC.

B. DESTINATION: Sea supply lines may terminate in any one of the following locations:

- A port, provided sea supply is not being traced from that port in the same supply determination segment.
- A bridgehead placed as a result of seaborne invasion.
- A one-hex island.
- New Ireland, Palawan and Halmahera into their beach hexes as though they were ports (4.75).

C. SEA SUPPLY FROM MAPBOARD BOXES: Sea supply may be traced from a mapboard box onto the board as follows:

- **Supply through the Atlantic:** Sea supply may be traced from the Atlantic U.S. box to the western front, including Gibraltar (21.1322). One Atlantic transport is required for each destination hex.

- **Supply through the Pacific:** Sea supply may be traced from the Pacific U.S. box to the Pacific or Asian fronts. One Pacific transport is required for each destination hex. The supply line must terminate in Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), or pass through a port in one of the listed areas.
- **Supply through the Indian Ocean:** Sea supply may be traced from the South Africa box to Suez, Basra or Abadan or from the India box through hex CC2 onto the Pacific mapboard. One Indian Ocean transport is required for each sea supply line. Supply originating in the South Africa box may not extend beyond the Mediterranean front. Supply originating in the India box may not extend into Australia or the Pacific front.
- **Sea supply from the Australia box:** Sea supply may be traced from the Australia box onto the mapboard through hexes NN24 (Townsville) or NN31 (Noumea). One Pacific transport is required for each sea supply line.

D. RESTRICTION: Sea supply lines may not be traced to a mapboard box (EXCEPTION: Sea supply to ship oil or BRPs to the South Africa, India, or Australia boxes – 33.43B, 40).

This restriction prevents the Western Allies from circumventing the need to use oil reserves associated with a mapboard box by tracing sea supply to that mapboard box (33.4715).

30.332 SUPPLY FROM SUPPLY ZONES WHICH RECEIVE SEA SUPPLY:

A. LAND SUPPLY LINES: A land supply line may be traced from a port, bridgehead or one-hex island in which a sea supply line terminates. The requirement that all land portions of a supply line consist of controlled hexes free of enemy ZoCs (30.321) does not prevent units in a port or bridgehead in an enemy ZoC from receiving supply by sea, but the ZoC would prevent any continuation of the supply line past the port, one-hex island or bridgehead.

B. SEA SUPPLY LINES: Any number of sea supply lines may be traced from one or more ports in a supply zone which has itself been supplied by sea, other than the port into which sea supply to that supply zone was traced. Sea supply lines from such a supply zone do not provide supply if the sea supply traced to that supply zone is disrupted by enemy action (30.38).

C. TYPE OF SUPPLY: The type of supply (partial or full) provided by sea supply from a supply zone is that of the supply zone itself; a supply zone which is partially supplied provides only partial supply; a supply zone which is fully supplied provides full supply. This determination is made during the supply determination segment in which the various sea supply lines are traced.

EXAMPLE: The British control the Middle East, which contains various limited supply sources (30.265). During initial supply determination of the Allied player turn, one Indian Ocean transport is used to provide full supply to Suez from the South Africa box and three separate sea supply lines are traced from Alexandria to Malta, Cyprus and a British bridgehead in Sicily. The sea supply through the Indian Ocean succeeds. The Middle Eastern supply zone is then fully supplied. Malta, Cyprus and the British bridgehead in Sicily will then also be fully supplied unless one or more of the sea supply lines to those locations are disrupted by enemy action.

Had sea supply from the South Africa box to Suez been disrupted by Axis air units, Malta, Cyprus and the British bridgehead in Sicily would be partially supplied at best.

30.333 SUPPLY CAPACITY: There is no limit to the number of units which may be supplied by sea or the number of sea supply lines which may be traced from an eligible location. Sea supply from a limited supply source (30.26) or a supply zone which has received only partial supply provides only partial supply.

30.334 LENGTH OF SEA SUPPLY LINES: Sea supply lines are subject to the range restrictions set out in 21.3612.

30.3341 A sea supply line which touches on a port does not provide supply to that port or its supply zone, nor does it prevent the tracing of sea supply from that port if otherwise permitted.

30.335 ZoCs HAVE NO EFFECT ON SEA SUPPLY LINES: ZoCs only affect the land portion of a supply line. Hostile armor in Calais or Harwich, for example, would not affect sea supply through the English Channel.

30.34 SUPPLY ZONES:

30.341 DEFINITION: Each area of contiguous, controlled hexes which can be supplied by land from the same supply source, port, bridgehead or eligible island hex (30.331B) is considered to be a single supply zone. The Australia, India and Urals boxes are considered to be part of the supply

zones tracing land supply lines from them.

30.342 RESTRICTIONS: The supplying player may attempt to trace only a single sea supply line to one designated port or bridgehead in each supply zone (EXCEPTIONS: More than one sea supply line may be traced to a supply zone if a single sea supply line cannot provide supply to all hexes in that supply zone because of the presence of enemy ZoCs; or if the additional sea supply lines are for the purposes of shipping oil counters or BRP grants by sea - 33.43B, 40.22).

EXAMPLE: An Axis sea supply line is traced to Libya to supply Axis air and armor units in North Africa. The sea supply line must be traced to either Tripoli or Tobruk, but not both. The situation would be different if British armor units had invaded at LL19 and exploited to MM19, splitting Libya into two supply zones. Both ports could then receive supply.

30.343 ISLAND GROUPS A SINGLE SUPPLY ZONE: Each Pacific island group is treated as a single supply zone (EXCEPTION: Islands that are captured during a combat phase are treated as a separate supply zone for purposes of post-combat supply). Sea supply is traced to island groups as follows:

A. The supplying player traces a single sea supply line to each island group wholly or partially under his control.

B. Each sea supply line to an island group enters the island group at any controlled island designated by the supplying player, provided the range requirements set out in 21.3612 are met.

C. Once a sea supply line has entered an island group, it supplies all the friendly islands in that group, without regard to range restrictions, unless disrupted by enemy action (30.343E).

D. The opposing player may attempt to disrupt a sea supply line after it enters an island group. The supplying player must then indicate which islands in the island group are being supplied, the sequence in which they are being supplied, and the sea hexes through which the sea supply line is being traced between the islands (30.352).

E. As with other naval activities, a sea supply line to an island group may be intercepted by enemy naval units only once, but may be subject to repeated air attacks.

F. If a sea supply line is disrupted after it enters an island group, the islands reached by the sea supply line before it is disrupted receive supply; the islands not yet reached by the sea supply do not.

The exception in 30.343 applies only to contested island groups. If a player tries and fails to trace sea supply to the islands he controls in a contested island group, then invades one of the enemy-controlled islands, the supply from the newly-captured island does not flow into the previously-controlled islands. They are considered to be a separate supply zone during post-combat supply, and their supply status is therefore determined by the success or failure of the sea supply attempt during initial supply determination in that player turn.

30.35 SEA SUPPLY PRESUMED:

30.351 SEA SUPPLY TO ALL SUPPLY ZONES PRESUMED: The moving player is presumed to supply all supply zones which are legally able to receive supply. A player may not refuse to provide sea supply to a supply zone, although he is under no obligation to protect his sea supply lines (EXCEPTION: Sea supply from mapboard boxes is optional). If a supply zone contains two or more ports or bridgeheads, the moving player must select one as the terminus of the mandatory sea supply line to that supply zone (30.342).

30.352 ONUS ON DEFENDER TO ATTEMPT INTERCEPTIONS: The burden is on the defending player to state any intention to disrupt a sea supply line. After the moving player has announced which air and naval units, if any, are protecting his sea supply lines (30.36), the opposing player may require the moving player to indicate the exact hexes through which each sea supply line is being traced so he may decide whether he will attempt interception (30.37).

At times a certain amount of alertness is required to play A World at War well. If the defender fails to realize that sea supply is being traced to a supply zone and does not attempt to intercept that sea supply line, the sea supply to that supply zone succeeds. The moving player may tip off the defender when he assigns protection to his sea supply lines, but he is under no obligation to identify his unprotected sea supply lines or inform his opponent of their existence. It is up to the defender to identify the various supply zones which are receiving sea supply and ask for the additional information required for interception.



30.36 PROTECTION OF SEA SUPPLY:

30.361 PROTECTION OPTIONAL: Naval units are not required for a sea supply line to be traced on the mapboard. However, since sea supply may be intercepted, uninverted, fully supplied naval units not subject to naval oil effects may be designated to protect sea supply lines at no BRP cost. A naval force assigned to protect a sea supply line must contain at least one destroyer factor unless the sea supply is being carried by a transport. In both cases, loss of the required destroyer factor or transport does not disrupt the supply line or negate the protection of the sea supply line by other naval unit (30.381). Losses from submarine attacks against destroyers protecting sea supply may be taken from destroyers based in any area eligible to provide protection for the sea supply line (22.9432). Naval units are eligible to provide protection for sea supply lines only if based in a port or mapboard box or operating in an SW box, as follows:

- A. The port or mapboard box from which sea supply is being traced.
- B. Any port touched by the sea supply line to meet the requirements of 30.334. Such naval units protect the sea supply line only once it has reached their hex.
- C. The Atlantic SW box, for sea supply lines traced from the Atlantic U.S. box.
- D. The Pacific SW box, for Western Allied sea supply lines traced on the Pacific or Asian front.
- E. The Indian Ocean SW box, for Western Allied sea supply lines traced on the Southeast Asian front and for sea supply lines traced to Suez, Basra or Abadan.
- F. The Pacific SW box, for any Japanese sea supply lines.

30.3611 Naval units based in ports other than the port from which a sea supply line is being traced or through which it passes (30.361B) may not protect that sea supply line, although they may attempt to counter-intercept any enemy naval interception of that sea supply line.

30.3612 An undefended sea supply line is considered to have the Naval Nationality DRM of the major power which controls the port from which the sea supply line originates or, if the sea supply line originates in a port controlled by an associated or allied minor country, the Naval Nationality DRM of that minor country.

30.362 PROTECTION BY NAVAL UNITS IN AN SW BOX: If more than one sea supply line is being protected by naval units in an SW box, the moving player must indicate which naval units are protecting which supply line before enemy air, naval or submarine attacks on the sea supply line are announced or attempted.

30.363 SEA SUPPLY LINES DEFEND SEPARATELY: Sea supply lines to different supply zones are traced, attacked and defended separately. Even if two sea supply lines traverse the same sea hexes, they are considered to have passed through them at different times and are therefore distinct. The moving player assigns naval units to protect sea supply lines and announces the order in which his sea supply lines will be traced before the defender attempts any air and naval interceptions. Air and naval interceptions are then resolved sequentially for each sea supply line. Sea supply lines carrying supply, oil and BRPs to the same destination base, even if they originated in different locations, may be made separately or simultaneously for protection against enemy interception, at the moving player's option.

EXAMPLE: The Japanese player traces a sea supply line from Kagoshima through Manila and Manado to Hollandia, and traces a second sea supply line from Kagoshima through Manila, Manado and Hollandia to Rabaul. If the first sea supply line to Hollandia is disrupted and the second sea supply line (to Rabaul) is successful, then Hollandia and its supply zone is unsupplied and Rabaul and its supply zone is supplied.

30.364 AIR COVER: Uninverted air units in operational air bases may provide air cover for a sea supply line (18.58C).

30.37 INTERCEPTION OF SEA SUPPLY: Sea supply lines, whether protected or unprotected, may be intercepted by enemy naval units or attacked by enemy air units in the same manner as other naval activities.

30.38 DISRUPTION OF SEA SUPPLY:

30.381 DISRUPTION:

A. UNPROTECTED SEA SUPPLY LINES: An unprotected sea supply line is disrupted if it is attacked by enemy air or naval units, including submarines. No dice rolls are made and the attacker cannot incur losses, although his air or naval units are inverted. Enemy air units which are unable to attack because of air cover over an unprotected sea supply line do not disrupt the sea supply line.

B. PROTECTED SEA SUPPLY LINES: A protected sea supply line is disrupted if:

- the naval units assigned to its protection are sunk or withdraw, so the sea supply line is no longer protected, and that unprotected sea supply line is then attacked (30.381A); or
- the sea supply line incurs losses at the same time as its escorts are sunk (20.56).

30.382 ABANDONING SEA SUPPLY: A player may voluntarily abandon an attempt to sea supply if the sea supply's protecting naval force is attacked by enemy air units or submarines outside of naval combat or is engaged in naval combat by intercepting enemy naval units (22.28).

30.383 EFFECTS OF DISRUPTION: Disruption of a sea supply line prevents supply by sea to the units and hexes which were to have received supply from that sea supply line. This does not prohibit the supply of such units and hexes by land.

30.39 AIR SUPPLY: See 18.53.



30.4 SUPPLY DETERMINATION:

30.41 SUPPLY DETERMINED TWICE PER TURN: The supply status of ground units and hexes is determined twice during each player turn. This determination only applies to ground units belonging to and hexes controlled by the moving player. The supply status of ground units and hexes does not change during the opposing player's turn.

30.42 INITIAL SUPPLY DETERMINATION: Supply status is initially determined during the movement phase, after the movement of air units, counterair attacks and the movement of naval units.

30.43 POST-COMBAT SUPPLY DETERMINATION: The supply status of ground units and hexes which were isolated or partially supplied at the end of initial supply determination is also resolved during post-combat supply determination. During post-combat supply determination, supply may only be traced to:

A. Ground units and hexes which were not supplied during initial supply determination (sea supply to the same supply zone may not be attempted twice - 30.44).

B. Hexes which came under the supplying player's control during his movement and combat phase (supply flows into newly-acquired areas contiguous to hexes supplied during initial supply determination - 30.45).

C. Ground units and hexes which were in limited supply or subject to oil effects following initial supply determination but during post-combat supply determination are able to receive full supply or offset those oil effects (30.46).

30.431 REDEPLOYMENT THROUGH NEWLY-SUPPLIED HEXES PERMITTED: Newly-captured hexes which are supplied in post-combat supply determination are eligible to receive redeployments.

30.44 SECOND ATTEMPTS AT SEA SUPPLY PROHIBITED: A player may not attempt sea supply to a supply zone during initial supply determination, then again try to supply that supply zone during post-combat supply determination (EXCEPTIONS: 30.45, 30.46); nor may a player defer sea supply to a supply zone until post-combat supply determination if sea supply could have been attempted to that supply zone during initial supply determination.

30.45 EXPANSION OF SUPPLY ZONES: Once a supply zone has been supplied, the supply zone itself acts as a supply source during post-combat supply determination so that supply flows into areas contiguous to the supply zone. If a supply zone expands as a result of the capture of an additional hex capable of receiving sea supply (30.331B), the 30.44 prohibition against tracing sea supply to the same sea zone twice does not apply if sea supply is traced to the newly-acquired hex.

30.46 UPGRADING SUPPLY OR OIL STATUS: Supply zones receiving sea supply from a supply zone in limited supply or under oil effects are also considered to be in limited supply or under those oil effects. If, after initial supply determination, the movement of ground units or ground combat results allow the original supply zone to receive full supply or to offset oil effects during post-combat supply determination, the status of all supply zones which received sea supply from the original supply zone are also upgraded without the need to trace another sea supply line. The 30.44 prohibition against tracing sea supply to the same zone twice does not apply if the post-combat sea supply line would upgrade the supply or oil status of the supply zone, provided that an upgraded supply line could not be attempted during initial supply determination.

30.47 DURATION OF SUPPLY: Ground units and hexes which are supplied during either initial supply determination or post-combat supply determination of a player's turn remain supplied until the end of initial supply determination of that player's next player turn. Thus:

A. A ground unit which is supplied during initial supply determination may enter an unsupplied hex without adversely affecting its supply status.

B. Uninverted air and naval units may protect their own sea supply lines during initial supply determination by flying air cover and attacking enemy naval interceptions of sea supply lines, provided their bases were operational during their previous player turn.

C. Uninverted air and naval units in operational bases may intercept enemy naval activities during the opposing player turn.

30.48 NEUTRAL SUPPLY: All neutral major power and minor country hexes and units are considered to be fully supplied by the neutral country prior to its entry into the war (EXCEPTION: Spanish Morocco receives only partial supply.)



30.5 UNIT SUPPLY:

30.51 FULLY SUPPLIED UNITS: Ground units which draw supply from an unlimited supply source are fully supplied and function without impairment unless subject to oil effects. Air and naval units based in hexes which draw supply from an unlimited supply source function without impairment unless the hex in which they are based is subject to oil effects.

Throughout the rules, whenever reference is made to a requirement that a unit be "supplied", this means supplied from an unlimited supply source.

30.52 PARTIALLY SUPPLIED UNITS:

30.521 A limited supply source only supplies the infantry component of ground units and only partially supplies air and naval units. Ground units which draw supply from a limited supply source and air and naval units based in hexes which draw supply from a limited supply source are partially supplied and suffer from the following impairments:

30.522 GROUND UNITS:

A. CTL REDUCED: All ground units of all types have their CTL reduced by one.

B. ARMOR AND MECHANIZED UNITS: Armor units in both theaters and British and American mechanized infantry units in Europe lose their mechanized component and act as infantry units for all purposes, although they may conduct offensive operations and their combat factor for attrition and defensive purposes is unaffected. Such units:

- have their movement factor reduced to three factors in Europe and two factors in the Pacific;
- lose their ZoC;
- are subject to a -1 DM if attacked by exploiting enemy armor in the same manner as infantry and replacements; and
- are subject to a -1 DM when attacked if their CTL is zero or less unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country.

C. AIRBORNE UNITS: Airborne units may not airdrop.

D. NAVAL ACTIVITIES: Ground units may not sea transport or conduct seaborne invasions.

E. ATTRITION LOSSES: Ground units may not be taken as attrition losses from a supply zone from which sea supply was last traced to their attrition zone (14.52A).

30.523 AIR UNITS:

A. LAND-BASED AIR UNITS: Air units may stage and redeploy freely from affected bases, and interceptors may defend partially supplied bases from enemy bombing. Air units based in partially supplied bases:

- may not conduct offensive operations;
- may not search, provide air cover, or attack enemy naval units at sea;
- have their Air Nationality DRM reduced by one; and
- may only conduct defensive air activities, including providing defensive air support, opposing enemy bombing and intercepting enemy air transport activities, in the hex in which they are based.

B. STRATEGIC WARFARE: Offensive strategic warfare by strategic bombers, flying bombs and rockets is prohibited from partially supplied bases.

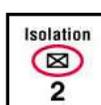
30.524 NAVAL UNITS:

A. NAVAL UNITS: Naval units may base change and redeploy freely from partially supplied ports. Naval units based in partially supplied ports (EXCEPTION: Submarines based in fortified ports - 32.248) are subject to the following impairments:

- may not conduct offensive operations;
- may not protect sea supply or provide or protect sea escort;
- have their Naval Nationality DRM reduced by one;
- may not intercept (22.11B).

B. STRATEGIC WARFARE: Ports which are partially supplied may not be used and are not counted as modifiers for offensive submarine warfare. Partially supplied naval units may operate in an SW box.

30.525 AIRBASES, ROCKET BASES AND BRIDGEHEADS: Airbases, rocket bases and bridgeheads are not eliminated by partial supply.



30.53 UNSUPPLIED UNITS: All the impairments triggered by partial supply apply to unsupplied ground units and to air and naval units based in hexes which are unsupplied. In addition:

30.531 GROUND UNITS: Ground units may not move during the movement phase, and, if permitted to attack (30.522), may not advance after combat. Ground units are counted in attrition totals but may not advance into hexes gained from attrition. Ground units may not redeploy.

30.532 AIR UNITS: Air units may not redeploy to or through unsupplied bases.

30.533 NAVAL UNITS: Naval units may not redeploy to or through unsupplied ports.

30.54 ELIMINATION OF UNSUPPLIED UNITS:

30.541 ELIMINATION: Except as set out below, ground units, airbases, rocket bases and bridgeheads which are unsupplied during initial supply determination are eliminated at the end of the ensuing post-combat supply determination if still unsupplied. Hex control is unaffected by their removal.

30.542 EXCEPTIONS: Units are not eliminated by isolation in the following circumstances:

A. Ground units in fortresses or fortifications, including West Wall and Maginot hexes.

B. Ground units in the Pacific theater which are in ports or one-hex islands.

C. Japanese ground units in jungle or jungle/mountain hexes. This exception does not extend to Thai, Wang or Indian National Army units.

D. Chinese ground units in China.

E. Air and naval units.

30.543 The restoration of supply to isolated ground units must take place during a subsequent supply determination segment to take effect. Supply may not be traced to ground units or hexes at any other time.

EXAMPLE - SUPPLY BY LAND: In Summer 1941, Germany invades Russia and isolates a number of Russian ground units. During initial supply determination of the Russian Summer 1941 player turn, supply cannot be traced to these units. The units therefore suffer the impairments set out in 30.531.

If Russian counterattacks during the Russian Summer 1941 player turn break the encirclement, these units receive supply during post-combat supply determination of the Summer 1941 Russian player turn, and their abilities are fully restored.

If a supply line could not be traced to the encircled units during either supply determination segment, the units would be removed at the end of post-combat supply determination of the Russian Summer 1941 player turn.

EXAMPLE - SUPPLY BY SEA: During the redeployment phase of the Summer 1944 Japanese player turn, Japan redeploys a number of air factors within range of New Britain in order to cut supply to an American 2-2 infantry unit in Rabaul and a second American 1-2 infantry unit in the beach hex southwest of Rabaul.

During initial supply determination of the Allied Fall 1944 player turn, the Allied player attempts to sea supply Rabaul, but the Japanese air units are too strong and the sea supply line is cut. Both American infantry units are isolated. The American 2-2 infantry unit in Rabaul would survive (30.542B), but the American 1-2 infantry unit, which is not in a port, would be eliminated at the end of post-combat supply determination of the Allied Fall 1944 player turn. An Allied invasion would not save the unit, because if the Allies invaded New Britain they could not place a bridgehead in it (31.221), and sea supply could not again be attempted to New Britain until the following player turn (30.44).

30.544 REBUILDING ISOLATED UNITS: Ground units which are eliminated due to isolation may be rebuilt in the game turn in which they are eliminated at double the normal BRP construction cost or in subsequent turns at the normal BRP construction cost (27.13).

30.545 EFFECT OF ISOLATION ON SURVIVING UNITS: Units which are not eliminated by isolation (30.542) survive indefinitely, although they suffer all other impairments associated with isolation. Ground units which are not eliminated by isolation (30.542A-D) have their DM reduced by one for each turn their hex is isolated (15.33D). For units which enter such hexes, see 15.33D.

30.55 UNITS WHICH ARE AUTOMATICALLY SUPPLIED:

30.551 AUTOMATIC SUPPLY: Units are automatically supplied, without the need for supply lines, in the following circumstances:

A. Exploiting armor units, even if they did not move during exploitation, are automatically in full supply during the game turn following their exploitation, even if weather conditions or terrain negate their mechanized component. Such units may not exploit during their next turn unless they are supplied normally. Automatic full supply expires at the end of initial supply determination during the owner's second player turn following the unit's exploitation.

B. Partisans.

C. Chindits are always in at least limited supply.

D. Japanese units in Japan.

E. Bridgeheads placed by seaborne invasion are in supply, and are unlimited supply sources, in the turn they are placed.

30.552 AUTOMATIC SUPPLY NEGATED BY REDEPLOYMENT: Armor units which are redeployed in the same player turn as their exploitation do not receive automatic supply during their next turn.

30.6 HEX SUPPLY:

30.61 Certain activities may not be carried out in or through hexes which are unsupplied:

A. Airbases, rocket bases and port counters may only be constructed in fully supplied hexes.

B. Air units operating from fully supplied bases may carry out missions and interceptions or modify an interception, search or surprise die roll. Air units in partially supplied and isolated bases suffer the impairments set out in 30.523.

C. Naval units operating from fully supplied bases may protect sea supply lines, carry out missions and provide and protect sea escort. Some naval activities also require fully supplied ports along their route (21.36). Naval units in partially supplied and isolated ports suffer the impairments set out in 30.524.

D. Units may only be constructed in fully supplied hexes.

E. Ground units may only redeploy out of, into or through fully or partially supplied hexes.

F. Air units may redeploy out of unsupplied or partially supplied air bases, but only into or through fully or partially supplied air bases.

G. Naval units may redeploy out of unsupplied or partially supplied bases, but only into or through fully or partially supplied bases.

30.62 Ground units may move or exploit into unsupplied hexes, advance into unsupplied hexes after combat, and sea transport into or invade unsupplied hexes. Airborne units may airdrop into unsupplied hexes without becoming unsupplied during that player turn. In many cases, these activities will involve entry into unsupplied hexes, as the hexes will have been enemy-controlled. The capture of such hexes does not necessarily mean that they will be supplied.

30.63 For the effects of isolation on hex control, see 29.31.



31. BRIDGEHEADS

- 31.1 OVERVIEW
- 31.2 PLACEMENT OF BRIDGEHEAD COUNTERS
- 31.3 WHEN BRIDGEHEADS ARE PLACED
- 31.4 REMOVAL OF BRIDGEHEAD COUNTERS
- 31.5 STACKING IN BRIDGEHEADS
- 31.6 COMBAT EFFECTS
- 31.7 SUPPLY

31.1 OVERVIEW:



31.11 BRIDGEHEAD COUNTERS: There is no limit to the number of bridgehead counters which may be used.

31.12 PLACEMENT: Bridgehead counters may be placed during the movement phase (overruns across rivers or crossing arrows) or the combat phase (seaborne invasions; cross-river or crossing arrow attacks), provided the requirements for placement are met (31.2 and 31.3).

31.13 REMOVAL: Bridgehead counters must be removed if their hex comes under enemy control, if they are isolated or when they are no longer relevant to play (31.4).

31.14 EFFECTS: Bridgeheads permit overstacking (31.5), affect combat in some circumstances (31.6) and allow supply if created by a seaborne invasion (31.7).

31.2 PLACEMENT OF BRIDGEHEAD COUNTERS:

31.21 REQUIREMENTS: A bridgehead counter may, at the attacker's option, be placed on a hex in the following circumstances:

31.22 SEABORNE INVASIONS: A bridgehead counter may be placed on a beach hex or one-hex island occupied by a surviving, attacking invading unit (airdropped units, the advance of adjacent units and invasions of ports by commandos do not suffice); provided either of conditions 31.22A or B is met:

A. The hex was not under friendly control when invaded, whether or not it contained a defending unit; or

B. The hex was a friendly hex the invader could not possibly fully supply during initial supply determination of his player turn. A partially supplied hex would qualify because the placement of a bridgehead counter provides unlimited supply (30.25).

31.221 A bridgehead may not be placed for supply purposes in a supply zone which contained a hex which was capable of receiving sea supply during the preceding initial supply determination segment, even if the presence of enemy air and naval units made such sea supply a practical impossibility.

31.23 RIVER CROSSINGS: A bridgehead counter may be placed on a cross-river hex or crossing arrow hex successfully occupied by a ground combat attack, provided no attacking units were already across the river or crossing arrow adjacent to the hex in question (EXCEPTION: Dropped airborne units). A bridgehead counter may be placed in Maginot or West Wall hexes if all the non-airborne attacking units were on the other side of the Rhine. Bridgeheads may not be placed as a result of attrition combat.

The effect of rule 31.23 is simple: bridgeheads may be placed when the defending units received a +1 DM for a river or crossing arrow, or where they failed to receive this +1 DM only because they were simultaneously attacked by dropped airborne units.

31.24 OVERRUNS: A bridgehead counter may be placed on a hex entered as a result of an overrun, provided the overrun was conducted across a river or crossing arrow.

31.3 WHEN BRIDGEHEADS ARE PLACED:

31.31 OVERRUNS: Where a bridgehead is created by an overrun, a bridgehead counter may be placed on the board immediately after the conclusion of the overrun.

31.32 ATTACKS: Where a bridgehead is created by a seaborne invasion, cross-river or crossing arrow attack, the attacker may place the bridgehead counter on the board immediately after his first surviving ground unit occupies the eligible hex. The attacker may then continue to advance other eligible units into the bridgehead hex, up to the bridgehead stacking limit. An attacker who chooses not to place a bridgehead counter in an eligible hex may not later change his mind and place one there.

31.4 REMOVAL OF BRIDGEHEAD COUNTERS:

31.41 REMOVAL COMPULSORY: A bridgehead counter must be removed, including in the turn it was placed, in the following circumstances:

A. ENEMY CONTROL: A bridgehead is immediately removed if it comes under enemy control.

B. ISOLATION: A bridgehead is removed at the end of the owning player's post-combat supply determination segment if it fails to receive full or partial supply.

C. SUPERFLUOUS: A bridgehead is removed at the end of the owning player's turn if both the following conditions are met:

- the bridgehead was placed as a result of a cross-river or crossing arrow attack or, if placed as a result of a seaborne invasion, is not required to trace full or partial sea supply into its hex, because it was placed on a one-hex island, on a beach hex containing a port or on a beach hex in a supply zone containing a port; and
- there are no enemy units of any type within air range (Europe: four hexes; Pacific: three hexes) of the bridgehead by land.

31.5 STACKING IN BRIDGEHEADS:

31.51 OVERSTACKING PERMITTED: Up to five ground units, plus up to three specialized units, may stack in a hex containing a bridgehead (EXCEPTION: Bridgehead counters do not increase the stacking capacity of Pacific one-hex islands - 12.13).

31.52 EFFECTS OF BRIDGEHEAD REMOVAL: Any ground units overstacked at the end of the owner's player turn as a result of the removal of a bridgehead are eliminated. The owner chooses which units are eliminated.

31.6 COMBAT EFFECTS:

31.61 ATTACKS FROM BRIDGEHEADS: Only two ground units may attack out of a bridgehead during offensive ground combat (EXCEPTIONS: Airborne, Chindits, marines, commandos, armor units in a breakthrough hex and Russian 3-3 infantry units designated as shock armies).

31.62 OVERSTACKED UNITS COUNTED FOR ATTRITIONS: All the ground units in a bridgehead are counted if otherwise eligible to participate in attrition combat. If a bridgehead is adjacent to two fronts, some of the units may make an offensive attack on one front while the remainder are counted for attrition on the other front.

31.63 DEFENSE AGAINST ATTACKS:

A. All the ground units in a bridgehead defend against enemy offensive attacks.

B. Infantry and replacement units defending in bridgeheads are not subject to a negative DM when attacked by exploiting armor (15.33A), if their CTL is zero or less (15.33C), or when subject to a "7" or higher winter effect (15.33G).

31.64 ATTRITION OCCUPATION: Bridgeheads placed as a result of attacking across a river or crossing-arrow may not be selected for attrition occupation. This benefit does not apply to bridgeheads placed as a result of a seaborne invasion, which may be selected for attrition occupation (14.62C).

31.7 SUPPLY:

31.71 UNLIMITED SUPPLY SOURCE FOR TURN OF PLACEMENT: A bridgehead placed by seaborne invasion is an unlimited supply source during post-combat supply determination of the player turn in which it is placed (30.25).

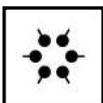
31.72 SEA SUPPLY TO BRIDGEHEADS: Sea supply lines may be traced into bridgeheads in the same manner as to ports.



32. FORTIFICATIONS

- 32.1 CONSTRUCTION OF FORTIFICATIONS
- 32.2 EFFECTS OF FORTIFICATIONS
- 32.3 ELIMINATION OF FORTIFICATIONS
- 32.4 STARTING FORTIFICATIONS
- 32.5 BEACH DEFENSES
- 32.6 FORTIFICATION OF ISLAND GROUPS

32.1 CONSTRUCTION OF FORTIFICATIONS:



32.11 NATIONALITY: Fortifications may be constructed by Germany, Japan, Russia, Britain and the U.S. during the unit construction phase. Italy, France, China and minor countries may not construct fortifications.

32.12 COST: A major power must make the following expenditures to construct a fortification:

A. Five BRPs.

B. One RP (EXCEPTION: Japan does not pay an RP cost for fortification construction).

32.13 ELIGIBLE HEXES: Fortifications may be built only in the following hexes:

A. TYPES OF HEXES:

- City hexes.
- Hexes which are subject to seaborne invasion.
- Jungle and jungle/mountain hexes (Japan only).

B. **SUPPLY:** Hexes which are fully supplied.

C. **CONTROL:** Hexes which were controlled by the constructing alliance faction at the start of its player turn.

32.14 RESTRICTIONS: Fortification construction is subject to the following restrictions:

A. Fortifications may not be built in hexes which already contain a fortification counter or a fortress. West Wall hexes may be fortified (32.15).

B. Fortifications may not be built in an enemy ZoC.

C. Fortifications may not be built in areas currently subject to a "5" or worse winter result. Winter preparation may offset this effect.

D. Each alliance faction may construct only one fortification per turn.

E. European Axis fortifications must be constructed by Germany. Germany may not construct fortifications in Italy, Sicily or Sardinia until Italy has surrendered.

F. The Western Allies may only construct fortifications in eligible hexes which are controlled by Britain or the United States.

This rule prevents the construction of forts in French hexes unless France has fallen (29.22B) or Germany has attacked Russia before France has fallen (29.25A).

G. Western Allied fortifications must be constructed by Britain (EXCEPTION: The U.S. may construct fortifications in a theater in which it is at war).

H. In the Pacific, the Western Allies may not construct fortifications until the turn following a Japanese declaration of war against Britain or both Britain and the U.S., or until the USJT level has reached 40 or more.

32.15 FORTIFICATION OF WEST WALL HEXES: If a fortification is constructed in a West Wall hex, the directional fortification is upgraded to a fortress and the remaining hexsides are fortified.



32.2 EFFECTS OF FORTIFICATIONS:

32.21 COMBAT:

A. **ATTACKS LIMITED TO 1:1 OR GREATER:** Attacks against hexes containing fortresses, fortifications, beach defenses or in a fortified island group may only be made if at ground combat odds of 1:1 odds or more. If an adverse ground combat result causes the odds to drop below 1:1, the attack is aborted and no further ground combat is allowed. This restriction applies even if isolation has negated the favorable DM for the fortification or fortress (32.24), but does not apply when hexes containing directional fortifications or beach defenses are attacked from the rear.

B. FAVORABLE DEFENSE MULTIPLIERS:

- Ground units defending in a hex containing an omnidirectional fortification receive a +1 DM.
- Ground units defending in a hex containing an omnidirectional fortress receive a +2 DM.
- Western Allied ground units defending in Maginot hexes against attacks from units in hexes faced by their fortifications or airdrops receive a +2 DM, but receive no benefit from their fortifications if any enemy units attack from the rear.
- Axis ground units defending in West Wall hexes against attacks from units in hexes faced by their fortifications or airdrops receive a +1 DM, but receive no benefit from their fortifications if any enemy units attack from the rear.

- Russian units in Sevastopol defending against Axis attack by land or airdrop receive a +2 DM.
- Western Allied units in Singapore defending against seaborne invasion receive a +2 DM, but defend normally if any enemy units attack by land or airdrop.

C. MANDATORY “Ex” RESULTS: When resolving ground combat against any hex containing a fortification, fortress, beach defense or a fortified one-hex island, other than beach defenses attacked from land, directional fortifications attacked from behind and tactical atomic attacks (43.424A), the attacker always incurs an “Ex-1”, “Ex-2” or “Ex-3” result, at the defender’s option, as detailed in 15.55 and 15.551. Which result applies and its effect depends on the attacker’s CTL and the DM of the attacked hex.

32.22 ATTRITION:

32.221 Ground units may not attrition across a fortified enemy hexside, even if the defensive value of the fortification has been negated by isolation (EXCEPTION: Units which engage in attrition combat against Maginot and West Wall hexes across unfortified hexsides). Ground units may attrition across their own fortified hexsides.

32.23 ZoCs:

32.231 ZoCs extend out of, but not into, hexes across fortified hexsides.

32.24 SUPPLY:

32.241 The positive DM from a fortification or fortress is reduced by one each turn in which the hex containing the fortification or fortress fails to receive full supply until the defensive value of the fortification or fortress is negated. For hexes containing Russian-controlled ICs, this effect is delayed by one turn for every five BRPs in the IC (37.72).

32.242 Isolated ground units in a fortified hex which are not eliminated (30.542A) and ground units which enter a besieged fortification or fortress by sea transport or seaborne invasion have their DM reduced by one for each turn the hex is isolated beyond that needed to eliminate the defensive value of their fortification or fortress (32.241).

32.243 Ground units which enter a besieged fortification or fortress by regular or exploitation movement or by air do not incur an adverse DM from isolation during the ensuing opposing player turn, apart from the effect of isolation on the defensive value of their fortification or fortress (32.241).

32.244 Partially supplied ground units in a besieged fortification or fortress do not incur an adverse DM from isolation, apart from the effect of isolation on the defensive value of their fortification or fortress (32.241).

32.245 Supply from an unlimited supply source in a fortified hex itself is sufficient to counter the effects of a siege.

32.246 If full supply to the fortified hex is re-established, the defensive value of the fortification or fortress is immediately restored.

32.247 Isolated fortifications and fortresses, while weakened against enemy attacks, may not be captured by attrition and are not penetrated by enemy ZoCs during a siege.

32.248 Submarines may operate out of an isolated port containing a fortification or fortress, but the Naval Nationality DRM of the submarines is reduced by one beyond the normal -1 for the naval oil effect (33.61B) for each additional turn the port has failed to receive full supply. There is no limit to this modifier.

EXAMPLE: The Axis cut sea supply to Malta in Spring 1942. In Summer 1942, a British submarine in Malta attacks Axis sea supply to North Africa. The Naval Nationality DRM of the submarine is reduced by one. If the siege of Malta continued, the submarine’s Naval Nationality DRM would be reduced by two in Fall 1942.

32.25 AIR DEFENSE:

32.251 FORTIFICATIONS: Fortifications, including directional fortifications, increase the air defense level of their hex by one.

32.252 FORTRESSES: Fortresses increase the air defense level of their hex by two.

32.3 ELIMINATION OF FORTIFICATIONS:

32.31 ELIMINATED BY ENEMY OCCUPATION: Fortifications and fortresses are permanently eliminated if their hex comes under enemy control.

32.4 STARTING FORTIFICATIONS:

32.41 The following hexes are fortified at the start of the game (Fall 1939):

32.42 OMNIDIRECTIONAL FORTRESSES:

A. Gibraltar

B. Malta

32.43 DIRECTIONAL FORTRESSES:

A. The Maginot Line (the hexsides of P24, P25 and Q24 facing Germany and Luxembourg).

B. Sevastopol (the hexsides of V38 facing U38 and U39).

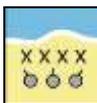
C. Singapore (against seaborne invasion only).

32.44 DIRECTIONAL FORTIFICATIONS:

A. The West Wall (the hexsides of M27, N26, O26, P26 and Q25 facing Belgium, Luxembourg and France).



32.5 BEACH DEFENSES



32.51 NATIONALITY AND COST: Subject to the qualifications set out below, beach defenses may be constructed by the same major powers, at the same BRP and RP cost, subject to the same restrictions, as fortifications (32.11-32.14).

32.52 ELIGIBLE HEXES: Beach defenses may be constructed only on fully supplied beach hexes which were controlled by the constructing major power at the start of its player turn. Beach defenses may not be constructed on one-hex islands.

32.53 TWO BEACH DEFENSE COUNTERS PER TURN: Two beach defense counters are placed on the board instead of a single fortification counter, at the same BRP and RP cost as a single fortification. An alliance faction may not build a fortification and beach defenses in the same turn.

32.54 ONE BEACH DEFENSE COUNTER PER HEX: No more than one beach defense counter may be placed in a hex.

32.55 EFFECTS OF BEACH DEFENSES: Ground units in a hex containing a beach defense counter receive a +1 DM when defending against seaborne invasion. This +1 DM is negated if the ground units are also attacked by enemy ground units or partisans from an adjacent land hex, but is not negated solely by an airdrop. Beach defenses have no effect on attrition, ZoCs, supply or air defense.

32.56 FORTIFICATION OF HEXES CONTAINING BEACH DEFENSES: A beach defense counter and a fortification may be constructed in the same hex, provided this is done in different turns (32.53). If a hex contains both a fortification and a beach defense counter, ground units defending against seaborne invasion receive a +2 DM and ground units defending against other ground attacks receive a +1 DM. The land hexsides of such a hex are fortified for attrition, ZoC and supply purposes.

32.57 ELIMINATED BY ENEMY OCCUPATION: Beach defenses are permanently eliminated if their hex comes under enemy control.

32.6 FORTIFICATION OF ISLAND GROUPS

32.61 COST: Subject to the qualifications set out below, island groups may be fortified by Japan and the Western Allies, at the same BRP and RP cost, as for building a fortification. The BRP cost of the Western Allies fortifying an island group is paid by the U.S. (EXCEPTION: If Japan only attacks Britain, Britain pays the BRP cost for fortifying island groups until the U.S. enters the war, except for island groups occupied by the U.S.).

32.62 ELIGIBLE ISLAND GROUPS: Both partially and fully controlled island groups may be fortified.

32.63 ONE ISLAND GROUP FORTIFICATION PER TURN: No more than one island group may be fortified each turn. Fortifications and beach defenses may not be built in the same player turn as an island group is fortified.

32.64 INDICATING ISLAND GROUP FORTIFICATION: The fortification of an island group is indicated by placing a beach defense counter near the island group.

32.65 EFFECTS: Fortifying an island group gives all one-hex islands in that group a +1 DM against seaborne invasions. This effect applies only to islands which were controlled and fully supplied by the moving alliance faction at the start of the player turn in which the island group was fortified. Enemy-controlled islands which are subsequently captured do not receive the benefit of the fortification.

32.66 ADDITIONAL FORTIFICATIONS: A fortification may be constructed in an island in a fortified island group, provided this is done in different turns. If a hex in a fortified island group contains a fortification, ground units defending against seaborne invasion receive a +2 DM

32.67 BISMARCKS: If the Bismarck Archipelago (New Britain, New Ireland, Manus) is fortified, the beaches in New Britain and New Ireland are considered to contain beach defenses; Manus receives a +1 DM against seaborne invasions in the same manner as other one-hex islands. If a fortification is built in New Britain or New Ireland, the fortified hex receives an additional +1 DM when defending against other ground attacks and the hex cannot be attrited.

32.68 ELIMINATED BY ENEMY OCCUPATION: The effect of island group fortification is permanently eliminated in islands that come under enemy control.



33. OIL

- 33.1 OVERVIEW
- 33.2 OIL SOURCES
- 33.3 OIL PRODUCTION
- 33.4 OIL COUNTERS AND RESERVES
- 33.5 OIL CONSUMPTION
- 33.6 OIL EFFECTS
- 33.7 USE OF OIL FOR AIR AND NAVAL OPERATIONS
- 33.8 FLEXIBLE OIL COUNTERS
- 33.9 UNINVERSION OF AIR AND NAVAL UNITS

33.1 OVERVIEW:

33.11 Each alliance faction controls oil sources (33.2) which produce oil counters (33.4). Oil counters represent the oil resources available for use in the game. Oil production from certain oil sources may be affected if the oil source is damaged or destroyed (33.3).

33.12 Oil counters are used to offset oil effects, allow the use of air and naval units and permit unit construction at normal cost. Oil is also needed for BRP base growth. Oil counters may be:

- A. Moved to unlimited supply sources by land or sea to augment the oil reserve associated with that unlimited supply source;
- B. Shipped by sea to a supply zone and then used in that supply zone; or
- C. Used in the supply zone in which the oil counters are produced.

33.13 Units and hexes supplied from unlimited supply sources suffer any oil effects associated with the unlimited supply source itself, unless oil is produced in or shipped to and consumed in their supply zone. Air and naval units have the supply and oil status of the hex in which they are based (30.61).

33.14 Oil counters which are not used in the turn they are produced may be retained in an oil reserve for use in a future turn (33.422).



33.2 OIL SOURCES:

33.21 MAPBOARD BOXES: The following mapboard boxes produce the specified number of oil counters per turn:

A. U.S. BOXES: Unlimited.

B. URALS BOX: One. The oil production of the Urals box is increased by one for each IC diverted to oil production (37.65).

33.22 OIL CENTERS: The following oil centers produce the specified number of oil counters each turn unless their capacity is reduced by damage:

A. PLOESTI: Three.

B. MOSUL: Three.

C. ABADAN: Three.

D. AHWAZ: Three.

E. BAKU: Two

F. GROZNY: One

G. MAIKOP: One.

H. PALEMBANG: Three.

I. BRUNEI: Three.

33.23 SYNTHETIC OIL PLANTS:

33.231 OIL PRODUCTION CAPACITY: Each undamaged synthetic oil plant produces one oil counter each turn and is also an unlimited supply source (30.222B).

33.232 GERMANY ONLY: Only Germany may build synthetic oil plants, although Russia may divert ICs to oil production (37.65).

33.233 STARTING LEVEL: Germany begins the game with two synthetic oil plants, each of which must be placed in a different German objective.

33.234 PRODUCTION: Germany may produce additional synthetic oil plants at a cost of five RPs per synthetic oil plant (reduced by one for each military breakthrough). Synthetic oil plants are produced at the start of the Axis player turn and may be used as an oil source in the turn in which they are produced. Newly produced synthetic oil plants must be placed in an objective in Germany which does not already contain a synthetic oil plant. Once each German-controlled objective in Germany contains a synthetic oil plant, a second synthetic oil plant may be placed in an objective which already contains an oil plant. No more than six synthetic oil plants may be in play at any one time.

33.24 THE INTERNATIONAL MARKET: The international market produces oil counters to which Japan has access, although this access may be impeded by an oil embargo (33.4521).

33.25 MINOR COUNTRY CAPITALS: A minor country capital, which provides full supply to all units of the minor country (30.24), also provides oil to that minor country's units (only). This oil supply is distinct from the oil used by alliance factions and is not represented by oil counters. After association or activation, minor country oil requirements may also be met using their major power's oil counters.



33.3 OIL PRODUCTION:

33.31 DAMAGE AND DESTRUCTION OF OIL SOURCES:

A. MAPBOARD BOXES: The oil production capacity of mapboard boxes may not be damaged or destroyed.

B. OIL CENTERS: Oil centers are damaged if they come under enemy control (33.321) and may be damaged by enemy bombing (33.33). Damage to oil centers is indicated by placing a damage marker on the hex containing the oil center. Each damage marker on an oil center reduces its oil production capacity by one. An oil center may have a maximum of one damage marker for each level of oil production capacity. Synthetic oil plants may be damaged or destroyed (33.322, 33.33).

33.32 ENEMY CONTROL:

33.321 OIL CENTERS: An oil center incurs one level of damage whenever the hex in which it is located comes under enemy control, subject to the exceptions set out in 33.3211. Recapture of an oil center also triggers one level of damage, whether or not the previous damage has been repaired. A player may not inflict damage on an oil center he controls, although he may decline to repair any damage previously incurred by that oil center. If an oil center is lost, then recaptured, then lost again, the oil center suffers further damage, whether or not the previous damage was repaired.

33.3211 EXCEPTIONS: Oil centers are captured without damage in the following situations:

A. NEUTRAL RUMANIA: If Rumania is not associated or allied with a major power, the capture of Ploesti does not damage the oil center. Gaining control of Rumania by diplomacy does not damage the Ploesti oil center.

B. SURPRISE EFFECTS (RUSSIA): If the RGT level is less than 40 when Germany declares war on Russia, Russian-controlled oil centers captured by the Axis in the first turn of the German attack are not damaged.

C. SURPRISE EFFECTS (PACIFIC): If the effective USJT level is less than 40 when Japan declares war on the U.S. or Britain, Palembang and Brunei are not damaged if captured by Japan during the first two turns of the Japanese attack.

D. SURRENDER: An oil center which comes under Axis control as part of a British surrender is not damaged.

E. PARTISANS: Oil centers do not suffer damage as a result of their occupation by partisans or their recapture from partisans, although they do not produce oil while under partisan control.

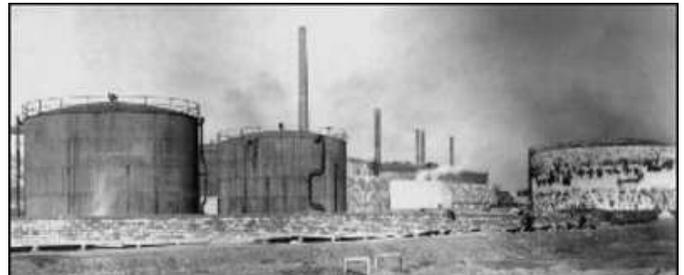
F. OPENING OF THE PERSIAN ROUTE: The opening of the Persian route does not damage the Persian oil centers.

33.322 SYNTHETIC OIL PLANTS: Synthetic oil plants are destroyed if their hex comes under enemy control.

33.33 BOMBING: Strategic bombing may damage or destroy synthetic oil plants and damage oil centers as set out in 26.72-26.74 and 43.352.

33.34 SCORCHING OF OIL SOURCES PROHIBITED: A player may not damage or destroy oil centers under his control.

33.35 REPAIRING OIL SOURCES: At the end of its player turn, each alliance faction may remove one damage marker at no BRP cost from an industrial facility or oil center it controlled throughout its player turn (26.81).



33.4 OIL COUNTERS AND RESERVES:

33.41 OIL COUNTERS:



A. At the start of each player turn, during the oil adjustment phase, newly-produced oil counters are placed in each oil source under friendly or neutral control from which moving alliance factions may draw oil.

B. Oil counters may be moved by land from an oil source to an oil reserve as permitted by 33.43A.

C. Oil counters may be moved by sea from an oil source to an oil reserve as permitted by 33.43B.

D. Oil counters which remain in an oil center and are not used in the course of the moving player's turn are eliminated at the end of that player's turn.

33.411 USING OIL COUNTERS: Oil counters may be used to offset oil effects (33.6) during the oil adjustment phase, initial supply determination, or post-combat supply determination (air, naval and army oil effects) and during the unit construction phase (construction oil effects - 33.52A, D); or during either player turn to allow the use of additional air and naval units (33.8).

33.412 Oil counters are removed from their oil reserve when used.

33.42 OIL RESERVES: Unused oil counters in an oil reserve remain in that oil reserve and may be used in a future turn. Each oil reserve is associated with one or more unlimited supply sources. Oil counters in an oil reserve are placed on the relevant major power force pool charts, mapboard boxes or city. As the game progresses, oil reserves may increase or decrease, depending on whether production exceeds consumption or vice versa. Oil counters in oil reserves are not subject to damage or destruction except as set out in 33.424.

33.421 OIL RESERVES AND SUPPLY SOURCES: Each oil reserve is associated with the following unlimited supply sources:

A. EUROPEAN AXIS: Berlin, Rome and each German objective containing an undamaged synthetic oil plant.

B. JAPAN: Tokyo, Osaka, Kagoshima and Seoul.

C. RUSSIA: The Urals box.

D. WESTERN ALLIES (Europe): London and Paris.

E. WESTERN ALLIES (India box): Colombo and the India box.

F. WESTERN ALLIES (South Africa box): The South Africa box.

G. WESTERN ALLIES (Pearl Harbor): Pearl Harbor.

H. WESTERN ALLIES (Australia box): The Australia box.

I. WESTERN ALLIES (Manila): Manila.

33.422 MAXIMUM OIL RESERVES: Each oil reserve may contain a maximum number of oil counters. These maximums apply to each oil reserve at the end of each player turn, and any oil counters in excess of the maximum are eliminated. The maximums and starting levels for each oil reserve are:

A. EUROPEAN AXIS:

- **Maximum:** Two for each of Berlin, Breslau, Cologne, Essen and Leipzig under Axis control, for a total maximum of ten.
- **At Start:** Ten.

B. JAPAN:

- **Maximum:** Two for each of Harbin, Kagoshima, Mukden, Osaka and Tokyo under Japanese control, for a total maximum of ten.
- **At Start:** Ten.

C. RUSSIA:

- **Maximum:** One for each of Moscow, Leningrad, Stalingrad, Grozny, Maikop and the Urals box under Russian control, for a total maximum of six and a minimum of one.
- **At Start:** Six.

D. WESTERN ALLIES (Europe):

- **Maximum:** Two for each of Birmingham, London and Manchester under Western Allied control, for a total maximum of six.
- **At Start:** Six.

E. WESTERN ALLIES (India box):

- **Maximum:** Three.
- **At Start:** Three.

F. WESTERN ALLIES (South Africa box):

- **Maximum:** Three.
- **At Start:** Three.

G. WESTERN ALLIES (Pearl Harbor):

- **Maximum:** Three.
- **At Start:** Three.

H. WESTERN ALLIES (Australia box):

- **Maximum:** Three.
- **At Start:** Zero.

I. WESTERN ALLIES (Manila):

- **Maximum:** Three.
- **At Start:** Three.

33.423 CAPTURE OF OIL RESERVES PROHIBITED: Oil counters may not be captured. The capture or surrender of a location listed in 33.422 reduces the defender's maximum oil reserve level but has no effect on the attacker's current or maximum oil reserve level.

33.424 DESTRUCTION OF OIL RESERVES: Oil counters in an oil reserve may not be bombed or otherwise damaged or destroyed except by the capture of objectives which reduce the maximum capacity of an oil reserve to less than the number of oil counters in that oil reserve. (EXCEPTION: If, during its initial surprise attack, Japan carries out a second air strike against Pearl Harbor, Japan may target the oil counters in the Pearl Harbor oil reserve. The oil reserve is attacked as a single target using the Naval Attack Table. No DRMs are applied to the air attack dice roll. On a "1" air attack result, one oil counter is destroyed. On a "2" air attack result, two oil counters are destroyed. On a "3" or greater air attack result, all three oil counters are destroyed).

33.425 CAPTURE OF PARIS AND LONDON: If the Axis capture both Paris and London, oil counters in the Western Allied (Europe) oil reserve may be used in conjunction with sea supply traced from the Atlantic U.S. box. If the Axis also capture Birmingham and Manchester, the Western Allied (Europe) oil reserve is eliminated altogether.

33.43 INCREASING OIL RESERVES: Oil reserves may be increased by moving oil counters from an oil source to the objective containing the oil reserve or, for Russia, the Urals box. Oil counters from newly-captured oil centers may not be used in the turn of capture. Oil counters may be moved as follows:

A. BY LAND: By tracing a land supply line from an oil source to the destination during initial supply determination or post-combat supply determination in the owning player's turn. Oil counters shipped by sea to a port may then be moved by land to their destination, and vice versa.

B. BY SEA: By tracing a sea supply line from an oil source to the destination port or mapboard box during initial supply determination or post-combat supply determination in the owning player's turn. One transport (Japan, Western Allies, Western Allied oil shipments to Russia) or three destroyer factors (European Axis) are required to sea escort each oil counter shipped by sea. Subject to enemy air attack or naval interception, oil shipments by sea arrive immediately after they are made. Russia may not ship oil by sea.

The use of European Axis destroyers to trace oil supply by sea will usually arise only in the rare instance where the Axis have captured Mosul or a Russian oil center but do not have a land route to the captured oil center.

33.431 OIL COUNTERS REMOVED AT THE END OF EACH PLAYER TURN: At the end of each player turn, all oil counters which are not in an oil reserve are removed from play. There is no exception for Western Allied oil counters which are intended to be shipped to another destination in a future turn.

The maximum South African oil reserve is three oil counters. There may be no more than three oil counters in the South Africa box at the end of any Western Allied player turn, even if the Western Allies promise to ship any surplus oil counters to the India box in the next turn.



33.44 EUROPEAN AXIS:

33.441 OIL STATUS OF ALL UNLIMITED SUPPLY SOURCES IDENTICAL: The oil status of all European Axis unlimited supply sources is determined by the oil consumed from the European Axis oil reserve.

33.442 EUROPEAN AXIS OIL SOURCES: Each turn the European Axis may augment its oil reserve with oil from the following sources if a supply line may be traced from the indicated oil source to any objective in Germany in which unit construction is permitted:

33.4421 PLOESTI: Three oil counters from Ploesti, including by tracing a supply line from a neutral or Axis-controlled Rumania over neutral minor country hexes. The European Axis may not draw oil from Ploesti if:

A. Russia controls Ploesti and either Russia and Germany are at war or the RGT level is 45 or more; or

B. Ploesti is under Western Allied control.

33.4422 SYNTHETIC OIL PLANTS: One oil counter from each undamaged German synthetic oil plant.

33.4423 CAPTURED OIL CENTERS: Oil counters from Mosul, Maikop, Grozny and Baku if they are under Axis control. The Axis may not use oil produced in Abadan or Ahwaz, as no facilities existed for transporting it overland to the Mediterranean.

33.4424 INITIAL EUROPEAN AXIS OIL RESERVE: Until the start of the first Axis player turn following the outbreak of war between Germany and Russia or the RGT level reaching 45, European Axis oil consumption is not tracked and the European Axis oil reserve is deemed to contain ten oil counters (33.422A).



33.45 JAPAN:

33.451 OIL STATUS OF UNLIMITED SUPPLY SOURCES: The oil status of Tokyo, Osaka, Kagoshima, Seoul and all Japanese naval and SW units in the Pacific and Indian Ocean SW boxes is determined by the oil consumed from the Japanese oil reserve.

33.452 JAPANESE OIL SOURCES: Each turn Japan may augment its oil reserve with oil from the following sources if it can trace a supply line from the indicated oil source to any objective in Japan or Manchuria in which unit construction is permitted:

33.4521 THE INTERNATIONAL MARKET: Japan may obtain the indicated number of oil counters from the international market:

A. NO EMBARGO: Unlimited, if the U.S. has not imposed an oil embargo on Japan in a previous game turn. An oil embargo has no effect on Japan's oil supplies in the game turn in which it is imposed.

B. PARTIAL EMBARGO: Three oil counters per turn for the two Japanese turns after the U.S. imposes an oil embargo.

C. FULL EMBARGO: None, beginning in the third turn after the U.S. imposes an oil embargo.

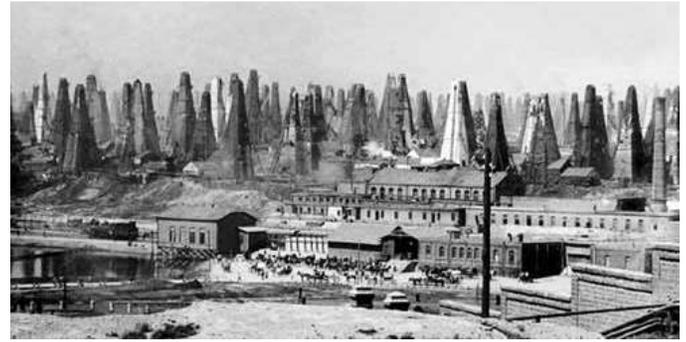
D. WAR: None, if Japan and the U.S. are at war, other than in the turn in which Japan goes to war with the U.S.

EXAMPLE: The U.S. imposes an oil embargo on Japan in Summer 1941. Japan receives three oil counters from the international market in Fall 1941, and another three oil counters in Winter 1941. Starting in Spring 1942, Japanese oil supplies depend on Japanese control of the Dutch East Indies oil centers and the number of available Japanese transports.

33.45211 OIL EMBARGO: An oil embargo may be imposed at any time during a turn, including before, during or after the Japanese player turn, when USJT reach 20. Once imposed, an oil embargo cannot be lifted.

33.4522 BRUNEI AND PALEMBANG: Three oil counters from each of Brunei and Palembang. Japan may only ship oil from Brunei or Palembang if they are under Japanese control at the start of the Japanese player turn. Oil counters produced in Brunei and Palembang must be shipped to the Japanese oil reserve to be used (EXCEPTION: Starting in Spring 1944, oil from Brunei and Palembang may be used in those hexes to offset naval oil effects. Japanese naval units which use oil in Brunei or Palembang must be based in those ports). Oil counters which are unused by the end of the Japanese player turn are eliminated. Japan may not create an oil reserve in Brunei or Palembang.

33.4523 ASSIGNING TRANSPORTS TO CARRY OIL: Japan may ship oil during initial supply determination and post-combat supply determination by assigning one transport to sea escort each oil counter. Japanese transports may sea escort oil from Brunei only if Japan controls Balikpapan at the time the oil is shipped; Japanese transports may sea escort oil from Palembang only if Japan controls Batavia at the time the oil is shipped. The number of transports which Japan may assign to sea escort oil each turn is limited by the number of transports available: 1 transport: 1 oil counter; 2 transports: 2 oil counters, 3-9 transports: 3 oil counters; 10-12 transports: 4 oil counters; 13-15 transports: 5 oil counters; 16 or more transports: 6 oil counters (the maximum oil production of Brunei and Palembang per turn). Transports which are not assigned to sea escort oil may be used for other purposes.



33.46 RUSSIA:

33.461 OIL STATUS OF ALL UNLIMITED SUPPLY SOURCES IDENTICAL: The oil status of all Russian unlimited supply sources is determined by the oil consumed from the Russian oil reserve.

33.462 RUSSIAN OIL SOURCES: Each turn Russia may augment its oil reserve with oil from the following sources if it can trace a land supply line from the indicated oil source to the Urals box off the eastern edge of the European mapboard as far north as A62 and as far south as Z53 or through the Persian hexes on the eastern edge of the European mapboard if they are under Allied control and the Persian BRP route is open.

33.4621 URALS BOX: One oil counter from the Urals box.

33.4622 RUSSIAN-CONTROLLED OIL CENTERS: If under Russian control, oil counters from: Maikop, Grozny and Baku; Abadan or Ahwaz (a maximum of one oil counter per turn from Persia, provided the Persian BRP route was opened on a previous turn); Mosul (if the Allies control Turkey); and Ploesti.

33.4623 WESTERN ALLIED OIL SHIPMENTS TO RUSSIA: Oil counters may be shipped to Russia by the Western Allies, in addition to or instead of BRP grants. Provided the route in question is open, each turn a maximum of two oil counters may be sent via Murmansk and one oil counter via each of Persia, Turkey and Siberia. Each oil counter shipped counts as 10 BRPs against the limit of the BRP route used and the overall Western Allied-Russian BRP grant limit. Each oil counter shipped via Murmansk or Siberia requires a Western Allied transport; oil counters from Abadan or Ahwaz through Persia or from Mosul through Turkey do not. The Western Allied and Russian BRP levels are not affected by oil shipments. Western Allied oil counters shipped to Russia may be used in the Russian player turn in which they are received or may be added to the Russian oil reserve and used in any subsequent Russian player turn. See 40.25.

33.4624 INITIAL RUSSIAN OIL RESERVE: Until the Axis capture Maikop, Grozny or Baku, Russia does not track its oil consumption. If the Axis capture a Russian oil center, Russia tracks its oil consumption and the Russian oil reserve is considered to be at the maximum level permitted by 33.422C. If Russia restores its prewar oil situation by recapturing all its oil centers and starts its player turn in control of Maikop, Grozny and Baku and with six oil counters in its oil reserve, it is no longer required to track its oil consumption.

33.47 WESTERN ALLIES:

33.471 OIL STATUS OF UNLIMITED SUPPLY SOURCES VARIES: The oil status of each Western Allied unlimited supply source is determined as follows:

33.4711 LONDON AND PARIS: By the number of oil counters consumed from the Western Allied (Europe) oil reserve.

33.4712 PEARL HARBOR: By the number of oil counters consumed from the Western Allied Pearl Harbor oil reserve.

33.4713 MANILA: By the number of oil counters consumed from the Western Allied Manila oil reserve.

33.4714 COLOMBO: By the number of oil counters consumed from the Indian oil reserve.

33.4715 MAPBOARD BOXES: Ground units which have their supply determined while in or which are constructed in a Western Allied mapboard box are not subject to oil effects, and all Western Allied mapboard boxes are considered to be fully operational bases, regardless of the number of oil counters consumed from their oil reserves. For supply from Western Allied mapboard boxes:

A. The U.S. boxes have unlimited oil. The oil status of supply zones drawing supply from the U.S. boxes is determined as per 33.533.

B. The oil status of supply zones drawing supply from the South Africa box is determined as per 33.533.

C. The oil status of any supply zone drawing supply from the India box is determined by the number of oil counters consumed from the Indian oil reserve.

D. The oil status of any supply zone drawing supply from the Australia box is determined by the number of oil counters consumed from the Australian oil reserve.

E. Western Allied naval units, including ASW, in the Atlantic, Pacific and Indian Ocean SW boxes are not subject to oil effects.



33.472 WESTERN ALLIED OIL SOURCES: Each turn the various Western Allied oil reserves may obtain the indicated number of oil counters from the following sources if a supply line can be traced from that oil source to an unlimited supply source associated with the oil reserve in question:

33.4721 U.S. BOXES: Unlimited.

During the war, the United States produced nearly two-thirds of the world's oil supply. For the Western Allies, oil is not a question of production but rather a question of having the transports necessary to ship the oil to where it is needed.

33.4722 MOSUL: Three. These oil counters may only be used to meet the oil needs of the supply zone in which Mosul is located and the Mediterranean front portion of any supply zones tracing sea supply from that supply zone. One Mosul oil counter may be shipped to Russia through Turkey each turn if this is otherwise permitted (40.25, 40.6). Oil counters produced in Mosul may not be shipped in Indian Ocean transports.

33.4723 ABADAN AND AHWAZ: Three for each. The Western Allies may draw oil from the Persian oil fields if Persia is neutral or under Western Allied control, but may not draw oil from Persian oil fields controlled by Russia, the Axis or occupied by Persian partisans. Oil drawn from the Persian oil fields may only be used to meet the oil needs of units and hexes in Persia unless shipped out of Abadan in Indian Ocean transports. One Persian oil counter may be shipped to Russia through Persia each turn if the Persian route was opened in a previous turn and such shipments are otherwise permitted (40.25, 40.5).

33.4724 WESTERN ALLIED-CONTROLLED OIL CENTERS: Oil counters from Brunei, Palembang and Ploesti if they are under Western Allied control, but only to meet the oil needs of the supply zone in which the oil center is located.

33.473 ASSIGNING TRANSPORTS TO CARRY OIL: The Western Allies may ship oil during initial supply determination and post-combat supply determination by assigning one Atlantic, Pacific or Indian Ocean transport to sea escort each oil counter. The number of transports which may be assigned to sea escort oil each turn is limited by the number of transports available in the SW box in question: 1 transport: 1 oil counter; 2 transports: 2 oil counters; 3-9 transports: 3 oil counters; 10-12 transports: 4 oil counters; 13-15 transports: 5 oil counters; and so on. Transports which are not assigned to sea escort oil may be used for other purposes.

33.4731 ATLANTIC:

A. There is no limit on the number of Western Allied Atlantic transports that may carry oil from the U.S. each turn, apart from that set out in 33.473.

B. Western Allied Atlantic transports may be used to ship oil from the Atlantic U.S. box to any eligible Western Allied controlled port or to the South Africa box.

33.4732 PACIFIC:

A. **PREWAR OIL REQUIREMENTS:** Prior to the outbreak of war between Japan and the Western Allies, three Western Allied Pacific transports must be assigned to carry oil counters, even though this has no effect on the Pearl Harbor, Australian and Manila oil reserves, which remain fixed at their initial levels until the outbreak of war between Japan and the Western Allies. Once the Western Allies are at war with Japan, this requirement does not apply.

B. **PACIFIC OIL RESERVES:** The U.S. may sea escort oil to the Pearl Harbor, Australian or Manila oil reserves from the Pacific U.S. box using Western Allied Pacific transports. Oil may not be shipped to these oil reserves through the Indian Ocean.

33.4733 INDIAN OCEAN:

A. **USE OF INDIAN OCEAN TRANSPORTS:** Indian Ocean transports may be used to ship oil counters:

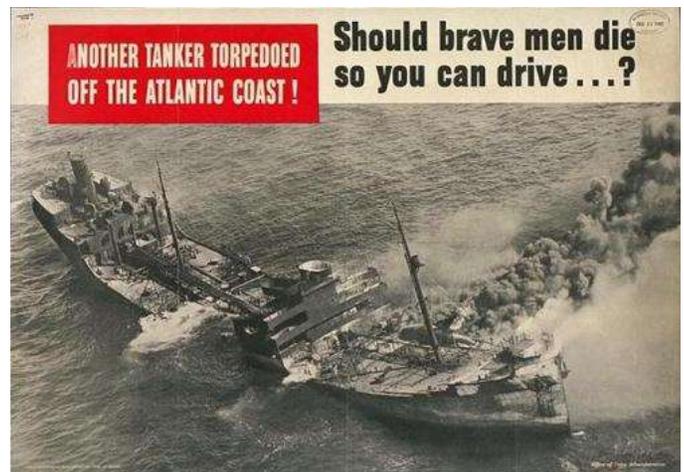
- from Abadan to the South Africa box, India box, Suez or Basra.
- from the South Africa box to the India box, Suez, Abadan or Basra.

B. **INDIAN OIL CONSUMPTION:** Prior to the outbreak of war between Britain and Japan, oil consumption in India is not tracked; but three Indian Ocean transports are inverted at the start of each Allied player turn to reflect the use of Indian Ocean transports to ship oil to India.

C. **EUROPEAN SCENARIO:** There is no requirement to ship oil to India in the European scenario. However, three Indian Ocean transports are inverted at the start of each Allied player turn to reflect the use of Indian Ocean transports to ship oil and units to India.

33.48 INITIAL WESTERN ALLIED OIL RESERVE: Until the start of the first Allied player turn following the fall of France, Western Allied oil consumption is not tracked and the Western Allied oil reserve is deemed to contain six oil counters.

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



33.5 OIL CONSUMPTION:

33.51 USE OF OIL COUNTERS: Oil counters may be used by the moving player during his player turn to:

- Offset one or more of the three service oil effects described in 33.61A-C (air, naval and army).
- Use air and naval units beyond that allowed by offsetting the air and naval oil effects (33.71C, 33.72C).
- Permit efficient use of major power construction limits (33.61D).
- Allow BRP base growth during a YSS (33.61E).

33.52 TIMING:

A. **AIR, NAVAL AND ARMY OIL EFFECTS:** Oil counters from oil reserves or local oil centers may be used to offset air, naval and army oil effects:

- During the oil adjustment phase, after oil counters from oil centers from which a land supply line can be traced have been added to the moving player's oil reserve;

- During initial supply determination, after oil counters have been shipped by sea; or
- During post-combat supply determination, after oil counters have been shipped by sea.

B. USE OF ADDITIONAL AIR AND NAVAL UNITS: Oil counters may be used at any time during either player turn to use additional air and naval units.

C. CONSTRUCTION: Oil counters may be used during the unit construction phase to offset construction oil effects.

D. BRP BASE GROWTH: Oil counters are used during the YSS to allow BRP base growth.

33.521 VOLUNTARILY INCURRING OIL EFFECTS: An alliance faction may voluntarily incur one or more oil effects in order to conserve oil.

33.53 OIL STATUS OF SUPPLIED AREAS:

33.531 DETERMINING OIL STATUS: The oil status of unlimited supply sources is determined prior to or during initial supply determination by the oil consumed from the oil reserve associated with the supply source (33.441, 33.451, 33.461, 33.471).

33.532 OIL IMPAIRMENT REFLECTED IN SUPPLY: If no oil effects are incurred by an unlimited supply source, the oil status of that supply source is unimpaired and the hexes and units supplied from that supply source are also unimpaired by oil effects (EXCEPTIONS: Supply zones receiving supply from the U.S. or South Africa boxes - 33.533). However, if one or more oil effects are incurred by an unlimited supply source, all hexes and units supplied from that unlimited supply source are similarly impaired.

33.533 SUPPLY ZONES DRAWING SUPPLY FROM THE U.S. OR SOUTH AFRICA BOXES: The oil status of supply zones containing ports which draw supply from the U.S. or South Africa boxes, and of other supply zones supplied from such supply zones, is determined by the number of oil counters consumed in that supply zone. The oil counters consumed may be taken from an oil center in the supply zone or shipped on transports through the relevant SW box to a port in the supply zone.

EXAMPLE: At the start of the Western Allied Spring 1943 player turn, the Western Allied European oil reserve contains four oil counters. The Western Allies have 22 transports available in the Atlantic SW box.

The Western Allies also have a Western Allied armor unit, a motorized infantry unit and three AAF in Morocco, having invaded Casablanca in a previous turn.

In winter 1942, Britain and Northern Ireland were supplied from London; Casablanca was supplied directly from the U.S.

In the Western Allied Spring 1943 oil adjustment phase, the Western Allies use three oil counters from the Western Allied European oil reserve to offset the air, naval and army oil effects in Britain and Northern Ireland.

Western Allied units and hexes in Morocco retain the supply and oil status from the previous turn until initial supply determination of the Western Allied Spring 1943 player turn.

During initial supply determination, the Western Allies use six Atlantic transports to send oil to Britain. These oil counters are placed in the Western Allied European oil reserve.

The Western Allies again trace sea supply directly from the Atlantic U.S. box to Casablanca, using one Atlantic transport for the sea supply line. If the Western Allies wished to fully utilize their ground and air units in Morocco, they must also use one additional Atlantic transport to offset each relevant oil effect in Morocco (which does not have a local oil source). As the Western Allies have ground and air, but no naval, units in Morocco, two additional Atlantic transports would be required to ship oil to Casablanca to offset the air and army oil effects in Morocco.

Had sea supply been traced from Britain to Casablanca, the oil status of London would have determined the oil status of Casablanca, saving the Western Allies three Atlantic transports.

33.534 LOCAL OIL CONSUMPTION: Oil counters produced by a local oil center or shipped into a supply zone may be used to augment the supply traced into a supply zone, as well as supply traced from that supply zone into other supply zones.

EXAMPLES: The Western Allies trace a sea supply line from the South Africa box to Basra using one Indian Ocean transport. Mosul is undamaged and controlled by the Western Allies. The three oil counters produced by Mosul meet the oil requirements of the Middle Eastern supply zone. Other Indian Ocean transports could be used to ship additional oil counters to the Middle East if the Western Allies needed additional oil counters to conduct an offensive on the Mediterranean front in addition to the western front or if Mosul were damaged or under Axis control.

33.535 TIMING: A supply zone retains the supply and oil status of the previous player turn until the end of the initial supply determination segment of the current player turn (EXCEPTION: If an air, naval or army oil effect from the previous player turn is negated by the use of an oil counter during the oil adjustment phase of the current turn, air, naval or army operations are immediately restored to normal, prior to initial supply determination - 33.62).

33.54 OIL STATUS OF UNITS:

33.541 DURATION: Oil counters used to offset air, naval and army oil effects (33.51A) and to allow for the use of additional air and naval units (33.51B) have effect until the end of the initial supply determination phase of the friendly player turn following their use. Air and naval units used in the movement phase of their player turn, prior to or during the initial supply determination phase, count against the limit on air and naval factors used for that player turn, so the use of other air and naval units after the initial supply determination phase may require the use of additional oil counters.

EXAMPLES: The Axis offset the air oil effect during the Axis Summer 1940 player turn. The Axis may use 25 uninverted air factors in the Axis Summer 1940 player turn, in the Allied Summer 1940 player turn, and during the first part of the Axis Fall 1940 player turn, until the end of the Axis Fall 1940 initial supply determination phase.

The Western Allies offset the naval air oil effect during the Allied Summer 1940 player turn. The Western Allies may use two TFs in the Western Allied Summer 1940 player turn, in the Axis Fall 1940 player turn, and during the first part of the Allied Fall 1940 player turn, until the end of the Allied Fall 1940 initial supply determination phase. If the Western Allies used two TFs to patrol or protect sea supply prior to or during the Allied Fall 1940 initial supply determination phase, they would have to use an additional oil counter to conduct other naval operations later that turn with other, uninverted, TFs.

33.55 BRITISH AND AMERICAN OIL USE DISTINCT:

33.551 British and American air, naval and army oil requirements are distinct and each British and American service branch requires its own oil supply.

A. Oil used for British service requirements covers Commonwealth, Free French and British minor country units.

B. Oil used for American service requirements covers American minor country units and Australian units in the Pacific theater.

33.552 Once 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.



33.6 OIL EFFECTS:

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 25 air factors and permits the owning player to expend an additional oil counter to use additional air factors. All the alliance faction's AAF, including associated and allied minor country AAF, air transports and jets are counted; NAS, whether land- or carrier-based, interceptors, strategic bombers and kamikazes are not.

- 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. This eliminates the naval oil effects for two TFs and permits the owning player to expend additional oil counters to use additional TFs.

- 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.

C. ARMY: One oil counter is required to offset the army oil effects.

- All ground units of all types have their CTL reduced by one.
- Ground units may not sea transport or conduct seaborne invasions from a location subject to the army oil effect.
- Ground units may not be taken as attrition losses from a supply zone from which sea supply was last traced to their attrition zone (14.52A).
- Armor units and Western Allied mechanized infantry units in Europe lose their mechanized component and act as infantry units, although they may conduct offensive operations and their combat factor for attrition and defensive purposes is unaffected. Such units have their movement factor reduced to three factors in Europe and two factors in the Pacific, lose their ZoC, may not create breakthroughs or exploit, and may be subject to a -1 DM if attacked by exploiting enemy armor. These effects do not apply to armor units which exploited in the previous turn and retain their exploitation supply status (16.61) or to Japanese armor units in Japan.
- Airborne units may not airdrop.

The air, naval and army oil effects have the same effect on air, naval and ground units as partial supply (30.52). Oil effects are not cumulative with the effects of partial supply.

D. CONSTRUCTION: Construction at normal construction costs requires the expenditure of oil counters. Subject to overall construction limits: the affected alliance faction may build up to 25 BRPs of units at normal construction costs if one oil counter is expended; up to 50 BRPs if two oil counters are expended; up to 75 BRPs if three oil counters are expended, and so on (27.35). Additional units are built at double the normal construction cost (27.13B; see also 27.14). A major power is considered to have incurred the construction oil effect if its alliance faction does not spend at least one oil counter to allow up to 25 BRPs of builds at normal construction cost.

E. ECONOMIC: There is no economic oil effect during game turns. During the YSS, one oil counter must be used for every 25 BRPs of base growth. Flexible oil counters may be used (33.81D). Oil reserves do not affect major power BRP growth rates.

33.62 RESTORATION OF OIL SUPPLIES TO ARMED FORCES: If the air, naval and army oil effects are negated, air, naval and army operations are immediately restored to normal.

33.63 APPLICATION OF CONSTRUCTION OIL EFFECTS: Construction oil effects are determined by the oil status of any supply zone in that major power's home country which contains an unlimited supply source or, for Britain, which traces sea supply from the Atlantic U.S. box, as designated by the owning player. No other supply zones need to offset construction oil effects. Construction oil effects do not apply to Britain if all hexes in Britain are isolated or under Axis control.

33.7 USE OF OIL FOR AIR AND NAVAL OPERATIONS:

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

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

B. 25 AIR FACTORS: If an oil counter is used to offset the air oil effect, up to 25 air factors may conduct air operations during both the owning major power's player turn and the opposing player's turn. Different air factors may be used during each player turn.

C. ADDITIONAL AIR FACTORS: An alliance faction that has offset the air oil effect has two ways to use more than 25 air factors:

- A second oil counter allows all that alliance faction's remaining air factors to be used, regardless of the number.
- The use of a flexible oil counter allows additional air units to be used in increments of five air factors (33.81A).

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

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

B. TWO TASK FORCES: If an oil counter is used to offset the naval oil effect, up to two TFs may conduct naval operations during both the owning major power's player turn and the opposing player's turn. Different TFs may be used during each player turn.

C. ADDITIONAL NAVAL UNITS: An alliance faction that has offset the naval oil effect has two ways to use additional naval units:

- Each additional oil counter used allows two additional TFs.
- The use of a flexible oil counter allows the use of additional naval units in increments of ten naval factors (33.81B).

D. ON BOARD NAVAL FACTORS: Up to 25 naval factors on the mapboard which are not in TFs are treated as a single TF for oil purposes.

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. UNSUCCESSFUL INTERCEPTIONS: Unsuccessful naval interceptions and counter-interceptions do not use oil.

33.73 MECHANICS:

A. TIMING: Oil counters used for additional air or naval operations are consumed when the air or naval operation is conducted.

B. SOURCE: Oil counters used for additional air or naval operations are subject to the same restrictions and transport requirements as the oil counters initially used to offset the air or naval oil effect. The use of these additional oil counters may not be intercepted or opposed.

C. COMBAT: Air and naval units that engage in combat are not required to use oil, but incur a -1 Air or Naval Nationality DRM in combat if they do not (33.61A, B).

33.8 FLEXIBLE OIL COUNTERS:

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 additional air factors to operate, once an oil counter has been used to offset the air oil effect.

B. NAVAL: To allow additional naval operations, once an oil counter has been used to offset the naval oil effect.

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 10, 20, 30 or 40 naval factors; 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.

33.83 RETENTION: Unused portions of a flexible oil counter may be retained for future use. An alliance faction may never retain more than 80% of an oil counter, because anything greater than that would be consolidated into a full oil counter.

33.9 UNINVERSION OF AIR AND NAVAL UNITS:

33.91 Subject to the restrictions in 33.92:

A. AIR: If an oil counter is used by an alliance faction to offset the air oil effect, that alliance faction may uninvert all its land-based air factors at any time during its player turn.

B. NAVAL: If an oil counter is used by an alliance faction to offset the naval oil effect, that alliance faction may uninvert all its naval factors at any time during its player turn. Carrier-based NAS are uninverted along with their carriers (17.3122).

33.92 RESTRICTIONS: The uninversion of air and naval units is subject to the following restrictions:

A. FULL SUPPLY REQUIRED: Air and naval units may only be uninverted if they are fully supplied and not subject to an oil effect.

B. UNINVERSION AFTER USE ONLY AT END OF PLAYER TURN: When the rules state that an air or naval unit is "inverted until the end of the player turn", this means that the air or naval unit may not be uninverted until the final part of the player turn, after the redeployment phase. Air and naval units which engage in an activity which results in inversion may therefore not be used again until the opposing player turn. Air and naval units may be uninverted at the start of the owning player's turn and again at the end of the friendly player turn, after use; then may be used during the opposing player turn.

There are a number of examples of this general rule. For example, air and naval units which carry out operations during their player turn (18.42, 21.311), naval units which unsuccessfully try to change base or change base between mapboard boxes or theaters (21.222, 21.224), naval air units flying combat air patrol which land on air bases rather than carriers (22.463B), are all inverted until the end of their player turn, at which point they may be uninverted and used during the ensuing opposing player turn - provided they are not redeployed (33.92D).

C. NEW CONSTRUCTION: Air and naval units may not be uninverted until after the redeployment phase of the player turn in which they are constructed or launched. If redeployed to a new base during the redeployment phase, they remain inverted through the following opposing player turn.

D. REDEPLOYMENT:

- Inverted air and naval units which redeploy to a new base during the redeployment phase may not be uninverted at the end of the player turn of use (EXCEPTION: American air and naval units may be uninverted if redeployed in a theater in which the U.S. is not yet at war).
- Naval units which provide or protect sea escort, or which counter-intercept enemy interceptions of NRs, may be uninverted in the player turn of use, regardless of where they end the redeployment phase.
- Air units which are TRed, then used to assist NRs, may be uninverted in the player turn of use.

E. OPPOSING PLAYER TURN: Air and naval units may not be uninverted during the opposing player turn.

33.93 AUTOMATIC UNINVERSION: Air and naval units in the following locations are uninverted at the end of the owning player's turn, even if out of supply:

A. SUBMARINES: All submarines (EXCEPTION: Submarines which were NRed on the mapboard).

B. ASW AND TRANSPORTS IN SW BOXES: All ASW and transports in an SW box.

C. STRATEGIC BOMBERS AND INTERCEPTORS: All strategic bombers and interceptors in an SW box.

D. WESTERN ALLIED NAVAL UNITS: All Western Allied naval units:

- in the Atlantic and Pacific SW boxes, unless NRed into the SW box during the current player turn.
- in the U.S. boxes, unless NRed into the U.S. box during the current player turn.

E. WESTERN ALLIED AIR UNITS: All Western Allied air units in the U.S. boxes, unless NRed into the U.S. box during the current player turn.

F. JAPANESE AIR UNITS: Japanese air units may be uninverted without the use of an oil counter to offset the Japanese air oil effect, at a cost of reducing the Japanese BRP base by one BRP for each uninverted air factor or its NAS equivalent. Newly-constructed kamikazes, which do not base on the mapboard (17.461), are automatically uninverted (17.45).

34. WEATHER

34.1 OVERVIEW

34.2 WEATHER EFFECTS

34.3 AFFECTED AREAS

34.4 WINTER PREPARATION

34.1 OVERVIEW:

34.11 DIFFERENT TYPES OF WEATHER: There are four types of weather: clear, mud, winter and monsoons. Weather varies from turn to turn for certain areas of the European and Pacific mapboards.

34.2 WEATHER EFFECTS:

34.21 CLEAR: All areas of the mapboard have clear weather unless subject to mud, winter or monsoons. There are no clear weather effects.



34.22 MUD: Offensive operations in areas afflicted by mud are subject to the following effects (EXCEPTION: Russian offensive operations – 34.221):

A. FULL OFFENSIVES PROHIBITED: Full offensives may not be conducted.

B. OVERRUNS AND EXPLOITATION PROHIBITED: Overruns and exploitation, including exploitation attacks from non-afflicted hexes into hexes afflicted by mud, are prohibited.

C. BREAKTHROUGHS PROHIBITED: Breakthroughs may not be created in hexes afflicted by mud. Eligible armor units in hexes afflicted by mud may be placed in and exploit from breakthrough hexes created in hexes which are not afflicted by mud, with the BRP offensive cost being charged to the front containing the breakthrough hex.

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 in mud (41.925).



34.23 WINTER: Areas affected by winter weather are subject to the following effects:

A. SEABORNE INVASIONS: Seaborne invasions which involve the naval movement of ground units through western and eastern front sea hexes, and seaborne invasions of the Aleutian islands, are prohibited in winter turns.

B. BREAKTHROUGHS: Breakthroughs may not be created in mountain hexes and armor units may not exploit out of mountain hexes on the western and eastern fronts or in Siberia, Manchuria, Mongolia or Tannu Tuva in winter turns. This prohibition does not prevent armor units from exploiting into mountain hexes and advancing out of mountain hexes after exploitation combat.

C. FROZEN LAKES AND SWAMPS: All European lakes north of Leningrad (row D) and all eastern front swamp hexes are frozen in winter turns. Frozen swamp hexes are treated as clear hexes for all purposes; frozen lake hexes are treated as clear hexes solely for the purpose of tracing supply lines; ground units may not move or redeploy across lakes, ZoCs do not extend across lake hexsides (10.341B) and air units may not base in hex C45 (Lake Ladoga).

D. WINTER DIE ROLLS: A winter die roll is made at the beginning of every winter game turn in Europe to determine weather conditions on eastern front hexes east of the Nazi-Soviet Pact line and in Finland. A separate winter die roll is made at the beginning of every fall and every winter turn in the Pacific to determine weather conditions in Siberia, Manchuria, Mongolia and Tannu Tuva. Winter effects are determined by the Winter Table (34.41).

E. RUSSIAN WINTER ATTRITIONS: If Russia attritions on the eastern front east of the Nazi-Soviet Pact line in a winter turn, Russia may designate hexes in the Russian winter zone (34.32C) from which Axis attrition losses must be taken and hexes to be captured by attrition occupation (14.521).

F. AXIS OFFENSIVES: If the winter level in the Russian winter zone is "9" or more, Axis ground attacks against non-partisan units and offensive air operations are prohibited. For every Axis winter effect level in the Russian winter zone below "9", the Axis may make one ground attack of any size; use 15 or more air factors for offensive operations; or, if permitted by a winter result of "5" or less, exploit from one breakthrough hex. Overruns, ground attacks on partisans and the use of up to 14 air factors do not count. These offensive operations are cumulative:

- In an "8" winter, the Axis may make one ground attack, using less than 15 AAF for offensive operations; or use all their AAF for offensive operations, but not both.
- In a "7" winter, the Axis may make one ground attack using 15 or more AAF for offensive operations or make two ground attacks using a total of less than 15 AAF for offensive operations.
- In a "6" winter, the Axis may make two ground attacks using 15 or more AAF for offensive operations; or make three ground attacks using a total of less than 15 AAF for offensive operations.
- In a "5" winter, the Axis may make three ground attacks using 15 or more AAF for offensive operations; make four ground attacks using a total of less than 15 AAF for offensive operations; or make fewer ground attacks and use some of the limited Axis logistical capabilities to create a breakthrough and exploit from the breakthrough hex.
- As the winter levels become milder, the Axis options increase. Each ground attack, except those against partisans, regardless of size, counts against the Axis logistical limit. Similarly, exploitation from two different breakthrough hexes counts against the Axis logistical limit more than exploitation from a single breakthrough hex.
- In a "0" ("no effect") winter, the offensive capabilities of Axis units in the Russian winter zone are unimpaired, but the number of Axis attacks is still limited a combination of nine non-partisan ground attacks, breakthroughs, exploitation and air use.

Because of this overall logistical limit, an Axis winter preparation level of six is not as effective in the Russian winter zone as the basic Russian winter preparation level of six.

- Air operations by Axis strategic bombers and interceptors are counted against the limit on air operations.



34.24 MONSOONS: Operations in areas affected by monsoons are subject to the following restrictions. These restrictions apply to all ground units, including Japanese ground units, partisans and the Chindit.

A. MOVEMENT: Swamp, jungle and jungle/mountain hexes affected by monsoons may not be entered by ground units during the movement phase, including by sea and air transport.

B. COMBAT: Ground units in swamp, jungle and jungle/mountain hexes affected by monsoons may not participate in offensive operations, including embarking for sea or air transport, seaborne invasions or airdrops; ground units in other hexes may not attack into or enter swamp, jungle and jungle/mountain hexes affected by monsoons during the combat phase. Attrition combat is permitted, although swamp, jungle and jungle/mountain hexes affected by monsoons may not be selected for attrition occupation or retreat.

C. UNIT CONSTRUCTION AND REDEPLOYMENTS PERMITTED: Unit construction in and redeployments to, from and through swamp, jungle and jungle/mountain hexes affected by monsoons are permitted.

34.25 DIFFERENT TYPES OF WEATHER ON THE SAME FRONT: Areas of the eastern and Asian fronts may be affected by different types of weather or different levels of winter weather. As a result, different restrictions on offensives operations may apply to different parts of the eastern and Asian fronts. The rules governing attritions and offensive operations for fronts apply to the front as a whole in such situations:

A. EASTERN FRONT:

- **Winter:** Winter restrictions on the conduct of Axis ground attacks east of the Nazi-Soviet Pact line have no effect on the conduct of offensive operations in areas of the eastern front unaffected by the Winter Table results (34.41).
- **Spring:** If a full offensive is conducted in a spring turn on the eastern front west of the Nazi-Soviet Pact line, up to 14 BRPs of limited offensive operations, but not attrition combat, may be conducted east of the Nazi-Soviet Pact line at no additional BRP cost.

B. ASIAN FRONT:

- **Fall and Winter:** Fall and winter restrictions on the conduct of ground attacks in Siberia, Manchuria, Mongolia and Tannu Tuva have no effect on the conduct of offensive operations in areas of the Asian front unaffected by the Winter Table results (34.41).
- **Spring:** If a full offensive is conducted in a spring turn on the Asian front, up to 14 BRPs of limited offensive operations, but not attrition combat, may be conducted in Siberia, Manchuria, Mongolia and Tannu Tuva at no additional BRP cost.

34.26 FINNS AND SWEDES: Finns and Swedes may participate in ground attacks and offensive air operations beyond those allowed by the European Axis winter preparation level in areas subject to the Winter Table result (34.41), up to the number permitted by their superior winter preparation (34.42).

34.3 AFFECTED AREAS:

34.31 MUD: Mud occurs on spring turns on the eastern front east of the Nazi-Soviet Pact line, in Finland, and in Siberia, Manchuria, Mongolia and Tannu Tuva.

34.32 WINTER:

A. MEDITERRANEAN FRONT: Mediterranean front hexes in continental Europe are deemed to have a winter result of "4". Spain, Portugal, Gibraltar, Italy, Yugoslavia, Rumania, Bulgaria, Albania, Greece and European Turkey are included; Mediterranean islands are not.

B. POLAND AND THE WESTERN FRONT: All eastern front hexes west of the Nazi-Soviet Pact line except Finland and all western front hexes are deemed to have a winter result of "6".

C. RUSSIAN WINTER ZONE: A winter die roll is made at the beginning of every winter game turn to determine winter effects in Finland and all eastern front hexes east of the Nazi-Soviet Pact line (EXCEPTION: Winter effects do not apply to a border war between Russia and Rumania for Bessarabia). The Russian winter die roll is subject to a +5 modifier, and is modified by the applicable winter preparation levels.

D. SIBERIA, MANCHURIA, MONGOLIA AND TANNU TUVA: A winter die roll is made at the beginning of every fall and every winter game turn to determine winter effects in Siberia, Manchuria, Mongolia and Tannu Tuva. The fall die roll is subject to a +2 modifier. The winter die roll is subject to a +5 modifier.

34.33 MONSOONS: Monsoons occur in summer in India, Ceylon, Burma, Thailand and French Indochina.

34.331 FIRST TURN EXEMPTION FOR JAPANESE FORCES: If Japan achieves surprise (51.71), Japanese forces are not affected by monsoons in the turn Japan declares war on Britain or Britain and the U.S.



34.4 WINTER PREPARATION:

34.41 WINTER PREPARATION LEVELS: Winter effects in areas affected by winter are reduced by the winter preparation level of the affected alliance faction. The maximum winter preparation level that can be achieved by any nationality is six, regardless of production or automatic increases. The starting winter preparation levels are:

A. EUROPEAN AXIS: 0.

B. JAPAN: 2.

C. WESTERN ALLIES: 0.

D. RUSSIA: 6.

34.42 MINOR COUNTRIES: All minor country units, including Vlasovs, begin the game with a winter preparation level of zero (EXCEPTION: Finland and Sweden begin the game with a winter preparation level of 6). This winter preparation level is increased by their controlling alliance faction's winter preparation level.

34.43 PARTISANS: Partisans have a winter preparation level of six.

34.44 WINTER PREPARATION INCREASES:

34.441 PRODUCTION: The European Axis, Japan and the Western Allies may increase their winter preparation levels by production. Russia may not (42.24H).

34.442 AUTOMATIC INCREASES: The European Axis and Japan automatically increase their winter preparation levels by two at the end of a winter game turn in which the following conditions are met. Such increases are in addition to any winter preparation increases from production (34.441), are cumulative and apply in all subsequent winter turns:

A. EUROPEAN AXIS: If Germany was at war with Russia and had at least one ground unit in the Russian winter zone.

B. JAPAN: If Japan was at war with Russia and had at least one ground unit in Siberia, Manchuria, Mongolia or Tannu Tuva.

EXAMPLE: Germany invades Russia in Summer 1941. In Winter 1942, the Axis will have two winter preparation results from the automatic increase resulting from the 1941 Russian winter; in Winter 1943 the Axis will have four winter preparation results; in Winter 1944 the Axis will reach the maximum of six winter preparation results. These results could be augmented by the use of RPs for winter preparation.

Winter Table - 34.41

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

34.443 Automatic winter preparation increases do not count against the production limit of one winter preparation result per year.

34.444 APPLICATION OF WINTER PREPARATION:

A. Winter preparation results apply to all members of the alliance faction which achieves the result.

B. Each alliance faction must reveal its cumulative winter preparation level at the start of each winter turn. Winter preparation results triggered during a winter turn do not affect play during that turn and are not announced until the following year.

EXAMPLE: Germany produces winter preparation in 1940. If the German player waits until Winter 1940 to trigger the winter preparation result, it does not affect the Winter 1940 game turn, but is kept secret until the start of the Winter 1941 game turn.



Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

- 35.1 THE YEAR START SEQUENCE (YSS)
- 35.2 BRP CALCULATIONS - OVERVIEW
- 35.3 BRP BASE GROWTH IN THE YSS
- 35.4 BRP BASE CHANGES DURING THE YEAR
- 35.5 CALCULATION OF BRP TOTALS
- 35.6 BRP GAINS AND LOSSES
- 35.7 PRORATING AND TIMING
- 35.8 U.S. ECONOMY

35.1 THE YEAR START SEQUENCE (YSS):

35.11 YSS AT THE START OF EACH YEAR: The YSS takes place at the start of each year, after each winter turn and before the ensuing spring turn.

35.12 NO YSS AT THE START OF SCENARIOS: No YSS takes place at the start of a scenario, as the initial BRP, DP and RP levels for each major power taking part in the scenario have already been calculated and are set out in the scenario. At the start of each scenario, DPs and RPs are allocated after all units are placed on the map.

35.13 STEPS: The YSS consists of the following steps:

- A. BRP calculations (35.2-5).
- B. Determining each major power's construction limit (27.3).
- C. Allotting and allocating DPs (49.1-3) and RPs (41.2-3).

35.14 U.S. ELECTION: A U.S. election (62) occurs after the 1945 YSS is completed.

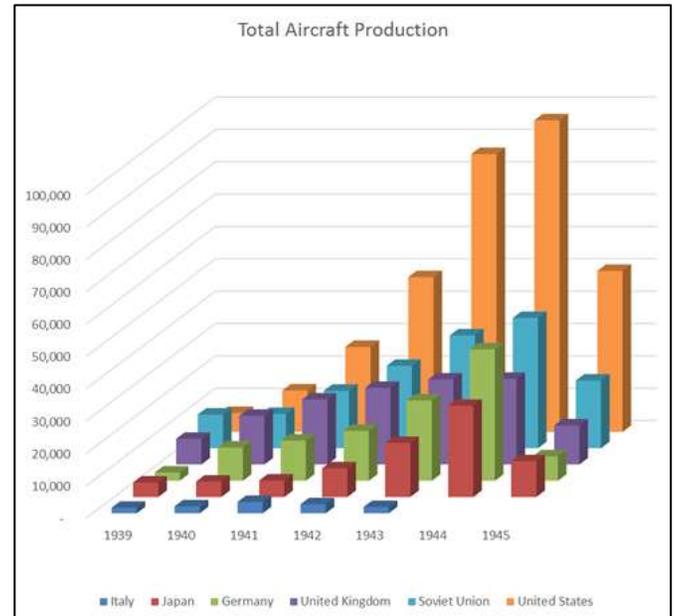
35.2 BRP CALCULATIONS - OVERVIEW:

35.21 BRP BASES: At the start of the game, each major power has a BRP base, which represents the resources of its national economy. This BRP base may increase (35.41) or decrease (35.42) as the game proceeds (EXCEPTION: China's BRP base may not change - 35.33).

35.22 RUSSIAN ICs: Russian-controlled ICs are not considered part of the Russian BRP base when determining the reduction in Russia's BRP base from economic oil effects or Russia's permitted level of deficit spending (39.22). Increases in the BRP value of Russian-controlled ICs are not counted when determining the number of RPs generated by BRP growth (35.34). The BRP value of Russian-controlled ICs are counted when determining the Russian construction limit (27.32).

35.23 BRP TOTALS: BRP totals are calculated separately for each major power during each YSS. Major power BRP totals are calculated by the sum of each major power's BRP base and the value of their colonies, minor allies, associated minor countries, conquests and other areas with economic value (35.51). The BRP value of the Dutch East Indies is added to Britain's BRP total only once Britain is at war with Japan (89.24). Territories which are classified as key economic areas (38.3) are included in the BRP base of the major power which originally controlled them.

35.24 ALLIED TOTALS: In Global War, the British, Russian and American BRP levels are represented for the world as a whole, with each country making its own decision as to how to allocate its resources between theaters. In European scenarios, the BRPs represent the resources devoted to the European theater. In Pacific scenarios, Allied BRPs are not tracked.



35.3 BRP BASE GROWTH IN THE YSS:

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. 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):

A. Germany, Britain, France, Italy: 1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%; up to the maximum allowed for each country:

- Germany: 50%
- Britain: 40%
- France: 30%
- Italy: 20%

B. Russia: The RGT level at end of the preceding winter game turn, up to a maximum of 50% (each RGT level equals one percentage point). Once war has broken out between Germany and Russia, the Russian growth rate remains at 50% for the remainder of the game.

C. U.S. and Japan: 50%

D. China: 0%

35.32 EFFECT OF UNBUILT UNITS ON NEUTRAL MAJOR POWERS: The BRP value of unbuilt ground and air units, including combat losses and force pool additions from mobilization and production, is deducted from the number of unspent BRPs when determining BRP growth for neutral major powers (EXCEPTION: Japanese units eliminated by China in Allied winter turns). Japan is considered a neutral major power until it is at war with Russia, Britain or the U.S. Britain is considered to be a neutral major power if not at war with Germany following a surrender.

35.33 BRP base growth is restricted as follows:

A. **GERMANY:** For each BRP by which the new German base would exceed its original value (150 BRPs), Germany must receive two BRPs from conquests and minor countries (35.51A-G). Excess growth is disregarded.

B. **CHINA:** China, which has a growth rate of zero, never increases its BRP base. China may improve its economic position only by recapturing Chinese objectives from Japan.

35.34 GENERATING RPs BY GROWTH: In each YSS, one additional RP is received for every 25 BRPs of growth (41.23). BRPs from mobilizations and increases in the BRP value of Russian ICs are not counted (36.21).

35.35 NEGATIVE BRP GROWTH: If a major power ends the year with a BRP deficit, the amount of the deficit is multiplied by the major power's growth rate (35.31) and the major power's BRP base is reduced by the resulting amount (round fractions in favor of BRP base reduction) to a minimum BRP base of zero (35.46). The remaining BRP deficit is deducted from the major power's BRP total for the ensuing year (35.53).

35.4 BRP BASE CHANGES DURING THE YEAR:

35.41 INCREASES: A major power's BRP base may increase during the year through mobilization (36.21). This is distinct from BRP growth during a YSS (35.3).

35.42 DECREASES: A major power's BRP base may decrease during the year as follows:

A. LOSS OF GERMAN CONQUESTS: If the German BRP base exceeds its original value (150 BRPs), Germany must be receiving two BRPs from conquests and minor countries (35.51A-G) for each additional BRP of German base. At the end of any Axis combat phase in which this condition is not met, the German BRP base is reduced, at no additional BRP cost to Germany other than the normal BRP loss (35.63), to 150 BRPs plus half the value of its conquests and minor countries.

B. UNINVERSION OF JAPANESE AIR UNITS WITHOUT OIL USE: For each Japanese air factor, or its NAS equivalent, uninverted while Japan is subject to the air oil effect (33.93F), the Japanese BRP base is reduced by one BRP.

35.43 LOSS OF KEY ECONOMIC AREAS: If an originally controlled key economic area is captured (38.2), the BRP base of the major power which originally controlled that key economic area is unaffected (38.22) but the major power's construction limit is reduced (27.33).

35.44 CHANGES IN BRP BASES AFFECT CONSTRUCTION LIMITS: Decreases in a major power's BRP base (35.42) reduce that major power's construction limit (27.31). Similarly, increases in a major power's BRP base from mobilization (36.21) raise that major power's construction limit (27.31).

35.45 OTHER LOSSES DO NOT AFFECT BRP BASES: BRP losses from other causes, such as bombing, insufficient transports, and the loss of conquests or colonies, do not reduce major power BRP bases.

35.46 BRP BASE MAY NOT DROP BELOW ZERO: A major power's BRP base may not drop below zero (EXCEPTION: Regardless of what happens to the British BRP base associated with Britain itself, the 20 BRPs from Canada and South Africa are never lost, and the 20 BRPs for Australia and India are lost only if those countries surrender to Japan. Thus the British BRP base normally may not drop below 40 BRPs, reduced to 30 or 20 BRPs if one or both of Australia and India surrender).

35.5 CALCULATION OF BRP TOTALS:

35.51 YSS CALCULATIONS: During each YSS, the total number of BRPs for each major power is calculated by adding to its BRP base for that year the BRP value of the following:

- A. Conquered major powers.
- B. Captured key economic areas.
- C. Colonies and conquered minor countries.
- D. Active minor allies.
- E. Associated minor countries.
- F. Economically penetrated minor countries.
- G. Captured or controlled ICs.

and by subtracting the BRP value of:

- H. BRP deficits from the previous year which did not reduce the major power's BRP base (35.35).
- I. Originally controlled key economic areas (38.3) controlled by another alliance faction.

35.52 SUPPLY IRRELEVANT: The supply status of an area is irrelevant when counting its BRPs during the YSS.

35.53 BRP DEFICITS: If a major power ends a year with a BRP deficit, regardless of its cause, part of that deficit reduces the major power's BRP base (35.35) and the remainder is deducted from the major power's BRP total for the ensuing year (35.51H).

EXAMPLE: Britain has a 15 BRP deficit in at the end of 1940. Britain's BRP base is reduced by 3 BRPs (-15 BRPs times the 20% British growth rate for the 1941 YSS) and the remaining 12 BRPs are deducted from the British BRP total for 1941. Britain begins 1941 with a BRP base of 117 BRPs (40 BRPs of which are derived from the Commonwealth) and 50 BRPs from its colonies, minus the 12 BRPs deducted from 1940, for a total of 155 BRPs.

By Winter 1941 the Axis have invaded Britain and captured London, Birmingham and Manchester. Axis bombing, British transport shortages, territorial losses and expenditures have resulted in Britain having a deficit of -50 BRPs by the start of the Allied Winter 1941 player turn.

In its Winter 1941 player turn Britain may spend no more than 6 BRPs on offensive operations, because its non-Commonwealth BRP base (77 BRPs), adjusted for the loss of the British key economic areas (-60 BRPs) is 17 BRPs. A deficit of -56 BRPs will result in a reduction of Britain's non-Commonwealth BRP base of -17 BRPs (-56 BRPs times the 30% British growth rate for the 1942 YSS = -16.6, rounded in favor of BRP base reduction to -17 BRPs). Spending even one additional BRP on offensive operations would exceed the British limit on deficit spending (-57 BRPs times 30% = -17.1 BRPs, rounded in favor of BRP base reduction to -18 BRPs). See 39.22A for deficit spending limits.

Britain spends 3 BRPs on offensive operations, increasing its deficit to -53 BRPs. Britain then loses another -5 BRPs because it has failed to recapture 20 BRPs of colonies captured by Japan. Britain's deficit increases to -58 BRPs. The U.S. then grants Britain 20 BRPs, reducing Britain's deficit to -38 BRPs. Britain may then spend up to 18 BRPs on unit construction, as the maximum allowable British BRP deficit is -56 BRPs (more effective Axis strategic warfare might have caused a BRP deficit greater than -56 BRPs, but Britain may not itself cause its BRP deficit to exceed -56 BRPs).

35.6 BRP GAINS AND LOSSES:

35.61 Major powers may gain or lose BRPs in the course of play.

35.62 BRP GAINS: BRPs are gained for minor countries which activate as minor allies, associate, or are economically penetrated and for conquests in the previous turn. Such BRP additions are prorated in summer, fall and winter turns. BRP gains from mobilizations and Russian IC increases are not prorated.

35.63 BRP LOSSES: BRPs are lost for minor countries which diplomatically withdraw from an alliance faction, the failure to recapture previously conquered areas, or when an IC or key economic area comes under enemy control. Such BRP losses are prorated in summer, fall and winter turns. BRPs lost to enemy strategic bombing and flying bomb or rocket attacks are not prorated.

35.64 CONTESTED AREAS: If a minor ally capital, associated minor country capital or conquest for which an Axis major power received BRPs is captured by the Allies during the Allied Winter player turn, the controlling Axis major power receives the BRPs for the area in the following YSS and would lose the prorated BRPs for the area at the end of the combat phase of its Spring player turn if it failed to recapture the area. The Allied major power which gained control of the minor country would not include the BRPs for the area in its YSS, but would add the BRPs for the area in its Spring player turn if it retained control of it.

35.65 Each major power's BRP base, conquests, minor allies and associated minor countries are set out for each scenario. If a minor country controlled by a major power at the start of a scenario (including its colonies) is captured by enemy forces, that major power loses the BRPs for the minor country if it does not recapture the minor country during its next player turn.

35.7 PRORATING AND TIMING:

35.71 PRORATING: BRP gains and losses (35.62, 35.63) are prorated as follows (round down):

- A. Spring: 100%
- B. Summer: 75%
- C. Fall: 50%
- D. Winter: 25%

35.72 All BRP additions and losses during the diplomatic phase are added together before prorating. Similarly, all BRP losses at the end of the combat phase are added together before prorating.

35.73 TIMING: The timing of BRP additions and losses is determined as follows:

A. CONQUESTS: BRPs for conquests in spring, summer and fall turns are received, respectively, at the end of the diplomatic phase of the conquering major power's summer, fall and winter player turn with the prorating being based upon the turn in which the BRPs are received, not the turn in which the conquest occurred. BRPs for Axis conquests in a winter turn are received in the YSS which follows the winter turn.

B. MINOR COUNTRIES: BRPs received or lost because a minor country activates as a minor ally, associates with a major power, is economically penetrated by a major power or diplomatically withdraws from a major power are received or lost at the end of the diplomatic phase in which the event occurs. If the event occurs during the opponent's diplomatic phase, the affected major power receives or loses the BRPs at the end of the opponent's diplomatic phase.

C. LOSS OF CONQUESTS AND MINOR COUNTRIES: BRPs for conquests, minor countries and colonies are lost at the end of the combat phase in which the major power which received the BRPs fails to recapture the area. Recapture by an allied major power transfers hex control and the accompanying BRPs to the allied major power (EXCEPTION: Partisan-controlled hexes - 11.62).

D. CAPTURE OF KEY ECONOMIC AREAS AND ICs: BRPs lost due to the capture of key economic areas controlled by the originally controlling major power and Russian controlled ICs are lost at the end of the opposing player's combat phase in which the key economic areas and ICs were captured. The owning major power does not have an opportunity to recapture the key economic areas and ICs to avoid this BRP loss. For BRP gains and losses, loss or recapture of key economic areas controlled by a major power other than the originally controlling major power and Axis controlled ICs are treated as conquests (37.44, 38.23).

35.8 U.S. ECONOMY:

35.81 UNITED STATES: The conversion of the U.S. economy to war production was one of the most important factors in the Allied victory in World War II. The U.S. economy is therefore handled somewhat differently from that of other major powers, to reflect this dramatic increase in American production.

35.82 U.S. STARTING BRP LEVELS: The U.S. begins all games with a BRP base of 100 BRPs in Fall 1939. This applies to a Global War campaign game and the European and Pacific scenarios.

35.83 SINGLE U.S. BRP TOTAL: In Global War games, the U.S. BRP total is not kept separately for each theater and the U.S. is subject to a single, global construction limit.

35.84 EFFECT OF AMERICAN MOBILIZATIONS: Each American mobilization adds 25 BRPs to the American BRP base and BRP level (36.21B).

35.85 AMERICAN BRP GROWTH: The U.S. calculates BRP growth normally during each YSS, beginning with the 1940 YSS.



36. MOBILIZATION

- 36.1 TIMING
- 36.2 ECONOMIC EFFECTS
- 36.3 FORCE POOLS
- 36.4 MOBILIZATIONS STAGGERED

36.1 TIMING:

36.11 TIMING: Mobilization represents the conversion of civilian factories to military production and has the economic and military effects set out below in each turn in which mobilization occurs. Mobilization increments are triggered for each major power in the following turns.

A. GERMANY: None.

B. ITALY: Fall 1939.

C. JAPAN: Fall 1939, and three additional mobilizations thereafter at the option of the Japanese player:

- Japan's three additional mobilizations may occur no later than when the USJT level reaches 10, 20 and 30 or the corresponding American Pacific theater mobilizations occur in Winter 1940, Summer 1941 and Winter 1941, whichever is earlier (36.11G).
- If USJT increases from status modifiers trigger a Japanese mobilization in the turn Japan attacks the U.S., the USJT level increases by one prior to the Japanese declaration of war, with a possible additional increase if Japan uses the mobilization to increase its shipbuilding rate.
- If a Japanese mobilization is triggered by a USJT increase or American mobilization during an Allied player turn, the Japanese mobilization is considered to have occurred during the preceding Japanese player turn.

EXAMPLE: USJT reach 10 during the Allied Fall 1940 player turn. If Japan has not already triggered its second mobilization, it must do so during the Fall 1940 game turn. Japanese air units mobilized in Fall 1940 may be constructed in the Japanese Fall 1941 unit construction phase.

D. RUSSIA: Russia mobilizes as follows:

- The first Russian mobilization occurs when the RGT level reaches 10. If the RGT level reaches 10 due to events that occur during the Allied player turn, such as a French surrender, the Russian mobilization is considered to have occurred at the start of the Russian player turn.
- The second Russian mobilization occurs two turns after the first Russian mobilization.
- The third Russian mobilization occurs two turns after the second Russian mobilization.
- The fourth Russian mobilization occurs in the turn immediately after the third Russian mobilization.
- The fifth Russian mobilization occurs in the turn immediately after the fourth Russian mobilization.
- If war breaks out between Russian and Germany, Russia mobilizes every turn. If one of the first two Russian mobilizations is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

Until war breaks out between Russian and Germany, the first two Russian mobilizations take two turns to complete. After those mobilizations are completed, or possibly sooner if war breaks out between Russian and Germany, each Russian mobilization is completed in a single turn. Since each of the first two Russian mobilizations must be completed before the next Russian mobilization occurs; Russia may never mobilize its first two mobilizations faster than one mobilization every two turns unless war breaks out between Russian and Germany.

E. BRITAIN: Fall 1939.

F. FRANCE: None.

G. U.S.: The U.S. mobilizes independently in each theater, as set out below. The effective tension level for each theater is determined at the end of the Allied diplomatic phase, immediately after a die roll is made to determine the effective tension level for that turn (49.851A, 49.852A):

- In Europe:
 - The first American mobilization occurs when the effective USAT tension level reaches 10, or Summer 1940, whichever is earlier.
 - The second American mobilization occurs when the effective USAT tension level reaches 20, or Winter 1940, whichever is earlier.
 - The third American mobilization occurs when the effective USAT tension level reaches 30, or Summer 1941, whichever is earlier.
 - All subsequent American mobilizations occur every turn, until all 12 of American mobilizations are completed.
 - The U.S. mobilizes every turn, regardless of the USAT level, if war breaks out between the U.S. and Germany.

- In the Pacific:
 - The first American mobilization occurs when the effective USJT tension level reaches 10, or Winter 1940, whichever is earlier.
 - The second American mobilization occurs when the effective USJT tension level reaches 20, or Summer 1941, whichever is earlier.
 - The third American mobilization occurs when the effective USJT tension level reaches 30, or Winter 1941, whichever is earlier.
 - All subsequent American mobilizations occur every turn, until all 12 of American mobilizations are completed.
 - The U.S. mobilizes every turn, regardless of the USJT level, if war breaks out between the U.S. and Japan.

H. CHINA: None.

36.2 ECONOMIC EFFECTS:

36.21 BRP ADDITIONS: Each mobilization results in BRP increases to the mobilizing major power's BRP base and BRP level, as set out below. BRP additions from mobilization are not prorated.

A. ITALY, JAPAN, BRITAIN: 10 BRPs per mobilization.

B. U.S.: 25 BRPs per mobilization.

C. RUSSIA: Russia constructs an IC and adds the BRP value of the IC to its BRP level (37.62).



36.3 FORCE POOLS:

36.31 FORCE POOL INCREASES: Mobilization increases the force pool of the mobilizing major power. In the turn of mobilization, the mobilizing major power announces and records the types of units being mobilized and when they enter its force pool, then places the units in the appropriate location on the turn record track (EXCEPTIONS: Shipbuilding increases - 36.34; deferred force pool additions - 36.351). The size of force pool increases from mobilization is proportional to the mobilizing major power's growth rate:

A. JAPAN, RUSSIA, U.S.: 20 BRPs of units for each turn of mobilization (EXCEPTION: For its first two peacetime mobilizations, Russia adds 10 BRPs of units in the first turn of the mobilization and another 10 BRPs of units in the following turn).

B. BRITAIN: 16 BRPs of units for each turn of mobilization.

C. ITALY: 8 BRPs of units for each turn of mobilization.

36.32 ELIGIBLE UNITS: Force pool increases from mobilization, even if deferred and combined with production, can only be used to generate the following types of units:

A. Army air.

- A major power may mobilize no more than five AAF in one turn (EXCEPTION: If the U.S. mobilizes in both theaters in the same turn, the U.S. may mobilize up to ten AAF in that turn).
- Russia must mobilize at least one AAF each mobilization.

B. Naval air.

C. Armor:

- Italy may mobilize only one 2-5 armor unit.
- Britain may mobilize only one 4-5 armor unit. Britain may mobilize a 2-5 armor unit in the same turn it mobilizes a 4-5 armor unit.

- The U.S. may mobilize only one 5-6 armor unit each European theater mobilization. Pacific theater mobilizations may not be used to mobilize 5-6 armor units.
- Russia must mobilize one 4-5 armor unit or 5-6 armor unit each mobilization. The Russian player may mobilize the required armor unit in either the first or second turn of a peacetime mobilization. The remaining units for each Russian mobilization must consist of infantry, additional armor or army air units, in whatever combination the Russian player wishes.

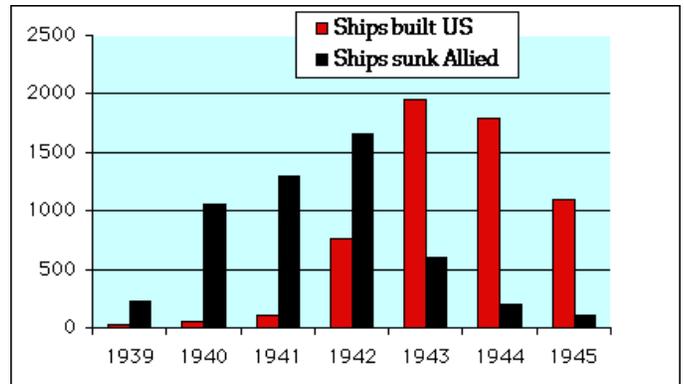
D. Infantry.

E. Mechanized infantry. Britain may mobilize only one 3-4 infantry unit.

F. Transports. Transports may only be mobilized by the U.S, subject to the following restrictions:

- Transports may only be mobilized once the U.S. is at war in a theater, including the turns in which war breaks out between the U.S. and Germany and the U.S. and Japan.
- Each mobilized transport is equivalent to five BRPs of units.
- No more than one transport may be mobilized for each American mobilization.
- A transport may not be mobilized in the same mobilization as two shipbuilding increases (36.341).

36.33 PROHIBITED UNITS: The force pools of units other than those listed in 36.32, including submarines, ASW, strategic bombers, interceptors, air transports, specialized units, flak and partisans, may only be increased by the investment of RPs in production.



36.34 SHIPBUILDING: Subject to the restrictions in 36.341, a mobilizing major power may increase its shipbuilding rate rather than its ground or air force pools. Each shipbuilding rate increase is equivalent to five BRPs of units.

36.341 RESTRICTIONS: Shipyard mobilization is subject to the following restrictions:

A. Shipbuilding rates may not be increased more than once per turn, whether by mobilization or production (42.23E) (EXCEPTIONS: The U.S. may increase its shipbuilding rate in each theater in the same turn; once the U.S. is at war in a theater, including the turns in which war breaks out between the U.S. and Germany and the U.S. and Japan, the U.S. may increase its shipbuilding twice per turn in that theater, whether by mobilization or production. The same mobilization may not generate a second shipbuilding increase if a transport is generated as part of that mobilization).

B. American shipbuilding increases from mobilization must be assigned to the theater in which the mobilization occurs.

C. American shipbuilding increases from production in a theater are prohibited until the U.S. is at war in that theater or U.S. tensions in that theater have reached 50.

D. Italian and British mobilizations may not be used to increase shipbuilding.

E. The Japanese Fall 1939 mobilization may not be used to increase shipbuilding.

F. Deferred mobilizations may not be used to increase shipbuilding rates (36.351).

36.35 TIMING OF FORCE POOL INCREASES: Force pool increases from mobilization are subject to the following delays:

A. SHIPBUILDING: None.

B. AIR: Four turns.

C. INFANTRY: Two turns.

D. MECHANIZED INFANTRY: Four turns.

E. ARMOR: Six turns.

F. TRANSPORTS: None.

36.351 DEFERRING FORCE POOL ADDITIONS: Mobilizations may not be postponed or declined, but Japan, Russia and the U.S. may defer up to five BRPs of force pool additions from mobilization. Deferred force pool additions from mobilization may be triggered on any of the four turns following the deferment. Force pool additions which are not triggered within this time are lost. The delay for deferred force pool additions is determined from the turn in which the force pool addition is announced. Force pool additions generated partly from mobilization and partly from production are subject to the delay associated with mobilization.

This allows a major power to combine a portion of a mobilization with a subsequent mobilization or production so as to add units to its force pool which would otherwise be too costly to mobilize or produce. It also allows a neutral major power to avoid having its BRP base growth diminished in a YSS due to unbuilt units.

EXAMPLE: In Fall 1939, Japan mobilizes 3 AAF, 6 NAS and defers 5 BRPs of force pool additions from its mobilization. In Spring 1940, Japan uses the deferred mobilization to generate 5 more NAS. In Fall 1940, the 3 AAF and 6 NAS mobilized in Fall 1939 are added to the Japanese force pool. With Japan's naval air training rate of 3, all of the 6 NAS added to the Japanese force pool may be built before the 1941 YSS and there is no decrease in the number of unspent BRPs used to determine Japan's BRP base growth (35.32).

36.352 RESTRICTIONS: Britain and Italy may not defer force pool additions.

36.353 DELAYING FORCE POOL ADDITIONS: A major power may not voluntarily delay force pool additions from mobilization.

36.4 MOBILIZATIONS STAGGERED:

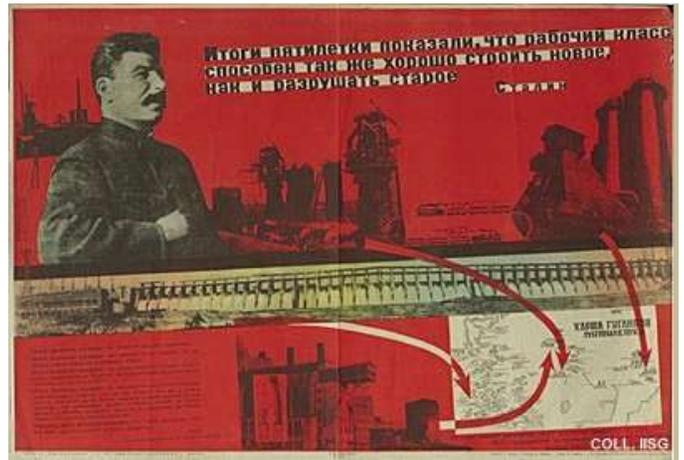
36.41 MOBILIZATION STAGGERED: Each major power may mobilize only once per turn, subject to the following exceptions:

A. RUSSIA: Russia's first two mobilizations take two turns to complete unless they occur after war has broken out between Germany and Russia. Russia must complete its final peacetime mobilization before starting its wartime mobilizations - if a Russian peacetime mobilization is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs (36.11D).

EXAMPLES: RGT reach 10 in Fall 1940 and Russia mobilizes. This mobilization is completed in Winter 1940. The second Russian mobilization occurs in Spring 1941, and is completed in Summer 1941, even if Germany attacks Russia in Summer 1941.

If RGT reached 10 only in Winter 1940, Russia's first mobilization would occur in Winter 1940, and could complete in Spring 1941. If Germany attacked Russia in Summer 1941, Russia's second mobilization would occur after the outbreak of war and would take only one turn. Russia would then mobilize again in Fall 1941, Winter 1941 and Spring 1942.

B. U.S.: American mobilization in one theater does not affect American mobilization in the other theater.



37. INDUSTRIAL CENTERS (ICs)

- 37.1 BRP VALUE OF ICs
- 37.2 LOCATION OF ICs
- 37.3 MOVEMENT OF ICs PROHIBITED
- 37.4 CAPTURE OF ICs
- 37.5 ELIMINATION OF ICs
- 37.6 NEW ICs
- 37.7 SUPPLY FROM ICs
- 37.8 EFFECTS OF ICs ON COMBAT

37.1 BRP VALUE OF ICs:



37.11 STARTING VALUES: In Fall 1939, and during each subsequent YSS, Russia receives BRPs for each IC under its control. In Fall 1939, each IC is worth 10 BRPs.

37.12 EFFECT ON UNIT CONSTRUCTION: ICs under Russian control increase the Russian construction limit (27.32).

37.13 INCREASES IN IC VALUE TRIGGERED BY GERMAN ATTACK: If Germany declares war on Russia, the total value of the ICs under Russian control increase by 10 BRPs each turn as follows:

A. Starting in the first Russian player turn after the last mobilized IC has been placed on the board (36.11D), each turn the BRP value of two ICs increases by 5 BRPs each during the Russian unit construction phase. The Russian BRP total immediately increases by the same amount.

B. An IC worth 15 BRPs may increase its BRP value to 20 BRPs, even though other ICs are still only worth 10 BRPs.

C. An IC worth 10 BRPs may only increase its BRP value to 20 BRPs in a single turn if no other Russian-controlled ICs may increase in value.

D. The maximum BRP value of each IC is 20 BRPs.

E. The BRP value of an IC which was unable to trace a land supply line from the eastern edge of the mapboard may not be increased. This does not preclude a later BRP increase in a subsequent turn if the supply status of the IC is restored.

F. Russian ICs do not increase in value if the Russian resistance level was 0 or less at the end of the previous Allied player (60.31A).

37.14 A Russian declaration of war on the Axis does not allow Russia to increase the BRP value of its ICs, which remains fixed at 10 BRPs for each IC.

37.15 A Japanese declaration of war on Russia does not allow Russia to increase the BRP value of its ICs and does not change the effect of a subsequent German declaration of war on Russia on the BRP value of Russian ICs (37.14).

37.16 If Russia regains control of an IC which was captured by the Axis, the BRP value of the IC never increases (37.43).

37.2 LOCATION OF ICs:

37.21 INITIAL LOCATION OF ICs: Russia begins the game with seven ICs, which are placed in Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov and Gorki.

37.22 LOCATION OF ADDITIONAL ICs: In addition to its seven starting ICs, Russia mobilizes five additional ICs once the RGT level reaches 10. These additional ICs, as well as ICs constructed by investing RPs in IC production (42.24G), must be constructed, if possible, in Kuibyshev, Magnitogorsk and Sverdlovsk, in that order, and then in any fully supplied, Russian-controlled city in European Russia which does not already contain an IC. The locations of the Russian ICs are shown on the mapboard in gray.

37.3 MOVEMENT OF ICs PROHIBITED:

37.31 LOCATION OF ICs FIXED: ICs may not be moved or redeployed.

37.4 CAPTURE OF ICs:

37.41 CAPTURE OF ICs: Russian-controlled ICs are captured by the Axis when the hex they occupy comes under Axis control.

37.42 EFFECTS OF CAPTURE: When a Russian-controlled IC is captured by the Axis, Russia immediately loses the prorated value of the IC from its current BRP level and the Russian construction limit is recalculated accordingly.

37.43 VALUE OF CAPTURED ICs: When the Axis capture an IC, it gains the full value of the IC, which is then treated as a conquest worth the BRP value of the IC at the time it is captured. The value of captured ICs remains fixed for the remainder of the game, regardless of any subsequent changes in control.

37.44 EFFECTS OF RUSSIAN RECAPTURE: If Russia regains control of a captured IC, Russia's construction limit increases (27.32). The IC is treated as a conquest for BRP purposes (35.73A).

37.5 ELIMINATION OF ICs:

37.51 RUSSIA: Russia may voluntarily eliminate an IC under its control which has been bombed by the Axis (26.75), but may not otherwise voluntarily eliminate ICs. This results in an immediate Russian loss of BRPs equal to the full value of the IC.

37.52 AXIS: The Axis may not eliminate captured ICs.

37.6 NEW ICs:

37.61 CONSTRUCTION OF ADDITIONAL ICs: Russia may construct additional ICs in two ways: by mobilization (36.21C) or by investing RPs in their production (42.24G). New ICs must be built in fully supplied, Russian-controlled cities in European Russia which do not already contain an IC. If no such location exists, new ICs must be placed in the Urals box and used to increase Russian oil production (37.65).

37.62 BRPs FROM NEW ICs: Newly constructed ICs are worth 10 BRPs. When a new IC is constructed, Russia immediately adds the 10 BRP value of the IC to its BRP total at the start of its unit construction phase during the turn of construction.

37.63 INCREASES IN VALUE: The BRP value of newly constructed ICs increases in the same manner as other ICs (37.13).

37.64 NEW ICs INCREASE THE RUSSIAN CONSTRUCTION LIMIT: The construction of a new IC increases the Russian construction limit in the turn of construction.

37.65 ICs AS OIL SOURCES: When an IC is first constructed, Russia may increase the oil production of the Urals box rather than place an IC on the board (33.21B). Once this decision is made, it cannot be reversed; existing ICs may not be used for oil production and an earlier increase in oil production may not be converted into an IC. ICs used in this manner are forfeit and do not modify the Russian resistance level. ICs devoted to oil production produce their first oil counter at the start of the Russian player turn in which the IC is constructed.

37.7 SUPPLY FROM ICs:

37.71 LIMITED SUPPLY SOURCE: Russian-controlled ICs are a limited supply source for Russian and Russian minor country units in them only.

37.72 EFFECTS OF ISOLATION: If a Russian-controlled IC is unable to draw full supply from the eastern edge of the mapboard, the DM of the hex containing the IC is reduced by one for each turn of isolation until the units in the hex defend at face value. This effect is delayed by one turn for every five BRPs in the IC. If full supply to the IC is re-established, the

negative DM effects are negated.

EXAMPLE: In Fall 1941, Leningrad, which contains an IC worth 10 BRPs and a fortification, is encircled. In Winter 1941 and Spring 1942, Russian units in Leningrad defend normally (Winter 1941: a +3 DM, because the swamp is frozen (34.23C); Spring 1942: +4). In Summer 1942, the Russian units would be subject to a -1 DM, in Fall 1942 they would be subject to a -2 DM, and so on, until they defended at face value or until the siege was broken.

37.8 EFFECTS OF ICs ON COMBAT:

37.81 EFFECTS ON COMBAT: ICs have the following effects on combat:

A. ATTRITION: ICs may not be selected for attrition occupation (14.62C).

B. GROUND ATTACKS: Infantry and replacement units defending in ICs are not subject to a -1 DM when attacked by exploiting armor (15.33A).



38. KEY ECONOMIC AREAS

38.1 OVERVIEW

38.2 CAPTURE OF KEY ECONOMIC AREAS

38.3 KEY ECONOMIC AREAS BY COUNTRY

38.1 OVERVIEW:

38.11 KEY ECONOMIC AREAS INTEGRAL TO BRP BASE: Certain areas were essential to the economy or administration of the major power which originally controlled them (38.3).

38.12 BRP VALUE OF KEY ECONOMIC AREAS FIXED: The BRP values of key economic areas are unaffected by their capture, recapture or by changes to the BRP base of the a major power which controls them.

38.13 KEY ECONOMIC AREAS DURING YSS CALCULATIONS: During each YSS, a major power subtracts the BRP value of any originally controlled key economic areas controlled by another alliance faction and adds the BRP value of any captured key economic areas (35.51) (EXCEPTION: Key economic areas in Germany and Japan have no BRP value as conquests - 38.231). A major power receives no additional BRPs for controlling a key economic area that it originally controlled.

38.2 CAPTURE OF KEY ECONOMIC AREAS:

38.21 CAPTURE: A key economic area is captured when its hex comes under enemy control, including control by enemy partisans.

38.22 EFFECTS OF CAPTURE: If a key economic area controlled by its originally controlling major power is captured, the originally controlling major power immediately loses the prorated value of the key economic area from its current BRP level. The originally controlling major power's construction limit (27.335) and deficit spending limit (39.22A) are also reduced, but its BRP base is unaffected (35.43).

38.23 KEY ECONOMIC AREAS AS NORMAL CONQUESTS: If a major power captures a key economic area which originally belonged to another major power, the captured key economic area is treated as a conquest (EXCEPTION: Key economic areas in Germany and Japan - 38.231). If the capturing major power retains control of the key economic area during the opposing player turn, it receives the prorated BRPs for the key economic area in its next turn and the full BRP value of the key economic area as a conquest during the YSS (EXCEPTION: Key economic

areas captured and retained by the Axis in a winter turn are simply added to the capturing Axis major power's YSS total). If control of a captured key economic area for which the BRPs have been received is lost for any reason, the major power does not immediately lose the prorated value of the key economic area. Instead, the major power has one turn to try and recapture the key economic area to avoid any BRP loss (35.63, 35.73C).

38.231 NO ECONOMIC VALUE FOR CONQUERED GERMAN AND JAPANESE HOME ISLAND KEY ECONOMIC AREAS: Berlin, Essen, Cologne, Leipzig, Breslau, Tokyo, Osaka and Kagoshima have no economic value as conquests.

38.24 RECAPTURE: If an enemy controlled, originally controlled key economic area is recaptured by the alliance faction of the major power which originally controlled the key economic area, the construction limit (27.335) and deficit spending limit (39.22A) of the original controlling major power is immediately increased. If the key economic area is retained, the originally controlling major power regains the prorated BRP value of the area at the beginning of its next player turn (EXCEPTION: Axis winter turn conquests are included in the YSS total - 35.64; French key economic areas after France surrenders and Italian key economic areas after Italy surrenders are always treated as normal conquests).

38.25 NO DOUBLE JEOPARDY: If an originally controlled key economic area is bombed in the same player turn that it is captured, any BRP losses from bombing are deducted from the value of the key economic area before determining the prorated losses (38.22) or the construction limit reduction (27.335) incurred by the defending major power because of the capture of the key economic area.

38.3 KEY ECONOMIC AREAS BY COUNTRY:

38.31 GERMANY:

- A. Berlin: 50 BRPs.
- B. Essen, Cologne, Leipzig, Breslau: 25 BRPs (each).

38.32 BRITAIN:

- A. London: 30 BRPs.
- B. Manchester, Birmingham: 15 BRPs (each).

38.33: ITALY:

- A. Rome: 20 BRPs.
- B. Milan, Genoa: 10 BRPs (each).

38.34 FRANCE:

- A. Paris: 20 BRPs.
- B. Marseilles, Lyon: 10 BRPs (each).

38.35 RUSSIA:

- A. Vladivostok, Irkutsk: 10 BRPs (each).

38.36 JAPAN:

- A. Tokyo: 30 BRPs.
- B. Osaka, Kagoshima: 15 BRPs (each).
- C. Mukden, Harbin (Manchuria): 10 BRPs (each).
- D. Seoul (Korea): 10 BRPs.
- E. Taipei (Formosa): 5 BRPs.

38.37 CHINA:

- A. Chungking, Peking, Nanking, Shanghai, Canton: 5 BRPs (each).

38.371 In the Campaign and Pacific scenarios, Japan begins the scenario controlling Peking, Nanking, Shanghai and Canton.

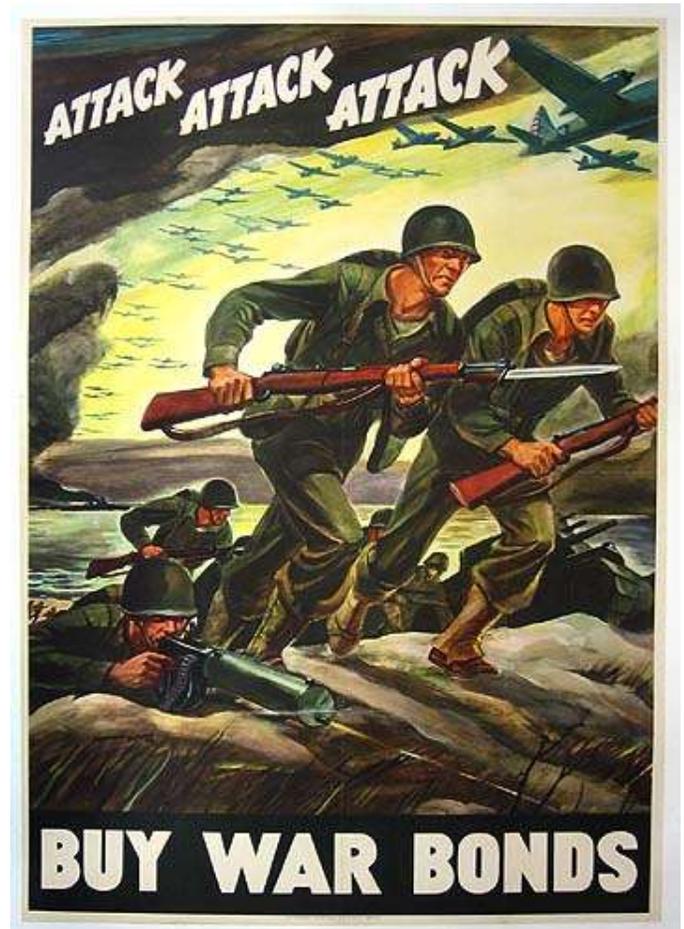
39. SPENDING LIMITS

- 39.1 SPENDING LIMITS
- 39.2 DEFICIT SPENDING
- 39.3 CONSTRUCTION LIMITS

39.1 SPENDING LIMITS:

39.11 OVERALL SPENDING LIMIT ONLY FOR CHINA: A major power is not restricted in the number of BRPs it may spend in a single player turn, other than by the number of BRPs it has available, together with

any limit on deficit spending (39.2) and its construction limit (39.3) (EXCEPTION: China may not spend more than half its YSS BRP total (rounded down) in a single player turn. This calculation is made during the YSS and is unaffected by events during the ensuing year. The Chinese spending limit should be recorded for future reference. Involuntary Chinese BRP losses from enemy action, such as bombing or the loss of key economic areas, do not count towards the Chinese spending limit).



39.2 DEFICIT SPENDING:

39.21 DEFICIT SPENDING: Germany, Japan, Russia, Britain and the U.S. may spend BRPs they do not have by deficit spending.

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

A. Deficit spending is prohibited if it would reduce the major power's BRP base, minus the BRP value of any uncontrolled key economic areas (38.22), below zero (35.46).

- 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.

B. Italy, France and China may not deficit spend.

C. Deficit spending is prohibited in 1939.

39.3 CONSTRUCTION LIMITS:

39.31 CONSTRUCTION LIMITS: Each major power may use no more than one-third, rounded down, of its current BRP base each turn for unit construction. See 27.3 for details.



40. BRP GRANTS

- 40.1 OVERVIEW
- 40.2 MECHANICS
- 40.3 RESTRICTIONS ON BRP GRANTS
- 40.4 MURMANSK CONVOYS
- 40.5 BRP GRANTS TO RUSSIA THROUGH PERSIA
- 40.6 BRP GRANTS TO RUSSIA THROUGH TURKEY
- 40.7 BRP GRANTS TO RUSSIA THROUGH SIBERIA
- 40.8 BRP GRANTS TO CHINA

40.1 OVERVIEW:

40.11 BRPs may be granted from one major power to another or from the U.S. to Canada, South Africa, Australia or India during initial supply determination and post-combat supply determination.

40.12 Subject to enemy air attack or naval interception, BRP grants arrive immediately after they are made.

40.2 MECHANICS:

40.21 SUPPLY LINE REQUIRED: BRP grants are made during initial supply determination and post-combat supply determination and require the tracing of a supply line from an unlimited supply source controlled by the grantor in its home country to any hex in the recipient in which unit construction is permitted or, for Russia, the Urals box. The required supply line for BRP grants may be traced by land (30.321) or by sea (40.22).

40.22 BRP GRANTS BY SEA:

40.221 TRANSPORT REQUIREMENTS: Western Allied BRP grants by sea require sea escort by one Western Allied transport for every five BRPs granted (round up).

A. ATLANTIC TRANSPORTS: Atlantic transports must be used to sea escort BRP grants from Britain, France or the U.S. which pass through the Atlantic.

B. PACIFIC TRANSPORTS: Pacific transports must be used to sea escort BRP grants from the U.S. which pass through the Pacific.

C. INDIAN OCEAN TRANSPORTS: Indian Ocean transports must be used to sea escort BRP grants to Russia, India or China via the South Africa and Australia boxes.

40.222 BRP grants to different ultimate destinations may be carried by the same transport for the part of their grant route which is between the same two mapboard boxes.

40.223 ENEMY ACTION: BRP grants by sea are subject to interception and attack by enemy naval and air forces as they trace a path on the mapboard. If combat losses cause the number of transports assigned to a BRP grant to drop below that required, some or all of the BRPs being granted are eliminated. The off-board portion of BRP grant routes may not be intercepted or attacked.

40.224 TIMING: All BRP grants are completed in the player turn in which they are made, subject to enemy interception.

40.225 COST: There is no cost to BRP grants, other than the BRPs themselves and the one-time cost of opening the Persian (40.52) and Alaskan (40.72) routes.

40.23 EFFECT OF BRP GRANTS:

A. GRANTING MAJOR POWER: A major power announces its intention to grant BRPs during initial supply determination or post-combat supply determination.

- **BRP LEVEL:** The granting major power immediately deducts the amount of the BRP grant from its BRP total.
- **CONSTRUCTION LIMIT:** For every three BRPs granted to another major power, the grantor's construction limit is reduced by one BRP in the turn the grant is made. American BRP grants to Canada, South Africa, Australia and India count fully against the American construction limit.

B. RECIPIENT MAJOR POWER:

- **BRP LEVEL:** The recipient major power adds the amount of the BRP grant to its BRP total immediately, if the grant was made by land; or after any enemy interception is resolved, if the grant was made by sea or air.
- **CONSTRUCTION LIMIT:** For every three granted BRPs received by a major power, its construction limit is increased by one BRP.

40.24 MECHANICS:

40.241 GERMAN BRP GRANTS TO ITALY: German BRP grants to Italy must be made by land.

40.242 BRITISH BRP GRANTS TO FRANCE: British BRP grants to France must be made by sea.

40.243 AMERICAN BRP GRANTS TO BRITAIN AND FRANCE: American BRP grants to Britain and France must be made by sea.

40.244 AMERICAN BRP GRANTS TO COMMONWEALTH COUNTRIES: BRPs granted to Canada, South Africa, Australia and India are limited to the BRP expenditures for the construction of the recipient's units, including shipbuilding, in the turn of the grant and count against the American construction limit. American BRP grants to Commonwealth countries have no effect on the British BRP level or the British construction limit.

A. CANADA: The U.S. may grant BRPs to Canada by land without using transports.

B. SOUTH AFRICA: The U.S. may grant BRPs to South Africa by sea through the Atlantic.

C. AUSTRALIA: The U.S. may grant BRPs to Australia by sea through the Pacific.

D. INDIA: The U.S. may grant BRPs to India by sea by either of two routes:

- To the South Africa box through the Atlantic, then to the India box through the Indian Ocean.
- To the Australia box through the Pacific, then to the India box through the Indian Ocean.

40.245 AMERICAN BRP GRANTS TO CHINA: BRP grants to China must be made via a Chinese or French Indochinese port, the Burma Road, or the Hump (40.8).

40.246 WESTERN ALLIED BRP GRANTS TO RUSSIA: BRP grants to Russia must be made via Murmansk (40.4), Persia (40.5), Turkey (40.6) or Siberia (40.7).

40.25 WESTERN ALLIED OIL SHIPMENTS TO RUSSIA: Oil counters may be shipped to Russia by the Western Allies, in addition to or instead of BRP grants, provided the route in question is available. The maximum number of oil counters that may be shipped to Russia each turn is:

A. Murmansk: Two.

B. Persia: One.

C. Turkey: One.

D. Siberia: One.

40.251 Each oil counter shipped counts as 10 BRPs against the limit of the BRP route used. Oil may not be shipped to Russia by a route with a capacity of less than 10 BRPs per turn.

40.252 Each oil counter shipped by sea requires sea escort by one Western Allied transport; oil counters moved by land from Abadan or Ahwaz through Persia or from Mosul through Turkey do not.

40.253 Western Allied and Russian BRP levels and construction limits are not affected by oil shipments (33.4623).



40.3 RESTRICTIONS ON BRP GRANTS:

40.31 GENERAL RESTRICTIONS: The restrictions on BRP grants for each major power are set out below. Major powers may only grant BRPs as specified.

40.32 AXIS BRP GRANTS:

A. Germany may grant BRPs to Italy, even while Italy is neutral.

B. Italy may not grant BRPs.

C. Japan may neither grant nor receive BRPs.

40.33 AMERICAN BRP GRANTS:

40.331 EUROPE:

A. AMERICAN BRP GRANTS TO THE WESTERN ALLIES: American BRP grants to France and Britain, including Canada and South Africa, are limited to one BRP per turn for each USAT level above 25 at the moment the grant is sent (one BRP could be granted if the USAT level was 26, two BRPs could be granted if the USAT level was 27, and so on), up to a maximum grant of 25 BRPs per turn. Once the U.S. is at war with Germany, there is no limit on the number of BRPs the U.S. may grant France and Britain, including Canada and South Africa, other than the logistics of the BRP grants themselves and the number of BRPs required for Canadian and South African construction. Grants to France are allowed only if Paris is under Allied control.

B. AMERICAN BRP GRANTS TO RUSSIA: The U.S. may not grant BRPs to Russia unless the U.S. is at war with Germany and Russia and Germany have gone to war.

40.332 PACIFIC:

A. AMERICAN BRP GRANTS TO CHINA: Before the outbreak of war between Japan and the U.S., American BRP grants to China are limited by the USJT level. Only the U.S. may grant BRPs to China.

B. AMERICAN BRP GRANTS TO AUSTRALIA AND INDIA: The U.S. may not grant BRPs to Australia or India until the outbreak of war between Japan and the U.S. or a British surrender.

C. INDIAN SURRENDER: If India surrenders, BRP grants to China through the India box are prohibited.

D. AUSTRALIAN SURRENDER: If Australia surrenders, BRP grants to China or India through the Australia box are prohibited.

40.333 POST-ELECTION GRANTS: The extent to which American BRP grants are allowed to the Western Allies or China after an election result of -7 or below is governed by the USAT or USJT level in the relevant theater (62.52).

40.34 BRITAIN:

A. BRITISH BRP GRANTS TO FRANCE: Britain may grant BRPs to France only if all Anglo-French cooperation restrictions have been lifted and Paris is under Allied control.

B. BRITISH BRP GRANTS TO RUSSIA: Britain may grant BRPs to Russia once Russia and Germany have gone to war.

C. BRITISH BRP GRANTS TO THE U.S.: Britain may not grant BRPs to the U.S.

40.35 FRANCE: France may grant BRPs to Russia once Russia and Germany have gone to war. France may not grant BRPs to Britain or the U.S.

40.36 RUSSIA: Once Russia has gone to war with Germany, the Western Allies may grant BRPs to Russia. Russia may not grant BRPs.



40.4 MURMANSK CONVOYS:

40.41 The route for Western Allied aid to Russia with the greatest capacity is by Arctic convoy to Murmansk and Archangel. The drawbacks to this route are that Murmansk convoys are subject to attack from German air and naval units based in Norway and German submarines, and that the terminus of the Murmansk route may be cut by Axis advances in northern Russia.

40.411 CAPACITY OF MURMANSK ROUTE: The capacity of the Murmansk route is five BRPs in the first Allied player turn following the outbreak of war between Russia and Germany; ten BRPs in the second Allied player turn; 15 BRPs in the third Allied player turn; and 20 BRPs in each Allied player turn thereafter for the remainder of the game.

40.412 THE RUSSIAN PORTION OF THE MURMANSK ROUTE: The Russian portion of the Murmansk convoy route is traced as follows:

A. MURMANSK (year round): From the northern edge of the mapboard through hex A47, which represents the railroad from Murmansk to Vologda. To receive a Murmansk convoy through Murmansk, Russia must control hex A47 and be able to trace a land supply line from the northern edge of the mapboard through hex A47 to a Russian-controlled Vologda.

B. ARCHANGEL (summer and fall turns only): From the northern edge of the mapboard through hex A50, which represents the railroad from Archangel, to Vologda. To receive a Murmansk convoy through Archangel, Russia must control hex A50 and be able to trace a land supply line from the northern edge of the mapboard through hex A50 to a Russian-controlled Vologda.

C. VOLOGDA: Through Vologda to the eastern edge of the mapboard. Murmansk convoys are prohibited if Vologda is under Axis control, in an Axis ZoC or if Russia is unable to trace a supply line from Vologda to the eastern edge of the mapboard.

Murmansk and Archangel are both too far north to appear on the mapboard. During winter and spring turns, ice prevents convoys to Archangel, which is connected to Vologda by a rail line passing through hex A50. Thus Russian control of hex A47 and the route to Vologda permits Murmansk convoys year round, while retention of the Archangel route permits Murmansk convoys only during summer and fall turns. The loss of Vologda itself prevents Murmansk convoys, regardless of the turn.

40.42 ALLIED NAVAL UNITS: Atlantic transports used in a Murmansk convoy may be protected by additional naval units, including carriers, but not ASW. These additional naval units may be based in any western front port, the Atlantic U.S. box or the Atlantic SW box. Naval units which protect a Murmansk convoy enter the Murmansk box by moving off the north edge of the board between hexes A23 and A34, inclusive, and are subject to interception as they do so. If more than one nation is sending BRPs by convoy, all such convoys merge into a single convoy as soon as they enter the Murmansk box.

40.43 UNOPPOSED CONVOYS:

40.431 ALL BRPs ADDED TO RUSSIAN TOTAL: If a Murmansk convoy is unopposed, all the BRPs conveyed to Russia are immediately added to the Russian total.



40.44 OPPOSING MURMANSK CONVOYS: Murmansk convoys may be opposed by German air units, naval units and submarines as follows:

A. The German units must be based in an operational Bergen or Scapa Flow.

B. In addition to any German submarines based in Bergen or Scapa Flow, if Bergen or Scapa Flow is an operational Axis port, one German submarine in the Atlantic SW box may attack a Murmansk convoy for every ten German submarines in the Atlantic SW box (round up).

40.45 GERMAN ATTACKS ON MURMANSK CONVOYS:

A. The German player indicates which German air and naval units based in Bergen or Scapa Flow will intercept the Allied convoy. All air units are considered to be within range of the Allied convoy and naval interception is automatic without risk of air attack or counter-interception. Submarines that choose to intercept are designated as intercepting either in conjunction with or separate from any other intercepting naval units.

B. If only German land-based air units and/or submarines intercept the Allied convoy, the German player resolves air and submarine attacks normally. These attacks are considered to occur in a maximum of six off-board hexes as the convoy sails around northern Norway into the Barents Sea.

- Land-based air attacks continue until the Allied convoy is destroyed or aborts, or until the German player runs out of air squadrons, calls off his air attacks or has made six air attacks, one for each hex entered by the Allied convoy. Submarine attacks continue until all submarines have attacked, or until the Allied convoy is destroyed or aborts.
- When an air attack is announced, the German player may also commit to attack the Murmansk convoy with one or more submarines that intercepted separately from other naval units. After the air attack is resolved, the German player resolves the previously committed submarine attack.
- Attacking German submarines incur a -1 modifier for multiple attacks (22.9416) only if more than one submarine attack is made against the same Western Allied combat group in the same hex.

C. If German naval units intercept the Allied convoy, naval combat is resolved normally. German air units based in Bergen or Scapa Flow are considered to be within range of and may participate in or be attacked during the naval combat. Submarines designated as intercepting in conjunction with German naval units may participate in the naval combat.

Naval combat continues until one side or the other withdraws (22.6). If the Western Allies withdraw, the Murmansk convoy aborts.

D. German land-based air units and/or submarines that intercepted separately from other naval units may attack a convoy before naval combat is resolved or, if the convoy continues, after naval combat is resolved.

E. Once a Murmansk convoy aborts, it is considered to have moved out of air range of the German bases in northern Norway. No additional air attacks are permitted, and no further naval combat or submarine attacks are resolved.

40.46 EFFECTS ON CONVOY: The number of BRPs lost due to attacks by German air and naval units on any combat group in the Allied convoy are as follows:

A. AIR ATTACKS AND FLEET COMBAT: One BRP for each hit inflicted on the defending light ships.

B. SUBMARINE ATTACKS: One BRP for each hit inflicted by submarine.



40.47 MURMANSK CONVOY RESULTS:

A. BRPs: After submarine attacks are resolved, all surviving BRPs in the convoy are added to the Russian BRP total. The number of BRPs reaching Russia can never exceed five BRPs for each surviving Western Allied transport assigned to the convoy. Excess BRPs are eliminated. If the Germans defeated the Allies in fleet combat and forced the convoy to turn back, or if the convoy aborts, all surviving BRPs are returned to the grantor's BRP total.

B. OIL: If a Murmansk convoy oil shipment to Russia incurs BRP damage:

- If five or less BRPs of damage is inflicted, the oil counter reaches Russia if Russia incurs the BRP losses. Otherwise the oil counter is destroyed.
- If six to nine BRPs of damage is inflicted, the oil counter does not reach Russia, and Russia instead receives ten BRPs minus the BRP losses inflicted on the oil shipment.
- If 10 or more BRPs of damage is inflicted, one oil counter is destroyed. Any excess BRP losses are then applied to a second oil counter, or to BRPs being carried by the remainder of the convoy.

40.48 DISPOSITION OF UNITS AFTER COMBAT: After resolving any opposition to a Murmansk convoy:

A. GERMAN AIR AND NAVAL UNITS: Surviving German air and naval units return to Bergen or Scapa Flow.

B. GERMAN SUBMARINES: Surviving German submarines return to Bergen, Scapa Flow or the Atlantic SW box.

C. WESTERN ALLIED NAVAL UNITS: Surviving Western Allied naval units return to their port or mapboard box of origin.



40.5 BRP GRANTS TO RUSSIA THROUGH PERSIA:

40.51 CAPACITY:

- A. 10 BRPs may be granted to Russia through Persia each turn if the Persian route has been opened by the Western Allies.
- B. The capacity of the Persian route is reduced by 5 BRPs per turn by each Persian partisan adjacent to Abadan, Ahwaz or Tehran (40.532).
- C. Oil may not be shipped to Russia by the Persian route if the capacity of the Persian route has been reduced (40.251).

BRP grants through Persia are more difficult to stop than Murmansk convoys (40.4), but the Persian route costs BRPs to open and the capacity of the southern route is smaller, as no more than 10 BRPs may be sent each turn.

40.52 OPENING THE PERSIAN ROUTE:

40.521 25-BRP EXPENDITURE REQUIRED: To use the Persian route, one Western Allied major power at war with the Axis must pay 25 BRPs during its unit construction phase. This expenditure represents the cost of creating and improving transportation facilities in Persia and the exertion of political pressure, and does not count against the expending major power's unit construction limit.

40.522 REDUCTION OF BRP EXPENDITURE: If either the Axis or Allies have declared war on Persia, the Allies may open the Persian BRP route by expending 15 BRPs. Otherwise an expenditure of 25 BRPs is required.

40.523 FRENCH OR BRITISH SURRENDER: If the Western Allied major power which paid to open the Persian BRP route surrenders, the Persian route remains open without the need for further BRP expenditures.

40.524 EFFECTS OF OPENING THE PERSIAN ROUTE:

A. During the unit construction phase in which a Western Allied major power pays the BRPs to open the Persian route, all Persian hexes not occupied by Axis units come under the joint control of all Western Allied major powers.

B. Axis units in Persia are considered to be in partial supply during the first Axis player turn following the opening of the Persian BRP route (88.642).

C. Any Persian hexes controlled by Russia pass to Western Allied control when the Persian route is opened.

D. Western Allied units may redeploy through Persia in the redeployment phase of the Allied player turn in which the Persian route is opened, and in subsequent turns, provided no Axis units or counters are adjacent to the redeployment route.

E. Western Allied units may sea transport through Abadan in the movement phase of the Allied player turn following the opening of the Persian route, and in subsequent turns, provided all other requirements for sea transport are met.

F. The opening of the Persian route does not damage the Persian oil centers.

40.525 RESTRICTIONS ON OPENING THE PERSIAN ROUTE: The Allies may not open the Persian route:

- A. Before Germany and Russia have gone to war.
- B. While Persia is unconquered after an Allied declaration of war.
- C. If the Axis control Tehran, including control by a Persian partisan.

40.526 If Persia is an Axis associated minor country or if the Axis control Tehran, Tehran must be captured by the Allies to permit the opening of the Persian route.

40.53 CUTTING THE PERSIAN ROUTE: Allied BRPs may not be sent to Russia through Persia if the Allies are unable to trace a continuous supply line from the South Africa box onto the mapboard through hexes NN41, NN42 or NN43, through Basra or Abadan, through Tehran, to the eastern edge of the mapboard in Russia or Persia. Persian oil may not be sent to Russia if the Allies are unable to trace a land supply line from Abadan or Ahwaz, through Tehran, to the eastern edge of the mapboard in Russia or Persia.

40.531 RESTORING THE PERSIAN ROUTE: If the above condition arises, the Allies may reopen the Persian route, without the need for a second 25-BRP expenditure, by reestablishing the required supply line.

40.532 EFFECT OF PERSIAN PARTISANS: Each Persian partisan adjacent to Abadan, Ahwaz or Tehran reduces the capacity of the Persian BRP route by five BRPs. Oil may not be shipped to Russia by the Persian route if the capacity of the Persian route has been reduced (40.251).

40.54 MECHANICS: Starting in the turn after the Persian route is opened, Western Allied BRPs may be granted to Russia through Persia by shipping them through the Atlantic to the South Africa box, then through the Indian Ocean to Persia, then by land to Russia.



40.6 BRP GRANTS TO RUSSIA THROUGH TURKEY:

40.61 CAPACITY:

- A. 10 BRPs may be granted to Russia through Turkey each turn if Ankara is controlled by the Allies.
- B. The capacity of the Turkish route is reduced by two BRPs per turn for each Axis Turkish partisan on the board, for a maximum reduction of 6 BRPs per turn (40.65).
- C. Oil may not be shipped to Russia by the Turkish route if the capacity of the Turkish route has been reduced (40.251).

40.62 ROUTE: Allied BRP grants to Russia may be made through Turkey if the Allies can trace a continuous supply line through a Turkish port, through Turkey, to the eastern edge of the mapboard in Russia. The required supply line from the Turkish port to Russia may only pass through Allied-controlled hexes in Turkey and Russia which are not in an Axis ZoC.

40.63 MECHANICS: BRPs may be granted through Turkey by two routes:

A. MEDITERRANEAN: The BRPs are shipped through the Atlantic and Mediterranean to Istanbul, Izmit, Izmir or Antioch, then through Turkey into Russia.

B. INDIAN OCEAN: The BRPs are shipped through the Atlantic to the South Africa box, then through the Indian Ocean to Suez, then from Suez by sea through the Mediterranean to Istanbul, Izmit, Izmir or Antioch, then by land to Russia.

40.64 INTERCEPTION: The Axis may prevent BRP grants through Turkey by intercepting them in the Atlantic or Mediterranean or by cutting the land portion of the supply line. The Atlantic or Indian Ocean transports used to carry the BRPs through the Mediterranean to the Turkish port are at risk if the Axis intercept or attack the grant.

40.65 EFFECT OF TURKISH PARTISANS: Each Axis Turkish partisan on the board reduces the capacity of the Turkish route by two BRPs per turn. Oil may not be shipped to Russia by the Turkish route if the capacity of the Turkish route has been reduced (40.251).

40.66 NO ACTIVATION COST: In contrast to the Persian BRP route, no activation cost need be paid by the Western Allies to send BRP grants through Turkey.



40.7 BRP GRANTS TO RUSSIA THROUGH SIBERIA:

40.71 MECHANICS: Starting in the turn after the U.S. has built the Alaska highway, American BRP grants may be made to Russia by sea through the Pacific.

40.72 THE ALASKA HIGHWAY: To use the Siberian BRP route, the U.S. must first expand the transportation routes through the wilds of British Columbia and Alaska. Construction of the Alaska highway costs 25 BRPs, may not be undertaken unless the U.S. and Germany are at war, and does not count against the American construction limit.

40.73 CAPACITY OF THE SIBERIAN ROUTE:

A. 10 BRPs may be granted to Russia by the U.S. via Siberia each turn once the Alaska highway is built.

B. The capacity of the Siberian route is reduced to 5 BRPs per turn if Japan is at war with Russia or if Japan controls either Vladivostok or Dutch Harbor.

C. Oil may not be shipped to Russia by the Siberian route if the capacity of the Siberian route has been reduced to 5 BRPs per turn (40.251).

40.74 INTERCEPTION PROHIBITED: Siberian grants do not occur on the mapboard and may not be intercepted or attacked.

40.8 BRP GRANTS TO CHINA:

40.81 Before the outbreak of war between Japan and the U.S., the U.S. may grant BRPs to China only as permitted by the USJT level. After the outbreak of war between Japan and the U.S., American BRP grants to China are limited only by the capacity of the BRP routes to China.

40.82 MECHANICS: American BRP grants to China are made by sending the granted BRPs along one of the following routes. All land hexes along the route must be under Allied control and free of Japanese ZoCs.

A. From the Pacific U.S. box through the Pacific, then on the Pacific mapboard to:

- a port in China, then to Chungking or Kunming;
- a port in French Indochina, then to Kunming;
- a port in Burma or India, then to Kunming via the Burma Road (40.84) or over the Hump (40.85).

The Pacific transports used to carry the BRPs to the port in Asia are at risk if Japan intercepts or attacks the grant anywhere at sea.



B. From the Pacific U.S. box through the Pacific to the Australia box; then through the Indian Ocean to the India box, then to Kunming via the Burma Road (40.84) or over the Hump (40.85).

C. From the Atlantic U.S. box through the Atlantic to the South Africa box, then through the Indian Ocean to the India box, then to Kunming via the Burma Road (40.84) or over the Hump (40.85).

40.83 CHINESE PORTS AND FRENCH INDOCHINA: Up to ten BRPs may be granted to China via a Chinese port or French Indochina each turn.

40.831 RESTRICTIONS:

A. BRP grants may be made through a Chinese port only if the Chinese or Western Allies have recaptured such a port from Japan.

B. BRP grants may be made through French Indochina only if the Western Allies control Haiphong and can trace a supply line from Haiphong to Kunming without passing through Burma.



40.84 THE BURMA ROAD: Up to ten BRPs may be granted to China via the Burma Road each turn.

40.841 RESTRICTIONS: The Burma Road is closed if there is no supply line from the India box to Mandalay, then from Mandalay to Kunming.



40.85 THE HUMP: Up to five BRPs may be granted to China over the Himalayas each turn.

40.851 MECHANICS: One uninverted Western Allied air transport factor must be used to fly BRPs to China. The air transport must fly from a Western Allied air base in India or Burma over the Himalayas to Kunming. Both must be operational air bases. The air route of the grant may be traced over hexes adjacent to Japanese units, but not over hexes under Japanese control, and may not be more than three hexes in length.

40.852 INTERCEPTION: BRP grants to China using air transport may be intercepted by Japanese air units (18.621), which can in turn be counter-intercepted by Allied air units (18.622).



Research and Intelligence

41. RESEARCH

- 41.1 OVERVIEW
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- 41.9 NATIONALITY MODIFIERS AND CTLs

41.1 OVERVIEW:

41.11 Each major power except China receives Research Points (RPs) during the opening setup and in the 1940 and each subsequent YSS.

41.12 RPs are secretly assigned to specific research and production projects during the YSS and may be activated during the ensuing year. Any number of eligible production projects may be triggered in a single turn. RPs in a project which is not selected accumulate in that project and may be used in a subsequent year.

41.2 RESEARCH POINTS (RPs):

41.21 BASIC RP ALLOTMENTS: The basic allotment of RPs for each major power is:

- A. GERMANY:** 8.
- B. ITALY:** 2.
- C. JAPAN:** 6.
- D. RUSSIA:** 6.
- E. BRITAIN:** 6.
- F. FRANCE:** 3.
- G. U.S.:** 10 (once the U.S. is at war with both Germany and Japan).

41.211 AMERICAN RPs PRIOR TO ENTRY: During each YSS before it enters the war, the U.S. receives one RP for every ten USAT and USJT levels (combine both tension levels and round down). The effective tension levels for the winter turn are used.

EXAMPLE: At the end of 1941, the U.S. is at war with Japan and the effective USAT level is 39. In the 1942 YSS, the U.S. receives five RPs for the Pacific and three RPs for Europe, in addition to the RPs it receives for its BRPs and BRP growth.

41.212 CHINA: China never receives RPs, does not conduct research and may not use RPs for production.

41.22 ADDITIONAL RPs FROM BRP LEVELS: In addition to its basic RP allotment, in each YSS (but not during the opening setup of the Campaign game and 1939 scenarios) each major power receives one RP for every 50 BRPs in its BRP total.

41.221 AMERICAN RPs IN A EUROPEAN SCENARIO: In a European scenario, the U.S. receives one additional RP in the 1941 YSS, three additional RPs in the 1942 YSS, and five additional RPs in the 1943 and each subsequent YSS, to reflect RPs from the Pacific.

41.23 ADDITIONAL RPs FROM BRP GROWTH: Each major power receives one additional RP for every 25 BRPs of growth (round down) in each YSS. This additional RP is received for that year only and is based on BRP growth only for that year. The BRP growth itself is unaffected. Increases in the BRP value of Russian ICs and base increases from mobilizations (36.21) are not counted.

41.24 USE OF DPs AS RPs FOR INTELLIGENCE: The intelligence category as a whole is considered an eligible project for DP allocation. DPs allocated to intelligence act as RPs. A player may therefore allocate up to half his RPs (41.31A) and one-third of his DPs (49.31) to intelligence. The limit on the number of points (the total of RPs and DPs) allocated to each intelligence project, including general research, still applies (41.31B).

41.25 ADDITIONAL JAPANESE RPs FOR INTELLIGENCE: In addition to its normal RP allotment, during the 1939 opening setup and in each subsequent YSS Japan receives one additional RP which may only be allocated to intelligence projects. This RP is not taken into account in determining the number of Japanese RPs which may be assigned to other research categories (41.31A).

41.3 ALLOCATION OF RPs:

41.31 RESTRICTIONS ON RP ALLOCATION: RPs may be allocated to the projects set out in the research and production tables as indicated, subject to the following restrictions:

A. CATEGORY LIMITS: No more than half (rounded up) of an alliance faction's allotted RPs may be placed in a single category (air, naval, military, atomic or intelligence) each year.

B. PROJECT LIMITS: Each year an alliance faction may allocate up to three RPs in a single research or production project, including general research, subject to the restrictions set out in 41.31C-E. This basic limit of three RPs per project per year is increased as follows:

- four RPs may be allocated if the alliance faction has achieved one or more general research breakthroughs in that category and one of its members has 400+ BRPs during the YSS.
- five RPs may be allocated if the alliance faction has achieved two or more general research breakthroughs in that category and one of its members has 500+ BRPs during the YSS.
- six RPs may be allocated if the alliance faction has achieved three or more general research breakthroughs in that category and one of its members has 600+ BRPs during the YSS, and so on.

EXAMPLE: In the 1944 YSS, the U.S. has 650 BRPs. The Western Allies may assign up to six RPs to any project in a category where they have three general research breakthroughs, five RPs to any project in a category where they have two general research breakthroughs, four RPs to any project in a category where they have one general research breakthrough, and the normal three RPs to any project in a category where they have no general research breakthroughs.

C. HIGH TECHNOLOGY LIMITS: High technology research and production projects:

- **Air:** Air range, jets;
- **Naval:** Anti-submarine warfare, advanced submarines;
- **Military:** Rockets;
- **Atomic:** Radar, controlled reaction, uranium separation, plutonium production, the atomic bomb, uranium plants and plutonium reactors;

are subject to the following limits: no more than one RP may be placed in the first year in which RPs are placed in the project; no more than two RPs may be placed in the second year in which RPs are placed in the project; and so on, with the number of RPs permitted increasing by one for each year in which RPs are placed in the project, up to the maximum number of RPs allowed for that year (41.31B).

D. DATE RESTRICTIONS: RPs may not be assigned to the following research and production projects until the indicated date. The 1942 YSS restriction for Western Allied and Japanese RPs applies regardless of when war breaks out between Japan and the Western Allies. Prohibited dates are indicated by shaded boxes on each alliance faction's research record sheets:

- 1940 YSS:
 - European Axis torpedo research.
 - Western Allied ASW research.

- 1941 YSS:
 - Controlled reaction research.
 - Western Allied ASW production.
 - Western Allied transport production.
 - American Magic production.
- 1942 YSS:
 - Western Allied and Japanese submarine production.
 - Western Allied and Japanese port production.
 - Uranium plant production.
- 1943 YSS:
 - European Axis jet research.
 - European Axis advanced submarine research.
 - European Axis rocket research.
 - Western Allied torpedo research.
 - Japanese ASW research and production.
 - Japanese transport production.
 - Plutonium reactor production.
- 1944 YSS:
 - Japanese, Russian and Western Allied jet research.
 - Japanese, Russian and Western Allied rocket research.
 - American Pacific strategic bomber production.
 - Uranium separation research.
 - Plutonium production research.
 - Atomic bomb research.

E. NATIONALITY RESTRICTIONS: RPs may not be placed in projects not listed on the research record sheets for the alliance faction in question. The alliance factions which may allocate RPs for specific projects and the major power to which results apply are indicated in the research tables. Similarly, nationality restrictions on production projects are set out in the description of each production project in rule 42 and in the research tables. All alliance factions may conduct general research if they may allocate RPs to at least one other research project in that category.

41.32 PREPARING PRODUCTION FACILITIES: Subject to the above restrictions, RPs may be allocated to the production of strategic bombers, uranium plants and plutonium reactors before the allocating alliance faction has achieved the research result required to begin production, but such RPs may not be triggered until the required research result has been achieved.

41.4 EFFECTS OF GENERAL RESEARCH:

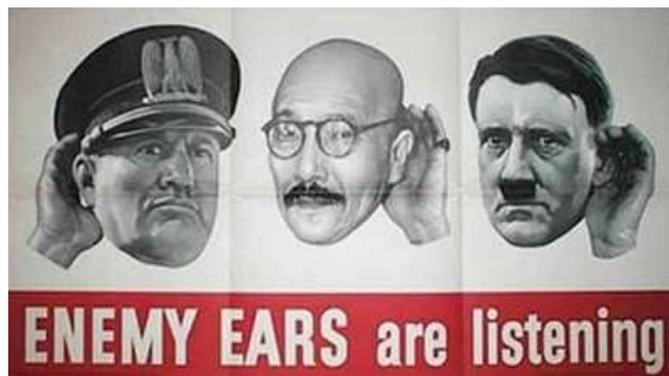
41.41 Five of the research projects represent general research areas (air, naval, military, atomic and intelligence). The remaining research and production projects are specific programs, each of which is related to one of the five general research areas.

41.42 General research does not yield immediate dividends, but instead generates modifiers which increase the chances for success in related research projects for all pooling nations and reduces the cost of force pool additions and other production projects. This allows each player to channel his resources into one or more general areas, or into specific projects in the hope of a quick result which will yield immediate military, economic or political benefits.

41.43 EFFECTS OF GENERAL RESEARCH BREAKTHROUGHS:

A. RESEARCH: Each breakthrough generates a +1 modifier for research die rolls for all other projects in that category. Breakthroughs in general research do not modify subsequent general research.

B. PRODUCTION: Each breakthrough reduces the cost of force pool additions and other production projects in that category by one. Because research takes place before production, breakthroughs reduce production costs in the turn in which they are achieved. Production projects always requires the investment of at least one RP for each increment of increase, regardless of the number of applicable breakthroughs.



41.5 SECRECY:

41.51 CODE NAMES: Each player must assign a code name to each research project in which he places one or more RPs. Each such project retains the code name it is assigned for the entire game. Once assigned, code names may not be changed. Research die rolls are announced using these code names and are open for all players to see. Thus a player might announce a die roll for project “Rattlesnake”, after which he makes his research die roll openly (although the number of RPs he allocated to that project would remain secret until the end of the game). No code names are assigned to production projects.

41.52 IMPLEMENTATION: The simplest way to implement the use of code names for research products is for each player to keep track of the die rolls made for each research project by code name. The opponent can consult this sheet whenever he likes. Alternatively, each player may record the other players’ code names and research die rolls as they are announced.

41.53 REVEALING RESEARCH RESULTS: General research results are never revealed. Other research results are announced when they actually affect play. The code name of successful research projects and the exact numerical result achieved are not revealed. For example, SW modifiers are revealed during the combat phase in which they apply. If one side develops the atomic bomb, this becomes known to the other side only when an atomic attack is made. For projects such as jets and rockets, which are implemented gradually, the opponent learns of the highest research result achieved only when it comes into effect (41.84).

EXAMPLE: During the opening setup, Russia allocates 1 RP to covert operations, secretly assigning the project the code-name “Beria”. At the start of the Fall 1939 turn, the Russian player announces that he is rolling for project Beria and openly rolls a 5. The die roll of 5, plus 1 for the RP assigned to project Beria, yields a “6” result on the covert operations table, allowing Russia to negate one enemy DP. The Russian player does not reveal this result until Germany announces a diplomatic die roll in a target and the Russian player elects to use his covert operation. Even when the covert operation is used, the Russian player does not reveal that his covert operations project has been assigned the code name “Beria”.

41.54 If a player is able to deduce the true nature of an opponent’s projects from the pattern of die rolls, he may do so. A record sheet for enemy research is provided to assist in such detective work.

It is sporting to assign code names which hint at the true nature of the project, but this is by no means mandatory. In any case, code names used for research projects reveal something of the personality of the player concerned.

41.6 POOLING RPs:

41.61 COOPERATION: German and Italian RPs are pooled and may be assigned to any eligible project. In some cases the benefits accrue to both Germany and Italy, while in other cases only one of the Axis major powers benefits. Similarly, Britain, France and the United States pool their RPs, with the benefits accruing to every Western Allied major power in some cases and to only one Western Allied major power in others. Russian and Japanese research is carried on separately.

41.62 The limits on the number of RPs which may be placed in any one category (41.31A) apply after RPs are pooled from the major powers in an alliance. Thus the European Axis as a whole may never put more than half their RPs in one category.

41.63 Once pooled, RPs lose their specific major power association and may be allocated to any project which any of the pooling major powers is eligible to select.

41.64 EFFECTS OF SURRENDER: RPs from major powers which surrender remain in play. France and Italy receive no RPs if they are conquered. Britain continues to receive RPs after it surrenders. The Western Allies may use RPs to increase the British force pool after Britain surrenders, but may not bring back units which were removed from the British force pool as a result of Britain's surrender.



41.7 ACTIVATION OF RPs:

41.71 SELECTION OF RESEARCH PROJECTS: Immediately before the Axis player turn, the Axis, Western Allies, Russia and Japan may each select one research project from each of the five research categories. For the restrictions on the activation of RPs in Western Allied CTL research, see 41.77C; for the restrictions on the activation of RPs in production projects, see 42.13.

41.72 AT LEAST ONE RP REQUIRED: A project may not be selected unless it has at least one RP in it.

41.73 AXIS RESEARCH ROLLS MADE FIRST: The Axis make their research die rolls first. All research die rolls for a given alliance are simultaneous, so one research result (such as espionage) doesn't affect another research result (such as general research) until the following turn.

41.74 EFFECT OF BREAKTHROUGHS ON PRODUCTION: Because RPs in production projects are activated during the player turn, after research die rolls are made, breakthroughs affect production costs in the turn in which they occur (41.43B).

41.75 RESEARCH DIE ROLLS: Whenever the research rules refer to "die roll(s)", the rolling player rolls three dice and disregards the highest and lowest die rolls. The remaining die roll is used to determine what level of research result is achieved. The following modifiers are applied to the die roll and the resulting number is used to determine the research result achieved:

A. +1 for each unused RP in the project;

B. +1 for each breakthrough in the project's research category; and

C. +/-/# for any modifier from a previous research result for the project, as indicated by a number in square brackets ("[]") at the end of a research result (prewar results appear in square brackets in the 1939 column of the research record sheets).

D. Negative modifiers based on the alliance faction's current level for that project:

- **Air Nationality DRM:** -# for the Air Nationality DRM of the senior partner in the rolling alliance faction (-1 for an Air Nationality DRM of 1; -2 for an Air Nationality DRM of 2; and so on).
- **Air Range:** -# for the air range of the rolling alliance faction (-1 for one air range result; -2 for two air range results; and so on).
- **Strategic Bombers:** -1 for each strategic bomber result achieved by the rolling alliance faction (-1 for one strategic bomber result, including the initial Western Allied result; -2 for two strategic bomber results; and so on. The Western Allies do not incur a -1 modifier from their pre-war strategic bomber research result - 41.87B).
- **Air Defense:** -1 for each air defense result achieved by the rolling alliance faction (-1 for one air defense result; -2 for two air defense results; and so on).

- **Naval Nationality DRM:** -# for the Naval Nationality DRM of the senior partner in the rolling alliance faction (-1 for a Naval Nationality DRM of 1; -2 for a Naval Nationality DRM of 2; and so on).
- **Torpedoes:** -1 for each torpedo result achieved by the rolling alliance faction (-1 for one torpedo result; -2 for two torpedo results; and so on. Japan does not incur a -1 modifier from its pre-war torpedo research result - 41.87D).
- **ASW:** -1 for each ASW result achieved by the rolling alliance faction (-1 for one ASW result; -2 for two ASW results; and so on).
- **CTL:** -# for the CTL of the senior partner in the rolling alliance faction (-1 for a CTL of 1; -2 for a CTL of 2; and so on).
- **Radar:** -1 for each radar result achieved by the rolling alliance faction (-1 for one radar result; -2 for two radar results; and so on).

E. +/-/# for any other modifiers listed in the research tables.

EXAMPLE: The European Axis have two air general research breakthroughs and place two RPs in Air Nationality DRM research, having achieved a "5" research result for Air Nationality DRM in the previous year (a "[+3]" result). Germany has an Air Nationality DRM of two. The modifiers are +2 (air general research breakthroughs) +2 (two RPs) +3 (the [+3] from the research result in the previous year) -2 (the modifier for the current German Air Nationality DRM level) = +5. The European Axis need to roll a "5" or "6" to achieve an Air Nationality DRM increase, although any roll will get them closer to their goal.

41.76 UNUSED RPs: Any RPs which have not been activated by the end of the year, including DPs used as RPs for intelligence projects, remain in the assigned project and are carried over into the following year (EXCEPTION: RPs allocated to conventional submarine and transport production (42.23A, 42.23C) must be activated during the year in which they are allocated). All RPs in a research project are eliminated when a die roll is made for that project. RPs in a production project are eliminated when used, but a player may elect to use only some of the RPs allocated, saving the remainder for future production.

41.77 RESTRICTIONS:

A. ONE CATEGORY PER TURN: Only one project from each of the five categories may be selected as a project for a research die roll each turn. It is therefore illegal to make a die roll for general research and a research project in the same category in the same turn.

B. ONE ROLL PER PROJECT PER YEAR: It is illegal to make two research die rolls for the same project in the same year, because the first die roll eliminates all the RPs in the project (41.76) and a project may not be selected unless it contains RPs (41.72).

C. WESTERN ALLIED CTL RESEARCH: The Western Allies may not roll for CTL research until the year after American ground forces first engage in attrition or offensive operations against opposing ground forces in the European theater, as either the attacker or defender, or 1943, whichever is earlier. This does not prohibit the Western Allies from allocating RPs to combat training research in earlier years.

41.78 REASSIGNMENT OF RPs DURING THE YEAR: Immediately after a research roll of "1" or "2" for any project, prior to making any other research rolls, the rolling alliance faction may reassign RPs to that project in order to increase the research roll to a maximum of "3", as follows:

A. One RP may be reassigned to a project for which a "2" was rolled; one or two RPs may be reassigned to a project for which a "1" was rolled. Each reassigned RP increases the research roll by one.

B. Reassigned RPs must have been allocated to research or production projects in the same category (air, naval, military or intelligence) as the project to which the RPs are being reassigned. RPs which have already been activated may not be reassigned.

C. RPs reassigned to increase a research roll are not subject to project (41.31B) and high technology (41.31C) limits.

D. DPs assigned to intelligence projects are treated as RPs and may be reassigned.

E. RPs in atomic research may not be reassigned.

F. The reassignment of RPs is secret and is only revealed if there is an enemy spy ring in that category and the reassignment of RPs removes all the RPs from a new project about which the opponent was previously informed.

41.8 RESEARCH RESULTS:

41.81 DIFFERENT TYPES OF RESEARCH RESULTS:

A. "*" RESULTS: If a result has a "*" by it, no further research in that project is permitted. The research tables contain the following "*" results:

- The best possible results for jets, advanced submarines, rockets, uranium separation, plutonium production, the atomic bomb and Anglo-French cooperation.
- Successful results for controlled reaction.
- Disastrous results for jets, advanced submarines, rockets and controlled reaction.

B. CUMULATIVE RESULTS: The effect of research in the following projects is determined by the number of successful results: general research, air nationality DRM, air range, strategic bombers, air defense, naval nationality DRM, anti-submarine warfare, torpedoes, combat training and radar.

C. NON-CUMULATIVE RESULTS: The effect of research in the following projects is determined by the highest result achieved; jets, advanced submarines, rockets, uranium separation, plutonium production, the atomic bomb and Anglo-French cooperation.

D. ONE-TIME RESULTS: Controlled reaction has only one result and no further research is required once success has been achieved.

E. DISPOSABLE RESULTS: Successful results in the following projects are exhausted once used, and additional research is required to attain another result: harbor attack, counter-intelligence, covert operations, espionage and subversion.

41.82 “[+#]” AND “[-#]” RESULTS: A “[+#]” or “[-#]” by a research result indicates the modifier which applies to the next research roll for that project. Such modifiers are not cumulative – the modifier achieved from the most recent research result applies to the next research roll for that project. A player may select a lesser result (41.86) in order to preserve a higher modifier for a future research roll in a project.

EXAMPLES: In Winter 1939, the Western Allies achieve a “5” research result for Espionage. The “[+3]” associated with the result means the Western Allies get a +3 modifier if they roll for Espionage in a subsequent year.

In Summer 1940, the European Axis achieve a “7+” research result for torpedoes. In addition to more effective torpedoes, the European Axis incur an adverse modifier for their next torpedo research roll, because of the “[-1]” associated with the “7+” research result. This has the incidental, but intended, effect of making it difficult to achieve repeated torpedo results (there are also negative modifiers for ASW research).

41.83 IMMEDIATE IMPLEMENTATION: Research results are implemented immediately (EXCEPTIONS: 41.84).

41.84 GRADUAL IMPLEMENTATION:

A. Results for jets, advanced submarines and rockets (“9” and greater) are implemented gradually, at the rate of one result per turn, until the highest result achieved takes effect. One jet factor, advanced submarine or rocket base is added to the successful alliance faction’s force pool each turn.

B. When an anti-submarine warfare research result of “8+” is achieved, the first result is implemented immediately, and the second result is implemented in the following turn.

41.85 RESULTS MUST BE ANNOUNCED TO BE EFFECTIVE: A player need not employ jets, anti-submarine warfare, or flying bombs/rockets for research improvements to apply, but turns in which such results are not announced are not counted and delay the implementation of the higher results. A player may thus not suddenly unleash long range rockets on his opponent without announcing the lesser versions of the final product on previous turns. This reflects the development aspect of research. ASW modifiers must be announced whenever they modify a submarine warfare, submarine attack or submarine harbor attack dice roll.

41.86 LESSER RESULTS: A player may choose to implement a lower-ranked research result if he wishes, including a “No Effect” result if it is available.

41.87 PREWAR RESEARCH: At the start of the campaign game, the following research results and modifiers apply:

A. GERMANY: The European Axis are deemed to have achieved a “4” result for torpedoes in 1939, giving them a [+2] modifier for torpedoes in 1940.

B. WESTERN ALLIES: Air range: [+3]; one strategic bomber result; radar [+5]. The Western Allies are deemed to have achieved a “3” result for anti-submarine warfare in 1939, giving them a [+1] modifier for anti-submarine warfare in 1940. Because the Western Allied strategic bomber result was achieved prior to the outbreak of war, the Western Allies do not incur a -1 modifier from their pre-war strategic bomber research result.

C. RUSSIA: None.

D. JAPAN: Air range: [+5]; one torpedo result. Because the Japanese torpedo result was achieved prior to the outbreak of war, Japan does not

incur a -1 modifier from its pre-war torpedo research result.

41.88 GENERAL APPLICABILITY OF WESTERN ALLIED RESEARCH RESULTS: Jet, air range, torpedo and ASW technology research tables list both Britain and the U.S. as eligible researching major powers. The Western Allies may only roll for each of these projects once per year, but the results apply to both Western Allied major powers.



41.9 NATIONALITY MODIFIERS AND CTLs:

41.91 AIR AND NAVAL NATIONALITY DRMs: When one side increases its Air or Naval Nationality DRM, it raises that DRM for all major powers, minor allies, associated minor countries and other non-partisan units in that alliance. A country which joins an alliance after a Nationality DRM research result is achieved immediately gains the benefits of that research result. A country which switches sides is affected only by the Nationality DRM research results of its new alliance partners.

EXAMPLE: If both the Axis and the Western Allies increased their Air Nationality DRM by one, there would be no net change in the air combat modifiers between the two alliances, although air attacks on naval units by the Axis and Western Allies would be more effective, and the Russians would fall behind Germany, Italy and all Axis minors in air combat. Both Russian and Japanese DRMs are distinct from those of the Axis and Western Allies, and their Air Nationality DRMs would be unaffected.

41.92 CTLs:

41.921 STARTING LEVELS: European Axis, Western Allied, Russian, Japanese and Nationalist Chinese CTLs are distinct. At the start of the game, the following CTLs are in effect:

A. TWO: Germany, Finland, Sweden, Vlasovs, Japan and Communist China.

B. ONE: All other nationalities, partisans.

41.922 INCREASING CTLs: Combat training level increases from research increase the CTLs of all major powers, minor allies, associated minor countries and other non-partisan units in that alliance. The CTL of countries which switch sides is governed by the number of CTL increases that have been achieved by their new alliance faction.

41.923 RESTRICTIONS ON CTL INCREASES: The Communist Chinese CTL of two, the Nationalist Chinese CTL of one and the partisan CTL of one may never be increased.

41.924 TEMPORARY CTL EFFECTS: The CTL of ground units is reduced by one in the following situations:

A. All ground units in partial supply or subject to army oil effects. This reduction is not cumulative if both conditions apply (30.522A, 33.61C).

B. All ground units subject to a winter effect of “7” (34.41).

C. Armor units exploiting from an invasion hex (16.15).

D. Russian armor units exploiting from a mud hex (34.221).

E. After a defensive atomic attack (43.424B).

41.925 EFFECTS OF CTLs: CTLs have the following effects:

A. ATTRITION: Attrition die rolls are increased or decreased by the difference in CTLs between the units involved (14.42B).

B. COMBAT ROUNDS: A CTL of one or less permits only one round of ground combat or seaborne invasion. A CTL of two allows a second round of ground combat or seaborne invasion. A CTL of three allows a third round of ground combat or seaborne invasion, and so on (15.82A, B).

C. BREAKTHROUGHS: Armor units with a CTL of zero may not create breakthroughs or exploit (15.82C).

D. EXPLOITATION MOVEMENT: Armor units with a CTL of one have their exploitation movement allowance halved (round up). Armor units with a CTL of two or more may exploit normally.

E. EXPLOITATION ATTACKS: Infantry, replacements and partisans incur a -1 DM if attacked by at least one exploiting armor with a CTL of two or more, unless defending in a capital, objective hex, IC, bridgehead or railhead. Airborne, marine, commando, Chindit and armor units (subject to 15.331) are not subject to this -1 DM when attacked by exploiting armor.

F. REDUCED DM: Infantry and replacements with a CTL of zero or less incur a -1 DM unless defending in a capital, objective hex, IC, bridgehead or railhead; or in their home country. Canadian, South African and Free French units are considered to be "in their home country" when defending in Britain (82.13, 58.624).



42. PRODUCTION

42.1 PRODUCTION

42.2 PRODUCTION COSTS

42.3 FORCE POOL INCREASES

42.1 PRODUCTION:

42.11 EFFECTS OF GENERAL RESEARCH: RPs invested in production generate force pool increases or other results without the need for a die roll. Production costs are reduced by one for each general research breakthrough in the relevant category.

42.12 MINIMUM EXPENDITURE OF ONE RP REQUIRED: Regardless of the number of general research breakthroughs achieved or other factors reducing production costs (42.26D-F), at least one RP must be used for each factor, increment of force pool increase or other result. For example, after two air breakthroughs, the RP costs of air factor force pool additions (42.22A) in a single year are: one RP for the first five BRPs of air units; one additional RP for the next five BRPs of air units, two additional RPs for the next five BRPs of air units, and so on. Thus 15 BRPs of air units would cost four RPs, while 20 BRPs of air units would cost seven RPs.

42.13 SELECTION OF PRODUCTION PROJECTS: During their player turn (EXCEPTION: Ultra and Magic increases are triggered at the end of the research phase), the Axis, Western Allies, Russia and Japan may each select any number of production projects (EXCEPTIONS: No more than one of each of the following may be produced each turn: airbases, naval air training, shipbuilding, ports, fortifications, railheads, synthetic oil plants, ICs, uranium plants and plutonium reactors).

42.14 RPs in production projects are activated when they take effect. In most cases this will be during the unit construction phase.

42.15 An alliance faction may not name the same production project twice in the same year (EXCEPTIONS: Airbases, ports, fortifications and railheads).

42.16 PRODUCTION RESTRICTIONS:

A. 1939 PRODUCTION PROHIBITED: Production in 1939 is prohibited (RPs may not be allocated to production in 1939).

B. LIMITS ON PRODUCTION RESULTS LIMITED BY YEAR:

The number of increments of production that may be triggered in production projects that create air and military units is limited according to the year: 1940-41: one increment in each year; 1942: two increments; 1943: three increments; and so on. Up to five BRPs of surplus production may be carried over into a subsequent year (42.335). This restriction applies to the following production projects:

- Air:
 - Air production (army air, naval air, interceptors).
 - Strategic bomber production.
 - Air transport production.
- Military:
 - Military production (infantry, armor, flak).
 - Specialized unit production.

42.17 REVEALING PRODUCTION RESULTS: Production results are announced as follows:

A. FORCE POOL INCREASES: The triggering of RPs for force pool increases are announced during the unit construction phase in which the RPs are triggered, whether or not this results in an immediate force pool increase (EXCEPTION: Newly produced interceptors (42.22A) and strategic bombers (42.22B) are immediately placed in the SW box, provided the owning major power commits to their construction in the turn of production - 27.91A). A player may not conceal the triggering of RPs for force pool increases, even if the force pool increase itself is deferred (42.336).

B. NAVAL AIR TRAINING, SHIPBUILDING, OIL PLANTS, ICs: Increases in naval air training and shipbuilding are announced in the unit construction phase in which they are first applicable, whether or not they are used. Additional oil plants or industrial centers are announced the turn they are placed.

C. WINTER PREPARATION: Winter preparation results are announced in the first winter to which they are applied.

D. SHOCK ARMIES: Shock army results are announced when Russian 3-3 infantry units exceed normal stacking or attacking limits.

E. FORTIFICATIONS: The use of RPs for fortifications is revealed when the fortification is constructed.

F. ATOMIC FACILITIES: The construction of atomic facilities is not announced.

42.2 PRODUCTION COSTS

42.21 EXPLANATION OF PRODUCTION COSTS: The first number listed is the RP cost of the first factor or other increment added to the force pool or the first production result generated, the second number the RP cost of the second factor or increment, and so on. Three dots indicate the production profile continues for the fifth and subsequent increments, as set out on the research record sheets. The costs apply each year: force pool additions during a previous year have no effect on the cost of subsequent force pool additions.

42.22 AIR:

A. AIR FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add five BRPs of army air, naval air or interceptors, in any combination, to the force pool of one or more eligible major powers in that alliance faction.

- Army and naval air units are added to the owning major power's force pool in the unit construction phase in which the RPs are triggered.
- Interceptors are added to the owning major power's force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the provided the owning major power commits to their construction in the turn of production (27.91A).
- France may not produce naval air units or interceptors; Russia may not produce naval air units; Italy may not produce interceptors; China may not produce army air, naval air or interceptors.
- Remnants may be retained for future use (42.336).

B. STRATEGIC BOMBERS: 2, 3, 4, 5... only after a "9+" research result for strategic bombers. Each result allows the alliance faction to add five BRPs of strategic bomber factors to the force pool of one or more eligible major powers in that alliance faction.

- Strategic bombers are added to the owning major power's force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the owning major power commits to their construction in the turn of production (27.91A).
- Western Allied strategic bomber production in Europe is a separate production project from American strategic bomber production in the Pacific. Western Allied strategic bomber production for European use may begin in 1940; American strategic bomber production for Pacific use may begin in 1944.
- Italy, France and China may not produce strategic bombers. See 24.23 and 42.331B for restrictions.
- Remnants may be retained for future use (42.336).

C. AIR TRANSPORTS: 3, 4, 5, 6... Each result allows the alliance faction to add an air transport factor to the force pool of an eligible major power in that alliance faction. Italy, France and China may not produce air transport units.

D. JETS: One jet factor is added to the force pool of the eligible major powers in the rolling alliance faction, at no additional RP cost, for each research result for jets. A "9" research result for jets adds one jet factor; a "10" result, two jet factors; an "11" result, three jet factors, and a "12+" result, four jet factors. Germany, Japan and Russia may create no more than four jet factors; Britain and the U.S. may each create no more than two jet factors; Italy, France and China may not create jets.

E. AIRBASES: 1, 1 for no more than two additional airbases each year, at the rate of one airbase per turn. Germany, Italy, Japan, Russia, Britain and the U.S. only.

42.23 NAVAL:

A. SUBMARINES:

- **CONVENTIONAL SUBMARINES:** 1 submarine factor for each RP, no limit. RPs allocated to conventional submarine production must be activated during the year in which they are allocated. Germany, Italy, Japan, Britain and the U.S. only.
- **ADVANCED SUBMARINES:** One advanced submarine factor is added to the German force pool, at no additional RP cost, for each research result for advanced submarines. A "9" research result for advanced submarines adds one advanced submarine factor; a "10" result, two advanced submarine factors; and so on, up to a maximum of six advanced submarine factors on a "14+" result. Germany only.

B. ASW: 2, 3, 4, 5... Each result allows an eligible major power to add one ASW factor to its force pool. Japan, Britain and the U.S. only.

C. TRANSPORTS: 1 transport for each RP, no limit. RPs allocated to transport production must be activated during the year in which they are allocated. Japan, Britain and the U.S. only.

D. NAVAL AIR TRAINING: 3, 4, 5, 6 for each level of naval air training, to a maximum increase of four per year, at the rate of one increase per turn. Germany, Italy, Japan, Britain and the U.S. only.

E. SHIPBUILDING: 2, 3, 4, 5 for each shipbuilding increase, to a maximum increase of four per year, at the rate of one increase per turn. All major powers except Russia and China.

- Each shipbuilding increase must be assigned to a specific shipyard controlled by the relevant alliance faction at the start of the game. The shipbuilding level of captured shipyards (27.713) may not be increased.
- The shipbuilding level of each shipyard may only be increased by production by one each year. This restriction does not apply to shipbuilding increases from mobilization.
- American shipbuilding may not be increased through production (as opposed to mobilization) in a theater until the U.S. is either at war in that theater or the U.S. tension level for that theater is greater than 50.

F. PORTS: 3 per port, for no more than two port counters each year, at the rate of one port counter per turn. Japan and the U.S. only.

42.24 MILITARY:

A. INFANTRY, ARMOR, AND FLAK FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add five BRPs of infantry, armor and flak units, in any combination, to the force pool of one or more major powers in that alliance faction. See 42.332 and 42.333 for restrictions. Remnants may be retained for future use (42.336).

B. SPECIALIZED UNIT FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add one factor of airborne, Chindits, marines or commandos to the force pool of an eligible major power in that alliance faction, up to the maximum allowed for each major power.

C. FORTIFICATIONS: 1 and five BRPs for each fortification, for a maximum of four fortifications per year, at the rate of one fortification per turn (EXCEPTION: Japanese fortifications do not require an RP expenditure). Instead of a fortification, two beach defenses may be constructed (32.53) or an island group may be fortified (32.61); this decision is made when the RP is triggered. Germany, Japan, Russia, Britain, and the U.S. only.

D. RAILHEADS: 2 and five BRPs for each railhead, for a maximum of four railheads per year, at the rate of one railhead per turn. Germany, Italy, Japan, Russia, Britain, and the U.S. only.

E. ROCKET BASES: Research results for rockets allow rocket bases to be placed, at no additional RP cost, as set out in 26.61. A "9" research result for rockets allows two rocket bases to be placed; a "10" result, four rocket bases; an "11" or "12+" result, six rocket bases. Germany, Japan, Russia and the U.S. only.

F. SYNTHETIC OIL PLANTS: 5 for each oil plant, to a maximum of two plants per year, at the rate of one plant per turn. Synthetic oil plants are produced at the start of the owning player's turn and thus may be used as an oil source in the turn they are produced. Germany only.

G. INDUSTRIAL CENTERS (ICs): 5 for each IC, to a maximum of two ICs per year, at the rate of one IC per turn. Russia only.

H. WINTER PREPARATION: 3, once per year, up to a maximum winter preparation level of six. In addition, the European Axis and Japan may achieve automatic winter preparation results (34.442). Such automatic results do not count against the production limit of one winter preparation result per year. Winter preparation results apply to all members of the alliance faction which achieves the result. Germany, Japan and the Western Allies only.

I. SHOCK ARMIES: 2, 3, with two results permitted each year, to a maximum of six results. Each shock army result allows the Russian player to designate one 3-3 infantry unit as a shock army each turn. Shock armies may overstack at the end of the movement phase and may attack in excess of the normal limit of two ground units from a hex, up to a limit of three shock armies (nine factors) per ground attack. Shock armies may be taken as combat losses in the same manner as other ground units, but otherwise are eliminated once ground combat is resolved, prior to advancing after combat, regardless of the outcome. Shock armies may not be used for overruns, seaborne invasions, exploitation attacks or attritions. Russia only.

42.25 ATOMIC:

A. URANIUM PLANTS: 8 for each uranium plant, at the rate of one plant per year. Uranium plants are a high technology project. RPs may not be invested in uranium plants until the 1942 YSS. Uranium plants do not begin to produce material for atomic bombs until an "8" or greater research result for uranium separation has been achieved. Germany, Russia and the U.S. only.

B. PLUTONIUM REACTORS: 6 for each plutonium reactor, at the rate of one plutonium reactor per year. Plutonium reactors are a high technology project. RPs may not be allocated to the production of plutonium reactors until the 1943 YSS. Plutonium reactors do not begin to produce material for atomic bombs until an "8" or greater research result for plutonium production has been achieved. Germany, Russia and the U.S. only.

42.26 INTELLIGENCE:

A. CODEBREAKING: European codebreaking ("Ultra") and Pacific codebreaking ("Magic") production results are achieved separately – the Western Allies may achieve one result of each type each year. Codebreaking production results are announced at the end of the research phase, immediately before Ultra and Magic cards are drawn (48.11).

B. ULTRA: 3, with one result permitted each year. Germany and Britain only.

C. MAGIC: 3, with one result permitted each year. Japan and the U.S. only.

D. RUSSIAN OCCUPATION POLICIES: 4, 5, 6, with a maximum of three results permitted each game. Each Russian occupation policies result permits Germany to build one Vlasov infantry factor each turn once Germany and Russia are at war. Germany only.

- The cost of Russian occupation polices is reduced by one if the Ukraine has activated as a German minor ally (a “10” diplomatic result for the Ukraine).

E. CHINESE OCCUPATION POLICES: 4, with a maximum of one result permitted each game. A Chinese occupation policies result permits Japan to build one Wang infantry factor each turn, up to a limit of one 1-2 and one 2-2 infantry unit for each of Peking, Nanking, Shanghai, Canton and Chungking controlled by Japan. Japan only.

- The cost of Chinese occupation polices is reduced if the Chinese resistance level is below zero (-1 for a Chinese resistance level of -1; -2 for a Chinese resistance level of -2; and so on).

F. INDIAN SUBVERSION: 4, with a maximum of one result permitted each game. An Indian subversion result permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn up to a limit of one 1-2 and one 2-2 infantry unit for each of Calcutta, Colombo, Dacca and Rangoon controlled by Japan, plus two Indian partisans regardless of the number of objectives controlled (72.92B, 72.93B). Japan only.

- The cost of Indian subversion is reduced by one for each of Calcutta, Colombo, Dacca and Rangoon under Japanese control (-1 for one of the four objectives, -2 for two of the four objectives, and so on).

G. MOSLEM UNREST: 2, 3, with two results permitted each year. Each Moslem unrest result allows Germany to add one Middle Eastern partisan to its force pool. Germany only.

H. WESTERN ALLIED PARTISANS: 2, 3, with two results permitted each year. Each Western Allied partisan result allows the Western Allies to add one Western Allied partisan to their force pool. Western Allies only.

I. RUSSIAN PARTISANS: 2, 3, with two results permitted each year. Each Russian partisan result allows Russia to add one Communist partisan to its force pool. Russia only.



42.3 FORCE POOL INCREASES:

42.31 FORCE POOLS: Force pool increases may be generated either by mobilization (36.3) or by the investment of RPs in production (42.2).

42.32 TIMING: Force pool additions are announced during the unit construction phase following the result, whether or not they are constructed at that time.

42.33 FORCE POOL LIMITS: Each major power is limited to the number of units set out on its scenario card. In addition, the following restrictions apply:

42.331 AIR UNITS: Army and naval air units may be added to force pools by either mobilization or production. Interceptor, strategic bomber, air transport and jet force pools may be increased only by production, subject to the following restrictions:

A. JETS: Jets are produced, at no additional RP cost, when research results for jets are achieved.

B. STRATEGIC BOMBERS: Strategic bombers may not be produced by a major power which has not achieved at least one “9+” result for strategic bombers. The Western Allies begin with one “9+” result for strategic bombers and one British and one American strategic bomber factor already built. Western Allied strategic bomber force pool additions for European use must be allocated so the British and American strategic bomber force pools remain at equal strength, with any odd factor going to either major power at the Western Allied player’s discretion (24.23).

42.332 INFANTRY:

A. AXIS: No more than three Italian infantry factors may be added per year from production.

B. WESTERN ALLIES:

- No more than three British infantry factors may be added per year from production and no more than three British infantry factors may be added from production and mobilization in the same turn.
- The Australian and Indian infantry force pools may each be increased by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.
- If France has been conquered, Britain may add one Free French 2-3 infantry unit to its force pool from production for each French colony under Western Allied control. Once added, these Free French units remain in the British force pool even if the total number of French colonies under Western Allied control later decreases.

42.333 ARMOR:

A. GERMANY: Germany may produce 5-6 armor units in the year after the outbreak of war between Germany and Russia.

B. ITALY: Italy may mobilize or produce 2-5 armor units.

C. JAPAN: Japan may mobilize or produce 3-3 armor units.

D. BRITAIN: Britain may mobilize or produce 2-5 and 4-5 armor units.

E. FRANCE: France may not mobilize or produce armor units. If France has been conquered, Britain may produce one Free French 3-5 armor unit if Paris is under Allied control.

F. U.S.: The U.S. may mobilize or produce 5-6 armor units.

G. RUSSIA: Russia may mobilize or produce 4-5 and 5-6 armor units.

42.334 NAVAL UNITS: Fleet (destroyer, cruiser, named capital ships) and carrier (CVE, CVL, CV, CVB) units do not have force pools and may be constructed and repaired without any investment of RPs. Heavy and light ship construction is restricted only by the constructing major power’s shipbuilding rate and shipyard capacity. There is no limit to the extent of submarine, ASW and transport force pool additions.

42.3341 SUBMARINE FORCE POOL INCREASES: Western Allied and Japanese RPs may not be assigned to submarine production until the 1942 YSS.

42.3342 JAPANESE ASW FORCE POOL INCREASES: Japanese RPs may not be assigned to ASW production until the 1943 YSS.

42.3343 JAPANESE TRANSPORT FORCE POOL INCREASES: Japanese RPs may not be assigned to transport production until the 1943 YSS.

42.3344 PORT PRODUCTION: Western Allied and Japanese RPs may not be assigned to port production until the 1942 YSS.

42.335 SURPLUS PRODUCTION: An alliance faction may defer the use of up to five BRPs of force pool increases from production for each production project until a subsequent year. No more than five BRPs of production may be carried over from year to year for each production project. Deferred production is announced during the unit construction phase in which the RPs are triggered (42.17A). Deferred military production may be used to produce heavy armor units even if the heavy armor could not be built when the military production was deferred.

42.336 PRODUCTION AND MOBILIZATION: The deferral of force pool increases from production may be used in two ways:

A. Some or all of the deferred production may be used for production for the same project in a subsequent year, whether or not RPs are subsequently allocated to that project.

B. Some or all of the deferred production may be used in conjunction with mobilization points to mobilize one additional air factor or ground unit, as the case may be, in the current or a subsequent turn. No more than one additional air factor or ground unit may be mobilized in this manner each turn. When this is done, the air factor or ground unit generated is subject to the delay associated with mobilization.

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

- 43.1 OVERVIEW
- 43.2 STRATEGIC ATOMIC ATTACKS
- 43.3 EFFECTS OF STRATEGIC ATOMIC ATTACKS
- 43.4 TACTICAL ATOMIC ATTACKS
- 43.5 MULTI-TARGET ATOMIC ATTACKS

43.1 OVERVIEW:

43.11 RESEARCH: Atomic bombs may only be constructed by Germany, Russia and the U.S. Atomic bomb production requires the research results set out below. All atomic research except atomic general research is subject to the restrictions on RP allocation which apply to high technology projects (41.31C):

A. CONTROLLED REACTION:

- RPs may not be allocated to controlled reaction research until the 1941 YSS.
- An “8+” research result for controlled reaction is required before a research roll made be made for plutonium production or the atomic bomb.

B. URANIUM SEPARATION:

- RPs may not be allocated to uranium separation research until the 1944 YSS.

C. PLUTONIUM PRODUCTION:

- RPs may not be allocated to plutonium production research until the 1944 YSS.

D. ATOMIC BOMB:

- RPs may not be allocated to atomic bomb research until the 1944 YSS.
- RPs allocated to atomic bomb research may not be activated until an “8+” research result for controlled reaction has been achieved and the material for at least one bomb is available.
- Provided the fissionable material is available, a “4-6” atomic bomb research result allows the construction of uranium bombs; a “7+” atomic bomb research result also allows the construction of plutonium bombs.

43.12 PRODUCTION OF FISSIONABLE MATERIALS: Atomic bombs require the production of fissionable material from uranium plants and/or plutonium reactors:

A. URANIUM PLANTS:

- Uranium plants are a high technology project. Each uranium plant costs 8 RPs. RPs may not be invested in uranium plant production until the 1942 YSS.
- Each uranium plant produces fissionable material for one atomic bomb either immediately or up to three turns after it is built, provided an “8” or greater research result for uranium separation has been achieved. The delay associated with receiving the fissionable material for the first atomic bomb depends on the research result for uranium separation.
- The rate at which uranium plants produce material for additional atomic bombs depends on the research result for uranium separation.

B. PLUTONIUM REACTORS:

- Plutonium reactors are a high technology project. Each plutonium reactor costs 6 RPs. RPs may not be invested in plutonium reactor production until the 1943 YSS.
- Each plutonium reactor produces fissionable material for one atomic bomb either immediately or up to three turns after it is built, provided an “8” or greater research result for plutonium production has been achieved. The delay associated with receiving the fissionable material for the first atomic bomb depends on the research result for plutonium production.
- Each plutonium reactor produces fissionable material for an additional atomic bomb every two turns after the material for the first bomb is produced.

43.13 USE: Once all research conditions are met and sufficient fissionable material is available, atomic bombs are immediately assembled and may be used against enemy strategic, military, air or naval targets. The method of delivery and effect depends upon the type of target selected.

Each atomic bomb may only be used once. Is a rule required to make this clear? Disputes have arisen over more obvious points...



43.2 STRATEGIC ATOMIC ATTACKS:

43.21 TIMING: Atomic attacks against strategic targets are made by the moving player immediately after resolving SW combat.

43.22 DELIVERY: Strategic atomic attacks may be made only by strategic bomber or rocket against any otherwise eligible target, or by German advanced submarine against the Atlantic U.S. box.

43.221 STRATEGIC BOMBERS: Only strategic bombers may be used to drop an atomic bomb. Army air units used for conventional bombing may not make atomic attacks.

43.222 ROCKETS: Rockets may be used to deliver atomic bombs at a range of three European (two Pacific) hexes if a “12+” research result for rockets is in effect.

43.223 WESTERN ALLIED ATOMIC ATTACKS: Both American and British strategic bombers and rockets may be used to deliver Western Allied atomic bombs.

43.224 ADVANCED SUBMARINES: Germany may make one strategic atomic attack against the U.S. for each advanced submarine factor in the Atlantic SW box.

43.23 TARGETS: Strategic atomic attacks may only be made against eligible bombing targets (26.3) within range of the required base.

43.24 RESOLUTION OF ATOMIC ATTACKS BY STRATEGIC BOMBER: A strategic atomic attack may be made by strategic bomber if at least one strategic bomber factor is unaffected both by air combat with the defender's air units, if any, and the defender's SW combat dice roll. Once it is determined whether a strategic atomic attack by strategic bomber is permitted, the attacker announces whether he is making the attack.

43.25 RESOLUTION OF ATOMIC ATTACKS BY ROCKET: Atomic attacks made by rocket (43.222) may not be intercepted.

43.26 RESOLUTION OF ATOMIC ATTACKS BY ADVANCED SUBMARINES: Atomic attacks made by advanced submarines (43.224) may not be intercepted.

43.3 EFFECTS OF STRATEGIC ATOMIC ATTACKS:

43.31 ATOMIC ATTACK MARKERS:



43.311 PLACEMENT OF ATOMIC ATTACK MARKERS: A successful atomic attack results in the placement of an atomic attack marker on the target hex or in the attacked mapboard box, with the effects outlined below.

43.312 ONE STRATEGIC ATTACK PER HEX: Each hex may be subject to only one successful strategic atomic attack per game. If more than one atomic bomb is detonated in the same hex in the same turn, these additional atomic attacks are considered tactical atomic attacks against enemy air or naval units in the target hex (43.44) and have no political or resistance effects. Only one atomic attack marker would be placed. Similarly, subsequent atomic attacks against a hex which has already been subject to a successful strategic atomic attack have no political or resistance effects and do not result in the placement of an atomic marker.

43.32 POLITICAL EFFECTS:

43.321 SURRENDER AND RESISTANCE EFFECTS: Successful strategic atomic attacks trigger the following political effects:

A. GERMAN SURRENDER: The first successful strategic atomic attack against a target in Germany permanently reduces the German surrender level by three; the second such attack permanently reduces the German surrender level by an additional two; each additional attack permanently reduces the German surrender level by an additional one.

B. JAPANESE AND RUSSIAN RESISTANCE: The first successful strategic atomic attack against a hex in Japan or Russia permanently reduces the Japanese or Russian resistance level by three; the second such attack permanently reduces the target's resistance level by an additional two; each additional attack permanently reduces target's resistance level by an additional one.

C. BRITISH RESISTANCE AND U.S. ELECTION: The effect of a successful German strategic atomic attack against Britain or the U.S. depends on whether the Western Allies also have the atomic bomb. This is defined as having either a uranium bomb or a plutonium bomb which is assured of successful detonation.

- If the Western Allies also have the atomic bomb:
 - The first successful strategic atomic attack against a hex in Britain permanently reduces the British resistance level by three; the second such attack permanently reduces the British resistance level by an additional two; each additional attack permanently reduces the British resistance level by an additional one.
 - The first successful German strategic atomic attack against a hex in Britain or against the Atlantic U.S. box permanently reduces future U.S. election results by three; the second such attack permanently reduces future U.S. election results by an additional two; each additional attack permanently reduces future U.S. election results by an additional one.
- If the Western Allies do not have the atomic bomb:
 - In addition to the above effects, the first successful strategic atomic attack against a hex in Britain or against the Atlantic U.S. box causes the Western Allies to suspend hostilities against the European Axis at the start of the next Allied player turn should the European Axis player wish to do so (the European Axis player has the option of declining the Western Allied offer and continuing to fight). If hostilities are suspended neither side may engage in offensive operations against the other until the Western Allies resume hostilities. The Western Allies may resume hostilities at the start of any Western Allied player turn in which the Western Allies are guaranteed to obtain an atomic bomb which is sure to detonate. The suspension of hostilities between the European Axis and the Western Allies does not affect any hostilities between the European Axis and Russia or Japan and the Allies.

43.322 NOTIONAL HEX CONTROL: A hex containing an atomic attack marker is considered to be controlled by the attacker for the purposes of resistance level determination, DP calculations and surrender, but not for other purposes.

43.33 DIPLOMATIC EFFECTS:

43.331 ONE ADDITIONAL DP RECEIVED: For each successful atomic attack against an enemy target, the United States, Germany and Russia, as the case may be, receives one additional DP in all future YSS.

43.332 USAT EFFECTS: Each German atomic attack in Europe causes a deterioration in Germany's relations with the United States, as set out in the USAT Table.

43.34 ECONOMIC EFFECTS:

43.341 If a key economic area or IC is subject to successful strategic atomic attack, the owner immediately loses the value of the key economic area or IC; or 25 BRPs, whichever is less.

43.342 Each successful German strategic atomic attack against the Atlantic U.S. box or the Urals box causes the U.S. or Russia, respectively, to lose 25 BRPs.

43.343 For every three BRPs (round down) lost to a strategic atomic attack on a key economic area, IC or mapboard box, the construction limit of the defending major power is reduced by one in its next player turn.

43.35 OIL:

43.351 OIL CENTERS: An oil center which is subject to a successful strategic atomic attack incurs the maximum possible damage. Brunei and Palembang may not be subject to strategic atomic attack.

43.352 SYNTHETIC OIL PLANTS: A successful strategic atomic attack against a hex containing synthetic oil plants eliminates all the synthetic oil plants in that hex. Another synthetic oil plant may be built in the same hex for the normal expenditure of RPs.

43.36 ATOMIC ATTACK MARKERS PERMANENT: Atomic attack markers may not be removed.



43.4 TACTICAL ATOMIC ATTACKS:

43.41 NO RESTRICTION: Tactical atomic attacks may be made against any hex.

43.42 MILITARY ATTACKS:

43.421 OFFENSIVE: An atomic attack may be made by the moving player against enemy ground unit(s) during the regular combat phase immediately before making the first combat die roll to resolve an offensive ground attack of 1:1 odds or greater against those units. The defending units must be adjacent to a fully supplied attacking ground unit or in a hex which is the target of a seaborne invasion. Atomic attacks may not be made during overruns, by airborne units which have airdropped, or during exploitation.

43.422 DEFENSIVE: An atomic attack may be made by the defender immediately before the attacker makes the first combat die roll to resolve an offensive ground attack against fully supplied defending ground unit(s), after the attacker has announced any offensive tactical atomic attacks (43.421). The combat round is then completed, with an automatic "a" combat result (43.424B). Defensive atomic attacks are permitted in any round of ground combat and against airdrops and exploitation attacks, but not against overruns.

43.423 NO INTERCEPTION PERMITTED: Atomic attacks against adjacent ground units may not be intercepted.

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 automatically incurs a "d" combat result in that combat round without the need for a combat die roll.

B. DEFENSIVE: The attacker automatically incurs an "a" combat result in that combat round without the need for a combat die roll and the CTL of all surviving attacking units is reduced by one until the ground combat is resolved. The combat round in which the defender used the atomic bomb counts against the limit on the number of attacks which may be made by the attacker (41.925B).

EXAMPLES: The Western Allies attack two German 3-3 infantry units in a fortified hex at odds of 24:18. The Western Allied player uses an atomic bomb to assist in the attack. The result in the first round of ground combat is a “d”, which means the Germans lose a 3-3 infantry unit in the first round of ground combat without the need for a combat die roll. If the Western Allies had a CTL of two or more, they could make a second attack at odds of 24:9, with a +1 modifier to their combat die roll.

If the German player used an atomic bomb in defense, the Western Allies would incur an “a” result in the first round of ground combat without the need for a combat die roll. The Western Allies would lose nine factors, and their CTL would be reduced by one. Unless the Western Allies had a CTL of three or more, they couldn’t continue the attack (41.925B). If they were able to continue the attack, the odds would be 15:18, with a +1 modifier to the combat die roll.

If both players used an atomic bomb in the first round of ground combat, the second round of ground combat would be 15:9, with a +1 modifier

Finally, if the Western Allies used two atomic bombs in the first round, they would win the combat unless the Germans used so many atomic bombs that they eliminated all the attacking units, because both German units would be eliminated (two “d” results), and any surviving Western Allied ground units could occupy the hex no matter what their CTL might be.

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 two “d” combat results in that combat round.

D. MUTUAL ATOMIC ATTACKS: If both sides use atomic bombs in the same ground combat, each side suffers the effects set out in 43.424A and B. Thus both the attacker and defender could incur “a” and “d” results, respectively.

43.43 ADVANCED SUBMARINE ATTACKS:

43.431 TACTICAL ATOMIC ATTACKS: Tactical atomic attacks against naval bases and shipyards may be made by advanced submarine during the combat phase as set out below.

43.432 ADVANCED SUBMARINE BASING: Advanced submarines which attempt to make a tactical atomic attack must, at the start of their combat phase, be based in an operational port within 20 (Europe) hexes of the enemy base.

43.433 ADVANCED SUBMARINES IN AN SW BOX: Advanced submarines operating in an SW box may not attempt tactical atomic attacks.

43.434 AUTOMATIC SUCCESS: Tactical atomic attacks by advanced submarines automatically succeed.

43.435 RESOLVING ATOMIC ATTACKS BY ADVANCED SUBMARINE: A tactical atomic attack by advanced submarine permits the attacker to roll two dice using the “20” row for air squadrons on the Naval Attack Table (23.44) against ships in port, or the “20” row of the SW Combat Table (24.62) against ships under construction in a shipyard (26.76). A critical hit die roll is made for named ships damaged or sunk by an atomic attack (20.5241D).

43.436 ADVANCED SUBMARINE ATTACKS AGAINST MAPBOARD BOXES PROHIBITED: German advanced submarines may not make tactical atomic attacks against Allied naval units in mapboard boxes. For German strategic atomic attacks against the U.S. Atlantic box, see 43.2.

43.44 STRATEGIC BOMBER AND ROCKET ATTACKS:

43.441 RESOLVED AS ATOMIC ATTACKS AGAINST CITIES: Strategic bombers and rockets may make tactical atomic attacks against air and naval units in enemy bases or against naval units under construction in enemy shipyards. Atomic attacks against more than one of these three types of targets, or a strategic atomic attack against the same hex, require more than one atomic bomb. The delivery of atomic bombs against such targets is handled in the same manner as strategic atomic attacks (43.2).

43.442 EFFECTS AGAINST AIR AND NAVAL UNITS: For each successful atomic attack against enemy air or naval units, the attacker makes one unmodified dice roll using the “20” row for air squadrons on the Naval Attack Table (23.44) and applies the result as desired against any enemy air or naval units in the target hex. A critical hit die roll is made for named ships damaged or sunk by an atomic attack (20.5241D).

43.443 EFFECTS AGAINST SHIPYARDS: For each successful atomic attack against an enemy shipyard, the attacker makes one unmodified dice roll using the “20” row of the Strategic Warfare Combat Table and applies the result as desired against any enemy naval units in the shipyard (26.76).

43.5 MULTI-TARGET ATOMIC ATTACKS:

43.51 TARGET ANNOUNCED IN ADVANCE: If an atomic attack is directed against a hex containing more than one type of target, the attacker must announce his target in advance.

Hexes may be rich in atomic targets. For example, a German objective hex may also contain a synthetic oil plant, as well as air units. When an atomic attack is made against such a hex, the attacker must announce whether he is attacking the hex strategically or is attacking the air units in a tactical atomic attack. In this example, the synthetic oil plant would be destroyed by a successful strategic atomic attack against the objective hex, but would be unaffected by a successful tactical atomic attack against the German air units based in the hex.



44. INTELLIGENCE

44.1 THE INTELLIGENCE CATEGORY

44.2 INTELLIGENCE RESEARCH PROJECTS

44.3 INTELLIGENCE PRODUCTION PROJECTS

44.1 THE INTELLIGENCE CATEGORY:

44.11 The intelligence category of research and production projects includes many of the traditional spying and signals intelligence projects, as well as projects of a more political nature.

44.2 INTELLIGENCE RESEARCH PROJECTS:

44.21 COUNTER-INTELLIGENCE: The rules relating to counter-intelligence are set out in rule 45.

44.22 ESPIONAGE: The rules relating to espionage are set out in rule 46.

44.23 COVERT OPERATIONS: The rules relating to covert operations are set out in rule 47.

44.24 COMMUNIST SUBVERSION:

A. ELIGIBLE TARGETS: Each successful subversion research result allows Russia to apply a special modifier to one Axis or Russian diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece. Subversion may not be used to modify Western Allied diplomatic die rolls.

B. REPEATED SUBVERSION ALLOWED: Russia may subvert an eligible target more than once and may subvert more than one target in the course of the game, provided it achieves more than one subversion research result.

C. ADVERSE MODIFIER GENERATED: Subversion generates an adverse modifier for Hungary, Rumania, Bulgaria, Yugoslavia and Greece. Repeated subversion attempts generate cumulative adverse modifiers.

D. REACTION DIE ROLLS: The use of subversion to modify a diplomatic die roll permits a reaction die roll for the other potential subversion targets (49.634).

E. SUBVERSION RESULTS: A “3” subversion research result generates a -1 diplomatic modifier; a “4” subversion research result generates a -2 diplomatic modifier; and so on, up to a maximum subversion research result of “7+”, which generates a -5 diplomatic modifier.

44.241 WHEN RESULT REVEALED: Russia reveals a successful subversion research result when it applies the subversion modifier to a diplomatic die roll. This is done after the target has been announced and before the diplomatic die roll is made. The Axis may not decline to make a diplomatic die roll for an announced target in order to avoid a subversion modifier.

44.25 ANGLO-FRENCH COOPERATION:

A. A successful Anglo-French cooperation research project improves relations between Britain and France (53.2) and may affect the French Surrender level (58.21F).

44.251 WHEN RESULTS REVEALED: Any successful Anglo-French Cooperation result is revealed at the start of the Allied player turn following the research phase in which the result is achieved.

44.3 INTELLIGENCE PRODUCTION PROJECTS:

44.31 CODEBREAKING: The rules relating to codebreaking are set out in rule 48.

44.32 RUSSIAN OCCUPATION POLICIES:

A. VLASOV CONSTRUCTION: Each Russian occupation policies result permits Germany to build one Vlasov infantry factor each turn once Germany and Russia are at war, up to a maximum construction rate of three Vlasov factors per turn.

- Germany constructs Vlasov infantry factors (using 1-3, 2-3 or 3-3 counters) at the normal BRP cost.
- Vlasov units may be constructed in any fully supplied city in Russia or pre-war Poland controlled by the Axis at the start of their player turn, may only operate in those countries, and may not be rebuilt if eliminated.
- Germany may defer the construction of Vlasov infantry units in order to build a higher denomination Vlasov infantry unit in a subsequent turn. No more than two unbuilt Vlasov factors may be accumulated for future turns in this manner.
- Vlasov units are considered to be in their home country even when in Poland (15.33B).

B. PARTISANS: For each Russian occupation policies result the number of partisans allowed in Russia and eastern Poland is reduced by one, to a maximum reduction of three partisans. No Russian partisans are eliminated if Germany achieves one of these results once Russian partisans are on the board, but the result might prevent the rebuilding of one or more partisans once they are eliminated.

C. UKRAINE:

- For each Russian occupation policies result Germany receives a +1 modifier for the Ukraine diplomatic die roll, to a maximum modifier of +3.
- The research point cost of Russian occupation policies is reduced by one if the Ukraine has activated as a German minor ally (a "10" diplomatic result for the Ukraine).

44.321 WHEN RESULTS REVEALED: Russian occupation policies results are revealed during the Axis diplomatic phase if the Ukraine is selected for a diplomatic die roll or during the Axis unit construction phase in which Vlasov units are first constructed.

44.33 CHINESE OCCUPATION POLICIES:

A. WANG CONSTRUCTION: A Chinese occupation policies result (42.26E) permits Japan to build one Wang infantry factor each turn, up to a limit of one 1-2 and one 2-2 infantry unit for each of Peking, Nanking, Shanghai, Canton and Chungking controlled by Japan.

- Japan constructs Wang infantry factors (using 1-2 or 2-2 counters) at the normal BRP cost.
- Wang infantry may be constructed in any fully supplied city in China or Manchuria controlled by the Japanese at the start of their player turn and may only operate in those countries.
- Japan may defer the construction of a 1-2 Wang infantry unit in order to build a 2-2 Wang infantry unit in a subsequent turn. No more than one unbuilt Wang factor may be accumulated for future turns in this manner.

44.331 WHEN RESULTS REVEALED: The Chinese occupation policies result is revealed during the Japanese unit construction phase in which Wang units are first constructed.

44.34 INDIAN SUBVERSION:

A. INDIAN NATIONAL ARMY AND PARTISAN CONSTRUCTION: An Indian subversion result (42.26F) permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn up to a limit of one 1-2 and one 2-2 infantry unit for each of Calcutta, Colombo, Dacca and Rangoon controlled by Japan, plus two Indian partisans regardless of the number of objectives controlled (72.92B, 72.93B).

- For details of the Indian National Army, see 72.9.
- Japan may construct up to two Indian partisans in India, whether or not Japan and Britain are at war (11.353B). Indian partisans may not be constructed in the India box.

44.341 WHEN RESULTS REVEALED: The Indian subversion result is revealed during the Japanese unit construction phase in which Indian National Army units or Indian partisans are first constructed.

44.35 MOSLEM UNREST:

A. INCREASED PARTISAN FORCE POOLS: Each Moslem Unrest result allows the Axis to increase their Middle Eastern partisan force pool by one (11.341A).

- At the start of the game, Axis construction of Middle Eastern partisans is prohibited. Each Moslem Unrest result increases the number of Axis Middle Eastern partisans which may be built by expanding the force pools for one or more of the three Middle Eastern areas in which Axis partisans may be built (Egypt; Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia; Persia). Once the force pool for an area is increased by a Moslem Unrest production result, the effect is permanent: the force pool cannot be reduced by Allied action and the Axis may not later switch the increase to another area.
- The Axis may build one Axis partisan in each of the three Middle Eastern areas each turn, provided there are partisans in the force pool for that area. Germany pays the construction cost for Middle Eastern partisans. Axis Middle Eastern partisans may not leave the areas in which they are built.
- The maximum size of the partisan force pool for each of the three Middle Eastern areas in which Axis partisans may be built is two per area.
- Axis partisans may be built in Persia only if the Allies have declared war on Persia or activated the Persian BRP route. Axis partisans may only be built and operate in Lebanon/Syria if it is Allied-controlled. Axis partisans may only be built and operate in Arabia if it has been attacked by the Allies.

44.351 WHEN RESULT REVEALED: A successful Moslem Unrest result is announced during the Axis unit construction phase in which the resulting Axis Middle Eastern partisan is first constructed.

44.36 WESTERN ALLIED PARTISANS:

A. INCREASED PARTISAN FORCE POOLS: Each Western Allied partisan result allows the Western Allies to add one partisan to their force pool.

- Additional Western Allied partisans may be built in any eligible location and, if eliminated, may be rebuilt in the same or a different location.
- The number of Western Allied partisans in each eligible location may not exceed the maximum limit set out in the Major Power Partisan and Minor Country Forces Tables.

44.361 WHEN RESULT REVEALED: A successful Western Allied partisan result is announced during the Western Allied unit construction phase in which the resulting Western Allied partisan is first constructed.

44.37 RUSSIAN PARTISANS:

A. INCREASED PARTISAN FORCE POOLS: Each Russian partisan result allows Russia to add one partisan to its force pool.

- Additional Russian partisans may be built in any eligible location and, if eliminated, may be rebuilt in the same or a different location.
- The number of Russian partisans in each eligible location may not exceed the maximum limit set out in the Major Power Partisan and Minor Country Forces Tables.

44.371 WHEN RESULT REVEALED: A successful Russian partisan research result is announced during the Russian unit construction phase in which the resulting Russian partisan is first constructed.

45. COUNTER-INTELLIGENCE

- 45.1 ELIGIBLE COUNTRIES
- 45.2 EFFECTS
- 45.3 TIMING
- 45.4 ACCUMULATION OF RESULTS PROHIBITED
- 45.5 RESTRICTIONS

45.1 ELIGIBLE COUNTRIES:

45.11 COUNTER-INTELLIGENCE: Counter-intelligence is an intelligence project which may be researched by Germany, Britain, Russia and Japan.

45.2 EFFECTS:

45.21 EFFECTS: A counter-intelligence result may be used:

- A. To eliminate an enemy major power or minor country spy ring (subject to 45.51A, B).
- B. To negate an enemy covert operation (subject to 45.52).
- C. To reduce the effect of an enemy harbor attack.

45.3 TIMING:

45.31 TIMING: A counter-intelligence result may be used at any of the following times:

A. At the end of any research phase, after both sides have announced the placement of any new spy rings and the initial effects of those spy rings (number of DPs in a minor country target, elimination of an enemy spy ring, code names of projects in a major power research category) have been resolved. A counter-intelligence result may be held and used to eliminate an enemy spy ring at the end of a subsequent research phase.

EXAMPLE: If Germany placed a spy ring in British naval research in Spring 1941, Britain reveals the code names of all its current naval projects, whether or not Britain uses counter-intelligence to eliminate the spy ring.

If Britain placed a spy ring in German naval research in Spring 1941, after Germany had completed its research phase, Germany would reveal the code names of its naval projects, even if it used a counter-intelligence result to eliminate the British spy ring in Spring 1941.

In both cases the counter-intelligence result used could have been achieved in the Spring 1941 or any earlier research phase.

- B. During either player's diplomatic phase, or when resolving a French or Italian surrender, immediately after the attempted play of a covert operation.
- C. During the opposing player turn, immediately before resolving an enemy harbor attack.

45.4 ACCUMULATION OF RESULTS PROHIBITED:

45.41 ONE RESULT MAY BE HELD IN RESERVE: A counter-intelligence result need not be used when it is first attained, but a major power may not make another research die roll for counter-intelligence until the counter-intelligence result being held has been used. A research roll for counter-intelligence is not allowed if the major power concerned holds a counter-intelligence result at the start of its research phase. RPs may be allocated to counter-intelligence in a YSS even if a counter-intelligence result is being held.

45.5 RESTRICTIONS:

45.51 SPY RINGS:

A. MAJOR POWER SPY RINGS: A current or future alliance partner may use counter-intelligence to eliminate a spy ring which has been placed in a major power in a different alliance faction. Thus Russia may use counter-intelligence to eliminate Axis or Japanese major power spy rings placed in the Western Allies, and Japan may use counter-intelligence to eliminate major power spy rings placed in the Axis.

B. MINOR POWER SPY RINGS: Japanese counter-intelligence may not be used to eliminate minor country spy rings.

45.52 COVERT OPERATIONS:

A. Russian counter-intelligence may only be used to counter German covert operations in minor countries in which Russia may place DPs. This restriction is lifted once Russia and Germany have gone to war or the RGT level is 50 or more (47.51).

B. Japanese counter-intelligence may not be used against covert operations.

45.53 HARBOR ATTACKS: Counter-intelligence results may not be used to oppose harbor attacks against another alliance faction.



46. ESPIONAGE

- 46.1 ELIGIBLE COUNTRIES
- 46.2 ESTABLISHMENT OF SPY RINGS
- 46.3 RESTRICTIONS
- 46.4 EFFECTS
- 46.5 ELIMINATION

46.1 ELIGIBLE COUNTRIES:

46.11 ESPIONAGE: Espionage is an intelligence project which may be researched by Germany, Japan, Britain and Russia.

46.2 ESTABLISHMENT OF SPY RINGS:

46.21 PLACEMENT OF SPY RINGS: A successful espionage research result of "6+" permits the immediate establishment of a friendly spy ring in either a minor country or a potential or actual enemy major power (EXCEPTION: Japan may only operate major power spy rings). The decision as to which type of spy ring to place and its location may not be deferred. The location of a spy ring is indicated by placing an espionage counter of the appropriate nationality in the target country.

46.22 TIMING: Spy rings are announced and placed immediately after all research rolls for that turn are completed, in the following sequence:

- A. The Axis place their spy rings.
- B. The Allies may use counter-intelligence results to eliminate Axis spy rings.
- C. The Allies place their spy rings.
- D. The Axis may use counter-intelligence results to eliminate Allied spy rings.

46.23 LOCATIONS FIXED ONCE PLACED: Once established, spy rings continue to operate until eliminated, but may not be shifted from one country or research category to another.

46.3 RESTRICTIONS:

46.31 RESTRICTIONS:

A. MINOR COUNTRY SPY RINGS: Each alliance faction may operate no more than one spy ring in each target minor country. Spy rings may be placed in the Ukraine prior to its activation.

B. MAJOR POWER SPY RINGS: The number of spy rings a major power may operate in an enemy alliance faction is limited only by the number of enemy research categories. A player may not establish spy rings in a current or potential major power ally. A major power may not assign more than one spy ring to each enemy research category at any given time.

Each alliance faction may place only one major power spy ring in each research category in an enemy alliance faction. Thus the Western Allies and Russia may each place a spy ring in Axis military research, for a maximum of two spy rings in Axis military research. This would not prevent either the Western Allies or Russia from also placing a spy ring in Japanese military research. No spy rings may be placed in Russian naval research, as there are no Russian naval secrets to steal.



46.32 JAPANESE AND RUSSIAN MINOR COUNTRY SPY RINGS:

A. JAPAN: Japan may not operate minor country spy rings.

B. RUSSIA: Russia may only operate spy rings in minor countries in which Russia may place DPs. This restriction is lifted once Russia and Germany have gone to war or the RGT level is 50 or more. For the effects of Russo-Allied cooperation restrictions, see 46.411C.

46.4 EFFECTS:

46.41 EFFECT OF SPY RINGS: Spy rings have the following effects:

46.411 MINOR COUNTRIES:

A. INITIAL PLACEMENT: When a spy ring is first placed in a minor country, even if it is immediately negated by enemy counter-intelligence, all enemy DP allocations to that minor country are revealed. During each YSS in which minor country spy rings are operating, each side must reveal its DP allocations to minor countries containing enemy spy rings before any other DP allocations are made.

B. DIPLOMATIC MODIFIER: Any diplomatic die rolls for that minor country, including die rolls modified by Russian subversion, are modified by one in favor of the major power operating the spy ring.

C. WESTERN ALLIED AND RUSSIAN COOPERATION: British minor country spy rings never modify Russian diplomatic die rolls and Russian minor country spy rings never modify Western Allied diplomatic die rolls. Before Russia and Germany have gone to war or the RGT level is 50 or more, British and Russian minor country spy rings do not combine to modify Axis diplomatic die rolls. If both countries had spy rings in the same minor country, an Axis diplomatic die roll for that minor country would only be reduced by one. Once Russia and Germany go to war or the RGT level is 50 or more, British and Russian minor country spy rings are combined to modify Axis diplomatic die rolls.

46.412 MAJOR POWERS: When a spy ring is established in an enemy major power, the player establishing the spy ring assigns it to one of the enemy major power's research categories, with the following effects, even if the spy ring is immediately negated by enemy counter-intelligence:

A. The opponent must reveal the code names of all research projects, including general research, in the selected category to which RPs have been or are currently assigned. The actual names of the research projects, number of RPs assigned to each research project, current results and the assignment of RPs to production are not revealed.

B. While the spy ring continues to operate, the player establishing the spy ring receives a +1 modifier for his own die rolls for general research in the selected category and inflicts a -1 modifier on the opponent's die rolls for general research in the selected category. Since all research rolls are made before any spy rings are placed or removed, these modifiers do not take effect in the target category until the turn after the spy ring is placed, and the elimination of the spy ring by a counter-intelligence result achieved in the defender's research phase does not remove the adverse modifier in the target category until the following turn.

46.42 CONTINUING EFFECTS: The effects of spy rings continue until they are eliminated. Thus a spy ring placed in a minor country requires the opponent to reveal his DP allocation to that minor country in each subsequent YSS, and a spy ring placed in a major power requires the opponent to reveal the existence of new research projects in each subsequent YSS. Similarly, die roll modifiers continue indefinitely until the spy ring concerned is eliminated.

46.5 ELIMINATION:

46.51 ELIMINATION OF ENEMY SPY RINGS: Spy rings may be eliminated in three ways:

A. COUNTER-INTELLIGENCE: For spy rings operating in either a major power or a minor country, by the application of an enemy "5+" counter-intelligence result, either when the spy ring is first placed or at the end of the research phase, whether or not he achieved the counter-intelligence result in that research phase (46.22).

B. OPPOSING MINOR COUNTRY SPY RINGS: For spy rings operating in a minor country, by the placement of a spy ring in the same minor country by an enemy major power. DPs placed by the opponent are revealed, then both spy rings are eliminated.

C. ENEMY CONTROL OF A TARGET MINOR COUNTRY: For spy rings operating in a minor country, if that minor country comes under control of an enemy major power, whether by diplomatic or military means. If the minor country was already under enemy control when the spy ring

was placed, this method of eliminating minor country spy rings may not be used.

46.52 MARKER REMOVED: When a spy ring is eliminated, the counter indicating its existence is removed.

46.53 WHEN SPY RINGS NOT ELIMINATED: Spy rings are not eliminated when:

A. MAJOR POWER SURRENDER: Their creating major power surrenders; or

B. MINOR COUNTRY CONTROL: A minor country comes under the control of either the creating major power or one of its allies.

47. COVERT OPERATIONS

47.1 ELIGIBLE COUNTRIES

47.2 RESTRICTIONS AND EFFECTS

47.3 TIMING

47.4 COUNTER-INTELLIGENCE

47.5 RUSSO-ALLIED COOPERATION

47.6 ACCUMULATION PROHIBITED

47.1 ELIGIBLE COUNTRIES:

47.11 COVERT OPERATIONS: Covert operations are an intelligence project which may be researched by Germany, Britain and Russia.

47.2 RESTRICTIONS AND EFFECTS:

47.21 EMPLOYMENT: Covert operations allow a major power to trigger a favorable +/-1 modifier or change in:

A. A diplomatic target, regardless of which side selected the target;

B. The USAT level;

C. The French and Italian surrender levels.

47.22 USE INDEPENDENT OF DPs:

A. Covert operations may be used to modify a diplomatic die roll whether or not DPs were placed in the target.

B. Covert operations may be used to affect USAT whether or not DPs were activated for USAT in the turn in question.

C. Covert operations may be used to modify the French and Italian surrender levels whether or not DPs were placed in France or Italy.

47.23 DPs NOT ELIMINATED: Covert operations only apply once. They do not eliminate enemy DPs and therefore do not affect subsequent diplomatic die rolls in the year in which they are used.

47.24 DIPLOMATIC DIE ROLLS MUST PROCEED: Once announced, a diplomatic die roll must be made, regardless of the application of enemy covert operations. Covert operations may not prevent a diplomatic die roll, even if the modifiers generated by covert operations offset the modifiers from the enemy DPs in the target.

47.3 TIMING:

47.31 TIMING: Covert operations are announced immediately before diplomatic die rolls are made, with the moving player announcing first, after:

A. Diplomatic targets are announced and DPs in those targets are revealed;

B. A DP in USAT is activated; and

C. Russia announces any subversion result it is applying in that diplomatic phase.

47.4 COUNTER-INTELLIGENCE:

47.41 An enemy covert operation may be negated by the immediate use of counter-intelligence. Both the covert operation and the counter-intelligence research results are consumed and the covert operation has no effect.

47.5 RUSSO-ALLIED COOPERATION:

47.51 COOPERATION RESTRICTIONS: Before Russia and Germany have gone to war or the RGT level is 50 or more, the following restrictions apply. These restrictions are lifted once Russia and Germany go to war or the RGT level is 50 or more.

A. Britain and Russia may not both use a covert operation in the same target in the same diplomatic phase.

B. Russian counter-intelligence may only be used to counter German covert operations in minor countries in which Russia may place DPs.

C. Russian covert operations may only be used in minor countries in which Russia may place DPs.

D. Russian covert operations may not be used to increase USAT.

47.6 ACCUMULATION PROHIBITED:

47.61 ACCUMULATION OF COVERT OPERATION RESULTS PROHIBITED: A major power's covert operations capability may not exceed one. However, a major power could place RPs in covert operations during the YSS, in anticipation of employing its covert operations capability early in the year, then rolling for covert operations later in that or a subsequent year.



48. CODEBREAKING

48.1 OVERVIEW

48.2 MECHANICS

48.3 TIMING

48.4 SUBMARINE WARFARE AND ASW EFFECTS

48.5 TACTICAL EFFECTS

48.6 STRATEGIC EFFECTS

48.7 PEARL HARBOR

48.8 CARDS MAY ONLY BE USED ONCE

48.1 OVERVIEW:

48.11 INTELLIGENCE PRODUCTION PROJECT: Codebreaking is an intelligence production project. Each codebreaking result costs three RPs, reduced to two RPs after one breakthrough in general intelligence research, and reduced to one RP after two or more breakthroughs in general intelligence research. No more than one codebreaking result may be obtained for each theater each year. Codebreaking production results are announced at the end of the research phase, immediately before Ultra and Magic cards are drawn.

48.12 TERMINOLOGY:

A. "Ultra" is used to describe codebreaking in the European theater.

B. "Magic" is used to describe codebreaking in the Pacific theater.

48.13 ULTRA: The European Axis and the Western Allies may both place research points in Ultra. Ultra results only affect naval operations in the European theater involving the European Axis and the Western Allies, including Italian and German naval activities in the Indian Ocean. Ultra does not affect Russian naval operations.

48.14 MAGIC: Japan and the Western Allies may both place research points in Magic. Magic results only affect naval operations in the Pacific theater involving Japan and the Western Allies, including Japanese naval activities in the Indian Ocean. Magic does not affect Russian naval operations.

48.15 WESTERN ALLIES: Ultra and Magic are separate projects for the Western Allies. RPs are allocated to them separately, and those RPs must be triggered in different turns. For clarity, throughout the rules Britain is referred to in relation to Ultra and the U.S. is referred to in relation to Magic.

48.2 MECHANICS

48.21 OVERVIEW: The European Axis, Japanese, British and American codebreaking ability in each theater is determined at the start of every game turn as follows:

A. The European Axis and Britain each have a distinct pool of Ultra cards, and Japan and the U.S. each have a distinct pool of Magic cards.

B. Each turn, at the end of the research phase, the German and British players draw four Ultra cards from their respective Ultra pools. Immediately after either Japan or the U.S. declares war on the other, and at the end of the research phase of each subsequent turn, the Japanese and American players draw four Magic cards from their respective Magic pools.

C. At the start of the game, the four Ultra and Magic card pools consist of eight Ultra or Magic cards each. Beginning in 1940, additional cards may be added to these pools by Ultra and Magic production.

D. Each type of Ultra or Magic card may be played by the owning player at specific times during either his or the opponent's player turn.

E. The effect of an Ultra or Magic card may be negated by the immediate play of a corresponding card by the opponent (submarine warfare cards are negated by ASW cards, and vice versa).

F. At the end of each game turn, all Ultra and Magic cards are returned to their pools and the process is repeated in the following turn.



48.22 TYPES OF CARDS: There are six types of Ultra and Magic cards: submarine warfare, ASW, tactical, strategic, wild card and blank.

A. **SUBMARINE WARFARE:** Increases the effectiveness of submarine warfare in an SW box or of on-board submarine attacks (Ultra: European Axis only; Magic: Japan, U.S.).

B. **ASW:** Decreases the effectiveness of submarine warfare in an SW box or of on-board submarine attacks (Ultra: Britain only; Magic: Japan, U.S.).

C. **TACTICAL:** Affects search chances for one naval combat round; increases Naval Nationality DRM for fleet combat in one naval combat round or for one on-board submarine attack; or modifies one harbor attack.

D. **STRATEGIC:** Permits one additional die to be rolled for naval interceptions; increases or decreases raider die rolls (21.5341, 21.538) by one; permits automatic interception of Japanese offensive naval missions on the Pacific front (American Magic only); or affects the USJT level used to determine surprise at Pearl Harbor (American and Japanese Magic only - 48.71).

E. **WILD CARD (American Magic only):** The American Magic wild card may be used as any other Magic card.

F. **BLANK:** Blank Ultra and Magic cards have no effect when drawn.

48.23 INITIAL COMPOSITION OF CARD POOLS: At the start of the game, the composition of the card pools for each alliance faction are as follows:

Initial Codebreaking Cards - 48.23						
	Sub.	ASW	Tactical	Strategic	Wild	Blank
E. Axis (U)	1	Proh.	1	1	Proh.	5
Britain (U)	Proh.	1	1	1	Proh.	5
Japan (M)	1	0	1	0	Proh.	6
U.S. (M)	1	1	1	1	1	3

The European Axis are prohibited from having ASW and wild cards.
 Britain is prohibited from having submarine and wild cards.
 Japan is prohibited from having wild cards.

48.24 ADDING CODEBREAKING CARDS:

48.241 CARDS ADDED BY PRODUCTION: Each Ultra or Magic production result allows a player to add one Ultra or Magic card of any permitted type to his card pool. The player does not announce the type of card he adds to his card pool.

48.242 RESTRICTIONS: The addition of Ultra and Magic cards is subject to the following restrictions:

- A. The European Axis may not select an Ultra ASW card.
- B. Britain may not select an Ultra submarine warfare card.
- C. No one may select a wild card.
- D. A card pool may never contain more than three codebreaking cards of any one type.
- E. A player may not discard Ultra or Magic cards from his card pool; the addition of codebreaking cards by production increases the size of that player's card pool.

48.3 TIMING:

48.31 Ultra and Magic cards are played immediately before the resolution of the action which they affect:

A. SUBMARINE WARFARE: Submarine warfare cards are played:

- to increase the effectiveness of SW, immediately before the resolution of submarine warfare;
- to increase the effectiveness of on-board submarine attacks, immediately before the resolution of an on-board submarine attack.

B. ASW: ASW cards are played:

- to decrease the effectiveness of SW, immediately before the resolution of submarine warfare;
- to decrease the effectiveness of on-board submarine attacks, immediately before the resolution of an on-board submarine attack.

C. TACTICAL: Tactical cards are played:

- for search effects, immediately before search rolls are made;
- for Naval Nationality DRM increases:
 - immediately before the resolution of fleet combat; or
 - immediately before the resolution of an on-board submarine attack, after any submarine warfare and ASW cards have been played;
- to increase or decrease the effectiveness of a harbor attack, immediately before the resolution of a harbor attack.

D. STRATEGIC: Strategic cards are played:

- to improve the chances of naval interception, immediately before a naval interception attempt;
- to modify the chances of raiders being engaged, immediately before a raider die roll (21.5341, 21.538);
- to trigger Magic interceptions by the U.S., during the Japanese combat phase, immediately after Japan has announced its air and naval missions in the combat phase.

48.32 ORDER OF PLAYING CODEBREAKING CARDS: Code-breaking cards are played as follows:

A. SUBMARINE AND ASW CARDS:

- The player conducting submarine warfare or making an on-board submarine attack plays a submarine warfare card;
- The opposing player then has the option of countering the submarine warfare card with an ASW card;
- If he does, then the first player may play a second submarine warfare card, which then might be countered by a second ASW card, and so on;
- If this sequence ends with no modifier for the first player, or if the first player does not play a submarine warfare card, the opposing player may then attempt to gain an advantage by playing an ASW card. The first player then has the option of countering the ASW card with a submarine warfare card, the opposing player may then play a second ASW card, and so on.

B. TACTICAL CARDS:

- The intercepting or counter-intercepting player (search and fleet combat) or the attacker (on-board submarine attacks and harbor attacks) plays a tactical card;
- The opposing player then has the option of countering by playing a tactical card;
- If he does, the first player may play a second tactical card, which then might be countered by a second tactical card, and so on;
- If this sequence ends with no modifier for the first player, or if the first player does not play a tactical card, the opposing player may then attempt to gain an advantage by playing a tactical card. The first player then has the option of countering by playing a tactical card, the opposing player may then play a second tactical card, and so on.

C. STRATEGIC CARDS:

- The intercepting or counter-intercepting or raiding player plays a strategic card;
- The opposing player then has the option of countering by playing a strategic card;
- If he does, the first player may play a second strategic card, which then might be countered by a second strategic card, and so on;
- If this sequence ends with no modifier for the first player,
 - for interceptions and counter-interceptions, the sequence ends;
 - for raiding, the opposing player may then attempt to gain an advantage by playing a strategic card. The first player then has the option of countering by playing a strategic card, the opposing player may then play a second strategic card, and so on;
- For Magic interceptions, the U.S. player may play more than one strategic card to try to intercept with more than one TF. The U.S. player plays all his Magic interception strategic cards before the Japanese player counters with his own strategic cards. Each Japanese strategic card played in response negates one American strategic card. Once the Magic interception level is determined, the U.S. player decides which Japanese naval missions to intercept (48.61C).

48.4 SUBMARINE WARFARE AND ASW EFFECTS:

48.41 EFFECTS: Each submarine warfare or ASW card may generate one of the following effects:

A. SUBMARINE WARFARE: The play of a submarine warfare card, unless offset by the play of an opposing ASW card, generates a +1 modifier for submarine warfare in the affected SW boxes for that turn. Similarly, the play of an ASW card, unless offset by the play of an opposing submarine warfare card, generates a -1 modifier for submarine warfare in the affected SW boxes for that turn. The numbers of submarine warfare and ASW cards played are compared for each of the possible submarine warfare campaigns:

- **ATLANTIC AND INDIAN OCEAN (German submarines):** European Axis Ultra submarine warfare cards vs. British Ultra ASW cards.
- **PACIFIC AND INDIAN OCEAN (Japanese submarines):** Japanese Magic submarine warfare cards vs. American Magic ASW cards.
- **PACIFIC (American submarines):** American Magic submarine warfare cards vs. Japanese Magic ASW cards.

B. ON-BOARD SUBMARINE ATTACKS: The play of a submarine warfare card, unless offset by the play of an opposing ASW card, generates a +1 modifier for all on-board submarine attacks by the alliance faction playing the card in the player turn in which it is played. Similarly, the play of an ASW card, unless offset by the play of an opposing submarine warfare card, generates a -1 modifier for all on-board submarine attacks in the player turn in which it is played.

48.42 MAXIMUM +/-1 MODIFIER: The play of two or more submarine warfare or ASW cards more than the opponent still only generates a favorable +/-1 modifier for submarine warfare in the affected SW boxes or a favorable +1 or adverse -1 modifier for on-board submarine attacks for that player turn.

48.5 TACTICAL EFFECTS:

48.51 EFFECTS: Each tactical card may generate one of the following effects:

A. SEARCH: If one side plays more tactical cards than the other, the side with the greater number of tactical cards makes one additional search die roll, and his opponent makes one fewer search die roll, in one round of naval combat.

B. NAVAL NATIONALITY DRM INCREASE: If one side plays more tactical cards than the other, the side with the greater number of tactical cards has its Naval Nationality DRM increased by one for either:

- one round of fleet combat; or
- one on-board submarine attack.

C. HARBOR ATTACKS: If one side plays more tactical cards than the other, the side with the greater number of tactical cards receives a favorable +/-1 modifier for each target in one harbor attack.

48.52 MAXIMUM +/-1 MODIFIER: The play of two or more tactical cards more than the opponent still only generates one search effect, a single Naval Nationality DRM increase or one harbor attack effect. Additional tactical cards should therefore be saved for later use.

48.53 SUBMARINE MODIFIER: The Naval Nationality DRM tactical modifier in relation to a specific on-board submarine attack is distinct from the general on-board submarine attack modifier from submarine warfare and ASW cards. Either or both may apply to the same on-board submarine attack.

48.6 STRATEGIC EFFECTS:

48.61 EFFECTS: Each strategic card may generate one of the following effects:

A. NAVAL INTERCEPTIONS AND COUNTER-INTERCEPTIONS: If the intercepting or counter-intercepting player plays more strategic cards than his opponent, he rolls one additional die for all naval interception or counter-interception dice rolls for that player turn.

B. RAIDERS: If one player plays more strategic cards than the other with respect to raiders, all raider die rolls (21.5341, 21.538) for one SW box are increased or decreased one in favor of that player for that player turn.

C. MAGIC INTERCEPTIONS (U.S. Magic only): Immediately after Japan has announced its air and naval missions in the combat phase, the U.S. may play one or more strategic cards in order to automatically intercept Japanese naval missions during that combat phase. For each American strategic Magic card which is not negated by the play of a Japanese strategic Magic card, one American TF may intercept a Japanese naval mission without the need for an interception dice roll. The U.S. player decides which Japanese naval missions to intercept once the Magic interception level for that turn is determined (48.32C). Magic interceptions are subject to the following:

- The interception hex and the base of the intercepting American TF must be on the Pacific front. American TFs in a mapboard box may not conduct Magic interceptions.
- The interception hex must be within three hexes of the target hex of the Japanese mission.
- The intercepting American TF must be able to trace a path from an operational port no more than ten hexes from the interception hex; neither the extended range from the Hawaiian Islands (21.3615) nor the reduced range from jungle/mountain ports (21.3617) applies. Off-board ports in Alaska allow Magic interceptions in the Aleutian Islands.
- Magic interceptions may not be used to respond to Japanese patrols or sea transport missions, which occur in the movement, not the combat, phase.
- Magic interceptions are prohibited if Japanese surprise effects apply (51.72G).

When resolving a Magic interception:

- The intercepting American TF may not be attacked by Japanese land-based air units while en route to the interception hex, although such air units may participate in the ensuing naval combat.
- The intercepting American TF may not be counter-intercepted by Japanese naval forces, although the intercepted Japanese naval force may be supported by Japanese patrols (22.163).

- After naval combat is resolved, the intercepting American TF must return to its port of origin by whatever path is chosen by the American player.

48.62 TACTICAL EFFECT OF MAGIC INTERCEPTIONS: When one or more American TFs automatically intercept a Japanese naval mission using Magic, the American player is considered to have also played a tactical Magic card to gain a codebreaking search advantage in the first round of the ensuing naval combat (48.51A). This initial search advantage may be countered by a Japanese tactical codebreaking card, which in turn may be countered by an American tactical codebreaking card, and so on (48.32B).

48.63 MAXIMUM EFFECTS: Strategic cards may not modify raider die rolls by more than +/-1, may not increase the number of dice rolled for naval interceptions by more than one, and may not reduce the number of dice rolled for naval interceptions. There is no limit to the number American TFs which may conduct Magic interceptions each turn, other than the number of unopposed strategic cards played by the American player. No matter how many American TFs conduct a Magic interception, the initial search effect for each Magic interception is that of a single tactical card.

48.7 PEARL HARBOR:

48.71 PEARL HARBOR: If Japan makes a surprise attack against Pearl Harbor (51.3), the Japanese player may, at his option, reveal one or more of his strategic Magic cards drawn for that turn in order to try to change the column used on the Pearl Harbor Surprise Table. Whether or not the Japanese player reveals any cards, the American player may then secretly play one or more of the strategic Magic cards he drew that turn. The USJT level used to determine the applicable column on the Pearl Harbor Surprise Table is decreased by one for each Japanese strategic Magic card played and increased by one for each American strategic Magic card played, with no limit other than the number of cards played. Strategic Magic cards used in the Pearl Harbor attack may not be used for any other purpose.

48.8 CARDS MAY ONLY BE USED ONCE:

48.81 EACH CARD MAY BE USED ONLY ONCE: Each Ultra and Magic card may be used only once each turn.

48.82 DISCARDS: At the end of every game turn, all Ultra and Magic cards, whether they were used or not, are returned to their pools in preparation for the next turn's draw.



Diplomacy and Politics

49. DIPLOMACY

- 49.1 DIPLOMATIC POINTS (DPs)
- 49.2 ALLOCATION OF DPs
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49.1 DIPLOMATIC POINTS (DPs):

49.11 DIPLOMATIC POINTS (DPs): During the opening setup of each scenario, including the campaign game and 1939 scenario, and during each subsequent YSS, each major power receives an allotment of DPs, which may be allocated to eligible targets and intelligence projects, subject to the restrictions set out below.

49.12 BASIC ALLOTMENTS: The basic allotments are: Germany, Britain, Russia: 3 each; Italy and France: 2 each; U.S.: 1 for every 10 USAT levels (round down), to a maximum of 5. Japan and China do not receive DPs.

49.13 ALLOTMENTS DURING OPENING SETUP: No additional DPs are received for BRP levels (49.14) and control of territory (49.15) during the opening setup of the campaign game. The basic allotment of DPs during the opening setup of scenarios other than the campaign game may be supplemented by DPs received for BRP levels and control of territory.

49.14 ADDITIONAL DPs FOR BRPs: During each YSS, each of Germany, Italy, France, Britain, the U.S. and Russia is also allotted one additional DP for every 100 BRPs (round down) in its YSS BRP total. Additional DPs for BRPs are not allotted during the opening setup of the Global War campaign game and the European theater campaign game scenarios.

49.141 AMERICAN DPs IN A EUROPEAN SCENARIO: In a European scenario, the U.S. receives one additional DP in the 1942 YSS, two additional DPs in the 1943 YSS, three additional DPs in the 1944 YSS, four additional DPs in the 1945 YSS, and five additional DPs in the 1946 YSS, to reflect the Pacific BRPs not represented in the game.

49.15 ADDITIONAL DPs FROM OTHER SOURCES:

49.151 OTHER SOURCES: The DPs available to each major power are also increased or decreased according to the control of various territories and by various military and political developments, as set out in the first page of the diplomatic tables.

49.152 HEX CONTROL DETERMINES DP ALLOTMENT: The major power which controls the hex(es) at the end of a year receives the DPs for contested areas, even if opposing major power(s) receive the BRPs for the areas (35.64). BRPs and supply are irrelevant when determining DP allotments.

49.153 LOSS OF CONTROL IRRELEVANT AFTER YSS: Once a major power receives its YSS allotment of DPs for control of an area, the subsequent loss of that area has no effect on those DPs, although it will affect the DP allotment for the following YSS.

49.154 LOSS OF RUSSIAN DPs FOR UNDEFENDED OBJECTIVES AND ICs: Russia loses one DP for each undefended Russian objective or IC occupied by the Axis during an Axis movement phase:

A. An objective or IC is considered to be “undefended” if it did not contain any Russian or Russian minor ally ground units at the start of the Axis player turn in which it is occupied.

B. Objectives and ICs which are isolated or were adjacent to Axis-controlled hexes at the start of the Russian player turn immediately preceding their occupation are exempt.

C. The penalty only applies to objectives inside Russia. Russian-controlled objectives outside Russia, such as Riga and Lvov, do not count.

D. The penalty is not cumulative: undefended objective hexes which also contain an IC, such as Kharkov, would cost Russia only one DP if occupied by Axis forces.

E. The Axis capture of Russian objectives and ICs as a result of regular combat, airdrops or exploitation does not trigger the penalty.

F. The penalty applies during the current year, when calculating the Russian DP level for Russian resistance purposes, and in the ensuing year, both in the YSS and when calculating the Russian DP level for Russian resistance purposes.

49.16 MINIMUM ALLOTMENT OF DPs IS ZERO: A major power cannot begin a year with a negative number of DPs. In such a case, there is no penalty to its allies and no DP deficit is carried forward to the next year. The major power simply cannot allocate any DPs during that year.

49.17 EFFECTS OF SURRENDER: Britain receives DPs after it has surrendered to Germany. The U.S. receives DPs after it has sued for peace. Other countries do not receive DPs after they have surrendered.

49.2 ALLOCATION OF DPs:

49.21 ALLOCATION OF DPs SECRET DURING YSS: After determining the total number of DPs available, each player secretly records his DP allocations, revealing them during the ensuing year (EXCEPTION: DPs allocated to minor countries containing enemy spy rings are announced during the YSS - 46.411A).

49.22 TIMING OF ALLOCATIONS DURING OPENING SETUP: During the opening setup of the campaign game and 1939 scenario, DPs are allocated after all units are deployed.

49.23 TIMING OF ALLOCATIONS DURING YSS: During the YSS, DPs are allocated immediately after BRP calculations are completed.

49.24 GENERAL RULE REGARDING ALLOCATIONS: Subject to the restrictions set out below, DPs may be allocated to the various targets listed in the diplomatic tables, USAT and intelligence research projects.

49.25 MAJOR POWER MAY ALLOCATE DPs TO ITSELF: A major power may allocate DPs to itself.

49.26 NEUTRAL ITALIAN DPs: Italy is considered Axis even while it is neutral.

49.3 RESTRICTIONS ON DP ALLOCATIONS:

49.31 ONE-THIRD LIMIT: Each alliance faction (the European Axis, the Western Allies and Russia) may place no more than one-third (round up) of its DPs in a single diplomatic target, including intelligence research as a whole. In addition, the placement of DPs in USAT is limited by the rate at which they may be triggered (49.34, 49.82C). German and Italian DPs are combined in a single total to determine the diplomatic allocation limit for the European Axis; British, French and American DPs are combined in a single total to determine the diplomatic allocation limit for the Western Allies. The diplomatic allocation limits for Russia are determined separately.

49.32 RUSSIAN DP ALLOCATIONS: Russia may allocate DPs only to Bulgaria, Finland, Greece, Hungary, Rumania, Sweden, Turkey, the Ukraine and Yugoslavia.

49.33 RGT: DPs may not be placed in RGT.

49.34 USAT: DPs may only be placed in USAT in 1939, 1940 and 1941. The European Axis and the Western Allies may each trigger one DP to modify USAT during the diplomatic phase of each turn during the year the DP is placed (49.82).

49.35 USJT: DPs may not be placed in USJT.

49.36 MINOR COUNTRIES:

A. BELGIUM AND LUXEMBOURG: Belgium and Luxembourg are considered to be one country for diplomatic purposes.

B. VICHY FRANCE: DPs may not be placed in Vichy France during a YSS in which France is still unconquered.

49.4 ACTIVATION OF DPs:

49.41 THE DIPLOMATIC PHASE: At the start of each player turn, the moving player may undertake each of the following diplomatic activities:

49.411 EUROPEAN AXIS:

A. The European Axis may select one target for a diplomatic die roll (EXCEPTION: The European Axis may also make die rolls for Bulgaria, Finland, Hungary, Rumania and Yugoslavia and may even name all five in the same turn, but may only name each once per year).

B. The European Axis may also make a reaction die roll for Norway, Spain and/or Vichy France if otherwise permitted to do so (49.6).

C. The European Axis may trigger DPs to reduce USAT.

49.412 WESTERN ALLIES:

A. The Western Allies may select one target for a diplomatic die roll.

B. The Western Allies may also make a reaction die roll for Norway if otherwise permitted to do so (49.6).

C. The Western Allies may trigger DPs to increase USAT.

49.413 RUSSIA:

A. Russia may select one target for a diplomatic die roll.

49.42 DIPLOMATIC DIE ROLLS:

49.421 NO BRP COST: Diplomatic die rolls are made at no BRP cost.

49.422 ALL TARGETS ANNOUNCED BEFORE DPs REVEALED: Each alliance faction making a diplomatic die roll selects and announces its target(s) before any major powers reveal their placement of DPs in any of the selected targets and before any diplomatic die rolls are actually made.

49.423 TARGETS MUST HAVE FRIENDLY DPs IN THEM: An alliance faction may only select a target for a diplomatic die roll if it placed DPs in the target in the preceding YSS (EXCEPTIONS: The Axis may make diplomatic die rolls for Bulgaria, Finland, Hungary, Rumania and Yugoslavia even if no Axis DPs were allocated to them - 49.411A; reaction die rolls - 49.6).

49.424 RUSSIAN RESISTANCE LEVEL IRRELEVANT: Russia may make diplomatic die rolls regardless of its resistance level.

49.425 MECHANICS: Once all targets are named by the moving players, all DPs placed in the targets in the preceding YSS are revealed. Russia then announces if it is applying a subversion modifier to the target, after which any covert operations are announced (47.31). One die is then rolled by the player who named the target.

49.426 MODIFIERS:

49.4261 DPs: Each diplomatic die roll is increased by the total number of Axis DPs in the target, and decreased by the total number of Allied DPs in the target:

A. AXIS DPs: German and Italian DPs are combined even if Italy is still neutral.

B. WESTERN ALLIED AND RUSSIAN DPs:

- Before Russia and Germany have gone to war or the RGT level is 50 or more, Western Allied and Russian DPs are not combined. If both the Western Allies and Russia allocated DPs to the same target, the Allied total is considered to be the greater of the Western Allied or Russian DPs, and the DPs allocated by the other are disregarded.
- Once Russia and Germany go to war or the RGT level is 50 or more, Western Allied and Russian DPs are combined in targets selected by the Axis, but for targets selected by the Western Allies or Russia, only DPs allocated to the target by the alliance faction which selected the target modify the diplomatic die roll.

49.4262 SPY RINGS AND COVERT OPERATIONS: Each spy ring (46.411B) and covert operation (47.21A) modifies the diplomatic die roll by +/-1, as the case may be.

49.4263 COMMUNIST SUBVERSION: Russia may use subversion to modify a diplomatic die roll by up to -5, depending on the level of subversion research it has achieved (44.24).

49.4264 UNBUILT UNITS: Minor country units which have been permanently eliminated because that minor country switched sides (85.53A) are not counted when applying the diplomatic modifier for unbuilt units ("±1 For each unbuilt minor country air, armor or infantry unit"). Each unbuilt minor country air factor counts as one unbuilt unit.

49.4265 OTHER MODIFIERS: The modifiers set out in the applicable diplomatic table are applied to determine the diplomatic result.

49.4266 SEQUENCE: All diplomatic die rolls during the same diplomatic phase, including reaction die rolls, are considered to be simultaneous and therefore such diplomatic die rolls are not affected by diplomatic results which occur during the diplomatic phase in which they are made.

49.43 RESTRICTIONS ON DIPLOMATIC DIE ROLLS:

49.431 TARGETS MAY ONLY BE NAMED ONCE EACH YEAR: A target may only be named for a diplomatic die roll once each year, with the following exceptions. DPs placed in a target remain for the entire year and apply to all diplomatic die rolls for that target in that year:

A. REACTION DIE ROLLS: Reaction die rolls may occur every turn (49.6). A normal diplomatic die roll for the same target can be made in the same year in which a reaction die roll occurs.

B. FINLAND AND THE BALKANS: If the Western Allies or Russia name Bulgaria, Finland, Hungary, Rumania or Yugoslavia before Russia is at war with Germany, the European Axis may name that country later in the same year.

C. VICHY FRANCE: Vichy France may not be named for a diplomatic die roll in the year in which France surrenders.

49.432 MINOR ALLIES: A player may not select a friendly minor ally as a diplomatic target, as no greater result may be obtained and this unfairly prevents the opponent from naming that minor ally until the following year (49.431). This restriction also prevents the Western Allies and Russia from naming one another's minor allies.

49.433 WESTERN ALLIED AND RUSSIAN RESULTS: The Western Allies may not select a minor country as a diplomatic target if it is allied to or associated with Russia or if a diplomatic result of "-1" or "0" favoring Russia is in effect for that minor country. Similarly, Russia may not select a minor country as a diplomatic target if it is allied to or associated with the Western Allies or if a diplomatic result of "-1" or "0" favoring the Western Allies is in effect for that minor country. Pro-Allied modifiers for hex control (-1), association (-2) and alliance (-3) apply if the Axis name the minor country as a diplomatic target.

49.434 FINLAND, SWEDEN AND YUGOSLAVIA: Finland, Sweden and Yugoslavia may not be named by Russia for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Finland, Sweden and Yugoslavia before these conditions are met. This prohibition does not apply to the Western Allies.

49.435 EFFECTS OF AGGRESSION: If a major power declares war on a neutral minor country, thereby causing that minor country to associate with a member of an opposing alliance faction, the aggressor major power may not again select that minor country as a target for a diplomatic die roll. Once the capital of a minor country comes under the control of enemy forces, that minor country is conquered and any diplomatic result for that minor country no longer applies. Conquered minor countries may not be named as diplomatic targets.

49.44 FINLAND AND RUMANIA: Russia may not name Finland or Rumania for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more. Russia may, however, make territorial demands of Finland or Rumania, regardless of the RGT level (49.71, 66.1, 67.1). Such a demand may be made even if the Axis have named Finland or Rumania as a diplomatic target earlier in the same year, and the Axis may subsequently name Finland or Rumania as a diplomatic target later in a year in which Russia made a territorial demand against the target country.

49.441 When making the diplomatic die roll triggered by Russia's territorial demands on Rumania, both the +2 modifier for making such a demand and the negative modifier for Russian forces adjacent to Rumania apply; the +2 modifier for France having not surrendered does not.

49.45 UNUSED DPs ARE LOST: DPs may not be accumulated from year to year, either by the major power generating them or in a recipient, so there is no point in leaving DPs uncommitted. At the end of each year, all DPs are eliminated, even in recipients which were not selected for a diplomatic die roll (EXCEPTION: DPs used as RPs in intelligence projects - 41.76).

49.46 CONQUEST AND SURRENDER HAS NO EFFECT: If a major power is conquered or surrenders, its DPs remain in play for the remainder of the year.



49.5 DIPLOMATIC RESULTS:

49.51 RESULTS: Once all diplomatic die rolls are made for the targets announced for a particular diplomatic phase, the diplomatic results are implemented as set out in the applicable diplomatic table.

A. When a minor country is economically penetrated by (82.2) or grants hex control to the European Axis, associates with the European Axis, or activates as a European Axis minor ally, Germany benefits.

B. When a minor country is economically penetrated by (82.2) or grants hex control to the Western Allies, associates with the Western Allies, or activates as a Western Allied minor ally, the senior alliance partner benefits unless a junior alliance partner is already benefiting from a diplomatic result for that minor country (EXCEPTION: Britain always benefits from a Western Allied diplomatic result for Vichy France - 77.95).

The senior alliance partner for the Western Allies is the U.S. once it is at war with Germany. All Western Allied diplomatic results therefore benefit the U.S. (except for Vichy French results) unless Britain (or, in rare cases, France) has already achieved a diplomatic result for that minor country.

C. When Western Allied and Russian DPs are combined in a minor country and a pro-Allied result occurs, the alliance faction which placed the greater number of DPs in the target receives the benefit. Ties are resolved by agreement or a die roll.

49.52 PERMANENT RESULTS: A "*" beside a diplomatic result means the result is permanent and the target may not again be selected for a diplomatic die roll.

49.53 LESSER RESULTS: An alliance faction which achieves a favorable diplomatic result (i.e., a result on its side of a "3-4" "continues current policies" result) may choose to implement any lesser result, either to avoid a "*" result or to achieve a particular lower-ranked but, in the circumstances, more desired result. This rule may be invoked by whichever player achieved the favorable diplomatic result, regardless of which side selected the diplomatic target and made the diplomatic die roll. The

selection of a lesser result must be made at the time the diplomatic roll is made, before any subsequent rolls. A lesser result may not be selected for an allied or associated minor country that causes it to lose its allied or associated status.

EXAMPLE: Germany obtains a diplomatic result of "9" for Hungary (association). Germany makes another diplomatic die roll for Hungary in a subsequent year and obtains only a "7" result (BRPs). Germany may select a "3-4" or "5-6" result (continues current policies) to maintain its position in Hungary.

Rule 49.53 may not be used by one player to inflict a nominally favorable result on an unwilling opponent. Otherwise both sides would impose "favorable" results on the opponent, and the game would be drawn by repetition!

49.54 HEX CONTROL: When a diplomatic die roll for a minor country results in hex control, the alliance faction which gained control of the minor country's hexes is deemed to have controlled those hexes from the start of its player turn. When a diplomatic result of "8" or "-1" permits units to enter a neutral minor country, no more than ten foreign naval/ground/air factors may be in that minor country at the end of any movement, combat or redeployment phase (EXCEPTION: The limit for Axis units in Finland is five factors - 86.23). Units which trace supply through such a minor country count towards this limit (82.32).

49.55 MINOR COUNTRY ACTIVATION OR ASSOCIATION: When a diplomatic die roll for a minor country results in activation or association, the successful alliance faction is deemed to have controlled the minor country's hexes from the start of its player turn. After a minor country activates as a minor ally or becomes an associated minor country, future diplomatic die rolls for that minor country are made using the same table.

49.56 MINOR COUNTRY UNIT PLACEMENT: When a diplomatic die roll results in a minor country becoming associated with or allied to a major power, the minor country's units are placed on the mapboard by the controlling major power immediately after the diplomatic die roll is made unless they are already on the mapboard.

49.57 PASSAGE THROUGH MINOR COUNTRIES: Whenever a major power is diplomatically permitted to place a certain number of factors of units in a given minor country, that is the maximum number of factors which may be present at the end of the movement, combat or redeployment phase. Factors in excess of the specified amount may move through the country during any given phase, but may not remain in the minor country at the end of that phase.

49.58 IF MINOR COUNTRY ASSOCIATED, ALLIED OR AT WAR: Germany may accept a diplomatic result which gives it control over the hexes of a minor country which is associated to, allied with or at war with Russia, even though Germany is not at war with Russia, but only if Germany declares war on Russia during that player turn. Similarly, Russia may retain a diplomatic result giving control of a minor country's hexes in such a situation only by declaring war on Germany.

EXAMPLES: Russia is at war with Rumania. Germany makes a diplomatic die roll for Rumania and achieves a "10+" result. Germany must declare war on Russia immediately after activating Rumania as a minor ally. If Germany is unwilling or unable to declare war on Russia, it must select a lesser diplomatic result for Rumania.

Germany declares war on Turkey but fails to conquer it. A neutral Russia makes a diplomatic die roll for Turkey and achieves a "-3" result. Russia may activate Turkey if it declares war on Germany. If Russia is unwilling or unable to declare war on Germany, it must select a lesser diplomatic result for Turkey.

49.59 DIPLOMATIC RESULTS IN THE OPPONENT'S DIPLOMATIC PHASE: If a player makes a diplomatic die roll which yields a favorable result for the opposing side, any hex control and tension effects occur immediately, although BRPs from such results are added to the major power beneficiary's total at the start of its next player turn.

49.6 REACTION DIE ROLLS:

49.61 REACTION DIE ROLLS: Certain player actions permit the opposing player to make a reaction die roll for certain targets in either the diplomatic phase in which the action is taken (Russian subversion during the Axis diplomatic phase) or during the reacting player's next diplomatic phase (Russian subversion during the Allied diplomatic phase, Allied mining of Norwegian waters, declarations of war, attacks on French colonies). Reaction die rolls may not be deferred. Reaction die rolls do not permit two diplomatic die rolls for the same target in the same diplomatic phase. Reaction die rolls may be made:

A. In addition to any normal diplomatic die rolls for other targets;

B. Even if a previous normal or reaction die roll for that target has already been made during the current year;

C. Whether or not the alliance faction in question placed DPs in the target during the preceding YSS.

49.62 ELIGIBLE TARGETS: Reaction die rolls may be made for the following diplomatic targets:

A. Norway (European Axis and Western Allies).

B. Spain (European Axis only).

C. Vichy France (European Axis only).

D. Hungary, Rumania, Bulgaria, Yugoslavia and Greece (European Axis only).

49.63 TRIGGERING A REACTION DIE ROLL: A reaction die roll may be made for an eligible target as set out below:

49.631 NORWAY:

A. EUROPEAN AXIS: The European Axis may make a reaction die roll for Norway during the Axis diplomatic phase following the triggering of one or more of the following modifiers:

+1 *If the Allies mine Norwegian waters without a Norwegian diplomatic result of "0" or less being in effect.*

+2 *If Russia declares war on Finland.*

+2 *If Russia declares war on Sweden.*

B. WESTERN ALLIES: The Western Allies may make a reaction die roll for Norway during the Allied diplomatic phase following the triggering of one or more of the following modifiers:

-2 *If the Axis declare war on Sweden.*

-1 *If the Axis declare war on Denmark.*

49.632 SPAIN: The Axis may make a reaction die roll for Spain during the Axis diplomatic phase following a Western Allied declaration of war on Portugal. Spain automatically associates with Germany if the Western Allies declare war on Portugal when Spain is neutral, but the diplomatic modifiers resulting from Spanish association do not apply to the reaction die roll. If the Axis reaction die roll results in a "10+" diplomatic result for Spain, Spain becomes a German minor ally, rather than associating with Germany.

+1 *If the Western Allies declare war on Portugal.*

49.633 VICHY FRANCE: The Axis may make a reaction die roll for Vichy France during the Axis diplomatic phase following an Allied declaration of war on Vichy France or the triggering of the following modifier:

+2 *For each French colony attacked by the Allies in the previous turn.*

49.634 RUSSIAN SUBVERSION: The Axis may make a reaction die roll for one or more of Hungary, Rumania, Bulgaria, Yugoslavia and Greece during any Axis diplomatic phase in which Russian subversion is used to modify an Axis diplomatic die roll, or during the Axis diplomatic phase following Russia's use of subversion to modify one of its own diplomatic die rolls.

A. SUBVERSION DURING THE AXIS DIPLOMATIC PHASE: If Russian subversion is used during the Axis diplomatic phase, the following modifier

+2 *For each use of Russian subversion to modify a diplomatic die roll, other than for the target of the subversion in the diplomatic phase it is used.*

will apply to any of Hungary, Rumania, Bulgaria, Yugoslavia and Greece. This modifier applies both to minor countries which were selected by the Axis player as a diplomatic target in the Axis diplomatic phase prior to the use of Russian subversion and to minor countries which were selected for a reaction die roll after the use of Russian subversion was announced by the Russian player; this modifier does not apply to the target of the subversion itself. The diplomatic die roll for the subverted minor country is made first.

B. SUBVERSION DURING THE ALLIED DIPLOMATIC PHASE: If Russian subversion is used during the Allied diplomatic phase, the Axis may make a reaction die roll for any of Hungary, Rumania, Bulgaria, Yugoslavia and Greece, other than the target of the subversion, during the Axis diplomatic phase following Russia's use of subversion. The following modifier

+2 *For each use of Russian subversion to modify a diplomatic die roll, other than for the target of the subversion in the diplomatic phase it is used.*

will apply to each eligible minor country's reaction die roll.

Modifiers which allow reaction die rolls are bolded in the diplomatic tables to assist players in identifying them.

49.64 MECHANICS: Every time a reaction die roll is made for a target, all DPs placed in that target for that year are counted. All other currently applicable modifiers are also applied for each reaction die roll.

49.65 RESULTS: Reaction die roll results are implemented immediately.

49.7 AUTOMATIC DIPLOMATIC DIE ROLLS:

49.71 RUSSIAN TERRITORIAL DEMANDS: If Russia makes territorial demands of Rumania, a diplomatic die roll is made immediately to see whether Rumania is willing to resist the Russian territorial demands (66.1).



49.8 TENSION LEVELS:

49.81 ALLOCATION OF TENSION DPs: Axis and Western Allied DPs may be allocated to increase or decrease tension levels as follows:

A. RGT: DPs may not be used to modify RGT.

B. USAT: The Axis and Western Allies may both place DPs in USAT in 1939, 1940 and 1941. Russia may not place DPs in USAT.

C. USJT: DPs may not be used to modify USJT.

49.82 ACTIVATION OF TENSION DPs:

A. DPs ACTIVATED DURING DIPLOMATIC PHASE: DPs allocated to USAT may be activated by the owning alliance faction during any of its diplomatic phases during the year of allocation.

B. ACTIVATION INDEPENDENT OF DIPLOMATIC DIE ROLLS: DPs allocated to USAT may be activated even if the owning alliance faction makes a normal diplomatic die roll in the same turn.

C. ACTIVATION LIMITED TO ONE DP PER TURN: The Axis and Western Allies may each activate no more than one DP in USAT each turn.

49.83 EFFECT OF DPs ON TENSIONS: Each DP may only be used once to decrease or increase tensions, but such decreases and increases are permanent, lasting beyond the end of the year.

49.84 OTHER TENSION MODIFIERS:

49.841 STATUS MODIFIERS:

A. Tension changes from status modifiers for major powers being at war with one another are implemented at the start of the game turn if those major powers went to war on a previous game turn. Status modifiers for countries being at war do not apply in the game turn in which war breaks out (although event modifiers do).

B. Other status modifiers are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn.

C. Tension increases from status modifiers are not negated if the indicated condition ceases to exist.

49.842 EVENT MODIFIERS: Event modifiers are implemented only when the indicated event occurs. Event modifiers based on the capture or control of territory are negated if the territory in question is recaptured and apply again if the territory changes hands a second time.

49.85 ACTUAL AND EFFECTIVE TENSION LEVELS:

49.851 USAT:

A. The actual USAT level is determined by the USAT modifiers. The effective USAT level is the actual USAT level as modified by a die roll. This die roll is made at the end of each Allied diplomatic phase, after the Allies have had an opportunity to use a DP to modify the actual USAT level. This die roll does not change the actual USAT level.

B. This die roll may result in the effective USAT level being less than, the same as, or more than the actual USAT level, as follows: die roll of 1: -2; die roll of 2: -1; die roll of 3 or 4: no effect; die roll of 5: +1; die roll of 6: +2.

C. The effects of each die roll continue throughout the Allied player turn.

D. The effective USAT level governs American mobilizations, YSS RP and DP allotments, BRP grants, deployment of ASW from the U.S. to the Atlantic SW box, construction of CVEs and transports and when the U.S. may declare war on Germany. The effective USAT level at the time an American action is carried out determines whether the action is permitted. The effective USAT level at the end of the Allied diplomatic phase (49.851A) is used to determine whether American mobilizations occur.

49.852 USJT:

A. The actual USJT level is determined by the USJT modifiers. The effective USJT level is the actual USJT level as modified by a die roll. This die roll is made at the end of each Allied diplomatic phase (EXCEPTIONS: If Japan declares war on Britain, without declaring war on the U.S., the die roll is made immediately; if Japan declares war on the U.S., a final die roll is made immediately). This die roll does not change the actual USJT level.

B. This die roll may result in the effective USJT level being less than, the same as, or more than the actual USJT level, as follows: die roll of 1: -2; die roll of 2: -1; die roll of 3 or 4: no effect; die roll of 5: +1; die roll of 6: +2.

C. The effects of each die roll continue from when the die roll is made until the end of the Allied player turn. The effective USJT level determines what American actions are permitted during the Allied player turn (49.852D), and only affects Japanese actions if it forces Japan to mobilize during the Allied player turn, in which case the Japanese mobilization is considered to have occurred during the preceding Japanese player turn (36.11C).

D. The effective USJT level governs American and Japanese mobilizations, YSS RP allotments, BRP grants, deployment limits, imposition of an oil embargo, restrictions on the construction of American carriers, fortification construction, Flying Tiger force pool additions, acceleration and deferring of shipbuilding, the applicable column used on the Pearl Harbor Surprise Table, when the U.S. goes on alert, and when the U.S. may declare war on Japan. The effective USJT level at the time an American action is carried out determines whether the action is permitted. The effective USJT level at the end of the Allied diplomatic phase (49.852A) is used to determine whether American mobilizations occur.

49.86 ACTIONS NOT REVERSED BY A DROP IN TENSIONS:

Once an action permitted by a tension level increase has been carried out, a subsequent decrease in applicable tension level does not negate the action. Thus a Russian declaration of war on a minor country or the deployment of ASW from the U.S. to the Atlantic SW box is not reversed by a subsequent change in the RGT level or in the actual or effective USAT level (EXCEPTION: The adjustment of USAT or USJT levels following a U.S. election).

49.87 TENSION INCREASES FROM OFFENSIVE OPERATIONS:

The USAT and USJT levels increase by one for every 15 BRPs spent on offensive operations each turn by the European Axis and Japan, respectively. At the end of the Axis combat phase, a remnant of eight or more BRPs triggers an increase; a remnant of seven or fewer BRPs is ignored.

The fronts on which offensive operations are conducted are irrelevant when determining the tension effect of such operations. The BRPs spent on offensive operations on all fronts in a theater are totaled, and tensions increase by one for every multiple of 15 BRPs spent. Once the tension increases, if any, from these expenditures are determined, a remnant of eight or more BRPs then triggers an additional tension increase; a remnant of seven or fewer BRPs does not. In either case, the remnant is then discarded and the BRP expenditures for offensive operations are recalculated for the next turn. Thus the tension effect of BRP expenditures on offensive operations is: 0-7 BRPs = no tension increase; 8-22 BRPs = +1; 23-37 BRPs = +2; and so on.

49.9 SPECIFIC DIPLOMATIC TABLES:

49.91 CLARIFICATIONS: Some diplomatic tables have idiosyncrasies which are clarified below:

A. BELGIUM/LUXEMBOURG:

- If the Axis declare war on either or both of Belgium and Luxembourg while a “-1” diplomatic result is in effect, association with the Allies is automatic and immediate for either or both of the attacked countries if the attacked country is occupied by Allied forces.
- If France surrenders while a “-1” result is in effect, Belgium and Luxembourg hexes under French control pass to British control.

B. BULGARIA, HUNGARY, RUMANIA, YUGOSLAVIA:

- A Russian war with Turkey is not a “war with [a] Balkan country”.
- The +1 modifier for Russia having “entered the Baltic States, Bessarabia or the Finnish border hexes” also applies if Russia obtains a diplomatic result giving it control of Rumania or Finland.
- The +1 modifier for “Russia and Rumania fought over Bessarabia” applies after one turn of combat in a border war between Russia and Rumania, even if a border war over Bessarabia is still going on. In this case the +3 modifier for Russia being at war with a Balkan country also applies.

C. FINLAND:

- One turn of fighting between Russia and Finland triggers the +2 modifier for Russia and Finland having fought over the border hexes, even if the border war is still in progress.

D. IRELAND:

- If Germany declares war on Ireland, any pro-German partisans are immediately and permanently eliminated.

E. SPAIN:

- Inactive Vichy French units are not considered “Axis” units in Africa.

F. THE UKRAINE:

- The activation of the Ukraine as a German minor ally has no effect on the control of hexes in the Ukraine (68.31).
- When Germany achieves a diplomatic result of “5” or more for the Ukraine, one or more Ukrainian infantry units may be placed, at no BRP cost, in any Axis-controlled, fully supplied hex in the Ukraine not in a Russian ZoC. If eliminated, Ukrainian infantry units may be rebuilt in the same manner, and subject to the same restrictions, as other minor country infantry units (85.481A). Germany may also build Vlasov infantry units (if permitted to do so by a research result) in fully supplied, Axis-controlled Ukrainian cities, and Russia may build Russian units in fully supplied, Russian-controlled Ukrainian hexes. In all cases, the hexes must have been under friendly control at the start of the building player’s turn.
- Russian partisans inside the Ukraine when the Axis achieve a diplomatic result of “6” or more are immediately eliminated.
- If Russia conquers the Ukraine after it activates as a German minor ally, it receives the 10 BRPs for the Ukraine, but Russian partisans are still prohibited from operating inside the Ukraine.
- The Ukraine, even while active as a German minor ally, is still part of Russia for the purposes of Russian unit construction, weather, minor country geographical restrictions and the restrictions prohibiting Western Allied units from entering Russia.

G. VICHY FRANCE:

- The -1 modifier for “each Vichy French colonial capital controlled by the Allies” does not apply to colonies that became Free French when the French surrender was resolved or to Vichy French colonies conquered by the Allies, then reconquered by the Axis.
- Inactive Vichy French units are not considered “Axis” units in Africa.
- If U.S./British armor or infantry forces are in a bridgehead in France and in a port in Belgium, both the -1 and -2 modifiers apply.
- Allied units may not invade Corsica while Vichy France is neutral without a declaration of war against Vichy France.
- After a “-2” result, Vichy France becomes an Allied associated minor country, and after a “-3” result, Vichy France becomes an Allied minor ally (77.95). In both cases, all Vichy French units which survive the

change in sides and all Free French units are treated as French minor allied units and, if eliminated, may be rebuilt anywhere in continental France. France may be reconquered only if both Paris and Vichy city are Axis-controlled at the end of an Axis combat phase.



50. DECLARATIONS OF WAR

- 50.1 TIMING
- 50.2 COST
- 50.3 RESTRICTIONS
- 50.4 REQUIREMENTS
- 50.5 EFFECTS
- 50.6 EUROPE - INITIAL SITUATION
- 50.7 PACIFIC - INITIAL SITUATION

50.1 TIMING:

50.11 DECLARATIONS OF WAR MADE AFTER THE DIPLOMATIC PHASE: Declarations of war are made after the diplomatic phase and the placement of newly activated minor allies and associated minor countries. Declarations of war may not be made at any other time.

Plan ahead! It is illegal to declare war on a minor country halfway through your move, when it suddenly turns out to be convenient. Always give your diplomats time to find a pretext for going to war.

50.12 DECLARATIONS OF WAR SIMULTANEOUS: Declarations of war made in the same player turn are considered to be simultaneous. Thus if the USAT level is 50 or more, the U.S. may declare war on Germany even if Britain declares war on a minor neutral in the same turn and this would have the effect of reducing the USAT level below 50 (50.53).

50.2 COST:

50.21 DECLARATIONS OF WAR ON MAJOR POWERS: A declaration of war against a major power costs 35 BRPs, subject to the following exceptions:

A. GERMANY - U.S.: There is no BRP cost for a German declaration of war on the U.S. or an American declaration of war on Germany.

B. JAPAN - U.S.: There is no BRP cost for a Japanese declaration of war on the U.S. or an American declaration of war on Japan, but Japan may not declare war on the U.S. without also being at or going to war with Britain, at a cost of 35 BRPs.

50.22 DECLARATIONS OF WAR ON MINOR COUNTRIES: A declaration of war against a minor country costs 10 BRPs, subject to the following exceptions:

A. BELGIUM AND LUXEMBOURG: Any major power may declare war on Belgium and Luxembourg as a unit by making a single declaration of war at a cost of 10 BRPs. If a declaration of war is made against only one of Belgium or Luxembourg, the other remains neutral and a second declaration of war, requiring another 10 BRPs, must be made before it can be attacked.

B. DENMARK AND NORWAY: Any major power may declare war on Denmark and Norway as a unit by making a single declaration of war at a cost of 10 BRPs. If a declaration of war is made against only one of Denmark or Norway, the other remains neutral and a second declaration of war, requiring another 10 BRPs, must be made before it can be attacked.

C. BALTIC STATES: Estonia, Latvia and Lithuania are considered a single country for declaration of war purposes.

50.23 MINOR COUNTRIES CONTROLLED BY MAJOR POWERS: A major power which declares war on a colony or a minor country which is allied to, associated with or under the control of a major power pays the BRP cost for a declaration of war against that major power and is then at war with that major power.

50.24 ECONOMICALLY PENETRATED MINOR COUNTRIES: If Russia declares war on a minor country which Germany has economically penetrated (69.21), Germany must immediately announce whether or not it will support that minor country. If it does, Russia must declare war on Germany at an additional cost of 35 BRPs or back down and forfeit the 10 BRPs already spent on the initial declaration of war on the minor country.

50.25 COST MAY NOT BE SPLIT: The cost of a declaration of war may not be split between two major powers.

50.3 RESTRICTIONS:

50.31 GENERAL RESTRICTIONS:

A. WAR BETWEEN POTENTIAL ALLIES PROHIBITED: A declaration of war may not be made which would result in war between the eventual Axis partners (Germany, Italy and Japan) or the eventual Allied partners (Britain, France, the U.S., Russia and China).

B. JOINT WARS BY POTENTIAL ENEMIES PROHIBITED: A declaration of war may not be made against a minor country if that minor country is at war with a neutral major power. A potential enemy major power may only become involved in a war between a neutral major power and a minor country by declaring war on the neutral major power.

50.32 DECLARATIONS OF WAR ON MAJOR POWERS:

A. GERMANY: Germany may declare war on the U.S. and Russia at any time.

B. ITALY: Italy may not declare war on Britain or France in Fall 1939. Italy may not declare war on the Western Allies once the U.S. is at war with Germany. Italy may not declare war on Russia.

C. JAPAN: Japan and Nationalist China are at war in Fall 1939 without a declaration of war. Japan may declare war on Britain, the U.S. and Russia. Japan may declare war on Britain without declaring war on the U.S., but not vice versa: a Japanese declaration of war on the U.S. automatically puts it at war with Britain as well. The outbreak of war between Japan and Russia affects USJT, but does not automatically cause either the U.S. or Russia to go to war with any other major power, regardless of the situation in Europe. Similarly, the outbreak of war between Germany and Russia does not cause Japan to go to war with Russia or the Western Allies.

D. BRITAIN AND FRANCE: Britain and France may declare war on Italy. They may not declare war on Japan.

E. THE U.S.: The U.S. may declare war on Germany only if the USAT level is at least 50. The U.S. may declare war on Japan only if the USJT level is at least 50.

F. RUSSIA: Russia may declare war on Germany only if the current RGT level is at least 50 (EXCEPTION: If Germany has an economic interest in a minor country that is attacked by Russia and Germany supports the minor country, Russia may declare war on Germany - 50.24). At the start of the Campaign Game scenario the RGT level is zero. Russia may not declare war on Italy without also declaring war on Germany. Russia may declare war on Japan only if the BRP value of the Siberian garrison is at least twice the BRP value of the Manchurian garrison (EXCEPTIONS: The BRP value of the Manchurian garrison is less than 30 BRPs or Germany has surrendered - 81.51B).

50.33 DECLARATIONS OF WAR ON MINOR COUNTRIES:

A. GERMANY: Germany may not declare war on any minor countries in Fall 1939.

B. ITALY: The only minor countries on which Italy may declare war are Greece, Yugoslavia, Arabia, Persia and independent French colonies (58.532).

C. RUSSIA: Until Russia is at war with Germany or Russo-German tensions have reached 50:

- Russia may declare war on the Baltic States at any time, provided Germany has not done so, as they are on the Russian side of the Nazi-Soviet Pact line.
- The only other minor countries on which Russia may declare war are Bulgaria, Finland, Greece, Hungary, Persia, Rumania, Turkey and Yugoslavia, subject to the following restrictions:
 - Until Russo-German tensions reach 25, no Russian declarations of war on these minor countries is permitted.
 - Once Russo-German tensions reach 25, Russia may declare war on these minor countries except for those in which Germany has an economic interest or which are controlled by the Axis.
 - Once Russo-German tensions reach 35, Russia may declare war on these minor countries, including minors in which Germany has an economic interest, except those controlled by the Axis.

D. U.S.: Until the U.S. is at war with Germany, it may not declare war on any minor countries.

E. BRITAIN: Britain may not declare war on any minor countries in the Pacific theater.

F. CHINA: China may not declare war on any minor country.

G. JAPAN: Japan may not declare war on any minor country. Japan and Communist China are at war in Fall 1939 without a declaration of war.

All minor countries in the Pacific theater except Thailand, which is associated with Japan, are either colonies of or associated with Allied major powers. Japan therefore cannot attack any minor countries without also going to war with the major power with controls them. French Indochina, which can be occupied by Japan without attacking it, is a special case.

H. VICHY FRANCE: Neither side may declare war on Vichy France unless Germany and the U.S. are at war or an adverse diplomatic result for Vichy France is in effect (77.51).

50.4 REQUIREMENTS:

50.41 DECLARATIONS OF WAR ON MAJOR POWERS: A major power which declares war on another major power must, on the turn it declares war, either move forces into territory controlled by that major power or conduct an offensive or attrition attack against that major power's forces or forces of a minor country allied to or associated with that major power. (EXCEPTION: When the U.S. declares war against Germany or Japan, and vice versa, this requirement is ignored).

50.42 DECLARATIONS OF WAR ON MINOR COUNTRIES: A major power which declares war on a minor country must, on the turn it declares war, either move forces into that minor country or conduct an offensive or attrition attack against that minor country's forces.

50.43 MEETING THE REQUIREMENTS: The requirements of 50.41 and 50.42 can be met in a number of ways. The flight of air units over land hexsides in the target country is sufficient, even if no attacks are made and no forces remain in the target at the end of the movement or combat phase. Similarly, unsuccessful ground attacks or sea transport or invasions which are intercepted and defeated are sufficient. Units belonging to minor countries allied to and associated with the major power which declared war may be used to meet the requirements, but alliance faction partner units may not.

50.44 PENALTY FOR FAILING TO MEET THE REQUIREMENTS: If a major power fails to meet the requirements of 50.41 or 50.42, its declaration of war is revoked at the end of its combat phase and the BRPs spent for the declaration of war are lost. If a major power fails to meet the requirements against one of Belgium/Luxembourg or Denmark/Norway, after making a single declaration of war against both countries, its declaration of war is revoked as against the minor country it failed to attack.

50.441 EFFECT OF REVOCATION: If a major power's declaration of war is revoked, the targeted country returns to its prior status. If the target was a minor country, its units would be removed from the board. If Italian entry into the war as a German ally is revoked, any German units in Italy which do not leave Italy by the end of the Axis redeployment phase are eliminated.

50.442 ADVERSE POLITICAL EFFECTS REMAIN: A revoked declaration of war still affects tension levels and, where applicable, diplomatic die rolls.

50.5 EFFECTS:

50.51 VIOLATIONS OF NEUTRALITY PROHIBITED: A major power may not attack the forces of a neutral country, violate its territory by moving ground units into it or flying air units over it, or attack enemy forces in neutral country hexes. These restrictions extend to colonies and minor countries controlled by potential enemy major powers. Air and naval units may enter hexes which are part water and part neutral land through water or part water hexsides (18.22, 21.21).

50.52 POLITICAL EFFECTS:

50.521 WHO GOES TO WAR: A declaration of war places the declaring major power and all its major and minor allies, associated minor countries and colonies at war with the major power against which the declaration of war is made, all its major and minor allies, associated minor countries and colonies.

50.522 ALLIANCES: If a declaration of war is made by or against a previously neutral major power, it brings that major power into alliance with all major powers and minor countries at war with the major power against which or by whom the declaration of war is made. No BRP costs are incurred other than for the one declaration of war, no matter how many other nations are involved. A major power that is the subject of a declaration of war does not have to expend BRPs for a reciprocal declaration of war against the declaring major power.

50.523 MULTI-PLAYER GAMES: A declaration of war by one major power against a minor country allows an allied major power to attack that minor country. In a multi-player game, where alliance partners are controlled by different players, the second major power may only attack the minor country with the permission of the declaring major power. This permission may be granted either on the first turn of the declaration of war or any turn thereafter, but once given, it may not be revoked. If two allied major powers cannot agree on how to proceed against a minor country, the senior alliance partner decides.

EXAMPLE: In Fall 1939, a neutral Italy declares war on Yugoslavia, but fails to conquer it. In Winter 1939, Italy declares war on France. Because Germany is already at war with France, Germany becomes allied with Italy, and therefore also goes to war with Yugoslavia and may take action against Yugoslavia without requiring a separate declaration of war against Yugoslavia. In a multi-player game, German action against Yugoslavia would be allowed only with Italy's permission.

50.524 NEUTRAL ALLIANCE PARTNERS: Germany and Italy may not attack the same minor country until Italy is at war with the Western Allies. Similarly, Russia and the Western Allies may not attack the same minor country until Russia is at war with Germany.

50.525 NO DECLARATION OF WAR REQUIRED FOR BRITISH ATTACKS ON VICHY COLONIES: Britain may attack Vichy colonies without declaring war on Vichy France, although this triggers an adverse diplomatic modifier for Vichy France and therefore gives the Axis the option of making a reaction die roll for Vichy France during the next diplomatic phase (49.633). Britain may not attack French Indochina before the Western Allies are at war with Japan.

50.526 RUSSIAN ATTACKS ON VICHY COLONIES: Russia may only attack Vichy colonies if Russia is at war with Germany and Vichy France is an Axis minor ally or associated minor country; or if Vichy France has been deactivated. Russia may not declare war on Vichy France.

50.527 BORDER WARS: Russia may fight border wars with Finland and Rumania without declarations of war (66.2, 67.2). Russia may attack Finland proper without a declaration of war if a border war escalates (67.25).

50.53 USAT EFFECTS:

A. Axis declarations of war increase USAT, as set out in the USAT Table.

B. Western Allied declarations of war decrease USAT, as set out in the USAT Table.

C. If Belgium and Luxembourg, or Denmark and Norway, are subject to a single declaration of war, the USAT effect is either +1 (for an Axis declaration of war) or -2 (for a Western Allied declaration of war). If Belgium and Luxembourg, or Denmark and Norway, are subject to separate declarations of war, USAT are affected by both declarations of war.

50.54 OUTBREAK OF WAR BETWEEN GERMANY AND THE U.S.: The outbreak of war between Germany and the U.S. triggers a pro-Axis modifier for the submarine war in the Atlantic. The timing of this modifier will depend on which major power declares war (25.66).

50.55 JAPANESE DECLARATION OF WAR ON BRITAIN:

50.551 AUSTRALIA, INDIA AND THE DUTCH EAST INDIES: A Japanese declaration of war on Britain places Japan at war with Britain, Australia, India and the Dutch East Indies, and causes the Dutch East Indies to associate with Britain at the start of the second British player turn following the Japanese declaration of war.

50.552 AMERICAN REACTION: A Japanese declaration of war on Britain does not automatically trigger war between Japan and the U.S. and the Japanese surprise effects (51.7) do not apply to U.S. forces when the U.S. and Japan do go to war. A Japanese declaration of war on Britain has the following effects on the U.S.:

A. At the moment Japan declares war on Britain, the USJT level immediately rises to 20 or by four, whichever yields the greater result. For the remainder of the turn in which Japan declares war on Britain, other USJT modifiers are applied normally. In each subsequent turn, all USJT modifiers are disregarded and the USJT level automatically increases by six at the start of each game turn.

B. American forces in the Far East are put on alert and the U.S. may ignore deployment limits in the Far East and deploy whatever ground and air forces it wishes in areas it controls. Both the U.S. and Japan may accelerate shipbuilding (27.7272B). These results do not affect the rate of American mobilization, which is based on the increases in USJT.

C. Australia and all British-controlled territories on the Pacific front, other than New Guinea and British island groups which have been attacked by Japan, come under American control at the start of the Western Allied player turn immediately following the Japanese attack against Britain and may not be attacked by Japan until Japan and the U.S. are at war.

50.56 AMERICAN DECLARATION OF WAR ON JAPAN: An American declaration of war on Japan automatically places Britain, Australia, India and the Dutch East Indies at war with Japan as well.

50.57 DEPLOYMENT OF AMERICAN FORCES:

A. American units may not be deployed onto the European mapboard or to the South Africa or Ethiopia boxes until the U.S. and Germany are at war (EXCEPTIONS: When allowed by the USAT level, Western Allied transports may be constructed and Western Allied ASW may be deployed from the U.S. to the Atlantic SW box; American units may NR to the South Africa box if the U.S. and Japan are at war).

B. American units may not be deployed onto the Pacific mapboard or to the Australia or India boxes until the U.S. and Japan are at war or as allowed by USJT results (EXCEPTION: A Japanese declaration of war on Britain, 50.552B).

50.6 EUROPE - INITIAL SITUATION:

50.61 GERMANY AT WAR WITH BRITAIN, FRANCE AND POLAND: The campaign games and 1939 scenarios begin with Germany already at war with Britain, France and Poland. No declarations of war are required to reach this situation, no BRPs are expended, no USAT effects occur, and these declarations of war may not be revoked.

50.7 PACIFIC - INITIAL SITUATION:

50.71 JAPAN AT WAR WITH CHINA: The Global War and Pacific campaign game scenarios begin with Japan at war with Nationalist and Communist China and at peace with the Western Allies and Russia. Japan may not attack any British possessions in the Far East, French Pacific islands or the Dutch East Indies without declaring war on Britain.



51. PEARL HARBOR AND ALLIED UNPREPAREDNESS

- 51.1 PEARL HARBOR
- 51.2 THE U.S. NAVY
- 51.3 THE INITIAL AIR STRIKE ON PEARL HARBOR
- 51.4 THE SECOND AIR STRIKE ON PEARL HARBOR
- 51.5 THIRD AIR STRIKE PROHIBITED
- 51.6 AMERICAN NAVAL DISPOSITIONS AFTER PEARL HARBOR
- 51.7 ALLIED UNPREPAREDNESS

51.1 PEARL HARBOR:

51.11 HISTORICAL SIGNIFICANCE: The Japanese attack on Pearl Harbor on December 7, 1941, was a momentous event which transformed the world political situation. There is still debate as to whether it had any real impact on the strategic situation in the Pacific, especially since the American carriers were not in Pearl Harbor when the attack occurred.

51.12 JAPANESE STRIKE FORCE: As the first patrol mission of the turn in which Japan declares war on the U.S., Japan may attack Pearl Harbor by air with a naval force consisting of any number of CVs and CVBs, plus at least two fast three-factor battleships and one cruiser, without regard for the normal range limit on patrols (21.3614, 21.3616). CVLs may not be used for the initial attack on Pearl Harbor. The Japanese strike force sails as a single TF, despite its size (20.162A) and composition (20.162F), may attack no other bases, and counts as one TF for the purpose of oil use.

51.13 IMMEDIATE INVASION PROHIBITED: A Japanese invasion of Pearl Harbor on the first turn of the war is prohibited (21.3614, 21.3616).

51.2 THE U.S. NAVY:

51.21 INITIAL THEATER ALLOCATIONS: All American naval units available in Fall 1939 begin the game in either the Pacific or Atlantic U.S. boxes:

A. PACIFIC FLEET: The Pacific Fleet consists of the *Enterprise* (CV), *Saratoga* (CV), *Lexington* (CV), *Arizona* (3), *California* (3), *Maryland* (3), *Nevada* (3), *Oklahoma* (3), *Pennsylvania* (3), *Tennessee* (3), *West Virginia* (3), CA14, DD12.

B. ATLANTIC FLEET: The Atlantic fleet consists of the *Yorktown* (CV), *Colorado* (3), *Idaho* (3), *Mississippi* (3), *New Mexico* (3), *New York* (3), *Texas* (3), CA14, DD6.

51.22 RESTRICTIONS ON PREWAR DEPLOYMENTS:

51.221 ATLANTIC FLEET RESTRICTIONS:

A. The six 3-factor battleships, 14 cruiser factors and 6 destroyer factors that form the core of the U.S. Atlantic fleet must remain in the European theater until the U.S. is at war with Japan. American naval units lost to enemy action in the European theater are considered to have remained in the European theater.

B. The *Yorktown* and American naval units launched in the Atlantic after the start of the game may be assigned to the Pacific fleet in Pearl Harbor, but may not be transferred to the India or Australia boxes or to any location on the Pacific mapboard other than Pearl Harbor until the USJT level reaches 45 or the U.S. is at war with Japan.

51.222 PACIFIC FLEET RESTRICTIONS: American naval units which have been assigned to the Pacific fleet may not be transferred to the Atlantic fleet until war breaks out between the U.S. and Japan.

51.223 FORMATION OF CARRIER TFs: Each American fast carrier assigned to the Pacific fleet must form a TF consisting of one operational fast carrier and enough fleet factors to create a 10-factor TF. Between six and eight fleet factors will be required, depending on whether the fast carrier is a CVL, CV or CVB. These carrier TFs may contain no more than ten naval factors, must each contain one fast carrier and, in addition to light ships, may contain no more than one four-factor battleship. Three-factor battleships may not be assigned to these American fast carrier TFs. If there are not enough TF markers, four-factor battleships or light ships available to create the required TFs, new fast carriers must be assigned to the Atlantic fleet.

51.224 ADDITIONAL NAVAL UNITS: American naval units constructed after the start of the game are assigned to either the Pacific or Atlantic fleets at the end of the Allied redeployment phase. A naval unit constructed in one theater therefore has the option of redeploying to the other theater before it is assigned to one of the two American fleets. A naval unit which is redeployed from the Atlantic U.S. box to the Pacific U.S. box prior to the outbreak of war between the U.S. and Japan is considered to be immediately assigned to the Pacific Fleet. If the Pacific Fleet is based in Pearl Harbor, the naval units are immediately placed there.

51.23 EFFECT OF TENSIONS:

51.231 Both the Pacific and Atlantic fleets must remain in their U.S. boxes unless permitted to leave by a USAT or USJT tension result.

51.232 If the USJT level is 8 or more, the U.S. must NR the Pacific fleet to Pearl Harbor. Once this is done, the Pacific fleet must remain in Pearl Harbor until the outbreak of war with Japan or until the USJT level reaches 45. All naval units assigned to the Pacific fleet are considered to be based at Pearl Harbor.

51.233 While neutral, the U.S. may construct Western Allied transports only as permitted by cash and carry (27.7322A) and lend lease (27.7322B).

51.234 If the USAT level is 25 or greater, the U.S. may deploy one ASW factor to the Atlantic SW box to be used against German submarines. If the USAT level is 35 or greater, the U.S. may deploy a second ASW factor to the Atlantic SW box to be used against German submarines.

51.235 If the USJT level is 40 or more, the U.S. may deploy one Western Allied ASW from the U.S. to the Pacific SW box each turn.

51.3 THE INITIAL AIR STRIKE ON PEARL HARBOR:

51.31 PEARL HARBOR SURPRISE TABLE: If the Pacific Fleet is based in Pearl Harbor when Japan attacks the U.S., the Pearl Harbor Surprise Table is used to determine the location of the American carriers assigned to the Pacific fleet and the modifier which applies to the Japanese surprise die roll against Pearl Harbor itself.

51.311 DETERMINING WHICH COLUMN TO USE: The column used on the Pearl Harbor Surprise Table is determined by the USJT level at the moment Japan declares war on the U.S. The USJT level used to determine the applicable column is reduced by one for each strategic Magic card played by Japan and increased by one for each strategic Magic card secretly played by the U.S. in the turn in which Japan attacks. Strategic Magic cards used to modify the USJT level in relation to the Pearl Harbor attack may not be used for any other purpose.

If USJT increases from status modifiers trigger a Japanese mobilization in the turn Japan attacks the U.S., the USJT level increases by an additional one prior to the Japanese declaration of war, with possible additional increases if Japan uses the mobilization to increase its shipbuilding rate (36.11C).

51.312 AMERICAN CARRIER LOCATIONS: If the Pacific Fleet is based in Pearl Harbor when Japan attacks the U.S., the location of each American fast carrier TF in the Pacific fleet at the moment of the Japanese attack is determined by a secret roll of two dice for each fast carrier TF. The possible results are set out below. Results 51.312B-D are not revealed until the Japanese attack on Pearl Harbor, including a possible second air strike, is completed.

A. PEARL: The carrier TF is in port in Pearl Harbor and may be attacked in the initial Japanese air strike.

B. PACIFIC: The carrier TF is in the Pacific U.S. box for refitting.

C. NUMBER: A numerical result means the American carrier TF is at sea (the larger the number, the farther the distance from the Japanese strike force). This determines how likely the carrier TF is to intercept the Japanese strike force if it remains in the vicinity of Pearl Harbor to launch a second strike.

D. AUTO: The carrier force is adjacent to the patrol hex of the Japanese strike force and interception is automatic if the Japanese player elects to launch a second strike against Pearl Harbor.

51.313 THE SURPRISE LEVEL OF THE PEARL HARBOR ATTACK: Once the locations of the American carrier TFs are determined, the Japanese player determines the surprise level of his initial air strike against Pearl Harbor by rolling one die, adding the modifier at the bottom of the applicable column on the Pearl Harbor Surprise Table, and consulting the surprise results on the Pearl Harbor Surprise Table. No other modifiers, including defending air factors and radar, apply to the Pearl Harbor surprise die roll.



51.32 THE INITIAL JAPANESE AIR STRIKE: Once the American player has secretly determined the location of his carriers and the Japanese player has determined the surprise level achieved at Pearl Harbor, the Japanese player launches an air strike against Pearl Harbor.

51.33 NAVAL INTERCEPTION PROHIBITED: Naval interception of the Japanese strike force is prohibited until one air strike has been resolved. All the naval air units in the Japanese strike force are used in the initial air strike against Pearl Harbor, as there is no need for the Japanese player to hold naval air units back for combat air patrol or air strikes against American naval units at sea.

51.34 RESOLVING THE INITIAL PEARL HARBOR ATTACK: The initial Japanese air strike against Pearl Harbor is resolved normally, with the Japanese player assigning his attacking naval air units separately to any American AAF, NAS, named ships and light ships in Pearl Harbor as he wishes. Oil counters in Pearl Harbor may not be attacked in the initial Japanese air strike against Pearl Harbor.

51.35 STATUS OF AMERICAN AIR UNITS IN PEARL HARBOR: During the first Japanese air strike against Pearl Harbor, American air units in Pearl Harbor, including naval air units on carriers which are in Pearl Harbor, are uninverted and are either surprised on the ground or available to engage attacking Japanese naval air units, as determined by the Japanese surprise result at Pearl Harbor.

Pearl Harbor Surprise Table - 51.31					
	USJT Level + Magic Draw				
DR	0-33	34-35	36-37	38-39	40+
2	Pearl	Pearl	Pearl	Pearl	Pacific
3	Pearl	Pearl	Pearl	Pacific	Pacific
4	Pearl	Pearl	Pacific	Pacific	Pacific
5	Pearl	Pacific	Pacific	Pacific	6
6	Pacific	Pacific	Pacific	6	5
7	Pacific	Pacific	6	5	4
8	Pacific	6	5	4	3
9	6	5	4	3	2
10	5	4	3	2	Auto
11	4	3	2	Auto	Auto
12	3	2	Auto	Auto	Auto
DRM	+6	+6	+5	+4	+3
Pearl:	Carrier TF in Pearl Harbor.				
Pacific:	Carrier TF in the Pacific U.S. box.				
Number:	Distance of carrier TF from Japanese patrol hex.				
Auto:	Interception of Japanese patrol automatic.				
Explanation:	Consult the appropriate column and roll two dice for each American carrier TF. The column used is determined by the USJT level at the moment Japan declares war on the U.S., less all strategic Magic cards played by Japan and plus all strategic Magic cards (secretly) applied by the U.S. in the turn in which Japan attacks (48.71). The result indicates the location of each American carrier TF at the time of the Japanese attack. A numerical result means the American carrier TF is at sea (the larger the number, the farther the distance from the Japanese striking force). If the Japanese striking force launches a second air strike against Pearl Harbor, the U.S. player may try to intercept it. American carrier TFs in Pearl Harbor or a U.S. box may not attempt interceptions; American carrier TFs which achieved an Auto result intercept automatically; otherwise one die is rolled for each American carrier TF. The interception attempt succeeds if the result is equal to or greater than the numerical result for that American carrier TF. “DRM” indicates the modifier applied to the die roll made by the Japanese to determine the level of surprise achieved against Pearl Harbor in the first round of their attack. In all cases, apart from any other modifiers, American air defense dice level is reduced by one and Japanese air attack dice rolls against enemy naval units and surprised air units receive a +1 DRM. American air units which are surprised on the ground are attacked as naval units (One AAF and three NAS are the equivalent to one naval factor). Army and naval air units are attacked separately.				
Surprise Level	Result				
4	One fewer defending air squadron engages the attacking naval air.				
5	Two fewer defending air squadrons engage the attacking naval air.				
6	Three fewer defending air squadrons engage the attacking naval air.				
7+	No defending air squadrons engage the attacking naval air. No air defense dice roll is made. All air attacks which damage a named ship trigger a critical hit die roll against the target (20.5241C).				

51.36 EFFECT OF SURPRISE ON AIR UNITS: American air units surprised in Pearl Harbor are not counteraired, but instead are subject to attack in the same manner as naval units, with a Naval Nationality DRM equal to the Western Allied Air Nationality DRM. Each Naval Attack Table result eliminates one AAF or three NAS, as the case may be. Surprised American air units in Pearl Harbor which are not eliminated by attacking Japanese naval air units engage the attacking Japanese naval air units after they have completed their initial air strike by making one air combat dice

roll; the Japanese naval air units do not make an air combat dice roll against the American air units.

The lower the USJT level when Japan attacks, the greater the chances that the U.S. will be unprepared at Pearl Harbor and that one or more American carriers will be caught in Pearl Harbor. But a good Magic draw by the American player, or high dice rolls when determining the American carrier TF locations, may offset the effects of a low USJT level. Whether Japan should forego shipbuilding increases or opportunities in China, or attack the U.S. prior to Winter 1941, in order to increase the likelihood of sinking American carriers is a difficult strategic question.



51.4 THE SECOND AIR STRIKE ON PEARL HARBOR:

51.41 THE SECOND JAPANESE AIR STRIKE: Once the first air strike against Pearl Harbor is resolved, the Japanese player may either withdraw his strike force or launch a second air strike against Pearl Harbor with some or all of his available naval air units.

A. If the Japanese player launches a second air strike, no surprise die roll is made and any American air units in Pearl Harbor which survived the initial Japanese air strike are available to defend Pearl Harbor.

B. A second Japanese air strike on Pearl Harbor may target any American air units, naval units or oil counters (33.424) in Pearl Harbor.

C. The Pearl Harbor oil reserve is attacked as a single target using the Naval Attack Table. No DRMs are applied to the air attack dice roll. On a “1” air attack result, one oil counter is destroyed. On a “2” air attack result, two oil counters are destroyed. On a “3” or greater air attack result, all three oil counters are destroyed.

51.42 NAVAL INTERCEPTION PERMITTED: Once the second Japanese air strike is resolved, any American carrier TFs which achieved an “Auto” or numerical result may attempt to intercept the Japanese strike force. Each American carrier TF makes a separate naval interception die roll. American carrier TFs which achieved an “Auto” result may intercept automatically. Each American carrier TF which achieved a numerical result may roll one die. The interception attempt succeeds if the result is equal to or greater than the numerical result for that American carrier TF. American naval units in Pearl Harbor or the U.S. Pacific box may not intercept the Japanese strike force. The American player is not required to attempt interception of the attacking Japanese TF.

51.43 NAVAL COMBAT RESOLUTION: If one or more American carrier TFs intercept the Japanese strike force, naval combat is resolved as follows:

A. A single round of naval combat is resolved, after which the Japanese strike force must withdraw.

B. Japanese naval air units used for a second strike against Pearl Harbor are not available for defensive operations against the intercepting American carrier TFs. Up to one-third of the Japanese NAS may be held back to fly CAP.

C. Each American carrier TF is considered to form a separate combat group.

D. The U.S. is deemed to have found the Japanese strike force, Japan is deemed to have failed to find any of the American combat groups. No search rolls are actually made.

E. The American combat groups then attack with their full complement of NAS, up to the limit permitted by the American Air Nationality DRM (eight NAS if the American Air Nationality DRM is two; 12 NAS if the American Air Nationality DRM has increased to three - 23.73) and makes a surprise roll (23.7413).

F. Once the American surprise air strike is resolved, any additional American naval air units may make a second, non-surprise, air strike (23.74), after which the naval combat ends and the Japanese strike force returns to base. No fleet combat occurs.

The first difficult decision of the war for the Japanese! Genda, the genius behind the Pearl Harbor attack, understood the true spirit of the operation and urged a second strike, but Admiral Nagumo erred on the side of caution by withdrawing the Japanese strike force in order to preserve it intact for future operations. If the Japanese catch some American carriers at Pearl Harbor, or if the American player has deliberately kept some carriers in the Atlantic, a second strike requires little courage; but if several American carrier TFs are at large, the character of the Japanese player will quickly become apparent.

51.5 THIRD AIR STRIKE PROHIBITED:

51.51 ONLY TWO AIR STRIKES ALLOWED: Japan may make no more than two air strikes against Pearl Harbor in the first turn it attacks the U.S.

51.52 RETURN TO BASE: After all Pearl Harbor related air and naval combat is resolved, all surviving attacking Japanese naval units in the Pearl Harbor strike force return together to Japan and are inverted.

51.6 AMERICAN NAVAL DISPOSITIONS AFTER PEARL HARBOR:

51.61 DURING THE JAPANESE TURN: Once the Japanese striking force has returned to base, all surviving American carrier TFs which were not caught in Pearl Harbor are placed in the Pacific U.S. box (a "Pacific" result), or Pearl Harbor (a numbered or "Auto" result). Undamaged American naval units in Pearl Harbor and American carrier TFs in Pearl Harbor which did not intercept the Japanese striking force in naval combat may attempt to intercept Japanese invasions of Midway and Johnston Islands or subsequent Japanese NRs to those islands.



51.7 ALLIED UNPREPAREDNESS:

51.71 JAPANESE SURPRISE EFFECTS: The initial Japanese onslaught in December 1941 achieved complete strategic and tactical surprise, despite many indications that a Japanese attack was imminent. This Allied misjudgment of Japanese intentions and capabilities was a significant factor in Japan's early successes.

A. The following effects apply in the Pacific theater during the game turn in which Japan declares war on Britain, or on both Britain and the U.S., provided the effective USJT level has not reached 40 or more at the moment Japan declares war.

B. If the U.S. declares war on Japan, or if the effective USJT level is 40 or more when Japan declares war, the Japanese lose the advantage of surprise and these rules do not apply.

C. If Japan declares war on either Britain or the U.S., the USJT level for Pearl Harbor and surprise effects is determined at the time of the Japanese declaration of war, after USJT increases at the start of the game turn are taken into account. A final die roll to modify the actual USJT level is made immediately after the Japanese declaration of war, and the resulting effective USJT level is used to determine Pearl Harbor and surprise effects (49.852A).

D. Magic is not taken into account in determining the effective USJT level for Japanese surprise effects, although strategic Magic cards may affect the Japanese attack on Pearl Harbor (51.311).

51.72 SURPRISE EFFECTS DURING THE JAPANESE PLAYER TURN:

A. GROUND UNITS: All Western Allied and Dutch infantry and replacement units are subject to a -1 DM. This does not apply to Western Allied armor and specialized units or to Nationalist and Communist Chinese units.

B. AIR UNITS: Western Allied and Dutch air units are uninverted and defend normally (EXCEPTION: American air units surprised in Pearl Harbor - 51.36).

C. NAVAL UNITS: British, Australian and Dutch naval units may intercept Japanese naval activities normally. American submarines are inverted. For American naval units which survive the Pearl Harbor attack, see 51.61.

D. SEA TRANSPORT: Japanese ground units which sea transport do not incur the basic movement cost for debarking, although they must use a movement factor to debark in hexes containing mountain, jungle/mountain or swamp.

E. INVASIONS: Japanese units which invade undefended beaches may place bridgeheads and then may move, conduct overruns and attack inland, just as though they sea transported. The normal movement cost for debarking following sea transport applies to such invasions (21.437A).

F. AIR TRANSPORT: Japanese ground units which air transport do not incur the basic movement cost for debarking, although they must use a movement factor to debark in hexes containing mountain, jungle/mountain or swamp.

G. INTELLIGENCE FAILURE: American strategic Magic cards may only be used at Pearl Harbor (51.311) and may not be used for any other purpose.

H. MONSOONS: Japanese forces are not affected by monsoons.

I. COMBAT AND CTL EFFECTS: The defender may not modify the results of Japanese contested invasions or attacks against fortifications (15.55) and the CTL of Japanese armor units exploiting from seaborne invasions is not reduced (21.5183).

51.73 WESTERN ALLIED SURPRISE EFFECTS: The following restrictions do not apply to the U.S., if Japan has declared war only on Britain (50.552), or to Russia or China:

A. FIRST TURN: During the Allied player turn following a Japanese declaration of war on either Britain or the U.S:

- Western Allied units in the Philippines may not move.
- Western Allied units may not enter jungle/mountain hexes except by sea.
- Western Allied offensive operations are prohibited in the Pacific theater.
- Dutch units may not move or conduct offensive operations.
- The construction of Filipino units and Western Allied airbases, ports and fortifications is prohibited in the Pacific theater.
- Western Allied naval units in the Indian Ocean box may not be used for any naval activities on the Pacific mapboard (EXCEPTION: Indian Ocean transports).
- Western Allied naval units which change base to the Pacific U.S. box or the South Africa box, then NR to the Pacific theater, are inverted and may not be uninverted until the following turn.
- If Japan attacked Pearl Harbor:
 - only half of the American DDs in the Pacific theater (round up) at the start of the Allied player turn may be used for sea escort. Other Western Allied DDs are unaffected by this restriction.
 - only half of the Western Allied transports in the Pacific SW box (round up) at the start of the Allied player turn may be used.

B. SECOND TURN: During the second Allied player turn following a Japanese declaration of war on either Britain or the U.S:

- Western Allied units may not enter jungle/mountain hexes except by sea.

51.74 CHINESE UNITS: Nationalist Chinese ground units may not operate outside China and the Flying Tigers may not be lent until the second Allied player turn after Britain and Japan go to war (52.6).



52. LENT UNITS

- 52.1 WHEN LENDING PERMITTED
- 52.2 MECHANICS
- 52.3 EFFECTS
- 52.4 LENT ITALIANS
- 52.5 LENT SPANISH AND VICHY FRENCH
- 52.6 LENT NATIONALIST CHINESE
- 52.7 LENT AUSTRALIANS

52.1 WHEN LENDING PERMITTED:

52.11 RESTRICTIONS: Units may be lent only as set out in 52.4 to 52.7.

52.2 MECHANICS:

52.21 UNITS LENT WHEN REQUIRED: Units are lent during the player turn, as they are used.

52.22 RETURNING CONTROL TO LENDER: Lent units may be returned to the lender's control at any time during the player turn in which they are lent.

52.23 CLEAN SLATE AT THE START OF EACH PLAYER TURN: All lent units return to the lender's control at the start of its player turn.

52.24 EFFECTS OF CONQUEST: When Australia, Spain or Vichy France is conquered, lent Australian, Spanish and Vichy French units are removed from play in the same manner as units which are not lent.

52.3 EFFECTS:

52.31 CONTROL: The recipient controls lent units as if they were his own, paying for offensive operations in which they participate.

52.32 PARTICIPATION IN OFFENSIVES: Lent units may participate in full offensives of the alliance faction partner to which they are lent without the need to pay the normal BRP cost for the participating units (9.63).

52.33 HEX CONTROL: Hexes gained by lent units are controlled by the recipient.

52.34 REBUILDING LENT UNITS: Lent units which are eliminated return to the lender's force pool and the lending country must pay the BRP cost of their reconstruction.

52.4 LENT ITALIANS:

52.41 LENDING OF ITALIAN UNITS PROHIBITED: Italian units may not be lent to Germany.

52.5 LENT SPANISH AND VICHY FRENCH:

52.51 DIPLOMATIC RESULT REQUIRED: A diplomatic result for Spain or Vichy France of "5-6", "7", "8" or "9" allows Spain or Vichy France to lend ground units to Germany for use on the eastern front once

Germany and Russia go to war, as follows:

A. "5-6" RESULT: One 2-3 infantry unit;

B. "7" RESULT: Two 2-3 infantry units;

C. "8" or "9" RESULT: Three 2-3 infantry units.

52.52 LENT UNITS NOT SUBJECT TO ADVERSE DM: Lent Spanish and Vichy French units are not subject to the normal -1 DM for minor infantry units fighting outside their home country.

52.53 EFFECT OF ELIMINATION: Lent Spanish and Vichy French units which are eliminated may be rebuilt at the rate of one unit per turn, at no BRP cost, but another diplomatic result for Spain or Vichy France is required before Spanish or Vichy French units may again be sent to the eastern front.

52.54 CHANGE IN DIPLOMATIC RESULT: If a subsequent diplomatic result decreases the number of lent Spanish or Vichy French units which may be used on the eastern front, all lent units affected by the change must redeploy back to their home country in their next player turn or be eliminated. These units may not attrition or conduct offensive operations in the interim.

52.6 LENT NATIONALIST CHINESE:

52.61 NATIONALIST CHINESE GROUND UNITS MAY NOT BE LENT: Nationalist Chinese ground units may not be lent. Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may move and attack into the Southeast Asian Front unless the Chinese resistance level is -1 or less (80.31A).

52.62 FLYING TIGERS MAY BE LENT: Starting in the second Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may be lent to the U.S. if they are based on the Southeast Asian front. If lent, the BRP cost for offensive operations by the Flying Tigers is paid for by the U.S.

52.7 LENT COMMONWEALTH UNITS:

52.71 AUSTRALIANS: Australian units may be lent to the United States once both countries are at war with Japan or if Britain surrendered in a previous game turn (59.52).

52.72 OTHER COMMONWEALTH UNITS: Canadian, South African and Indian units may be lent to the United States if Britain surrendered in a previous game turn (59.52).

52.73 There is no limit to the number or types of Canadian, South African, Australian and Indian units which may be lent once lending is permitted.

53. MAJOR POWER COOPERATION RESTRICTIONS

- 53.1 OVERVIEW
- 53.2 ANGLO-FRENCH COOPERATION RESTRICTIONS
- 53.3 GERMAN-ITALIAN COOPERATION RESTRICTIONS
- 53.4 RUSSO-ALLIED COOPERATION RESTRICTIONS
- 53.5 NATIONALIST-COMMUNIST CHINESE COOPERATION RESTRICTIONS

53.1 OVERVIEW:

53.11 TWO TYPES OF COOPERATION RESTRICTIONS: Cooperation restrictions can apply between:

A. ALLIANCE FACTION PARTNERS: Britain and France; Germany and Italy.

B. FACTIONS: Western Allies and Russia; including Nationalist and Communist China.

53.2 ANGLO-FRENCH COOPERATION RESTRICTIONS:

53.21 COOPERATION RESTRICTIONS TEMPORARY: Friction between Britain and France early in the war limits cooperation between the two powers as set out below. Some or all of the Anglo-French cooperation restrictions can be lifted by a successful Anglo-French cooperation research result. Regardless of the current Anglo-French cooperation level from research, all Anglo-French cooperation restrictions are lifted at the earliest of the following three times:

A. The start of the second Allied player turn following any one of:

- An Italian declaration of war against Britain or France;
- The first Axis full offensive on the western front; or
- The first German declaration of war against a minor country on the western front.
- A German declaration of war on Russia.

B. The start of the Allied Spring 1941 player turn.

C. The start of the Allied player turn after France surrenders.

53.22 RESTRICTIONS ON ANGLO-FRENCH COOPERATION:

While Anglo-French cooperation restrictions are in effect, the following rules apply unless negated by a specific Anglo-French cooperation research result:

53.23 PROHIBITED HEXES: British units may not occupy:

A. Paris;

B. Marseilles or Lyon;

C. The city of Vichy;

D. Any Maginot hex. Once a Maginot Line hex has been occupied by Axis forces, British forces may enter it, even if France has not fallen and Anglo-French cooperation restrictions are still in effect.

53.231 PASSAGE THROUGH PROHIBITED HEXES PERMITTED:

Passage through these prohibited hexes during movement, sea transport, air missions, exploitation or redeployment is allowed, but British units may not end the movement, combat or redeployment phase in any of the prohibited hexes and are eliminated if forced to retreat into such hexes after attrition combat.

53.24 FRENCH UNITS MAY NOT ENTER BRITISH AREAS:

French ground, air and naval units may not enter British colonies or possessions, including Gibraltar (EXCEPTIONS: France may use British-controlled ports to meet range restrictions; French naval units may NR past a British-controlled Gibraltar; French naval units may temporarily base in British-controlled ports if forced to do so (53.243); French units may participate in an Allied reconquest of a British colony which has been conquered by the Axis). French units may never enter Britain itself, regardless of Anglo-French cooperation restrictions (75.31).

53.241 FRENCH AIR ACTIVITY PERMITTED: The restriction in 53.24 does not prevent French air units from flying missions over or into Britain or British colonies or possessions, provided the air units are not based in such areas. French air units may redeploy through such areas.

53.242 FRENCH NAVAL UNITS: French naval units may only base in France, French colonies or captured, French-controlled ports.

53.243 DISPLACED FRENCH NAVAL UNITS: Displaced French naval units which have no French base available within range may temporarily move to the nearest vacant British-controlled port outside Britain that is within range. Until the end of the player turn in which the French naval units return to a French-controlled port or the applicable Anglo-French cooperation restrictions are lifted, the French naval units are inverted and no British units may enter the port they occupy.

53.25 STACKING: British and French units and counters may not stack together under any circumstances.

53.251 PROHIBITED ACTIVITIES: The restriction in 53.25 prohibits the following:

A. EXPLOITATION: British armor may not exploit a French breakthrough. If British and French units combine in an attack, and a British unit advanced into the enemy hex, British armor could exploit, even if the British armor were adjacent only to French units, and even if the only armor unit involved in the original attack were French.

B. OVERRUNS: British and French units may not combine to execute an overrun.

C. AIR BASING: British air units may not base on a French airbase counter. British ground units and naval units may not stack with a French airbase counter.

D. DEFENSIVE AIR SUPPORT: British air units may not provide defensive air support for French units.

E. GROUND SUPPORT AND AIR INTERCEPTION: British and French air units may not combine to provide ground support for an attack directed against enemy units on a single hex, nor may France provide ground support in a hex in which a British airdrop is made. Similarly,

British air units may not intercept Axis defensive air support in a hex in which French air units were providing ground support, nor may British and French air units combine to intercept German air supply, air transports or airdrops, or combine to counter-intercept an Axis interception of a Western Allied air transport activity.

F. AIR COVER AND AIR ATTACKS ON NAVAL UNITS: British air units may not provide air cover for French naval units. British air units and French naval units may not intercept an Axis naval activity in the same hex. British and French air units may not attack Axis naval units in the same hex.

G. CARRYING TROOPS: British destroyers may not carry or sea escort French units. British naval units may not provide shore bombardment for a French invasion. British air transport units may not air transport French units.

H. NAVAL INTERCEPTIONS: British and French naval units may not attempt to intercept the same enemy naval activity.

I. NAVAL COUNTER-INTERCEPTIONS: British naval units may not counter-intercept Axis naval units in a hex where French naval units have been intercepted.

J. INTERCEPTION OF AIRDROPS AND AIR TRANSPORT: British air units may not intercept Axis airdrops and air transport missions in the prohibited hexes set out in 53.23A-D, in hexes containing French ground units or airbases, or in hexes in which French air units are providing defensive air support. British and French air units may not combine to intercept an Axis airdrop or air transport.

K. INTERCEPTION OF DEFENSIVE AIR SUPPORT: British air units may not intercept Axis defensive air support in the prohibited hexes set out in 53.23A-D or in hexes in which French air units are providing ground support. British and French air units may not combine to intercept Axis defensive air support.

53.252 PERMITTED ACTIVITIES: The following activities are permitted while Anglo-French cooperation restrictions apply:

A. GROUND ATTACKS: British and French ground units may combine to attack enemy units, provided they do not stack together.

B. GROUND SUPPORT FOR OTHER'S GROUND UNITS: British air units may provide ground support for French ground attacks, provided the attacked enemy units are not in a hex prohibited by 53.23. British air units may also provide ground support for French overruns and invasions.

C. GROUND SUPPORT AND INTERCEPTION WHEN TWO HEXES ATTACKED: British and French air units may combine to provide ground support for an attack directed against enemy units on more than one hex if British air units fly over one of the attacked hexes and French air units fly over another attacked hex. Similarly, British air units may intercept Axis defensive air support over one of the attacked hexes, even if French air units were providing ground support over the other attacked hex.

D. BRITISH BASING IN FRENCH CITIES AND PORTS: British air and naval units may base in French cities and ports, other than those prohibited by 53.23, unless French units or other French counters are in the hex.

E. PROTECTION OF SEA SUPPLY: British naval units may protect sea supply to French units.

F. ASSISTING NAVAL INTERCEPTION: British air factors modify French naval unit interception die rolls.

53.253 The restrictions set out in 53.251 and 53.252 do not affect the movement of ground units, the flight of air units or the operation of naval units. Units may pass over one another freely for these purposes. However, British and French naval forces passing through the same sea hexes engage in naval combat separately while Anglo-French cooperation restrictions are in effect (22.141E).

53.26 BRITISH BRP GRANTS TO FRANCE PROHIBITED: Britain may not grant BRPs to France while Anglo-French cooperation restrictions are in effect (40.34).

53.27 RESTRICTIONS RECIPROCAL: The restrictions in 53.24 to 53.26 apply equally with respect to France and Britain: British units may not enter French colonies, French armor may not exploit a British breakthrough, etc. British units may always enter France, including Corsica, regardless of Anglo-French cooperation restrictions.

53.28 RESTRICTIONS DO NOT APPLY TO OTHER UNITS: There are no restrictions on the stacking of or cooperation between British and Free French units, nor are there ever any restrictions between American and

any type of French units. Anglo-French cooperation restrictions apply between Commonwealth units (82.13) and France, but do not apply to any other Western Allied minor countries.

53.3 GERMAN-ITALIAN COOPERATION RESTRICTIONS:

53.31 RESTRICTIONS BEFORE ITALIAN ENTRY: Until Germany and Italy are both at war against the Western Allies, their units may not enter each other's controlled territory and their fleets may not embark each other's units. Axis supply lines may be traced across Italian hexes even while Italy is neutral (30.222).

53.32 WHEN COOPERATION RESTRICTIONS LIFTED: Once actively allied, German and Italian units may stack together and cooperate fully.



53.4 RUSSO-ALLIED COOPERATION RESTRICTIONS:

53.41 STACKING PROHIBITED: Russia and the Western Allies were equally suspicious of the other's war aims. All stacking restrictions contained in 53.25 apply equally to the stacking of Russian and Western Allied units throughout the game. In addition, the following Russo-Allied cooperation restrictions apply:

53.42 AIR AND NAVAL SUPPORT PROHIBITED: Russia may not give air or naval support to any Western Allied ground attacks, air or naval missions, and vice versa. Russian and Western Allied fleets may not carry one another's ground and air units for invasions, sea transport or sea escort. Russian and Western Allied air transports may not carry or provide air supply to one another's ground units. Russian air units may not modify Western Allied interception, search or surprise die rolls.

53.43 COMBINED GROUND ATTACKS PROHIBITED: Russian and Western Allied ground units may not combine to attack the same hex. Should they both wish to attack the same hex, whichever side brings the larger number of combat factors to bear (this will not necessarily be the side with the better odds) gets to attack first (a die roll if both sides intend to attack with the same number of factors). If the first attack fails to eliminate the defending Axis or Japanese units, the other side may try a second attack. Any Axis or Japanese defensive air support which survives the first attack remains in place for the second attack and may not be withdrawn or supplemented prior to the second attack.

53.44 COOPERATION RESTRICTIONS APPLY TO MINOR COUNTRIES: The restrictions in 53.41, 53.42 and 53.43 apply equally to Russian and Western Allied minor allied, associated minor country and partisan units. For example, communist partisans may not stack with Western Allied partisans or other Western Allied units, nor may the two combine to attack the same hex or hexes in a single attack. Western Allied partisans are under similar restrictions.

53.45 SUPPLY: Russian supply and oil sources, including captured minor capitals controlled by Russia, may not supply Western Allied units or hexes (EXCEPTION: Nationalist Chinese units and hexes - 30.226B). Similarly, Western Allied supply and oil sources may not supply Russian units or hexes.

53.46 USE OF BASES, PORTS AND COUNTERS PROHIBITED: Russian naval and air units may not base in or use ports and cities

controlled by the Western Allies or use Western Allied bridgeheads, railheads or airbase counters for any purpose; Russian units may not enter hexes containing Western Allied fortifications or fortresses; Russia may not trace sea supply through Western Allied ports or bridgeheads. These restrictions apply equally to Western Allied basing in and use of Russian ports, cities, bridgeheads, railheads and airbases, entry into hexes containing Russian fortifications and supply through Russian ports or bridgeheads (EXCEPTION: The Western Allies may trace supply lines through Russian-controlled ports in order to grant BRPs or oil to Russia - 40.5, 40.6).

53.47 WESTERN ALLIED UNITS MAY NOT ENTER RUSSIA: Western Allied units may not enter Russia under any circumstances.

53.5 NATIONALIST-COMMUNIST CHINESE COOPERATION RESTRICTIONS:

53.51 EFFECT OF CHINESE RESISTANCE LEVEL: Friction between Nationalist and Communist China throughout the war limits cooperation between them as set out below unless the Chinese resistance level from the previous Chinese player turn was "+2" or greater.

53.52 RUSSO-ALLIED COOPERATION RESTRICTIONS APPLY: The cooperation restrictions set out in 53.4 apply to Nationalist and Communist China.

53.53 PROHIBITED HEXES: In addition to the cooperation restrictions set out in 53.4, Nationalist Chinese units may not enter hexes controlled by Communist China, and Communist Chinese units may not enter hexes controlled by Nationalist China. Passage through such hexes during movement is prohibited, and units forced to retreat into such hexes by attrition combat are eliminated. Chinese units caught in a prohibited hex as a result of a drop in the Chinese resistance level are immediately eliminated.

53.54 ENTRY INTO JAPANESE CONTROLLED HEXES PERMITTED: Both Nationalist and Communist Chinese units may enter hexes which are under Japanese control. Once the Nationalist or Communist Chinese gain control of a Japanese-controlled hex, the other is prohibited from entry.

53.55 COMMUNIST CHINA AS A RUSSIAN MINOR ALLY: The activation of Communist China as a Russian minor ally has no effect on Nationalist-Communist Chinese cooperation restrictions, unless it increases the Chinese resistance level to "+2" or greater.

53.56 RUSSIAN FORCES: Nationalist-Communist Chinese cooperation restrictions also apply to Nationalist China and Russia, unless the Chinese resistance level from the previous turn is "+2" or greater. These restrictions apply whether or not the U.S. and Japan have gone to war.



Surrender of Major Powers

54. SURRENDER OF MAJOR POWERS

- 54.1 DETERMINING MAJOR POWER SURRENDERS
- 54.2 DP CALCULATIONS
- 54.3 EFFECTS OF MAJOR POWER SURRENDERS

54.1 DETERMINING MAJOR POWER SURRENDERS:

54.11 SURRENDER CONDITIONS: The conditions which lead to the surrender of the various major powers, and the specific results of such surrenders, are set out in rules 55 through 60. Russia never surrenders, although it may be weakened economically and militarily (60); Nationalist China never surrenders, although it may effectively disintegrate (61). The U.S. never surrenders, but it may sue for peace in one or both theaters (62). In Pacific scenarios, Britain and Russia never surrender or incur adverse resistance effects.

54.12 TIMING: Major power resistance levels are calculated and surrenders determined at the end of each Allied player turn. Thus Allied major powers in danger of surrendering have their player turn to attempt to rectify the situation; Axis major powers do not.

54.2 DP CALCULATIONS:

54.21 DP CALCULATIONS REQUIRED: DP calculations are required to determine the German, Italian, British and Russian resistance levels, and to determine U.S. election results.

54.22 WHEN DP CALCULATIONS NECESSARY: DP calculations for surrender purposes are only made at the end of a player turn in which a surrender by the major power concerned is possible. Usually it is obvious when such calculations are necessary.

54.23 DPs CALCULATED NORMALLY: DP calculations for surrender purposes are made in the same manner as during a YSS, using all the modifiers set out in the first page of the diplomatic tables, including the major power's basic allotment and the addition of one DP for every 100 BRPs. The DP level used for surrender purposes may be negative.

54.24 BRP LEVEL USED: The BRP level used for surrender and U.S. election purposes is calculated in the same manner as during a YSS (35.51A-I), although no BRP base growth is calculated, as this occurs only during an actual YSS. The current BRP total does not have any direct effect on this calculation. BRP base reductions since the previous YSS due to deficit spending are taken into account when making this calculation.

54.25 SURRENDER PURPOSES ONLY: DP calculations made for surrender purposes do not result in the allocation of any DPs.

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.

54.3 EFFECTS OF MAJOR POWER SURRENDERS:

54.31 SURRENDER EQUIVALENT TO CONQUEST: When a major power surrenders, it is considered to have been conquered. The effects on the units, hexes, colonies, minor allies, associated minor countries and conquests of the conquered major power are set out in the rules applying to the surrender of each major power.



55. GERMAN SURRENDER

- 55.1 DETERMINING GERMAN SURRENDER
- 55.2 EFFECTS OF A GERMAN SURRENDER
- 55.3 UNITS
- 55.4 HEXES
- 55.5 MINOR COUNTRIES
- 55.6 BRPs

55.1 DETERMINING GERMAN SURRENDER:

55.11 GERMAN RESISTANCE LEVEL: At the end of each Allied player turn, the German Resistance Table is consulted to determine whether Germany surrenders. Germany surrenders at the end of any Allied player turn in which the German resistance level is zero or less, whether or not Berlin is under Allied control or has an atomic attack marker in it.

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.
-1	For each German city that has been firestormed (cumulative).
-#	For each atomic attack against Germany (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
+#	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.	

55.2 EFFECTS OF A GERMAN SURRENDER:

55.21 PEACE: Germany's surrender ends the war in Europe, whether or not Italy has surrendered or ever went to war with the Allies.

55.22 NO BRP VALUE: Germany has no BRP value to the conquering major powers.

55.23 GLOBAL WAR: If Germany surrenders in a Global War game, Japan fights on.

55.24 POLITICAL EFFECTS: A German surrender modifies the U.S. election result for the Pacific and affects USJT increases following an unfavorable election result in the Pacific.



56. ITALIAN SURRENDER

- 56.1 DETERMINING ITALIAN SURRENDER
- 56.2 EFFECTS OF AN ITALIAN SURRENDER
- 56.3 UNITS
- 56.4 HEXES
- 56.5 MINOR COUNTRIES
- 56.6 BRPs
- 56.7 ITALIAN IMPAIRMENTS PRIOR TO SURRENDER

56.1 DETERMINING ITALIAN SURRENDER:

56.11 ITALIAN SURRENDER CONDITIONS: Italy surrenders at the end of any Allied player turn in which the Italian DP total is zero or less and one of the following conditions is met:

- A. Rome is under Allied control; or
- B. There are no Axis units (EXCEPTION: Wafdist partisans) in Africa (including Ethiopia and Egypt east of the Suez canal).

56.12 ITALY'S DP TOTAL: Italy's DP total is calculated at the end of the Allied player turn in the same manner as during a YSS. This level may be negative. In addition, the following modifiers apply:

- A. If the Western Allies declared war on Italy, a +2 modifier applies.
- B. If Italy declared war on the Western Allies in 1941, a -1 modifier applies; if Italy declared war on the Western Allies in 1942, a -2 modifier applies; and so on.

56.13 GERMAN SURRENDER: A German surrender causes Italy to surrender and ends the war in Europe.

56.2 EFFECTS OF AN ITALIAN SURRENDER:

56.21 EFFECTS: Italy's surrender is implemented as set out below.

56.3 UNITS:

56.31 ITALIAN SURRENDER LEVEL: The Italian surrender level is:

A. Italy's DP total, as calculated at the end of the current Allied player turn, modified by Axis and Allied DPs in Italy, any covert operations and any modifier for a Western Allied declaration of war on Italy or late Italian entry into the war (56.12).

B. The Italian surrender level may never exceed +/-2. An Italian surrender level which is greater than +2 or less than -2 is treated as +2 or -2, respectively.

56.32 ITALIAN UNITS: The Italian surrender level is the key modifier for determining the disposition of the Italian units:

- A. **AIR UNITS:** All Italian air units are permanently removed from play.
- B. **FOLGORE AIRBORNE:** Regardless of the Italian surrender level and the respective DP allocations, the 1-3 Folgore airborne unit, representing fanatical Fascist recruits to the SS, is added, unbuilt, to the German force pool, whether or not it was previously added to the Italian force pool by production, whether or not it is on the board at the time of the Italian surrender, and regardless of the post-surrender Italian diplomatic result. It may overstack and may be used anywhere on the board, but may not airdrop.

C. GROUND UNITS: All Italian ground units are removed from the board. Italian infantry units are then added, unbuilt, to the German and American force pools as detailed in the Post-Surrender Italian Forces Table.

D. ITALIAN NAVY: All Italian naval units are allocated to Germany and the United States as detailed in the Post-Surrender Italian Forces Table. Any Italian naval units in excess of those allocated to Germany and the United States are permanently removed from play. If there are not enough cruisers or destroyers available, the remainder of any insufficient type is lost. Ships from any port may be selected, but ships which join the Western Allies immediately relocate to the closest Western Allied controlled port(s) and are subject to interception in the same manner as displaced naval units. Italian naval factors continue to use the Italian naval nationality DRM if they engage in naval combat, may be repaired if damaged or sunk in port, but may not be reconstructed if lost.

56.321 AXIS FORCES HAVE PRIORITY: The Axis player selects the composition of any post-surrender Italian forces before the Allied player. This may only occur if the Italian surrender level is zero.

56.322 FORCES TABLE: In the Post-Surrender Italian Forces Table, infantry and destroyer force levels are listed in factors; named ship and cruiser force levels are listed by unit.

Post-Surrender Italian Forces Table - 56.32								
	Germany				U.S.			
ISL	Inf	Named	CA	DD	Inf	Named	CA	DD
+2	9	1*	2	2	-	-	-	-
+1	6	1*	1	1	-	-	-	-
0	3	-	1	1	3	-	1	1
-1	-	-	-	-	6	1*	1	1
-2	-	-	-	-	9	1*	2	2

*One named ship of the selecting player's choice. Unfinished or damaged ships in the "2" or "Launch" row of an Italian Naval Construction Chart may be selected.

Explanation: The Italian Surrender Level (ISL) determines the level of post-surrender Italian forces.

56.33 CONSTRUCTION OF ITALIAN GROUND UNITS: The Folgore airborne unit and Italian ground units may be built in any fully supplied, German- or American-controlled hex in Italy, as the case may be, and may be rebuilt in the same manner if lost.

56.4 HEXES:

56.41 HEXES: All Italian-controlled hexes in Italy, Sicily and Sardinia immediately pass to German control, along with any railheads in them.

56.5 MINOR COUNTRIES:

56.51 ASSOCIATED MINOR COUNTRIES: All Italian associated minor countries surrender and their units are removed from play.

56.52 COLONIES AND CONQUESTS: Italian colonies and conquests are controlled by no one and come under the control of the first major power to occupy them.

56.6 BRPs:

56.61 ITALY'S BRP VALUE: After Italy surrenders, Rome, Genoa and Milan remain key economic areas worth 20, 10 and 10 BRPs, respectively. Otherwise Italy has no BRP value as a conquest.

56.62 WHEN ITALIAN BRPs ACQUIRED: Major powers which control the Italian key economic areas receive the BRPs for them in the same manner as other conquests.

56.63 COOPERATIVE CONQUEST: If two or more Allied major powers cooperate in gaining control of an Italian key economic area, the senior alliance partner receives the Italian BRPs (83.51).

56.7 ITALIAN IMPAIRMENTS PRIOR TO SURRENDER:

56.71 ITALIAN UNITS OUTSIDE THE MEDITERRANEAN: Italian infantry and replacement units defending in any type of hex outside the Mediterranean front incur a -1 DM (15.33B).

56.72 ITALIAN UNITS ON THE EASTERN FRONT: Italian air, armor and airborne units may not carry out any offensive actions on the eastern front at any time (9.93B).

56.73 ITALIAN RESOLVE: If either 56.11 condition is met prior to Italy's surrender (Rome is under Allied control or there are no Axis units in Africa), Italian units incur the following impairments. This determination is made at the start of each player turn, and the effects continue throughout the turn even if the conditions are reversed. If one of the 56.11 conditions arises in the course of a player turn, these impairments are not incurred unless and until the 56.11 condition is met at the start of the next player turn. These impairments do not apply to Italian forces after Italy has surrendered (56.32).

A. AXIS PLAYER TURN: Italian units may not undertake offensive operations.

B. ALLIED PLAYER TURN: Italian armor, infantry and replacement units in all types of hexes are subject to a -1 DM. The 1-3 Folgore airborne unit continues to defend normally.



57. JAPANESE SURRENDER

57.1 DETERMINING JAPANESE SURRENDER

57.2 EFFECTS OF A JAPANESE SURRENDER

57.3 UNITS

57.4 HEXES

57.5 THAILAND

57.6 CONQUESTS AND COLONIES

57.7 BRPs

57.8 EUROPEAN THEATER SCENARIOS

57.9 PACIFIC THEATER SCENARIOS

57.11 JAPANESE SURRENDER CONDITIONS: Japan surrenders at the end of any Allied player turn in which the Japanese resistance level, as determined by the Japanese Resistance Table, is zero or less.

57.12 JAPANESE COLLAPSE: Japan also surrenders if every objective in Japan and Manchuria (Tokyo, Osaka, Kagoshima, Mukden, Harbin) is occupied by the Allies. Control from an atomic attack marker is not enough to trigger a Japanese collapse.

57.13 SITUATION MODIFIERS: Situation modifiers are recalculated at the end of each game turn, in the same manner as modifiers for other resistance tables.

57.14 CUMULATIVE MODIFIERS:

A. TIMING: Cumulative modifiers for control of objectives and island groups are determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S. (the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).

B. ALLIED UNITS: When calculating the BRP value of eliminated Allied ground, air and naval units, damaged named ships count as 3 BRPs; named ships sunk in port count as 6 BRPs; damaged cruisers are not counted. Allied partisans are not counted. Effects are calculated separately for each game turn; remnants are ignored.

Japanese Resistance Table - 57.11

Situation Modifiers

+1	For every Pacific front objective under Japanese control.
+1	Japanese control of Chungking, Singapore, Manila or Yenan (one for each).
+1	For each island group (round down) controlled by Japan at its maximum expansion.
-3	Allied control of Tokyo.
-2	Allied control of Kagoshima or Osaka (-2 for each).
-#	For each Japanese hex occupied by an Allied unit (-3 for the first hex; an additional -2 for the second hex; an additional -1 for each subsequent hex).
-1	Allied control of Peking, Shanghai, Nanking, Canton, Harbin, Mukden, Seoul, Taipei or Okinawa (-1 for each).
-#	For each atomic attack against Japan (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each Japanese city firestormed (cumulative).

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	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 (0-24 BRPs: no effect; 25-49 BRPs: +1; 50-74 BRPs: +2; etc.).
-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).

Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Japan surrenders and the war in the Pacific ends.

Situation Modifiers are recalculated at the end of each game turn, in the same manner as modifiers for other resistance tables.

Cumulative Modifiers for control of objectives and island groups are determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S. (the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).

When calculating the BRP value of eliminated Allied ground, air and naval units, damaged named ships count as 3 BRPs; named ships sunk in port count as 6 BRPs; damaged cruisers are not counted. Effects are calculated separately for each game turn; remnants are ignored.

Australian, Indian and Russian objectives and island groups must be fully supplied to count as controlled.

Control of one or more fully supplied islands in an island group which also contains at least one isolated or enemy-controlled island counts as half an island group. Totals are rounded down for both sides. Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.

C. OBJECTIVES: Australian, Indian and Russian objectives must be fully supplied to count as controlled.

D. ISLAND GROUPS: Japanese resistance is modified by control of Pacific island groups (4.74).

- Pacific islands must be fully supplied to count as controlled.
- Control of one or more fully supplied islands in an island group which also contains at least one isolated or enemy-controlled island counts as partial control of that island group.
- Partial control of two island groups is the equivalent of full control of one island group. Otherwise totals are rounded down for both sides each turn.



E. ISLAND GROUPS - JAPAN:

- Japan receives a +1 resistance modifier for each island group (round down) it controls at its point of maximum expansion. This modifier is tracked from turn to turn, but is applied only once, at the end of the game turn when Japan has reached its peak. Japan starts the game with +4 resistance for control of the Carolines (East and West), the Kuriles and the Marshalls. As the game progresses, this total will increase.
- Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.



F. ISLAND GROUPS - WESTERN ALLIED:

- The Japanese resistance level is reduced by -1 each turn the Western Allies control 8 or more island groups.
- The Japanese resistance level is reduced by an additional -1 if the Western Allies control 12 or more island groups, for a net reduction of -2 each turn. Control of additional island groups by the Western Allies does not increase this modifier.

57.2 EFFECTS OF A JAPANESE SURRENDER:

57.21 GLOBAL WAR: If Japan surrenders in a Global War game, the European Axis fight on.

57.22 POLITICAL EFFECTS: A Japanese surrender modifies the U.S. election result for Europe and affects USAT increases following an unfavorable election result in Europe.

57.23 EFFECTS: Japan's surrender is implemented as set out below.

57.3 UNITS:

57.31 UNITS: All Japanese units, including Wang and Indian National Army units, are removed from play.

57.4 HEXES:

57.41 HEXES: Japanese-controlled hexes are controlled by no one and come under control of the first major power to occupy them (EXCEPTION: Siberian hexes under Japanese control revert to Russian control - 57.61).

57.5 THAILAND:

57.51 THAILAND SURRENDERS: Thailand surrenders and its units are removed from play.

57.6 CONQUESTS AND COLONIES:

57.61 CONQUESTS AND COLONIES: Japanese conquests and colonies, including Manchuria, are controlled by no one and come under the control of the first major power to occupy them (EXCEPTION: Siberian hexes under Japanese control revert to Russian control without the need for Russian units to occupy such hexes).

57.7 BRPs:

57.71 BRPs: Japan proper has no BRP value to the conquering major powers.

57.8 EUROPEAN THEATER SCENARIOS:

57.81 EUROPEAN THEATER SCENARIOS: In European theater scenarios, Japan is considered to surrender in Spring 1946. Japan's surrender is accelerated by one turn for each atomic bomb used against Japan by the indicated date, as follows: one atomic bomb: Winter 1945; two atomic bombs; Fall 1945; three atomic bombs; Summer 1945; and so on.

57.82 FORCES: In each of the three Allied player turns following Japan's surrender, the following units (if present in the Pacific) may be redeployed from the Pacific U.S. box to the Atlantic U.S. box, for use in Europe:

- Ten AAF (for a total of 30 AAF);
- Two 1-3 marine units (for a total of six 1-2 marine units);
- Three 3-4 infantry units (for a total of nine 3-4 infantry units);
- Three CVs, including their naval air component, two 4-factor battleships and three destroyer factors (for a total of nine CVs, with their naval air component, six 4-factor battleships and nine destroyer factors).

57.9 PACIFIC THEATER SCENARIOS:

57.91 PACIFIC THEATER SCENARIOS: If a Pacific scenario is being played, a Japanese surrender ends the game.



58. FRENCH SURRENDER

- 58.1 DETERMINING FRENCH SURRENDER
- 58.2 FRENCH SURRENDER LEVEL
- 58.3 ESTABLISHMENT OF VICHY FRANCE
- 58.4 HEXES
- 58.5 FRENCH MINOR COUNTRIES AND COLONIES
- 58.6 VICHY AND FREE FRENCH FORCES
- 58.7 BRPs

58.1 DETERMINING FRENCH SURRENDER:

58.11 WHEN FRANCE SURRENDERS: France surrenders at the end of the Allied player turn if:

A. Paris is controlled by the Axis; or

B. France voluntarily surrenders when it would not otherwise do so. France may not voluntarily surrender until Fall 1940 or later.

58.12 TIMING: The French surrender is resolved at the end of the Allied player turn in which Paris is controlled by the Axis or France voluntarily surrenders, although the French player turn effectively ends after Allied post-combat phase adjustments for that player turn are completed; French forces may be eliminated due to isolation (30.54), but no French units may be constructed or redeployed.

58.2 FRENCH SURRENDER LEVEL:

58.21 CALCULATING THE FRENCH SURRENDER LEVEL: The French surrender level is the key modifier for determining the size of Vichy and Free French forces and the political alignment of the French colonies. The French surrender level, including after a voluntarily French surrender (58.11B), is the cumulative total of the following modifiers (positive modifiers favor the Axis):

A. TERRITORY: +2 for Axis control of Paris; +1 for Axis control of Lyon, Marseilles: (+1 for each); -1 for each European objective under French control other than Lyon and Marseilles.

B. FRENCH GROUND UNITS: -1 for every ten French ground factors in France (round down) at the end of the Allied combat phase when France surrenders, after removing units eliminated due to isolation. No French unit construction is permitted prior to making this calculation. French air units are ignored.

C. FRENCH FLEET: +1 for every five naval factors the French fleet is below 42 fleet factors, which reflects its Fall 1939 naval at start forces and allowable builds (38 or more factors: no modifier; 33-37 factors: +1; 28-32 factors: +2; and so on). Uncompleted named ships on the "3" row or higher are not counted in determining the strength of the French fleet. Damaged ships and ships on the "2" or "Launch" rows of French shipyards are discounted at a 2:1 ratio, rounded down (two damaged naval factors are counted as one naval factor for surrender purposes; a remnant damaged naval factor is ignored).

D. TURN OF SURRENDER: Spring 1940 or earlier: +2; Summer 1940: no modifier; Fall 1940: -2; Winter 1940 or later: -4.

E. DPs: Axis and Western Allied DPs placed in France, as reduced by covert operations (47.21C).

F. ANGLO-FRENCH COOPERATION RESEARCH RESULT: -1 if the Western Allies achieved a “7+” Anglo-French cooperation research result.

EXAMPLE: France falls (+2 for Paris) in Fall 1940 (-2 for the turn), the Axis control Marseilles (+1), and France has 21 ground factors in France (-2). The French surrender level is -1, unless modified by DPs and covert operations.

58.22 MAXIMUM FRENCH SURRENDER LEVEL: The French surrender level may never exceed +/-3. A French surrender level which is greater than +3 or less than -3 is treated as +3 or -3, respectively, for all purposes.



58.3 ESTABLISHMENT OF VICHY FRANCE:

58.31 AXIS OPTION: Once the French surrender level is determined at the end of the Allied player turn, the Axis player has the option of establishing Vichy France (EXCEPTION: Vichy France may not be established if France surrenders after the U.S. and Germany are at war):

A. VICHY FRANCE ESTABLISHED: If the Axis player establishes Vichy France, the southern part of France and Corsica become a neutral minor country (Vichy France) worth 20 BRPs, plus the value of any Vichy colonies.

B. VICHY FRANCE NOT ESTABLISHED: If the Axis player does not establish Vichy France, the Axis gain control of all hexes in France and Corsica and receive what would otherwise have been the Vichy BRPs, but not the BRPs of those colonies which would have otherwise been Vichy (58.532).

58.4 HEXES:

58.41 HEX CONTROL: At the end of the Allied player turn in which France surrenders, all non-Vichy hexes in France pass to Axis control (EXCEPTION: French surrender after U.S. entry – see 58.411). All non-French Allied ground units and airbases still in France are eliminated, and all non-French air and naval units are displaced to British-controlled bases. Western Allied units in France may operate freely in France, including that part of France which may constitute Vichy France and French colonies which may come under Vichy control, until the end of the Allied player turn in which France surrenders.

58.411 HEX CONTROL AFTER U.S. ENTRY: If the U.S. is at war with Germany when France surrenders, all French-controlled hexes in France and Corsica pass to British control. Non-French Western Allied ground, air and naval units and airbases may remain in France.

58.42 EFFECT ON AXIS FORCES: Axis forces in Vichy France or Vichy French colonies when Vichy France is established may only trace supply through Vichy French territory during initial supply determination of the Axis player turn following the French surrender. They must leave Vichy territory by the end of the Axis player turn following the French surrender or be eliminated, do not modify a diplomatic die roll for Vichy France, may not move into Spanish hexes, and may not attrition or conduct offensive operations from Vichy territory, although they may do so if they first move out of Vichy territory. Additional Axis units may not enter Vichy territory unless the Axis declares war on Vichy France.

58.43 EFFECT ON ALLIED FORCES: Allied forces which are in Vichy France or Vichy colonies at the end of the Allied player turn in which France surrenders are eliminated.

58.5 FRENCH MINOR COUNTRIES AND COLONIES:

58.51 MINOR COUNTRIES: All French minor allies and associated minor countries become British minor allies and associated minor countries.

58.52 FRENCH CONQUESTS: French conquests and other French-controlled hexes become Axis-controlled unless they are occupied by a British ground unit or are able to trace a land supply route to a Free French colony and are closer to the Free French colony than to Vichy France or a Vichy colony.

58.53 FRENCH COLONIES:

58.531 After Germany has announced whether or not it is establishing Vichy France, the political alignment of the French colonies is determined by a die roll for Lebanon-Syria and a second die roll for Tunisia-Algeria-Morocco.

A. The die roll for the French colonies is modified by the French surrender level and by +3 if Vichy France was established.

B. French colonies that do not become Free French become Vichy French if Vichy France was established, and become independent, neutral minor countries if Vichy France was not established (58.532).

C. Britain receives the prorated BRPs for Free French colonies at the start of the next Allied player turn. All Free French colonial hexes become British-controlled, with the exception of Axis-controlled hexes, which remain under Axis control.

D. Lebanon-Syria becomes Free French on a modified die roll of 3 or lower.

E. For French North Africa:

- Morocco becomes Free French on a modified die roll of 3 or lower.
- Algeria and Morocco become Free French on a modified die roll of 2 or lower.
- Tunisia, Algeria and Morocco also become Free French on a modified die roll of 1 or lower.

French Colonies Table - 58.53						
Colony	Die Roll					
	1	2	3	4	5	6
Lebanon-Syria	Free		Vichy/independent			
Morocco	Free		Vichy/independent			
Algeria	Free		Vichy/independent			
Tunisia	Free	Vichy/independent				
Modifiers						
+3	Vichy France established					
+/-3	French surrender level					
Explanation: One die roll is made for Lebanon-Syria and a second die roll is made for Tunisia-Algeria-Morocco.						

58.532 If Vichy France was not established:

A. Each French colony which would otherwise have become Vichy overthrows its colonial administration and becomes an independent, neutral minor country with a force pool consisting of one 2-3 infantry unit, which is placed in its capital. These newly formed minor countries may only be attacked after a declaration of war costing 10 BRPs, with its attendant effect on the USAT level.

B. Allied forces which are in former French colonies at the end of the Allied player turn in which France surrenders are eliminated.

C. Axis units in a former French colony at the start of the Axis player turn immediately following the French surrender are considered to be in at least partial supply during that Axis player turn and, unless the Axis declare war on the former French colony, must leave the former French colony by the end of that Axis player turn, may not make any attacks while still in the former French colony and are eliminated if they fail to leave.

58.533 French colonies controlled by the Axis when France surrenders are unaffected by the French colonial die rolls. They are treated as Axis conquests until captured by the Allies.

58.534 French colonies controlled by Britain when France surrenders are unaffected by the French colonial die rolls. Such colonies become Free French. This may occur only if a French colony were conquered by the Axis and reconquered by Britain prior to the fall of France.



58.6 VICHY AND FREE FRENCH FORCES:

58.61 FRENCH FORCES REMOVED FROM BOARD: Once the political alignment of the French colonies is established, the French fleet and French ground and air units in Free French colonies and British-controlled hexes remain on the board. All other French ground and air units and airbases are removed from the board. Free French and Vichy France forces are then established.

58.611 FREE FRENCH HAVE PRIORITY: The Allied player selects the composition of any Free French forces before the Axis player selects the composition of the Vichy French forces.

58.612 FRENCH FORCES TABLES: In the Free French and Vichy France Forces Tables, infantry, army air, and destroyers force levels are listed in factors; armor, battleship and cruiser force levels are listed by unit.

58.62 FREE FRENCH FORCES:

58.621 LEVEL OF FREE FRENCH FORCES: The level of Free French forces is set as detailed in the Free French Forces table:

Free French Forces Table - 58.621												
FSL	Vichy France Established						Vichy France Not Established					
	Army		Air	Naval			Army		Air	Naval		
	Inf	3-5	AAF	NS	CA	DD	Inf	3-5	AAF	NS	CA	DD
+3	-	-	-	-	-	-	3	-	-	-	-	-
+2	1	-	-	-	-	-	6	-	-	-	1	1
+1	2	-	-	-	-	-	6	-	1	1*	1	1
0	3	-	-	-	-	-	6	-	2	1*	2	2
-1	6	-	-	-	1	1	9	-	2	1*	2	5
-2	6	-	1	1*	1	1	12	-	2	1*	3	6
-3	6	-	2	1*	2	2	9	1	2	2*	3	6

*The indicated number of named ships of the selecting player's choice. Unfinished or damaged ships in the "2" or "Launch" row of a French Naval Construction Chart may be selected.

Explanation: The French Surrender Level (FSL) and whether or not Vichy France was established determines the level of the Free French forces.

58.622 REDUCTION IN FREE FRENCH FORCES IF VICHY FRANCE ESTABLISHED: If Germany established Vichy France, the level of Free French forces is less than if Vichy France was not established.

58.623 PLACEMENT OF FREE FRENCH FORCES: The British player may select all, some or none of the French units in Free French colonies and in British-controlled hexes as Free French forces. French units in these areas which are not selected are removed from play. If additional Free French units are required, the British player then adds the necessary French ground and air units, unbuilt, to the British force pool as Free French forces. See 58.64 for the placement of Free French naval units.

58.624 STATUS OF FREE FRENCH UNITS: Free French units are treated as British units for all purposes but retain their air and fleet nationality modifiers (EXCEPTIONS: Free French units are treated as a distinct nationality for attrition purposes (14.522), when allocating air losses (19.61A) and when recombining air squadrons into factors (23.14); Free French units may not operate in the Pacific theater; the production of Free French units is subject to the restrictions set out in 42.332B and 42.333E). Britain pays for offensive operations involving Free French forces and may construct Free French units in Britain. Objective hexes controlled by Free French units count as British-controlled objectives.

58.63 VICHY FRANCE:

58.631 LEVEL OF VICHY FRANCE FORCES: The level of Vichy France forces is set as detailed in the Vichy France Forces table:

Vichy France Forces Table - 58.631						
FSL	Army		Air	Naval		
	Inf	3-5	AAF	Named	CA	DD
+3	12	1	3	2*	3	6
+2	15	-	3	1*	3	6
+1	12	-	3	1*	2	5
0	12	-	2	1*	2	2
-1	12	-	1	1*	1	1
-2	12	-	-	-	1	1
-3	10	-	-	-	-	-

*The indicated number of named ships of the selecting player's choice. Unfinished or damaged ships in the "2" or "Launch" row of a French Naval Construction Chart may be selected.

Explanation: The French Surrender Level (FSL) determines the level of the Vichy French forces. If Vichy France is not established, there are no Vichy French forces.

58.632 PLACEMENT OF VICHY FORCES: One Vichy 2-3 infantry unit must be placed and remain in Vichy city and in the capital of each Vichy French colony until Vichy France associates or allies with one side or the other (EXCEPTIONS: Vichy infantry units in French colonial capitals may be sent to Russia after a "5-6", "7" or "8" diplomatic result for Vichy France; Vichy units in French colonies which become Free French after Vichy deactivation may move freely). The remaining Vichy French ground and air forces are placed in Vichy France. See 58.64 for the placement of Vichy French naval units.

58.633 STATUS OF VICHY FRANCE: Vichy France is a neutral minor country whose hexes are controlled by neither side. For the rules relating to Vichy France, see 77.

58.64 THE FRENCH FLEET:

58.641 ALLOCATION OF FRENCH NAVAL UNITS: French naval units remain at their bases when France surrenders. If there are too few French naval units based in British-controlled ports to make up the Free French navy (58.621), the required number of French naval units based in Axis-controlled or neutral French colony ports move to any British-controlled port(s) within range with the basing capacity to receive them and may not be intercepted by Axis air and naval units as they do so. Similarly, if there are too few French naval units based in Vichy French-controlled ports to make up the Vichy navy (58.631), the required number of French naval units based in British-controlled ports move without impediment to any Vichy-controlled port.

58.642 FREE AND VICHY FRENCH FLEETS LIMITED BY EXISTING UNITS: The size of the Free and Vichy French fleets is limited by the size of the French fleet when France surrenders. French ships which are damaged may be selected and are counted at their full, undamaged value: damaged Vichy French naval units may be repaired in the Marseilles shipyard at no BRP cost prior to Vichy activation; damaged Free French naval units may be repaired at a Western Allied shipyard. French ships unfinished on the "2" row of a French Naval Construction Chart are treated as damaged ships (27.7281).

58.643 NO SUBSTITUTIONS: If there are not enough named ships, cruisers or destroyers available to fulfill the levels shown in 58.621 or 58.631, the remainder of any insufficient type is lost.

58.7 BRPs:

58.71 FRANCE'S BRP VALUE: After the fall of France, Paris, Lyon, and Marseilles remain key economic areas worth 20, 10 and 10 BRPs, respectively. In addition to the economic value of any key economic areas under German control, France's BRP value as a German conquest is 20 BRPs, regardless of any French BRP growth prior to France's surrender.

58.72 WHEN FRENCH BRPs ACQUIRED: The major power which conquered France receives the prorated BRP value of France as a conquest at the start of its next player turn (35.7). During each subsequent YSS, that major power receives the BRP value of France as a conquest, provided it retains control of at least one city in France.

58.73 COOPERATIVE CONQUEST: If two or more major powers cooperated in conquering or reconquering France, the senior alliance partner receives the French BRPs (83.51).



59. BRITISH SURRENDER

59.1 OVERVIEW

59.2 DETERMINING BRITISH RESISTANCE

59.3 GERMANY REJECTS A BRITISH SURRENDER OFFER

59.4 GERMANY ACCEPTS A BRITISH SURRENDER OFFER

59.5 EFFECTS OF A BRITISH SURRENDER

59.6 GERMAN-BRITISH NEGOTIATIONS

59.7 GERMAN FORBEARANCE

59.8 AFTER A BRITISH SURRENDER

59.1 OVERVIEW:

59.11 At the end of each game turn, the British resistance level is determined to see whether Britain surrenders. As is evident, on most turns the possibility of a British surrender will not arise and this calculation can be safely omitted.

59.12 If the British resistance level is zero or less, Britain offers to surrender. The Axis may accept or decline this offer.

59.13 If the Axis decline a British surrender offer, the game continues as though the offer was not made.

59.14 If the Axis accept a British surrender offer:

A. The size of the British ground and air force pools is adjusted and portions of the Royal Navy may be eliminated. Commonwealth force pools are unaffected.

B. A British surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction alongside what remains of Britain after Britain surrenders unless Russia is also in a state of surrender and Japan has not surrendered (62.91).

59.15 GERMAN ATOMIC ATTACK ON BRITAIN: For the effects of a German atomic attack on Britain if the Western Allies do not have the atomic bomb, see 43.321C.

59.2 DETERMINING BRITISH RESISTANCE:

59.21 THE BRITISH RESISTANCE TABLE: At the end of each game turn, the British Resistance Table is consulted to determine whether Britain offers to surrender. No die roll is made - if the net result on the British Resistance Table is zero or less, Britain offers to surrender.

British Resistance Table - 59.21

+/-/#	British DP level as calculated at the end of the current Allied player turn. The British DP level may be negative.
-1	Axis control of Malta or Singapore (-1 for each).
-2	If Australia or India has surrendered (-2 for each).
-#	For each atomic attack against Britain (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each British city firestormed (cumulative).
-1	For each oil effect currently applicable to Britain.
-#	If there are less than ten Western Allied transports in the Atlantic SW box (-1 for each missing transport, up to a maximum of -10).
-1	If there is no Russian armor or infantry unit in eastern Europe.
-1	For every ten unbuilt British and Commonwealth ground/army air factors (round down).
+/-/#	Ratio of Allied/Axis naval factors (4:3: +/-1; 5:3: +/-2; 2:1: +/-3; 3:1: +/-4; 4:1 or greater: +/-5). Damaged and uncompleted ships on the "2" or Launch row of a shipyard are considered to be at half strength. Naval units in the Pacific are not counted.
+1	For each major power other than Britain at war with the European Axis.
+1	If the USAT level is between 30 and 39 (inclusive).
+2	If the USAT level is 40 or more and the U.S. is not at war with Germany.
+1	For every five Western Allied ground/army air factors on the western front. Units in the U.S. box are not counted.
+1	If there is a Western Allied armor or infantry unit in Germany.
+1	If there is a Russian armor or infantry unit in western Poland or Rumania.
-1	For every two concession points of territory returned to Britain or not taken by Germany in a previous British surrender.

Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Britain offers to surrender.

59.22 BRITISH RESISTANCE MODIFIERS:

A. BRITISH DP LEVEL: The British DP level is calculated as though a YSS were taking place. This level may be negative.

B. HEX CONTROL: Objectives controlled by Axis partisans are not controlled by either side and therefore may reduce the British DP level. Hexes which contain Axis atomic attack markers are considered Axis-controlled when calculating the British resistance level. When calculating the British resistance level in a European scenario, Singapore is considered to have been captured by Japan in Winter 1941.

C. OIL EFFECTS: Only oil effects against Britain (excluding Ulster) are counted; oil effects elsewhere are ignored. If the Western Allies offset an oil effect in part of Britain, the adverse resistance modifier for that oil effect is not incurred, even if that oil effect is incurred elsewhere in Britain.

If no oil counters can be shipped to Britain, either because of Atlantic transport problems or because the Axis control every British port, excluding Belfast, Britain will incur all four oil effects unless some are offset by oil counters in the Western Allied European oil reserve. If the Axis have also captured London, Birmingham and Manchester, eliminating the Western Allied European oil reserve (33.422D), Britain will automatically incur all four oil effects.

D. ATLANTIC TRANSPORT LEVEL: The Atlantic transport level is determined at the end of the game turn, after the Western Allies have had an opportunity to replace transport losses. Repaired and newly constructed transports are counted when determining the Atlantic transport level.

E. UNBUILT BRITISH UNITS: Commonwealth units, Free French units, and ground and air units added to the British force pool by production are included when making this determination. Minor ally and associated minor country units are not.

F. NAVAL FORCE RATIO: American and Russian naval factors are included only if they are at war with Germany. Italian naval factors are only included if Italy is at war with Britain. Naval units in the Atlantic and Indian Ocean SW boxes and in the U.S. Atlantic and South Africa boxes are included; naval units in the Pacific, submarines, ASW and transports are not. Uncompleted named ships on the "3" row or higher are not counted; damaged ships and ships on the "2" or "Launch" rows of shipyards are discounted at a 2:1 ratio, rounded down (two damaged naval factors are counted as one naval factor; a remnant damaged naval factor is ignored). A 4:3 ratio yields a +/-1 modifier; a 5:3 ratio yields a +/-2 modifier; a 2:1 ratio yields a +/-3 modifier; a 3:1 ratio yields a +/-4 modifier; and a 4:1 or greater ratio yields a +/-5 modifier. The naval force ratio modifier may not exceed +/-5. Always round toward a 1:1 ratio.

59.23 GERMAN RESPONSE TO A BRITISH SURRENDER OFFER: Germany has the option of accepting a British surrender offer or rejecting it in the hope of imposing more severe terms on Britain later in the game. However, Germany must accept a British surrender offer if the British resistance level is -10 or lower.

59.3 GERMANY REJECTS A BRITISH SURRENDER OFFER:

59.31 PLAY CONTINUES: If Germany rejects a British surrender offer, Britain and Germany remain at war and play continues normally. At the end of each subsequent game turn, the British resistance level is again calculated to determine whether Britain again offers to surrender.

59.32 REFUSED SURRENDER OFFER LAPSES: If a British surrender offer is rejected, Germany may not later change its mind and accept the offer; it must await a new offer at the end of another game turn and accept or reject the new offer as it wishes.

59.4 GERMANY ACCEPTS A BRITISH SURRENDER OFFER:

59.41 BRITISH SURRENDER: If Germany accepts a British surrender offer, Britain surrenders and the British resistance level at the moment of surrender becomes the British surrender level, up to a maximum of -10, and the size of the British ground and air force pools and Royal Navy is adjusted (59.51).

59.5 EFFECTS OF A BRITISH SURRENDER:

59.51 BRITISH FORCE LEVELS:

59.511 NO REDUCTION AFTER A "0" SURRENDER: A "0" surrender level has no effect on the level of British forces.

59.512 REDUCTION OF BRITISH FORCES: For each level of surrender below "0", Britain removes two AAF and four BRPs of ground units or NAS from its force pool and eliminates ten naval factors. A British surrender level of -1 thus results in the removal of two AAF, four BRPs of other British units and 10 naval factors; a British surrender level of -2 results in the removal of four AAF, eight BRPs of other British units and 20 naval factors; and so on.

59.513 IMPLEMENTING BRITISH FORCE REDUCTIONS: British force reductions following a "-1" or lower British surrender are implemented as follows:

A. BRITISH PLAYER SELECTS: Subject to 59.512, the British player selects the ground and air units to be removed from the British force pool and the naval units to be eliminated.

B. GROUND UNITS: Unbuilt ground units, ground units in the European and Pacific theaters and ground units of any type added to the British force pool through mobilization or production are subject to removal. Units removed continue to count towards Britain's maximum force pool limits. Canadian, South African, Australian and Indian ground units remain in the British force pool.

C. AIR UNITS: Unbuilt air units, air units in the European and Pacific theaters and AAF or NAS added to the British force pool through mobilization or production are subject to removal. British strategic bombers, interceptors and jets and Australian AAF remain in the British force pool.

D. NAVAL UNITS: For each level of surrender below "0", ten factors of British naval units must be eliminated. Submarines and incomplete, damaged, sunk in port and salvageable naval units are subject to elimination. ASW, transports and Australian naval units are not subject to elimination. Naval units in Asia are subject to elimination except in a

European scenario. Incomplete, damaged, sunk in port and salvageable naval units are discounted as follows:

- damaged naval units: -1 factor;
- naval units sunk in port: -2 factors;
- naval units on the British Naval Construction Chart: on the Launch row: full value; on the 2 row: -1 factor; on the 3 row: -2 factors; on the 4 row: -3 factors; on the 5 row: -4 factors.

E. ELIMINATION OF ONE TYPE OF UNIT: If all the existing British ground, air or naval units are eliminated, this has no effect on the remaining British force levels (for example, if no ground units are available for removal, this does not result in the removal of additional air units from the British force pool).

F. REQUIREMENTS MUST BE MET: The total value of ground and air units removed from the British force pool and naval units eliminated must at least equal the requirements of the British surrender level (59.512). If the right denominations of ground, air or naval counters are not available, the British player may be forced to eliminate excess units in order to meet the requirements of a British surrender. Thus four 3-factor battleships could be eliminated to meet the requirement to eliminate ten naval factors.

59.514 UNITS NOT SUBJECT TO ELIMINATION: The following units are not subject to elimination following a British surrender:

A. Strategic bombers, interceptors and jets (59.513C).

B. ASW and transports (59.513D).

C. Canadian, South African, Australian and Indian ground, air and naval units (59.513B, C and D).

D. Free French units.

E. Minor ally and associated minor country units, unless their political status is changed by surrender negotiations.

59.52 COMMONWEALTH NATIONS TURN TO U.S.: Starting in the turn after a British surrender, all Canadian, South African, Australian and Indian units may be freely lent to the U.S. The U.S. may pay for and control their operations. The Commonwealth BRP base remains under British control (35.46).

59.6 GERMAN-BRITISH NEGOTIATIONS:

59.61 WAR CONTINUES: If the U.S. was at war with Germany when Britain surrenders both Britain and the U.S. continue the war. Both the Axis and Western Allies retain all territory they control and no concessions or territorial transfers are made. The only effect of the British surrender is that the British force levels are reduced (59.51).

A British surrender where the Western Allies remain at war with the Axis represents the collapse of the Churchill government due to war weariness among the British public and the associated political paralysis in Parliament. The British continue to fight, largely because of the U.S., but their wargaming capability is permanently reduced.

59.62 PEACE: If the U.S. was not at war in Europe, then a peace treaty is negotiated between Germany and Britain and the following adjustments are made:

59.63 HEX CONTROL:

59.631 BRITISH-CONTROLLED HEXES REQUIRE SUPPLY: Subject to German territorial demands (59.66), Britain retains control of all hexes it controlled when it surrenders, provided it can fully supply such hexes by tracing a supply line from a mapboard box to them. Axis ZoCs and possible air and naval interception of sea supply lines are not taken into account in determining the supply status of British-controlled hexes. Supply from an on-board supply source and air supply, which provides only partial supply, are insufficient to retain hex control. Axis and Western Allied partisans are not taken into account in determining hex control or tracing supply when implementing a British surrender.

59.632 UNSUPPLIED HEXES: British-controlled hexes which cannot trace a supply line from a mapboard box come under German control.

59.633 NO EXCEPTIONS: There are no exceptions to the hex control rules set out in 59.631 and 59.632: British key economic areas and other objective hexes, including London, are transferred to German control if they cannot trace a supply line from a mapboard box. British fortifications and fortresses in such hexes are eliminated.

59.634 BRITISH COLONIES: Outside of Britain, after determining control of all British hexes, the side which controls an area for BRP purposes gains control of all hexes in the area, regardless of supply, and the other side must withdraw all its units (EXCEPTION: partisans) from that area, repatriating them to the nearest supplied hex under friendly control, subject to stacking limits. Areas which have no BRP value are considered to be controlled by the side which controls the capital or, if there is no capital, the most cities in the area (Allied control if an equal number of cities). Once hex control is determined, some areas may change hands as a result of the terms of the British surrender, as outlined below.

59.65 BRITISH CONCESSION TABLE: The value in concession points of the territorial and economic concessions Germany may obtain from Britain is set out in the British Concession Table. Germany receives two concession points for each British surrender level, up to a maximum total value of all eligible concessions (British surrender level of 0: no concessions; British surrender level of 1: two concession points; British surrender level of 2: four concession points; and so on).

British Concession Table - 59.65	
Priority	Concession (value)
1	Lebanon/Syria, Tunisia, Algeria, Morocco, Libya, Albania (one each)
2	British minor allies, associated minor countries or conquests (neutrality: one for every five minor BRPs; Axis control: two for every five minor BRPs)
3	Malta, Palestine, Transjordan (one each)
4	Egypt, Iraq, (two each); Gibraltar (three)
5	Ulster (two: becomes part of Ireland); Ireland (two); Scapa Flow (three)
6	Scotland (four: hex rows C to F)
7	Central England, including Birmingham and Manchester (five: hex rows G to J)
8	Southern England, including London (six: hex rows K and L)
	Indemnity, to a maximum of 30 BRPs. (One for each 10 BRPs)

Explanation: The British Concession Table sets out the value of territorial and economic concessions that may be demanded by Germany if Britain surrenders. The same values are used if Germany returns British territory which is under Axis control at the time of surrender.

For concession purposes, Cyprus is considered to be part of Palestine and Kuwait is considered to be part of Iraq.

All priority 1 territories must be conceded or under Axis control before any priority 2 territories are taken; all priority 2 territories must be conceded or under Axis control before any priority 3 territories are taken; and so on. An indemnity of 10, 20 or 30 BRPs may be imposed without restriction.

59.66 TERRITORIAL DEMANDS: Germany may select any combination of eligible territorial and economic concessions up to the value allowed, subject to the restriction that a higher priority territory may only be selected if all eligible lower priority territories are first selected, or are already under Axis control or are independent when Britain surrenders. Concessions are implemented as follows:

A. AMERICAN UNITS: Concession territories will not contain American units, because no British concessions are made if the U.S. is at war with Germany (59.61).

B. AREAS CONTAINING RUSSIAN UNITS: Russian units do not prevent an area from being ceded to the Axis. Russian units in areas ceded to the Axis are immediately placed in the nearest Russian-controlled hex outside the ceded area, subject to stacking limits. Russian units in areas that remain under control of a neutral Britain are automatically considered to be in at least partial supply, but may not attack and are eliminated if they have not left neutral territory by the end of their next player turn.

C. EFFECT ON BRITISH AND COMMONWEALTH UNITS: All British and Commonwealth units in ceded areas are immediately placed in any hex in the nearest concession area remaining under British control, subject to stacking limits and geographical restrictions, then to mapboard boxes (Australian units to the Australia box; Indian units to the India box; British, Canadian, and South African units to the U.S. Atlantic box or South

Africa – Britain’s choice) if no onboard map hexes are available. Supply status, transport and sea escort requirements are not considered when relocating British units from ceded areas.

D. DISPUTED AREAS IN BRITAIN: If areas in Britain contain both British-controlled and Axis-controlled hexes, each side retains control of those hexes. If Germany wishes to obtain control of the entire area, it must pay the full concession price.

E. MINOR COUNTRIES: Neutralized minor countries return to their original status. British minor allies and associated minor countries that are not neutralized or transferred to Axis control retain their status. Minor countries transferred to Axis control are treated as conquests. If Persia and Arabia have associated with Britain, they are treated as minor countries worth five BRPs for concession purposes, although they have no actual BRP value.

F. WAFDISTIS: If Britain surrenders prior to U.S. entry into the war and retains control of Egypt, all Wafdist partisans are eliminated and no new Wafdist partisans may be built by the Axis until they are at war with the U.S. If the Axis take Egypt as a concession or if the U.S. is at war with Germany, the Wafdist partisans remain in play.

G. ITALIAN ACQUISITIONS: Territories in the Mediterranean front ceded to the Axis may, if Germany permits, come under Italian control.

H. USAT EFFECTS: Areas obtained by the Axis as concessions have the same effect on USAT as though they were obtained by conquest.

59.67 INDEMNITIES: Each time Britain surrenders, Germany may impose a one-time indemnity of 10, 20 or 30 BRPs on Britain in the same manner as it obtains territory. Britain’s BRP level is immediately reduced by the amount of the indemnity and Germany’s BRP level is increased by the same amount.

59.68 THE TERMS OF SURRENDER: The reductions in the British force pool set out in 59.51 are automatic and are not negotiable. The territorial and economic concessions Britain may be compelled to make to the Axis are limited by the British surrender level. The total concession value of all British territories acquired by the Axis and any indemnity imposed on Britain may not exceed the number of concession points for the British surrender level.



59.7 GERMAN FORBEARANCE:

59.71 GERMAN CONCILIATION: Germany may pursue a conciliatory policy with respect to Britain and the United States by voluntarily limiting its territorial and economic demands to less than the maximum allowed (the lower of the number of concession points for the British surrender level or whatever Britain has left). In addition, territories already controlled by the Axis may be returned to British control.

59.72 RETURNING TERRITORY TO BRITISH CONTROL: Territories controlled by the Axis when Britain surrenders may be returned to Britain as part of a conciliatory policy. Germany may return to Britain any territory it wishes; it is not restricted to returning territories with higher priority values first. Britain may not refuse to accept the return of territories.

59.73 RESTRICTIONS ON THE RETURN OF TERRITORY: The return of territory to Britain is subject to the following restrictions:

A. The territories must be listed on the British Concession Table.

B. The territories must have been controlled by Britain at the start of the game or have come under British control in the course of play other than as a result of an Axis declaration of war.

C. A territory may only be returned to Britain once per game. Territories returned to Britain during a previous British surrender, then reconquered by the Axis, may not be returned to Britain again during a subsequent Britain surrender.

D. To return southern England to Britain as part of a conciliatory policy, the Axis must control London.

E. To return central England to Britain, the Axis must control Birmingham and Manchester.

F. Scotland, which does not contain a key economic area, must be completely controlled by the Axis before it can be returned to Britain.

G. Germany may not exchange territories already controlled by the Axis for territories controlled by Britain at the moment of surrender. If Germany returns territory to Britain, it may not acquire other territory and must content itself with economic and political concessions.

59.74 FORCE REDUCTIONS UNAFFECTED BY CONCILIATION: A German policy of conciliation does not affect any reduction in British forces required by the British Surrender Table.

59.75 EFFECTS OF A CONCILIATORY POLICY: The value of concessions voluntarily not taken by Germany, as well as the value of any territories returned to Britain by Germany during negotiations, is determined by reference to the British Concession Table.

A. BRITISH RESISTANCE LEVEL REDUCED: The British resistance level for future turns is reduced by one for every two full concession points of territory returned to Britain or not taken by Germany. This effect is only relevant if the U.S. later declares war on Germany, so that Britain is again at war (59.86). If Britain surrenders more than once, only the resistance effects of concessions during the most recent British surrender apply to subsequent calculations of the British resistance level. The resistance effects of concessions during previous British surrenders are ignored.

B. USAT: The USAT level is reduced by two for each concession point of territory returned to Britain or not taken by Germany. No other USAT event modifiers are triggered by the return of territory to Britain. For example, the normal -1 USAT modifier for Britain's regaining control of Baghdad is subsumed by the -4 USAT adjustment resulting from the return of Iraq (a two-point concession area).

59.8 AFTER A BRITISH SURRENDER:

59.81 BRITAIN CONTINUES AS A MAJOR POWER: After a British surrender, Britain continues the game as a major power, with its own BRP base and level, force pool, RPs, DPs and airbase counters. Britain's BRP base may not drop below the 40 BRPs associated with the Commonwealth, reduced to 30 or 20 BRPs if one or both of Australia and India surrender (35.46).

59.82 CONSTRUCTION OF BRITISH FORCES IN CANADA: British units may be built in Canada if:

A. Britain has surrendered and the British resistance level is zero or less; or

B. All hexes in Britain are isolated or under Axis control.

59.83 BRITAIN GOVERNED BY RESTRICTIONS ON U.S.: Once it has surrendered, British participation in the war is governed by American participation. If the U.S. is neutral, British forces are also neutral.

59.84 DEPLOYMENTS BY A NEUTRAL BRITAIN: While the U.S. and Britain are neutral, British and Commonwealth, but not American, units may deploy to Europe. A neutral Britain may not redeploy units past an Axis-controlled Gibraltar or through Axis-controlled territory, nor may it declare war on neutral minor countries.

59.85 CONTINUATION OF THE WAR: If the U.S. is at war with Germany when Britain surrenders, the U.S. and Britain continue to be at war with the Axis unless Russia is also in a state of surrender and Japan has surrendered (62.91).

59.86 RESUMPTION OF THE WAR: If the U.S. is not at war with Germany when Britain surrenders, the following rules apply to the resumption of the war:

A. IMMEDIATE RESUMPTION OF WAR PROHIBITED: Neither Germany nor the U.S. may declare war on the other in the turn following a British surrender.

B. GERMAN DECLARATION OF WAR: A German declaration of war on the U.S. in the second or any subsequent turn after a British surrender puts Germany at war with the U.S. and Britain at no BRP cost (50.32A) and allows Axis attacks on British territory and forces. Germany may not declare war on Britain alone.

C. AMERICAN DECLARATION OF WAR: If the USAT level reaches 50 in the second or any subsequent turn after a British surrender, the U.S. may declare war on Germany. This puts the U.S. and Britain at war with Germany.

59.87 ADDITIONAL BRITISH SURRENDERS: British resistance level calculations are made normally at the end of each turn and Britain may surrender again if its resistance level drops below the level of the initial surrender unless Germany declares war on the Western Allies after a British surrender (59.86B).

59.871 CALCULATING THE BRITISH RESISTANCE LEVEL: British units which were removed from the British force pool when it first surrendered are considered to be unbuilt when calculating the British resistance level for a second surrender. If Germany adopted a conciliatory policy towards Britain during previous surrender negotiations, an additional modifier may apply to the British resistance level (59.75A).

59.872 EFFECTS OF A SECOND SURRENDER: If Britain surrenders a second time, the concession level and value of forces removed are determined by the difference between the new and old surrender levels.

59.873 REPEATED SURRENDERS POSSIBLE: Theoretically, there is no limit to the number of times Britain may surrender.

59.88 BRITISH PARTISANS: The Western Allies, if at war with Germany, may build two (increased to a maximum of four by Western Allied partisan production - 11.22B) partisans in Axis-controlled territory in Britain.

59.89 BRITISH SURRENDER EFFECTS IN THE FAR EAST:

59.891 If, when Britain surrenders to Germany, Japan:

A. Is not at war with either Britain or the U.S., Japan may not go to war with Britain without also going to war with the U.S.

B. Is at war with both Britain and the U.S., the British surrender takes effect only in Europe and Britain continues to fight Japan in conjunction with the U.S.

C. Is at war with Britain, but not with the U.S., Japan may either end hostilities with Britain or continue fighting. The Japanese player makes this decision at the moment of surrender.

59.892 If Japan adheres to the peace treaty between Germany and Britain:

A. Hex control is determined according to 59.63.

B. No British concessions are made in the Far East. Australia and India remain British minor allies.

C. In the second or any subsequent turn following a British surrender, Japan may declare war on Britain and the U.S. and resume fighting.

59.893 British ground, air and naval units in Asia are subject to the normal British force pool reductions, whether or not Japan adheres to the peace treaty between Germany and Britain.

59.894 If Japan declines to adhere to a German-British treaty, fighting between Japan and Britain continues indefinitely unless Britain reenters the European war and then surrenders to Germany a second time.





60. RUSSIAN SURRENDER

- 60.1 RUSSIAN RESISTANCE LEVEL
- 60.2 BRP EFFECTS
- 60.3 FORCE POOL EFFECTS
- 60.4 NO U.S. ELECTION

60.1 RUSSIAN RESISTANCE LEVEL:

60.11 RUSSIAN RESISTANCE TABLE: The Russian resistance level is determined at the end of each Allied player turn. If the Russian resistance level is zero or less, Russia incurs BRP (60.2) and force level (60.3) effects. The Russian resistance level has no effect on play unless it is zero or less.

Russian Resistance Table - 60.11	
+/-#	Russian DP level as calculated at the end of the current Allied player turn. The Russian DP level may be negative.
-#	For each atomic attack against Russia (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each Russian city firestormed (cumulative).
-1	For each oil effect currently applicable to Russia.
-1	If Axis forces control at least one hex in Britain (Scapa Flow is included, Ulster is not).
-1	For every ten unbuilt Russian ground/army air factors.
-1	For each IC controlled by Russia below 7 (6 ICs: -1; 5 ICs: -2; 4 ICs: -3; and so on).
+1	For each IC controlled by Russia above 7 (8 ICs: +1; 9 ICs: +2; 10 ICs: +3; and so on).
+1	For each Western Allied major power at war with Germany.
+1	If the Western Allies control at least two hexes in European France.

Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Russia incurs adverse BRP effects; if the net result is negative, Russia also incurs adverse unit effects.

A cursory examination of the Russian Resistance Table surrender rules will confirm that Russia's resistance level will not be zero or less until it has suffered substantial territorial, economic and military losses. This means players only have to calculate the Russian resistance level if Russia is in trouble.

60.12 RUSSIA CONTINUES FIGHTING: If the Russian resistance level is zero or less, Russia is considered to be in a state of surrender for victory condition purposes (62.91), but no matter how low the Russian resistance level drops, Russia never surrenders as such and continues to fight, although its ability to do so may be fatally impaired by BRP and units losses.

60.2 BRP EFFECTS:

60.21 RUSSIAN OPTIONS: If the Russian resistance level is zero or less at the end of an Allied player turn, Russia incurs one of the following two BRP effects, at the Russian player's option:

A. IC VALUES FROZEN: Russia does not increase the value of its ICs in the following turn (37.13F); or

B. IC SURRENDERED: Russia surrenders an isolated IC to Germany. Russia immediately removes any Russian units in the isolated IC and returns them to the Russian force pool as unbuilt units. The IC itself remains under Russian control until the Axis gain control of the hex containing the IC. ICs which are fully supplied from the eastern edge of the mapboard may not be surrendered.

60.22 SUBSEQUENT TURNS: The BRP effects described above are implemented for every turn the Russian resistance level is zero or less.

60.3 FORCE POOL EFFECTS:

60.31 20 BRPs OF UNITS REMOVED FROM PLAY: If the Russian resistance level less than zero at the end of an Allied player turn, Russia permanently removes 20 BRPs of units from play for each negative Russian resistance level (Russian resistance -1: 20 BRPs of units; Russian resistance -2: 40 BRPs of units; Russian resistance -3: 60 BRPs of units; and so on), as follows. Russia does not remove units if the Russian resistance level is zero or higher.

A. UNITS REMOVED: For each negative Russian resistance level, Russia must remove the following units:

- One AAF.
- One armor unit.
- Sufficient infantry units to reach a total of 20 BRPs of removed units.

If a 5-6 armor unit is removed, seven infantry factors are removed; if a 4-5 armor unit is removed, nine infantry factors are removed; if a 3-5 armor unit is removed, 11 infantry factors are removed.

B. SOURCES OF REMOVED UNITS: The removed units are taken from the following sources, in the indicated order:

- Mobilized units which have not yet entered the Russian force pool.
- Unbuilt units.
- Built units which are on the mapboard or in the Urals box. The Russian player decides which units.

60.32 SUBSEQUENT TURNS:

A. REMOVAL OF ADDITIONAL UNITS: Once a negative Russian resistance level has triggered the removal of Russian units, Russia does not remove additional units in subsequent turns unless the Russian resistance level decreases.

EXAMPLE: At the end of the Fall 1942 Allied player turn, the Russian resistance level is -3. Russia removes 60 BRPs of units. At the end of the Winter 1942 Allied player turn, the Russian resistance level is -2. Russia does not remove an additional 40 BRPs of units. Russia would only remove additional units in Winter 1942 if the Russian resistance level dropped to -4 or less.

B. REMOVED UNITS NOT COUNTED WHEN CALCULATING THE RUSSIAN RESISTANCE LEVEL: Russian units removed from play are not considered to be unbuilt when calculating the Russian resistance level in subsequent turns.

60.4 NO U.S. ELECTION:

60.41 A Russian surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction unless Britain is also in a state of surrender and Japan has not surrendered (62.91).



61. CHINESE SURRENDER

- 61.1 DETERMINING CHINESE SURRENDER
- 61.2 MODIFIERS
- 61.3 RESULTS

61.1 DETERMINING CHINESE SURRENDER:

61.11 CHINA NEVER SURRENDERS: Nationalist China never formally surrenders, but the Nationalist Chinese government can disintegrate under Japanese pressure. At the end of each Chinese player turn, the Chinese Resistance Table is consulted. The result applies from the beginning of the next Japanese player turn and until the end of the next Chinese player turn, when another determination of the Chinese resistance level is made.

61.2 MODIFIERS:

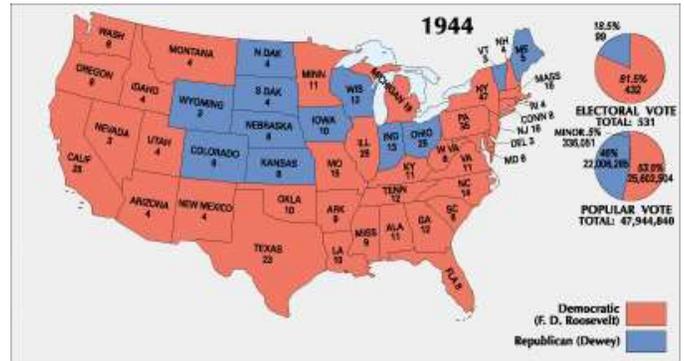
61.21 UNBUILT UNITS: Unbuilt partisans do not affect Chinese resistance levels.

61.22 FLYING TIGERS: The Flying Tigers do not count as American air factors.

61.3 EFFECTS:

61.31 REFERENCE: Details as to the specific application of the various Chinese resistance results are found in rules 78-80.

Chinese Resistance Table - 61.11	
-1	For every five unbuilt Nationalist Chinese ground factors.
-1	Japanese control of Chungking.
+2	Nationalist Chinese control of Peking, Shanghai, Nanking or Canton (+2 for each).
+1	For every five British, American or Russian ground/air factors in Nationalist China, Communist China or Manchuria.
+1	If the Japanese control Yenan.
Results	
-5	Nationalist Chinese government collapses and China disintegrates into warring factions. All Nationalist Chinese units remain immobilized in their hexes.
-4	Nationalist Chinese units may not be built.
-3	All Nationalist Chinese units are subject to a -1 DM.
-2	Nationalist China may not carry out offensive operations.
-1	Nationalist Chinese units may not operate outside China.
0	No effect.
+1	Nationalist Chinese units operating outside China are not subject to a -1 DM.
+2	All restrictions on Nationalist-Communist cooperation are lifted.
Explanation: Check at the end of each Chinese player turn and implement the result. Results are cumulative - each result includes all lesser results on its side of a "0" result.	



62. U.S. ELECTIONS

- 62.1 OVERVIEW
- 62.2 WHEN U.S. ELECTIONS OCCUR
- 62.3 DETERMINING U.S. ELECTION RESULTS
- 62.4 U.S. ELECTION RESULTS
- 62.5 POST-ELECTION TENSIONS
- 62.6 A SEPARATE PEACE
- 62.7 AMERICAN REENTRY INTO THE WAR
- 62.8 ATOMIC WAR
- 62.9 ALLIED DEFEAT

62.1 OVERVIEW:

62.11 The U.S. may not be conquered. It may, however, be pressured by adverse military and political developments into scaling back its efforts or even signing separate peace agreements in one or both theaters of conflict.

62.12 "U.S. ELECTION" A BROAD TERM: In most games the only "U.S. election" will occur after the 1945 YSS, which represents the U.S. presidential election held in November 1944, the results of which take effect in January 1945. However, a German atomic attack against the U.S. also triggers a "U.S. election", which represents a complete Congressional review of American involvement in the war.

62.2 WHEN U.S. ELECTIONS OCCUR:

62.21 TRIGGERING EVENTS: A U.S. election occurs at the following times:

A. AFTER THE 1945 YSS: Immediately after the 1945 YSS, in every game.

B. IF THE U.S. IS SUBJECT TO ATOMIC ATTACK: At the end of any game turn in which the continental U.S. is subject to a successful German atomic attack.

U.S. Election Modifiers - 62.31	
Europe	
-#	Axis DP level, including neutral Italian DPs, as calculated when the election is held.
-#	For each atomic attack against a hex in Britain or the U.S. Atlantic box (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each current British surrender level below -5 (-6:-1; -7:-2; 8:-3; -9:-4; -10:-5).
+1	For each current British surrender level above -5 (-4:+1; -3:+2; -2:+3; -1:+4; 0:+5)
+5	If Britain is not in a state of surrender.
+#	Allied DP level, including neutral Russian DPs, as calculated when the election is held.
+10	If Japan has surrendered.
Pacific	
-#	Japanese resistance level (zero if Japan has surrendered).
+20	If Japan declared war on the U.S.
+10	If Germany has surrendered.

62.3 DETERMINING U.S. ELECTION RESULTS:

62.31 CALCULATION MADE FOR EACH THEATER: The U.S. election result is determined by making a calculation for each theater, using the following modifiers. If the election is triggered by the 1945 YSS, then the results from both theaters are combined; if the election is triggered by an atomic attack, only the European theater calculation is made. If the result is 1 or greater, there is no effect on American policies or actions. If the net result is zero or less, a pro-Axis U.S. election result occurs.

62.32 BRITISH AND RUSSIAN DP LEVELS: The British and Russian DP levels may be negative when calculated for U.S. election purposes.

62.4 U.S. ELECTION RESULTS:

62.41 THEATER RESULTS COMBINED: At the end of the 1945 YSS, the U.S. election results in each theater are added together. For all U.S. elections, if the total result is positive, President Roosevelt wins reelection (or Congress endorses his leadership) and U.S. policy is unchanged. However, if the total is zero or less, U.S. policy shifts in favor of disengagement and the net result is implemented as set out below (62.42). Each result includes all higher number results.

U.S. Election Results - 62.41	
Result	Effect
0	The U.S. ceases all offensive economic warfare, including strategic and conventional bombing, submarine strategic warfare and attacks by flying bombs and rockets, and may not make atomic attacks.
-1	The U.S. seeks to reduce casualties for political reasons. American forces may not initiate or continue ground attacks at less than 2:1 odds.
-2	The U.S. may not conduct full offensives.
-3	U.S. forces may not engage in any offensive operations.
-4	U.S. forces may not take part in attritions.
-5	U.S. ground units may not leave the U.S. box.
-6	U.S. air units may not leave the U.S. box.
-7	The U.S. signs a separate peace, with a tension level for that theater of 46.
If the U.S. election result for a theater is -8 or less, the U.S. signs a separate peace and the tension level for that theater is reduced by four for each additional election level: -8: tensions = 42; -9: tensions = 38; and so on.	

62.42 RESULTS APPLIED TO EACH THEATER SEPARATELY: There are four possible U.S. election results:

A. ALLIED VICTORY: If the net U.S. election result favors the Allies, there is no effect.

B. AXIS VICTORY: If the net U.S. election result favors the Axis (zero or less), the U.S. will disengage in Europe, the Pacific, or both:

- If the Axis wins the U.S. election in Europe, that result, offset by the pro-Allied result in the Pacific, is implemented in Europe; the war continues in the Pacific.
- If the Axis wins the U.S. election in the Pacific, that result, offset by the pro-Allied result in Europe, is implemented in the Pacific; the war continues in Europe.
- If the Axis wins the U.S. election in both theaters, the result for each theater is implemented in that theater.

62.43 HIGHER RESULT MAY BE TAKEN: Germany and Japan may select a higher result in their theater if they feel it would be to their advantage to do so. For example, after a -9 result, Germany could impose a -6 result instead, allowing the U.S. to remain in the war on a restricted basis.

62.44 ELECTION RESULTS APPLY ONLY TO AMERICAN UNITS: The restrictions set out for U.S. election results 0 to -5 apply only to American units, including American-built partisans (EXCEPTION: If Britain has surrendered, U.S. election results 0 to -4 also apply to Britain).

62.45 BRP GRANTS: The extent to which American BRP grants are allowed to the Western Allies or China after an election result of -7 or below is governed by the USAT or USJT level in the relevant theater (40.33).

62.46 SINGLE THEATER GAMES:

A. EUROPEAN SCENARIOS: In European scenarios, the Pacific theater U.S. election result is considered to be zero and is disregarded.

B. PACIFIC SCENARIOS: In Pacific scenarios, there is no U.S. election.

62.5 POST-ELECTION TENSIONS:

62.51 TENSIONS AGAIN RECORDED: After an adverse U.S. election result, USAT and USJT (as the case may be) are again recorded to determine the extent to which the U.S. resumes involvement in the war in that theater. Increases in the USAT or USJT levels reflect the impact which continued Axis or Japanese aggression has on American public opinion, even if the U.S. has signed a separate peace with Germany or Japan.

62.52 FOUR TENSION POINTS = ONE ELECTION RESULT LEVEL: For every four points the applicable tension level increases, the U.S. election result increases by one level in the corresponding theater, until eventually the U.S. can again participate in the war in that theater without restriction. Thus after an election result of "-3" for the European theater, USAT would have to increase by four before American forces could carry out offensive operations; by another four before the U.S. could conduct full offensives; by another four before attacks at less than 2:1 were allowed; and by another four before the final restriction, the prohibition against offensive economic warfare, was lifted and the U.S. could fully participate in the war in Europe.

62.53 POST-ELECTION TENSION MODIFIERS: U.S. tension modifiers which apply only after an adverse election result are listed distinctly from the normal modifiers. All normal tension modifiers also apply (EXCEPTION: The normal status modifiers for the number of major powers at war with the Axis are superseded by a +1 modifier for each major power other than the U.S. at war with Germany). The American oil embargo on Japan is considered to be lifted, but unless the U.S. signs a separate peace with Japan and the USJT level drops below 20, the U.S. may reimpose an oil embargo on Japan in the following turn, triggering a +1 increase in tensions in that and each subsequent turn.

62.6 A SEPARATE PEACE:

62.61 EUROPE: After signing a separate peace with Germany following a "-7" or worse election result, all American ground, air and naval units, airbases and rocket bases are immediately transferred from Europe to the Atlantic U.S. box (EXCEPTION: American units are allowed in the South Africa box if the U.S. is at war with Japan - 50.57A). This is done before determining any concessions from a British surrender (59.66A).

62.62 PACIFIC: After signing a separate peace with Japan, American units already in the Pacific theater may remain in, and move or redeploy freely to, any Western Allied-controlled hexes on the Pacific front or Australia, where they remain in play and may not be attacked by Japan without a declaration of war.

62.63 RETURNING AMERICAN UNITS MAY NOT BE ATTACKED: American redeployments from Europe and within the Pacific may not be intercepted by the Axis or Japan.

62.64 WAR CONTINUES: American withdrawal from the war in either or both theaters does not directly affect the rest of the war. All remaining Allied powers at war with Germany and Japan continue to fight. Play continues normally in the Pacific if war has not yet broken out between Japan and the U.S.

62.65 TENSIONS AFTER A SEPARATE PEACE: If the U.S. signs a separate peace with either Germany or Japan, the USAT or USJT level drops below 50 and is set according to the U.S. election result, with four tension points again equal to one election result level. If the election result were -7, the tension level would be set at 46; if the election result were -8, the tension level would be set at 42, and so on. Tensions may be reduced by German conciliatory policy toward Britain (59.75B).

62.66 AMERICAN REENTRY GOVERNED BY TENSION LEVEL: The extent of American involvement in the war after a separate peace is governed by the applicable tension level. As tensions rise, American involvement short of war increases according to the tension results, just as it did earlier in the game, subject to the following qualifications:

A. Mobilizations which have already occurred are not triggered again.

B. Tension results do not override U.S. election result restrictions. For example, USJT results which permit the deployment of American units to the Pacific mapboard are prohibited by a -5 election result.

62.67 AMERICAN ACTIVITY WHILE NEUTRAL: While the U.S. is neutral:

A. AMERICAN MOBILIZATIONS CONTINUE: The U.S. continues to mobilize each turn in a theater in which it was at war until it has completed all its mobilizations for that theater.

B. DPs: The U.S. receives five DPs in each YSS if it was at war with Germany. The U.S. continues diplomacy while neutral.

C. RPs: The U.S. receives five RPs for each theater in which it was at war. The U.S. continues research and production while neutral.

62.7 AMERICAN REENTRY INTO THE WAR:

62.71 RESTRICTED REENTRY PERMITTED: The U.S. may reenter the war in either theater if tensions increase sufficiently, just as is the case prior to the initial U.S. entry into the war. However, the restrictions associated with the U.S. election results apply after the U.S. reenters the war, so tensions continue to be tracked to determine when the U.S. moves from the -6 election result to the -5 election result, and so on, until it is no longer subject to any restrictions.

62.72 NO RESTRICTIONS IF GERMANY OR JAPAN DECLARE WAR: If Germany or Japan declares war on the U.S. while it is neutral, the U.S. immediately resumes full participation in the war in that theater and the restrictions associated with the U.S. election results do not apply. Germany does not receive any modifiers for submarine warfare as a result of a declaration of war on the U.S. if the U.S. has already participated in the European war.

62.8 ATOMIC WAR:

62.81 GERMAN ATOMIC ATTACKS: A U.S. election result for the European theater is calculated at the end of any game turn in which Germany successfully detonates an atomic device in the U.S.

62.82 U.S. DEFEAT: If the U.S. signs a separate peace with Germany as a result of a German atomic attack, it is considered defeated. The U.S. signs a separate peace with both Germany and Japan, even if the election result for the Pacific would normally mandate a continuation of the Pacific war, and the U.S. may not reenter or take part in the war in any manner in either theater for the remainder of the game. In most circumstances, this means Germany and Japan will win a decisive victory, but it does not preclude other Allied major powers from fighting on.

62.83 FAILURE TO DEFEAT THE U.S.: If a German atomic attack fails to force the U.S. to sign a separate peace with Germany, it has no effect on American participation in the war. Similarly, if Germany makes an atomic attack against the U.S. when the U.S. is subject to U.S. election result restrictions, and the U.S. does not sign a separate peace, all restrictions on U.S. participation in the European theater are lifted. An atomic attack on the U.S. is an all-or-nothing affair.

The U.S. may not make atomic attacks unless it is fighting without restriction, and a German atomic attack on the U.S. lifts all restrictions on American participation in the European war. If the Germans, moving first, make an atomic attack against the U.S., the U.S. may try to retaliate, and the success of the retaliation may determine whether the U.S. keeps fighting or not. The Germans might want to think twice before making such an attack, for a German atomic attack on Britain or Russia does not automatically allow a U.S. response in kind, because of the American fear of German retaliation. Atomic war is a dangerous business!

62.9 ALLIED DEFEAT:

62.91 MAJOR POWER SURRENDERS: The game ends in a decisive Axis victory, without the need for a U.S. election, if:

A. France, Britain and Russia are in a state of surrender; and

B. Germany and Japan have not surrendered.



The Nazi-Soviet Pact and Eastern Europe

63. EASTERN EUROPE

- 63.1 DEFINITION
- 63.2 NAZI-SOVIET PACT LINE
- 63.3 SEPARATE CONQUESTS
- 63.4 ENTRY INTO EASTERN EUROPE
- 63.5 RESTRICTIONS ON RUSSIAN ACTIVITIES

63.1 DEFINITION:

63.11 DEFINITION OF "EASTERN EUROPE": Eastern Europe consists of:

- A. Eastern Poland (10 BRPs);
- B. The Baltic States (15 BRPs);
- C. Bessarabia (Rumania east of the eastern front boundary - 5 BRPs); and
- D. The Finnish border hexes (A46/B45/C44 - 5 BRPs).

63.12 RULES RELATING TO EASTERN EUROPE: The details relating to the four parts of eastern Europe are found in rules 64-67.

63.13 EASTERN EUROPE DISTINCT FROM RUSSIA: The Russian occupation of a part of eastern Europe does not make that area part of Russia for the purposes of weather, movement, unit construction or partisans (EXCEPTION: Russian partisans may be built and may operate in Eastern Poland - 11.33C).

63.2 NAZI-SOVIET PACT LINE:

63.21 NAZI-SOVIET PACT LINE: The dotted line running from the north edge of the board to the Black Sea is the partition line agreed to in the Nazi-Soviet pact of August 1939. The location of the Nazi-Soviet Pact line is considered to extend along the Russian border with Turkey and Persia.

63.3 SEPARATE CONQUESTS:

63.31 SEPARATE AREAS FOR CONQUEST PURPOSES: All four parts of eastern Europe are treated as separate areas for the determination of conquest and reconquest.

63.4 ENTRY INTO EASTERN EUROPE:

63.41 PACT LINE IGNORED ONCE WAR BREAKS OUT: Once Germany and Russia are at war, either side may enter any part of eastern Europe controlled by the other.

63.42 DECLARATION OF WAR REQUIRED TO ENTER BALTIC STATES: A declaration of war costing 10 BRPs is required to enter the Baltic States if they are neutral, even if Germany and Russia are at war.

63.43 BORDER AREAS: Bessarabia and the Finnish border hexes, if unconquered by Russia when war breaks out between Germany and Russia, remain part of Rumania and Finland, respectively, for the rest of the game. After Germany and Russia go to war, Russia may not enter Bessarabia and the Finnish border hexes without a separate declaration of war costing 10 BRPs against Rumania or Finland unless Rumania or Finland have allied or associated with Germany.

63.5 RESTRICTIONS ON RUSSIAN ACTIVITIES:

63.51 RGT RESTRICTIONS: Russian actions are limited by the RGT level, as follows:

A. COMMUNIST SUBVERSION: If the RGT level is 15 or greater, Russia may attempt to subvert a neutral Balkan minor country.

B. RUSSIAN GARRISON REQUIREMENTS: At the end of any Russian player turn in which RGT are 20 or greater:

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

These requirements do not apply to Russian one-factor infantry or airborne units, Russian ground and air units added to the Russian force pool after Fall 1939, Russian units which begin the game in the Pacific theater, or to Russian associated or minor ally units. These restrictions are lifted once Russia and Germany go to war or when RGT reach 50.

C. RUSSIAN PRODUCTION: Russian production is subject to the same limits as for other major powers (42.16), whether or not Russia and Germany have gone to war. Produced Russian units may be deployed without restriction.

If there is no threat from Germany, Russia may decide to transfer units to Siberia in order to tie down Japanese units in Manchuria (81.51B). Until the RGT level reaches 50, Russia may only transfer its one-factor infantry and airborne units, plus any ground and air units added to its force pool from mobilizations or production. Once the RGT level reaches 50, all restrictions are lifted.

D. RUSSIAN DECLARATION OF WAR ON NEUTRAL MINOR COUNTRIES: If the RGT level is 25 or greater, Russia may declare war on bordering minor countries which are not controlled by the Axis and in which Germany has no economic interest.

E. RUSSIAN DECLARATION OF WAR ON ECONOMICALLY PENETRATED MINOR COUNTRIES: If the RGT level is 35 or greater, Russia may declare war on bordering minor countries in which Germany has an economic interest but not on bordering minor countries which Germany controls.

F. RUSSIAN SURPRISE EFFECTS: If the RGT level is less than 40 at the moment Germany declares war on Russia, the following apply in the first turn of a German invasion, in addition to all normal modifiers and movement impairments:

- During the Axis movement phase:
 - Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
 - Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.
- During the Axis movement phase and regular combat, Russian infantry units in eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat.
- During the Axis player turn, Russian air units have their Air Nationality DRM reduced by one.

- During the Russian player turn following the Axis attack, Russian armor units have a movement factor of two and Russian infantry units have a movement factor of one. Russian specialized units and Russian units in the Pacific theater move normally.
- The above impairments also apply to Russian associated and minor ally units outside their home country.

G. GERMAN OIL SUPPLIES: If the RGT level is 45 or greater, Russia may cut off Germany's oil supplies if it controls Ploesti or any minor country through which Germany must trace an oil supply line.

H. RUSSIAN DECLARATION OF WAR ON GERMANY: If the RGT level is 50 or greater, Russia may declare war on Germany.



64. POLAND

- 64.1 GERMANY AND POLAND AT WAR
- 64.2 BRITAIN CONTROLS POLISH FORCES
- 64.3 EASTERN POLAND
- 64.4 POLISH SURVIVAL

64.1 GERMANY AND POLAND AT WAR:

64.11 NO DECLARATION OF WAR OR FREE OFFENSIVE OPERATIONS: The Campaign Game and 1939 scenarios begin with Germany at war with Britain, France and Poland. This situation exists without the need for any declarations of war or their associated BRP costs and USAT effects. Germany must pay for offensive operations against Poland.

64.2 BRITAIN CONTROLS POLISH FORCES:

64.21 BRITAIN CONTROLS POLISH FORCES: Britain sets up and controls the Polish forces.

64.3 EASTERN POLAND:

64.31 DISTINCT FROM WESTERN POLAND: Eastern Poland consists of that part of Poland east of the Nazi-Soviet partition line. Eastern Poland is treated as a separate entity from western Poland throughout the game.

64.32 EASTERN POLAND WORTH 10 BRPs: Eastern Poland has a value of 10 BRPs, distinct from the 20 BRPs for Poland. Eastern Poland is conquered when Vilna, Brest-Litovsk and Lvov are all controlled by the conquering major power, even if Poland itself remains unconquered.

64.33 CONTROL FOR BRP PURPOSES: Once one side has obtained control of all three cities in eastern Poland, it continues to receive the BRPs for eastern Poland until all three cities come under enemy control and the original controlling major power fails to recapture any one of the three cities during its next player turn.

64.34 FALL 1939 GERMAN OCCUPATION PROHIBITED: In Fall 1939, German units may move across the partition line into eastern Poland to facilitate the German attack on Poland, but German units may not remain in eastern Poland at the end of the Axis player turn. Compliance with this restriction may require the voluntary elimination of German units (28.91). Incursions into eastern Poland during the Axis Fall 1939 player turn do not give Germany control of any eastern Polish hexes or affect the RGT level.

64.35 RUSSIAN ENTRY INTO EASTERN POLAND: Eastern Poland automatically comes under Russian control at the end of the Russian Fall 1939 player turn without the need for a declaration of war or offensive operations. Russia may not refuse to take control of eastern Poland. Russian units may not move across the Polish partition line unless Russia is at war with Germany.

64.4 POLISH SURVIVAL:

64.41 If Poland survives Germany's initial attack, Poland becomes a British minor ally and may conduct independent offensive operations or attrition on the eastern front at no BRP cost. These attacks may only be directed against the Axis, even if Russia has occupied eastern Poland. The Nazi-Soviet partition line has no effect on Polish units or their movement. Polish units may enter any hex in Germany or remain in Poland.

64.42 RUSSIAN ACTIONS: If Russia enters eastern Poland, it may make an attrition die roll against Poland only if one or more Russian units are adjacent to a Polish unit east of the partition line. Russia may not intervene on Poland's behalf. Russian troops may cross the partition line and enter western Poland if Russia is at war with Germany, but this does not constitute intervention. All Russo-Allied cooperation restrictions (53.4) apply.

65. THE BALTIC STATES

- 65.1 CONSIDERED ONE MINOR COUNTRY
- 65.2 CONQUEST OF THE BALTIC STATES

65.1 CONSIDERED ONE MINOR COUNTRY:

65.11 BALTIC STATES WORTH 15 BRPs: The Baltic States are treated as a single minor country worth 15 BRPs. They are conquered when Riga, Parnu and Tallinn are all controlled by the conquering major power.

65.12 CONTROL FOR BRP PURPOSES: Once one side has obtained control of all three cities in the Baltic States, it continues to receive the BRPs for the Baltic States until all three cities come under enemy control and the original controlling major power fails to recapture any one of the three cities during its next player turn.

65.2 CONQUEST OF THE BALTIC STATES:

65.21 DECLARATION OF WAR REQUIRED: Occupation of the Baltic States requires a declaration of war costing 10 BRPs, but no offensive operations are necessary for their conquest. The Baltic States do not deploy forces if attacked.

65.211 If the Baltic States are still neutral when Germany and Russia go to war, their occupation must still be preceded by a declaration of war.

65.22 FALL 1939 GERMAN OCCUPATION PROHIBITED: Germany may not declare war on the Baltic States in Fall 1939. Subject to 65.23, Russia may declare war on the Baltic States at any time, regardless of the RGT level.

65.23 DELAYED RUSSIAN OCCUPATION OF THE BALTIC STATES: If Russia does not declare war on the Baltic States in Fall 1939, either Germany or Russia may do so on any subsequent turn. Once one side has declared war on and entered the Baltic States, the other side may not enter the Baltic States until the Axis and Russia are at war.



66. BESSARABIA

- 66.1 RUSSIAN TERRITORIAL DEMANDS
- 66.2 BORDER WAR
- 66.3 CONQUEST OF BESSARABIA
- 66.4 RUSSO-RUMANIAN WAR

66.1 RUSSIAN TERRITORIAL DEMANDS:

66.11 RUSSIAN DEMANDS: Russia may demand territorial concessions from Rumania during any Russian diplomatic phase, provided the Axis do not control any Rumanian hexes, regardless of the current RGT level.

66.12 RUMANIAN RESPONSE: Russian demands on Rumania trigger an immediate diplomatic die roll for Rumania, which, along with the normal consequences of the diplomatic result, determines the Rumanian response to the Russian demand for Bessarabia:

A. RUMANIA COLLAPSES: On a Rumanian diplomatic result of “0” or less, in addition to gaining control of Bessarabia, Russia gains five Rumanian BRPs (“0”), ten Rumanian BRPs and control of the Rumanian hexes (“-1”), Rumanian association (“-2”) or Rumanian alliance (“-3”).

B. RUMANIA MAKES LIMITED CONCESSIONS: On a Rumanian diplomatic result of “1-2”, Russia gains control of Bessarabia, no war breaks out between Russia and Rumania, and Russian units may freely enter Bessarabia.

C. RUMANIA CONSULTS BERLIN: On a Rumanian diplomatic result of “3-4” or “5-6”, Rumania may choose to resist the Russian demands. If it does, a Russo-Rumanian border war breaks out, without the need for a formal Russian declaration of war costing 10 BRPs and without any effect on the USAT level. The German player decides whether Rumania resists or concedes Bessarabia to Russia.

D. RUMANIA RESISTS: On a Rumanian diplomatic result of “7”, Germany obtains an economic interest in Rumania, Rumania refuses to concede Bessarabia, and a border war between Rumania and Russia breaks out.

E. RUSSIA BACKS DOWN: On a Rumanian diplomatic result of “8” or greater (hex control, association or alliance), Russia must abandon its demands.

F. LESSER RESULT MAY BE TAKEN: On a Rumanian diplomatic result of “7” or greater, the Axis have the option of taking a lesser diplomatic result for Rumania and having Rumania either fight a border war or concede Bessarabia to Russia.

66.13 DEMAND AND RESPONSE MUST BE IMPLEMENTED: Once Russia makes territorial demands of Rumania, the Rumanian response must be determined by a diplomatic die roll for Rumania and implemented accordingly.

66.14 BESSARABIA: Bessarabia consists of the five Rumanian hexes east of the eastern front boundary line and is worth five BRPs.

66.2 BORDER WAR:

66.21 RUMANIAN DEPLOYMENT: If Russia engages in a border war with Rumania for Bessarabia, all eight Rumanian ground units must deploy in Bessarabia and one 2-3 Rumanian infantry unit must deploy in each of Cernauti and Kishinev.

66.22 RESTRICTIONS ON RUSSIAN UNITS: During a border war, Russian units are subject to the following restrictions:

A. Russian units may enter Bessarabia, but not Rumania proper.

B. Russian ZoCs do not extend into Rumania proper.

C. The Rumanian air factor may not be counteraired unless it is based in Bessarabia.

66.23 FIGHTING A BORDER WAR: Rumanian units may attrition and/or conduct offensive operations at no BRP cost during a border war, but may not enter or attack into Russia. Winter effects do not apply to a border war between Russia and Rumania for Bessarabia (34.32C).

66.24 ENDING A BORDER WAR: A border war between Russia and Rumania ends when either side renounces its claim to Bessarabia at the start of its player turn or if Russia controls all of Bessarabia at the end of a Russian combat phase.

66.25 RENOUNCING A CLAIM TO BESSARABIA: Either Russia or Rumania may renounce its claim to Bessarabia only at the start of its player turn (EXCEPTION: 66.28).

A. After Russia has completed its player turn following its demand for Bessarabia, Rumania may either renounce its claim to Bessarabia at the start of its turn or continue fighting, taking an independent player turn at the same time as the Axis. This procedure is repeated for the duration of the border war, with each country announcing its decision to continue or to yield at the start of its turn.

B. Rumania is deemed to have renounced its claim to Bessarabia at the start of the Axis player turn, prior to the diplomatic phase, if it has no units in Bessarabia and is unable or unwilling to move any units into Bessarabia in that turn. If Rumania continues to fight a border war, it may not withdraw units from Bessarabia.

C. If Rumania renounces its claim to Bessarabia, the border war ends, no Rumanian offensive or attrition combat takes place in that turn, and Russia takes control of Bessarabia.

66.26 EFFECT OF RENUNCIATION: If either side renounces its claim to Bessarabia, it may not conduct any attacks against enemy units during that turn and any of its units which remain in Bessarabia at the end of its player turn are eliminated. If Russia renounces its claim to Bessarabia, it may later renew its claim and make a second demand and possibly fight a second border war.

66.27 RECONSTRUCTION OF RUMANIAN UNITS: Once a border war with Russia breaks out, Rumania may rebuild one infantry unit each turn. This process continues each turn, even if the border war has ended, and all Rumanian units remain on the board and are controlled by the German player. (EXCEPTION: If the Axis declare war on Rumania after a border war, the British player redeploys the Rumanian units which are on the board).

66.28 EFFECT OF GERMAN CONTROL OF RUMANIA DURING A BORDER WAR: If Rumania and Russia are fighting a border war and Germany gains control of Rumania diplomatically (a diplomatic result of “8” or greater for Rumania), and if neither side immediately renounces its claim to Bessarabia, then the provisions of 85.341 apply. Germany either must declare war on Russia to preserve the diplomatic result or pick a lesser result.

66.3 CONQUEST OF BESSARABIA:

66.31 CONQUEST: Bessarabia is conquered when all five Bessarabian hexes are controlled by the conquering major power.

66.32 BESSARABIA AS PART OF RUMANIA: If Russia conquers Bessarabia, the eastern front boundary line becomes the new Rumanian frontier and the remainder of Rumania is worth 10 BRPs. Should the Axis later reconquer Bessarabia, it is reincorporated into Rumania and Rumania is restored to its full value of 15 BRPs if Rumania is associated with or allied to the Axis. If Rumania is neutral when Bessarabia is reconquered by the Axis, Bessarabia is treated as an Axis conquest worth five BRPs until Rumania associates or allies with the Axis. If Russia later conquers the rest of Rumania, Rumania and Bessarabia remain separate until a later Axis reconquest of both. If Bessarabia is unconquered by Russia when Germany and Russia go to war, it remains part of Rumania permanently and it may not be entered by Russia without a separate declaration of war against Rumania unless Rumania comes under Axis control.

66.4 RUSSO- RUMANIAN WAR:

66.41 RUSSIAN ATTACK ON RUMANIA PROPER: Russia may only attack Rumania proper if allowed to do so by the RGT level. An attack on Rumania proper requires a declaration of war costing 10 BRPs. If Russia attacks Rumania before it has occupied Bessarabia, Rumanian units may set up in Bessarabia.

66.42 Rumania does not automatically associate with Germany unless Russia declares war on Rumania proper.



67. THE FINNISH BORDER HEXES

67.1 RUSSIAN TERRITORIAL DEMANDS

67.2 BORDER WAR

67.3 CONQUEST OF THE FINNISH BORDER HEXES

67.4 RUSSO-FINNISH WAR

67.5 FINLAND AFTER A GERMAN ATTACK ON RUSSIA

67.1 RUSSIAN TERRITORIAL DEMANDS:

67.11 RUSSIAN DEMANDS: Russia may demand territorial concessions from Finland during the diplomatic phase of the Russian Winter 1939 or any subsequent turn, provided the Axis do not control any Finnish hexes, regardless of the current RGT level.

67.12 FINNISH RESPONSE: Finland automatically rejects the Russian demands without the need for a diplomatic die roll for Finland, and a border war breaks out between Russian and Finland.

67.2 BORDER WAR:

67.21 FINNISH DEPLOYMENT: If border war breaks out between Russia and Finland over the Finnish border hexes, one Finnish 2-3 infantry unit must deploy in each of the three Finnish border hexes. The other two Finnish 2-3 infantry units and the Finnish AAF must deploy in Helsinki.

67.22 DURATION: A Russo-Finnish border war begins in the Russian player turn in which Russia attacks Finland and continues until Russia occupies two Finnish border hexes and Finland either concedes the border hexes at the start of the ensuing Axis player turn or risks an all-out war with Russia.

67.23 FIGHTING A BORDER WAR: During a border war:

A. Russian units are subject to the following restrictions:

- Russian units may enter the Finnish border hexes, but not Finland proper.
- Russian ZoCs do not extend into Finland proper.
- The Finnish air factor may not be countered.

B. Finnish units may attrition and/or conduct offensive operations at no BRP cost, but may not enter or attack into Russia.

C. Finland may rebuild one infantry unit each turn. The Finnish air unit may only be rebuilt if Finland later allies with Germany (85.482).

67.24 FINLAND GIVES UP: If Finland renounces its claim to the Finnish border hexes at the start of the Axis player turn following the Russian occupation of two Finnish border hexes, Russia gains control of the Finnish border hexes and the Russo-Finnish border war ends. Any Finnish units in the remaining Finnish border hex are repatriated to Finland proper and do not need to be rebuilt. Finland may rebuild one infantry unit each

turn. The Finnish air unit may only be rebuilt if Finland later allies with Germany (85.482).

67.25 FINLAND KEEPS FIGHTING: If Finland instead refuses to cede the Finnish border hexes to Russia once Russia occupies two Finnish border hexes, a full scale war breaks out between Russia and Finland without the need for a Russian declaration of war on Finland and without regard to the Russo-German tension level:

A. The restrictions in 67.23A no longer apply to Russian forces, which may enter Finland proper.

B. Finland may no longer end the war by ceding the Finnish border hexes.

C. Finnish units may attrition and conduct offensive operations at no BRP cost.

D. Finland may rebuild one infantry unit each turn. The Finnish air unit may only be rebuilt if Finland later allies with Germany (85.482).

E. During each Finnish player turn following the outbreak of full scale war between Russian and Finland, one neutral Swedish 2-3 infantry unit may sea transport or NR into Helsinki and fight alongside the remaining Finnish units.

- If Finland has associated or allied with Germany and there are no Russian units in Finland proper, any neutral Swedish units in Finland immediately return to Sweden. Supply status, transport and sea escort requirements are not considered when relocating Swedish units from Finland.

- Neutral Swedish units which are eliminated in Finland may be rebuilt at the rate of one unit per turn at no BRP cost, and modify Swedish diplomatic rolls until they are rebuilt.

- The naval movement of neutral Swedish units may not be attacked by Russian air units or intercepted by Russian naval units.

F. Finland does not automatically associate with Germany. Germany may only accept a diplomatic result giving it Finnish hex control, association or alliance if Germany declares war on Russia in the player turn in which the result is achieved (49.58).

G. A full scale Russo-Finnish war only ends when Finland is conquered.

67.3 CONQUEST OF THE FINNISH BORDER HEXES:

67.31 CONQUEST: The Finnish border hexes are conquered when all three hexes are controlled by the conquering major power.

67.32 THE FINNISH BORDER HEXES AS PART OF FINLAND: If Russia conquers the Finnish border hexes, the Nazi-Soviet pact line becomes the new Finnish frontier and the remainder of Finland is worth five BRPs. Should the Axis later reconquer the Finnish border hexes, they are reincorporated into Finland and Finland is restored to its full value of 10 BRPs if Finland is under Axis control. If Finland is neutral when the Finnish border hexes are reconquered by the Axis, they are treated as an Axis conquest worth five BRPs until such time as Finland also comes under Axis control. If Russia later conquers the rest of Finland, Finland and the Finnish border hexes remain separate until a later Axis reconquest of both. If the Finnish border hexes are unconquered by Russia when Germany and Russia go to war, they remain part of Finland permanently and it may not be entered by Russia without a separate declaration of war against Finland unless Finland comes under Axis control.

67.4 RUSSO-FINNISH WAR:

67.41 RUSSIAN ATTACK ON FINLAND PROPER: Unless a Russo-Finnish war occurs as a result of a border war (67.25), Russia may only attack Finland proper if allowed to do so by the RGT level. An attack on Finland proper requires a declaration of war costing 10 BRPs. If Russia attacks Finland before it has occupied the Finnish border hexes, Finnish units may set up in the Finnish border hexes.

67.42 Finland does not automatically associate with Germany unless Russia declares war on Finland proper.

67.5 FINLAND AFTER A GERMAN ATTACK ON RUSSIA:

67.51 FINNISH ASSOCIATION AUTOMATIC: If a border war between Finland and Russia has occurred, Finland automatically associates with Germany if Germany and Russia go to war, whether or not the border war has ended, is continuing or has escalated into a full scale Russo-Finnish war.

67.52 NO EFFECT ON RUSSO-GERMAN TENSIONS: Automatic Finnish association, which occurs immediately after Germany and Russia go to war, has no effect on RGT.

67.53 ADDITIONAL DIPLOMATIC DIE ROLL PERMITTED: Automatic Finnish association does not preclude either side from making a diplomatic die roll for Finland in the year Germany declares war on Russia.



68. THE UKRAINE

- 68.1 THE UKRAINE
- 68.2 THE UKRAINE AS A DIPLOMATIC TARGET
- 68.3 UKRAINIAN DIPLOMATIC RESULTS

68.1 THE UKRAINE:

68.11 DEFINITION: The Ukraine is a Russian colony worth 10 BRPs consisting of that part of Russia between rows N and T, inclusive, west of the River Don. Its capital is Kiev.

68.2 THE UKRAINE AS A DIPLOMATIC TARGET:

68.21 KIEV MUST BE CONTROLLED BY THE AXIS: The Ukraine may be named as a diplomatic target by either side, but only if the Axis control Kiev.

68.22 EFFECT OF OCCUPATION POLICIES: For each Russian occupation policies result Germany receives a +1 modifier for the Ukraine diplomatic die roll, up to a maximum modifier of +3.

68.23 RESULTS: Ukrainian diplomatic results are implemented as set out in the Ukrainian diplomatic table.

68.3 UKRAINIAN DIPLOMATIC RESULTS:

68.31 HEX CONTROL: Ukrainian diplomatic results have no effect on the control of hexes in the Ukraine.

68.32 UNIT PLACEMENT: When Ukrainian infantry units become available, Germany places the units permitted by the diplomatic result in fully supplied, Axis-controlled Ukrainian hexes.

68.33 UNIT CONSTRUCTION: Once available, Ukrainian infantry units may be rebuilt only in fully supplied, Axis-controlled Ukrainian hexes. Russia may build Russian units in fully supplied, Russian-controlled Ukrainian hexes. In all cases, the hexes must have been under friendly control at the start of the building player's turn.

68.34 PARTISANS: If the Axis achieve a diplomatic result of "6" or greater for the Ukraine, any Russian partisans inside the Ukraine are immediately eliminated. Russian partisans may not be built in or enter the Ukraine unless a diplomatic result of "5" or less is in effect for the Ukraine.

68.35 THE UKRAINE REMAINS PART OF RUSSIA: Regardless of the diplomatic result for the Ukraine which is in effect, the Ukraine is

always part of Russia for the purposes of unit construction (EXCEPTION: Partisans - 68.34), weather, USAT, and the restrictions prohibiting Western Allied units from entering Russia (53.47).

68.36 RUSSIAN RECONQUEST: If Russia conquers the Ukraine after the Axis achieve a diplomatic result of "6" or greater for the Ukraine, Russia receives the 10 BRPs for the Ukraine, but Russian partisans are still prohibited from operating inside the Ukraine.

69. GERMAN ECONOMIC INTERESTS

- 69.1 GERMAN ECONOMIC INTERESTS
- 69.2 RUSSIAN DECLARATIONS OF WAR
- 69.3 GERMAN DECLARATIONS OF WAR

69.1 GERMAN ECONOMIC INTERESTS:

69.11 Germany begins the Campaign Game with an economic interest of 10 BRPs in Russia. This economic interest has no effect on the Russian BRP level and is terminated in the turn after Germany and Russia go to war or the RGT level reaches 45. Thus if Germany declared war on Russia in Summer 1941, Germany loses the prorated value of the economic interest (5 BRPs) in Fall 1941.

69.2 RUSSIAN DECLARATIONS OF WAR:

69.21 RUSSIAN DECLARATIONS OF WAR: Once Germany has an economic interest in a minor country, Russia may only declare war on that minor country, without declaring war on Germany itself, if the RGT level is 35 or greater. Germany may then announce its support for the minor country, whereupon Russia must either declare war on Germany at a cost of an additional 35 BRPs or back down and lose the 10 BRPs it spent for the declaration of war against the minor country. A German economic interest does not prohibit Russian aggression against Bessarabia or the Finnish border hexes.

69.22 GERMAN LOSS OF ITS ECONOMIC INTEREST: If Germany has an economic interest in a minor country and fails to support it against a Russian attack, other than Rumania and Finland in a border war, it immediately loses the prorated BRPs it received from that minor country.

69.23 ECONOMIC INTEREST WITH HEX CONTROL: If Germany obtains both an economic interest in a minor country and control of that minor country's hexes, Russia may not attack that minor country without a declaration of war against Germany. German hex control of Rumania or Finland thus prevents Russian aggression against Bessarabia or the Finnish border hexes.

69.3 GERMAN DECLARATIONS OF WAR:

69.31 ECONOMIC INTEREST ONLY: If Germany obtains an economic interest without hex control in a minor country which is at war with Russia, other than a Russo-Rumanian or Russo-Finnish border war, Germany must declare war on Russia or choose a lower diplomatic result.

69.32 ECONOMIC INTEREST AND HEX CONTROL: If Germany gains control of the hexes in a minor country which is at war with Russia, including a Russo-Rumanian or Russo-Finnish border war, it must declare war on Russia or choose a lower diplomatic result.



British Commonwealth

70. CANADA AND SOUTH AFRICA

70.1 CANADA

70.2 SOUTH AFRICA

70.1 CANADA:

70.11 OVERVIEW: Canada is part of the British Commonwealth and has its own units.

70.12 LOCATION: Canada is represented on the mapboards by both U.S. boxes. Canadian and British units may SR between the Atlantic and Pacific U.S. boxes.

Since Canada is larger than the United States, a strong argument can be made the U.S. boxes should really be called the "Canadian boxes".

70.13 BRPs: Canada is worth 10 BRPs. The Canadian BRPs are included in the British base and contribute to the British construction limit.

70.14 FORCES:

A. Canada begins the game with one 3-4 infantry unit in the Atlantic U.S. box. This unit may be NRed to Europe in Fall 1939.

B. One 3-4 infantry unit is added, unbuilt, to the Canadian force pool in Fall 1940.

C. One 4-5 armor unit is added, unbuilt, to the Canadian force pool in Spring 1941.

D. No additional Canadian units may be mobilized or produced.

70.15 UNIT CONSTRUCTION:

A. GROUND UNITS: The Canadian 4-5 armor unit and 3-4 infantry units are always constructed in Canada, and are placed in either U.S. box.

B. NAVAL UNITS: Canada begins with one shipbuilding point; this may be increased by production. Western Allied ASW and transports and British naval units may be constructed and repaired in Canada (EXCEPTION: Three-factor and larger ships may not be constructed in Canada). Naval units constructed in Canada are launched in the Atlantic U.S. box.

C. CONSTRUCTION COSTS: The cost of constructing Canadian units and using Canadian shipbuilding points may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. American expenditures for Canadian unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

70.16 CANADA AFTER A BRITISH SURRENDER: Canadian force levels and BRPs are unaffected by a British surrender (59.513B). Canadian units may be lent to the U.S. after a British surrender (59.53).

70.2 SOUTH AFRICA:

70.21 OVERVIEW: South Africa is part of the British Commonwealth and has its own units. These include African units which are considered South African for game purposes only.

70.22 LOCATION: South Africa is represented on the mapboard by the South Africa box.

70.23 BRPs: South Africa is worth 10 BRPs. The South African BRPs are included in the British base and contribute to the British construction limit.

70.24 FORCES: South Africa begins the game with one 3-4 infantry unit and three 1-3 infantry units in the South Africa box. These units may be NRed to Europe in Fall 1939. No additional South African units may be mobilized or produced.

70.25 UNIT CONSTRUCTION:

A. LOCATION: South African units are always constructed in South Africa.

B. CONSTRUCTION COSTS: The cost of constructing South African units may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. One Atlantic transport must be used for every five American BRPs granted to South Africa in any turn in which the U.S. pays for the construction of South African units. American expenditures for South African unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

70.26 SOUTH AFRICA AFTER A BRITISH SURRENDER: South African force levels and BRPs are unaffected by a British surrender (59.513B). South African units may be lent to the U.S. after a British surrender (59.53).



71. AUSTRALIA

71.1 OVERVIEW

71.2 THE AUSTRALIA BOX

71.3 COMBAT INVOLVING THE AUSTRALIA BOX

71.4 JAPANESE FORCES ADJACENT TO THE AUSTRALIA BOX

71.5 AUSTRALIAN SURRENDER

71.6 SUPPLY

71.7 NAVAL OPERATIONS FROM THE AUSTRALIA BOX

71.8 OUTBACK

71.9 NEW ZEALAND

71.1 OVERVIEW:

71.11 BRP VALUE: Australia is part of the British Commonwealth and has its own units. The Australia box is worth 10 BRPs. The Australian BRPs are included in the British base and contribute to the British construction limit.

71.12 FORCES:

A. Australia begins the game with one 2-2 and three 1-2 infantry units, two CAs (four cruiser factors) and two DDs.

B. Two 2-2 infantry units, one 1-2 infantry unit and two AAF are added, unbuilt, to the Australian force pool in Fall 1940.

C. Western Allied military production may be used to increase the Australian infantry force pool by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.

71.13 GEOGRAPHICAL RESTRICTIONS: Australian units are placed on the mapboard at the start of the game and are subject to the deployment limits set out in the table below until war breaks out between Britain and Japan. Once war breaks out between Britain and Japan, the restriction in 71.14 continues to apply, but Australian units may deploy and operate without restriction in the Pacific theater.

71.14 USE IN EUROPE LIMITED: In Fall 1939, one Australian 1-2 infantry unit may be NRed to Europe; the other four Australian infantry factors must remain in Australia. In Fall 1940 or thereafter, one Australian 2-2 infantry unit may be constructed by Britain and NRed to Europe. Australian units which are eliminated may be rebuilt using British BRPs and NRed to Europe. Australian units are restricted to the Mediterranean front and Ethiopia.

Australian Deployment Limits			
	Australia	British possessions on the Pacific front	Europe, Burma, Malaya and Singapore
Minimum	4	0	0
Maximum	10	6	3
Deployment limits refer to the number of Australian infantry factors. The two Australian AAF and six Australian fleet factors must remain in Australia until the outbreak of war between Britain and Japan.			

71.15 UNIT CONSTRUCTION:

71.151 LOCATION: Australian units may be constructed in Australian hexes or in the Australia box.

71.152 PER TURN LIMITS: The Australian construction limit is nine BRPs per turn and is subject to the following per turn limits. The nine BRP limit may be reduced by a maximum of three BRPs per turn by Japanese bombing of and rocket attacks against the Australia box (71.321) and the presence of Japanese ground units adjacent to the Australia box (71.42):

A. **INFANTRY:** Three infantry factors of any denomination.

B. **AIR:** One army air factor.

C. **SHIPBUILDING:** Australia begins with one shipbuilding point; this may be increased by production. Australian destroyers and Australian cruisers may be constructed in Australia, but no more than two Australian destroyer factors and two Australian CA2s may be in play at any time. Western Allied ships may be repaired in Australia.

71.153 COST: The cost of constructing Australian units and using Australian shipbuilding points may be paid:

A. By Britain, with the construction cost counting against the British construction limit; or

B. Following either the outbreak of war between Japan and the U.S. or a British surrender, by the U.S., with the construction cost counting against the American construction limit. One Pacific transport must be used for every five American BRPs granted to Australia in any turn in which the U.S. pays for the construction of Australian units.

71.154 AUSTRALIA AFTER A BRITISH SURRENDER: Australian force levels and BRPs are unaffected by a British surrender (59.513B). Australian units may be lent to the U.S. after a British surrender (59.53).

71.2 THE AUSTRALIA BOX:

71.21 THE AUSTRALIA BOX: The Australia box represents that part of Australia which does not appear on the board.

71.211 BASING: The Australia box has an unlimited basing capacity for Western Allied air and naval units.

71.22 ENTERING THE AUSTRALIA BOX: Western Allied units may enter the Australia box in the following ways:

71.221 DURING THE MOVEMENT PHASE:

A. **GROUND UNITS:** By moving from an Australian hex off the southern edge of the board or by sea transport. Movement across outback hexsides is prohibited.

B. **AIR UNITS:** By staging from an Australian hex off the southern edge of the board or by sea transport.

C. **NAVAL UNITS:** By changing base into the Australia box (71.71).

71.222 DURING THE COMBAT PHASE:

A. **ARMOR UNITS:** By exploitation movement from an Australian hex off the southern edge of the board.

71.223 DURING THE REDEPLOYMENT PHASE:

A. By TR or SR off the southern edge of the Pacific mapboard, or by NR from the Pacific U.S. box, the India box, the South Africa box, the Ethiopia box, off the southern edge of the Pacific mapboard through hexes NN24 (Townsville) or NN31 (Noumea), or from Suez, Basra or Abadan.

B. NRs between the Australia box and other eligible mapboard boxes may not be intercepted by Japanese units.

71.224 JAPANESE UNITS PROHIBITED: Japanese units may not enter the Australia box (EXCEPTION: Japanese bombing - 26.462).

71.23 LEAVING THE AUSTRALIA BOX: Western Allied units may leave the Australia box by moving, staging, sea transporting, seaborne invading or redeploying onto the mapboard, including by moving ground units into vacant Japanese-controlled hexes on the edge of the mapboard. Western Allied units may not leave the Australia box if this results in there being fewer Western Allied ground factors in the Australia box than there are Japanese ground factors adjacent to the Australia box along the western edge of the mapboard.

71.24 AIR MISSIONS: Japanese air units may not fly missions into the Australia box (EXCEPTION: Japanese bombing - 26.462). Western Allied air units in the Australia box may not fly missions onto the mapboard.

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

71.3 COMBAT INVOLVING THE AUSTRALIA BOX:

71.31 ATTRITION COMBAT ONLY: The Australia box and all adjacent northern Australian attrition zones are considered to be a single attrition zone unless Australia has surrendered. Japanese ground units adjacent to the Australia box may attrition, and be attritioned by, Western Allied ground units in the Australia box. Hex results achieved in attrition combat may not be used against the Australia box, nor may Western Allied ground units capture hexes by attrition advance from the Australia box. No offensive operations involving ground units are permitted in the Australia box.

71.32 AIR OPERATIONS: The only offensive air operation permitted into the Australia box is Japanese bombing. Air combat between Japanese air units which are bombing the Australian box and Western Allied air units in the Australia box is resolved normally. For offensive operation purposes, the Australia box is considered part of the Southeast Asian front. Air attacks against Western Allied air units in the Australia box are prohibited.

71.321 JAPANESE BOMBING EFFECTS: For every three BRPs lost as a result of Japanese bombing or flying bomb attacks against the Australia box, the Australian construction limit (71.152) and the British construction limit are reduced by one BRP. For every BRP lost as a result of Japanese rocket attacks against the Australia box, the Australian construction limit (71.152) and the British construction limit are reduced by one BRP. The maximum reduction in the Australian and British construction limits each turn is three BRPs.

71.33 INTERCEPTION OF NAVAL ACTIVITIES: Sea transport, seaborne invasions and NRs to and from the Australia box may only be intercepted if they pass through mapboard hexes.

71.4 JAPANESE FORCES ADJACENT TO THE AUSTRALIA BOX:

71.41 BRITISH BRPs: For each Japanese ground factor adjacent to the Australia box in excess of the number of Western Allied ground factors in the Australia box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless Australia has surrendered.

71.42 AUSTRALIAN CONSTRUCTION: For every three British BRPs (round down) lost because of Japanese ground factors adjacent to the Australia box, the Australian construction limit (71.152) and the British construction limit are reduced by one BRP.

71.43 AUSTRALIAN SURRENDER: Australia surrenders if, at the end of any Allied player turn, there are at least ten more Japanese ground factors adjacent to the Australia box than there are Western Allied ground factors in the Australia box.

71.431 Australia may voluntarily surrender at the end of any Allied player turn.

71.5 AUSTRALIAN SURRENDER:

71.51 EFFECTS OF AUSTRALIAN SURRENDER: If Australia surrenders:

A. All Australian units are permanently removed from the board.

B. All non-Australian Western Allied units in the Australia box are eliminated.

C. Western Allied units may not enter or draw supply from the Australia box.

D. All construction in the Australia box is prohibited.

E. Britain's BRP base is reduced by 10 BRPs and Britain loses the prorated value of the Australia box. The BRP penalty for Japanese units being adjacent to the Australia box no longer applies (71.41).

F. Hex control of Australian hexes is unaffected. Australian hexes may be entered by either side.

G. The British resistance level is reduced by two.

71.52 JAPANESE BRPs FOR AUSTRALIA: If Australia surrenders, Australia is considered a Japanese overseas conquest worth 10 BRPs.

71.53 RECONQUEST PROHIBITED: The effects of an Australian surrender are permanent and may not be reversed.

71.6 SUPPLY:

71.61 The Australia box is an unlimited supply source for Western Allied units unless Australia has surrendered. Supply may be traced from the Australia box onto the mapboard by land through the non-outback Australian hexes along the southern edge of the mapboard, or by sea through one of hexes NN24 (Townsville) or NN31 (Noumea), on the southern edge of the Pacific mapboard, using one Pacific transport for each sea supply line.

71.7 NAVAL OPERATIONS FROM THE AUSTRALIA BOX:

71.71 NAVAL OPERATIONS FROM THE AUSTRALIA BOX: Naval units based in the Australia box may carry out naval activities, including interceptions. The path of naval activities between the Australia box and the Pacific mapboard is traced through one of hexes NN15, NN24 (Townsville) or NN31 (Noumea), on the southern edge of the Pacific mapboard. NN15, NN24 (Townsville) are considered to be eight off-board hexes, and NN31 (Noumea) ten off-board hexes, from the ports in which naval units base while in the Australia box.

71.8 OUTBACK:

71.81 Ground movement, combat, redeployment and the tracing of supply lines is not allowed across all-outback hexsides (the hexsides of all outback hexes along the southern edge of the mapboard and the interior hexsides of the middle four outback hexes). This prohibition does not apply to air operations. This prohibition does not extend to the western, northwestern and northeastern hexsides of the western outback hex or the northwestern, northeastern and eastern hexsides of the eastern outback hex.

71.9 NEW ZEALAND:

71.91 For game purposes, New Zealand is considered to be part of Australia. Of the Australian units, two 1-2 infantry units are identified as New Zealand units. These units are subject to the same construction and deployment restrictions as Australian units.



72. INDIA

72.1 OVERVIEW

72.2 THE INDIA BOX

72.3 COMBAT INVOLVING THE INDIA BOX

72.4 JAPANESE FORCES ADJACENT TO THE INDIA BOX

72.5 INDIAN SURRENDER

72.6 SUPPLY

72.7 NAVAL OPERATIONS FROM THE INDIA BOX

72.8 INDIAN AND BURMESE OBJECTIVES

72.9 INDIAN NATIONAL ARMY

72.1 OVERVIEW:

72.11 BRP VALUE: India is part of the British Commonwealth and has its own units. The India box is worth 10 BRPs. The Indian BRPs are included in the British base and contribute to the British construction limit.

72.12 FORCES:

A. India begins the game with four 2-2 and four 1-2 infantry units.

B. Western Allied military production may be used to increase the Indian infantry force pool by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.

72.13 GEOGRAPHICAL RESTRICTIONS: Indian units are placed on the mapboard at the start of the game and are subject to the deployment limits set out in the table below until war breaks out between Britain and Japan. Once war breaks out between Britain and Japan, the restriction in 72.14 continues to apply, but Indian units may deploy and operate without restriction in the Southeast Asian front of the Pacific theater.

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

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

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

72.15 INDIAN OBJECTIVES:

A. CALCUTTA, DACCA: Calcutta and Dacca are part of India, but for BRP purposes are treated as British colonies worth five BRPs each.

B. CEYLON: Ceylon and Colombo are part of India and have no BRP value.

72.16 UNIT CONSTRUCTION:

72.161 LOCATION: Indian units may be constructed in Indian hexes or in the India box.

72.162 PER TURN LIMIT: The Indian construction limit is three BRPs of infantry of any denomination per turn, but this limit may be reduced by a maximum of three BRPs per turn by Japanese bombing of and rocket attacks against the India box (72.321) and the presence of Japanese ground units adjacent to the India box (72.42).

72.163 COST: The cost of constructing Indian units may be paid:

A. By Britain, with the construction cost counting against the British construction limit; or

B. Following either the outbreak of war between Japan and the U.S. or a British surrender, by the U.S., with the construction cost counting against the American construction limit. One Indian Ocean transport and either one Atlantic or one Pacific transport must be used for every five American BRPs granted to India in any turn in which the U.S. pays for the construction of Indian units.

72.164 INDIA AFTER A BRITISH SURRENDER: Indian force levels and BRPs are unaffected by a British surrender (59.513B). Indian units may be lent to the U.S. after a British surrender (59.53).

72.17 BRITISH FORCES: One 2-3 armor unit, three 1-2 infantry units, two replacements, two AAF, one cruiser and one destroyer factor must begin the game in Asia and remain there until the outbreak of war between Britain and Japan. Their deployment is restricted as set out in the applicable scenario.

72.2 THE INDIA BOX:

72.21 THE INDIA BOX: The India box represents that part of India which does not appear on the board. The India box, which appears on the Pacific mapboard, is distinct from the Indian Ocean SW box, which appears on the European mapboard.

72.211 BASING: The India box has an unlimited basing capacity for Western Allied air and naval units.

72.22 ENTERING THE INDIA BOX: Western Allied units may enter the India box in the following ways:

72.221 DURING THE MOVEMENT PHASE:

A. GROUND UNITS: By moving from an Indian hex south of the Himalayas adjacent to the western edge of the mapboard and by sea transport. Sea transport may originate in eligible ports on the Pacific mapboard, Suez, Basra or Abadan.

B. AIR UNITS: By staging from an Indian hex off the western edge of the mapboard or by sea transport.

C. NAVAL UNITS: By changing base into the India box. Base changes may originate in the Australia box, the South Africa box, eligible ports on the Pacific mapboard, Suez, Basra or Abadan (5.48B).

72.222 DURING THE COMBAT PHASE:

A. ARMOR UNITS: By exploitation movement from an Indian hex off the western edge of the board south of the Himalayas.

72.223 DURING THE REDEPLOYMENT PHASE:

A. By TR from an Indian hex or SR from an objective off the western edge of the board south of the Himalayas, or by NR, via hex CC2 or from the Australia box, the South Africa box, the Ethiopia box, Suez, Basra, or Abadan.

B. NRs between the India box and other eligible mapboard boxes may not be intercepted by Japanese units.

72.224 JAPANESE UNITS PROHIBITED: Japanese units may not enter the India box (EXCEPTION: Japanese bombing - 26.462).

72.23 LEAVING THE INDIA BOX: Western Allied units may leave the India box by moving, staging, sea transporting, seaborne invading or redeploying onto the mapboard, including by moving ground units into vacant Japanese-controlled hexes on the edge of the mapboard. Western Allied units may not leave the India box if this results in there being fewer Western Allied ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the mapboard. NAS based on carriers in the India box may not stage onto the mapboard.

72.24 AIR MISSIONS: Japanese air units may not fly missions into the India box (EXCEPTION: Japanese bombing - 26.462). Western Allied air units in the India box may not fly missions onto the mapboard.

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

72.3 COMBAT INVOLVING THE INDIA BOX:

72.31 ATTRITION COMBAT ONLY: The India box and all adjacent Indian attrition zones are considered to be a single attrition zone unless India has surrendered. Japanese ground units adjacent to the India box may attrition, and be attrited by, Western Allied ground units in the India box. Hex results achieved in attrition combat may not be used against the India box, nor may Western Allied ground units capture hexes by attrition advance from the India box. No offensive operations involving ground units are permitted in the India box.

72.32 AIR OPERATIONS: The only offensive air operation permitted into the India box is Japanese bombing. Air combat between Japanese air units which are bombing the Indian box and Western Allied air units in the India box is resolved normally. For offensive operation purposes, the India box is considered part of the Southeast Asian front. Air attacks against Western Allied air units in the India box are prohibited.

72.321 JAPANESE BOMBING EFFECTS: For every three BRPs lost as a result of Japanese bombing or flying bomb attacks against the India box, the Indian construction limit (72.162) and the British construction limit are reduced by one BRP. For every BRP lost as a result of Japanese rocket attacks against the India box, the Indian construction limit (72.162) and the British limit are reduced by one BRP. The maximum reduction in the Indian and British construction limits each turn is three BRPs.

72.33 INTERCEPTION OF NAVAL ACTIVITIES: Sea transport, seaborne invasions and NRs to and from the India box may only be intercepted if they pass through mapboard hexes.

72.4 JAPANESE FORCES ADJACENT TO THE INDIA BOX:

72.41 BRITISH BRPs: For each Japanese and Indian National Army ground factor adjacent to the India box in excess of the number of Western Allied ground factors in the India box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless India has surrendered.

72.42 INDIAN CONSTRUCTION: For every three British BRPs (round down) lost because of Japanese and Indian National Army ground factors adjacent to the India box, the Indian construction limit (72.162) and the British construction limit are reduced by one BRP.

72.43 INDIAN SURRENDER: India surrenders if, at the end of any Allied player turn, there are at least ten more Japanese and Indian National Army ground factors adjacent to the India box than there are Western Allied ground factors in the India box.

72.431 India may voluntarily surrender at the end of any Allied player turn.

72.5 INDIAN SURRENDER:

72.51 EFFECTS OF INDIAN SURRENDER: If India surrenders:

A. All Indian units are permanently removed from the board.

B. All non-Indian Western Allied units in the India box are eliminated.

C. Western Allied units may not enter or draw supply from the India box.

D. All construction in the India box is prohibited.

E. Britain's BRP base is reduced by 10 BRPs and Britain loses the prorated value of the India box. The BRP penalty for Japanese units being adjacent to the India box no longer applies (72.41).

F. Hex control of Indian hexes is unaffected. Indian hexes may be entered by either side.

G. The British resistance level is reduced by two.

H. Western Allied BRP grants to China through the India box are prohibited.

72.52 JAPANESE BRPs FOR INDIA: If India surrenders, India is considered a Japanese overseas conquest worth 10 BRPs.

72.53 RECONQUEST PROHIBITED: The effects of an Indian surrender are permanent and may not be reversed.

72.6 SUPPLY:

72.61 ALLIED CONTROL: The India box is an unlimited supply source for Western Allied units unless India has surrendered. Supply may be traced from the India box onto the mapboard through the Indian hexes along the western edge of the board south of the Himalayas, or by sea onto the Pacific mapboard through hex CC2, using one Indian Ocean transport for each sea supply line.



72.7 NAVAL OPERATIONS FROM THE INDIA BOX:

72.71 NAVAL OPERATIONS FROM THE INDIA BOX: Naval units based in the India box may carry out naval activities, including interceptions. Such naval units appear on the board at hex CC2, where the coast of India intersects the western edge of the Pacific mapboard. This hex is eight hexes from the ports in the India box (5.42B).

72.8 INDIAN AND BURMESE OBJECTIVES:

72.81 CALCUTTA AND DACCA: Calcutta and Dacca are each worth five BRPs. If Britain loses control of Calcutta or Dacca and fails to regain control of the city in the following Allied player turn, Britain loses the prorated BRP value of the city and Japan gains the prorated BRP value of the city as a conquest.

Calcutta and Dacca are not key economic areas and their loss has no effect on the British BRP base or the British or Indian construction limits.

72.82 COLOMBO: Colombo has no BRP value, but may be used as a base for Japanese raiders into the Indian Ocean SW box, and gives Japan a favorable modifier for submarine warfare in the Indian Ocean SW box.

72.83 RANGOON: Rangoon is the capital of Burma, which is a British colony (74.11A).

72.9 INDIAN NATIONAL ARMY:

72.91 INDIAN NATIONAL ARMY: The Indian National Army is a Japanese-controlled force which historically was intended to assist the Japanese in overthrowing British rule in India.

72.92 CONSTRUCTION:

A. Indian National Army units may only be constructed by Japan if it has achieved an Indian subversion production result (42.26F, 44.34A).

B. Japan may construct one 1-2 Indian National Army infantry unit each turn or may instead defer the construction of a 1-2 Indian National Army infantry unit in order to build a 2-2 Indian National Army infantry unit in a subsequent turn. No more than one unbuilt Indian National Army factor may be accumulated for future turns in this manner.

C. Indian National Army infantry units may be constructed in any fully supplied city in India or Burma controlled by the Japanese at the start of their player turn.

D. Japan pays the BRP cost of constructing Indian National Army units.

72.93 FORCE POOL:

A. An Indian subversion result (42.26F) permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn up to a limit of one 1-2 and one 2-2 infantry unit for each of Calcutta, Colombo, Dacca and Rangoon controlled by Japan, plus two Indian partisans regardless of the number of objectives controlled (72.92B, 72.93B).

B. Allied recapture of a Japanese-controlled Calcutta, Dacca, Colombo or Rangoon reverses this force pool addition. Adjustments to the Indian National Army force pool occur during the Japanese unit construction phase

following Japan's capture or loss of the objective. Reductions in the size of the Indian National Army force pool affect unbuilt units only - Indian National Army units on the mapboard remain in play until eliminated.

72.94 GEOGRAPHICAL RESTRICTIONS: Indian National Army units may operate only in Burma or India.



73. GIBRALTAR

- 73.1 BRITISH POSSESSION
- 73.2 DEFENSIVE VALUE
- 73.3 NAVAL ACTIVITIES
- 73.4 REDEPLOYMENTS
- 73.5 OIL SUPPLY
- 73.6 DISPLACEMENT OF NAVAL UNITS
- 73.7 SUBMARINE WARFARE

73.1 BRITISH POSSESSION:

73.11 BRITISH POSSESSION WITH NO BRP VALUE: Gibraltar is a British possession with no BRP value.

73.2 DEFENSIVE VALUE:

73.21 DEFENSIVE VALUE: Gibraltar contains a fortress, mountain and beach. Allied units in Gibraltar therefore have a +5 DM when defending against land attack and a +6 DM when defending against seaborne invasion, unless the defensive value of the Gibraltar fortress has been reduced by siege.

73.3 NAVAL ACTIVITIES:

73.31 INVASIONS AND SHORE BOMBARDMENT: Subject to the normal restrictions on seaborne invasions, Gibraltar, as a two-front port, may be invaded by naval units based on the Mediterranean front, the western front, or both. Shore bombardment for an invasion of Gibraltar may be provided by naval units based on the Mediterranean front, the western front, or both, regardless of the originating front of the invasion itself. The cost of invasions and shore bombardment of Gibraltar is paid on the Mediterranean front.

73.32 SEA TRANSPORT: The cost of sea transport to Gibraltar is paid on the Mediterranean front.

73.33 INTERCEPTION: A naval activity to or from Gibraltar may only be intercepted on the front in which the activity occurs (21.1324).

73.4 REDEPLOYMENTS:

73.41 REDEPLOYMENTS INTO AND OUT OF GIBRALTAR: The side which controls Gibraltar may NR units into and out of Gibraltar regardless of the presence of enemy units on any adjacent hex (28.26D). The converse is not true; units may not redeploy into or out of Z8, the land hex adjacent to Gibraltar, if Gibraltar is in enemy hands (28.25).

73.42 NRs THROUGH THE STRAIT OF GIBRALTAR: NRs past Gibraltar between the Atlantic and the Mediterranean are prohibited if Gibraltar is not under friendly control. (EXCEPTION: If Gibraltar is under enemy control, Germany may NR one submarine factor between the western front or the Atlantic SW box and the Mediterranean each turn. Similarly, the Western Allies may NR one submarine factor each turn between the western front and a Mediterranean port if the Axis control Gibraltar. - 25.15).

73.5 OIL SUPPLY:

73.51 OIL: Gibraltar may draw oil supply from the western front, the Mediterranean front, or both.

73.6 DISPLACEMENT OF NAVAL UNITS:

73.61 CHOICE OF FRONTS: Naval units displaced from Gibraltar are displaced to either the western or Mediterranean front, as the owner chooses.

73.7 SUBMARINE WARFARE:

73.71 EFFECT ON SUBMARINE WARFARE: Axis control and full supply of Gibraltar gives the Axis a favorable +/-1 modifier for submarine warfare SW combat dice rolls (25.723).

74. BRITISH ASIAN COLONIES

74.1 BRITISH COLONIES

74.2 EFFECT ON BRITISH BRP LEVEL

74.3 STRAIT OF MALACCA

74.1 BRITISH COLONIES:

74.11 At the start of the game, Britain controls the following Asian colonies:

A. Burma (10 BRPs). Capital: Rangoon.

B. Malaya (10 BRPs). Capital: Kuala Lumpur.

C. Sarawak (0 BRPs). Capital: Kuching.

D. Hong Kong (5 BRPs).

E. Singapore (5 BRPs).

74.2 EFFECT ON BRITISH BRP LEVEL:

74.21 BRPs ADDED NORMALLY: Beginning in the 1940 YSS, Britain includes the BRP value of its Asian colonies in its BRP total in the same manner as for its Middle Eastern colonies.

74.3 SINGAPORE:

74.31 STRAIT OF MALACCA: Singapore controls the Strait of Malacca (DD11, EE10). Sea supply, naval activities, submarine interception of the Japanese convoy route and NRs are not permitted through these two hexes to or from the Bay of Bengal (hexes DD10 and EE9) to the west or to or from EE11 (Singapore) and FF10 to the east unless Singapore is controlled by friendly forces (EXCEPTION: Singapore itself may be invaded from the west through the Strait of Malacca).



France

75. RESTRICTIONS ON FRENCH FORCES

- 75.1 HISTORICAL BASIS
- 75.2 GROUND ATTACKS
- 75.3 FRENCH UNITS IN BRITAIN
- 75.4 AXIS OCCUPATION OF PARIS
- 75.5 FRENCH UNITS CONFINED TO THE EUROPEAN THEATER
- 75.6 FRENCH COLONIAL UNITS

75.1 HISTORICAL BASIS:

75.11 France entered the war weakened by internal political strife and haunted by memories of the terrible casualties it suffered in World War I. These political weaknesses, which were distinct from the military incompetence which characterized Italy's war effort, are reflected in the following restrictions on the activities of French forces. These restrictions exist independently of Anglo-French cooperation restrictions (53.2).

75.2 GROUND ATTACKS:

75.21 ATTACKS AT LESS THAN 1:1 ODDS PROHIBITED: French ground units may not carry out or assist in ground attacks at less than 1:1 odds.

75.3 FRENCH UNITS IN BRITAIN:

75.31 FRENCH UNITS PROHIBITED FROM ENTERING BRITAIN: French units may not enter or base in Britain.

75.4 AXIS OCCUPATION OF PARIS:

75.41 ADDITIONAL RESTRICTIONS: The following additional restrictions apply while Paris is occupied by Axis ground units. These additional restrictions do not apply if Paris is merely Axis-controlled rather than occupied (i.e., if an Axis unit moved through Paris and did not remain in it). While Paris is occupied by Axis ground units:

75.42 DECLARATIONS OF WAR PROHIBITED: France may not make any declarations of war.

75.43 NAVAL UNITS: French naval units may only change base. French naval units may not escort sea supply, conduct naval missions, intercept enemy naval activities, NR or provide sea escort.

75.44 GEOGRAPHICAL RESTRICTIONS: French units may not leave France. French units already outside France may not enter enemy-controlled hexes.

75.45 OFFENSIVE OPERATIONS: France may conduct offensive operations only on the western front. France may conduct offensive operations only in conjunction with an attack on Paris at 1:1 or greater odds. France may not engage in attrition combat unless the Western Allies regain control of Paris.

75.46 ATTACK ON PARIS: French attacks against Axis units blocking the movement of Western Allied units to Paris are prohibited. French units are limited to an attack against the Axis units in Paris, as follows:

A. Such an attack must be at odds of 1:1 or greater (75.21). French units may not participate in attacks at lower odds, even if such attacks could theoretically lead to the recapture of Paris.

B. Paris may not be attacked by French units unless at least one attacking Allied ground unit is in supply and is eligible to advance into Paris after combat. British units adjacent to Paris could only advance into Paris if Anglo-French cooperation restrictions do not apply. In rare cases, even if prohibited from advancing into Paris after combat, a British unit could recapture Paris if it were vacant by moving through it, either during movement or exploitation, despite Anglo-French cooperation restrictions.

C. If France lacks the BRPs to undertake offensive operations or is unable to obtain 1:1 odds against Paris, no attacks may be made by French units. If Axis defensive air support is required to immunize Paris against possible recapture, the Axis player indicates, if he wishes, that defensive air support is being provided to the Axis units in Paris. These calculations must take into account, however, the possible elimination of such defensive air support from Allied interception. Axis air units which commit to flying defensive air support on Paris may not be used for other purposes during the Allied player turn.

D. While Paris is occupied by Axis ground units, French air units may only fly missions in support of a legal ground attack on Paris. The permitted air missions are ground support to assist the attack on the Paris hex, counterair missions against Axis air units which are in a position to provide defensive air support for Axis units in the Paris hex, and the interception of such defensive air support. French air units may not fly any other air missions while Paris is occupied by Axis units. If no legal ground attack on Paris is possible, France may not fly any air missions. This does not prohibit French air units from staging or modifying British naval interception die rolls. If the Allies wish, they can decline to carry out the ground attack after French counterair missions have been flown, but the ground attack must be possible. If developments during the Allied turn make the attack on Paris an impossibility, the French air force may no longer carry out any missions and any missions in which they are engaged are aborted. French air units may not participate in a British 1:2 attack on Paris.

75.47 NO EFFECT ON BRITAIN: These restrictions apply only to French forces and do not prevent a British attack against Paris.

75.48 RECAPTURE OF PARIS: If the Allies succeed in eliminating all Axis forces in Paris and advancing into Paris after combat, other unused French units on the western front may also attack during that combat phase. The sequence of play must be kept in mind. France could not retroactively announce air or naval missions which were previously prohibited. French air units could fly ground support or intercept enemy defensive air support during exploitation on the turn that Paris was recaptured, as this would occur after Paris had been reoccupied by the Allies.

75.49 REDEPLOYMENTS PROHIBITED: French redeployments are prohibited in the turn in which France surrenders (58.12).

75.5 FRENCH UNITS CONFINED TO THE EUROPEAN THEATER:

75.51 French units may not deploy to the Pacific theater.

75.6 FRENCH COLONIAL UNITS:

75.61 FRENCH COLONIAL UNITS CONFINED TO COLONIES: The two French 1-3 infantry units which begin the game in French North Africa must remain in the French North African colonies or Libya. The French 1-3 infantry which begins the game in Lebanon-Syria must remain in Lebanon-Syria. If lost, such units may be rebuilt only in the region (French North Africa or Lebanon-Syria) in which they began the game. The three French 1-3 infantry units may not enter France until their status changes as a result of a French surrender.

76. FRENCH ASIAN COLONIES

- 76.1 FRENCH INDOCHINA
- 76.2 STATUS OF FRENCH INDOCHINA
- 76.3 BRP GRANTS THROUGH FRENCH INDOCHINA
- 76.4 JAPANESE OCCUPATION OF FRENCH INDOCHINA
- 76.5 OTHER FRENCH POSSESSIONS

76.1 FRENCH INDOCHINA:

76.11 FRENCH COLONY: French Indochina is a French colony worth 10 BRPs, with its capital at Saigon.

76.12 BRPs ADDED NORMALLY: Beginning in the 1940 YSS, France includes the BRP value of French Indochina in its BRP total in the same manner as for its European colonies.

76.2 STATUS OF FRENCH INDOCHINA:

76.21 BEFORE A FRENCH SURRENDER: Until France is conquered by the Axis, Japan may not enter French Indochina without a declaration of war against Britain. If Japan declares war on Britain or the U.S. declares war on Japan before France is conquered by the Axis, the provisions of 76.4 do not apply and hex control of French Indochina is determined normally.

76.22 AFTER FRENCH SURRENDER: If France is conquered by the Axis, French Indochina becomes an independent minor country. Subsequent European events, including diplomatic results for Vichy France, have no effect on French Indochina. Once France is conquered by the Axis, Japan may occupy French Indochina without the need for a declaration of war (76.4). Britain may not attack French Indochina until Britain and Japan are at war.

76.23 CONTROL IN CERTAIN SCENARIOS: Historically Japan occupied French Indochina prior to the outbreak of war in the Pacific. Thus, at the start of all scenarios beginning after Summer 1941, French Indochina is controlled by Japan.

76.3 BRP GRANTS THROUGH FRENCH INDOCHINA:

76.31 BRP GRANTS THROUGH FRENCH INDOCHINA: The U.S. may grant BRPs to Nationalist China through French Indochina, before or after an Axis conquest of France, if Japan is not at war with the Western Allies and the Western Allies control Haiphong and can trace a supply line from Haiphong to Kunming without passing through Burma (40.83).

76.4 JAPANESE OCCUPATION OF FRENCH INDOCHINA:

76.41 NO DECLARATION OF WAR REQUIRED: Once France is conquered by the Axis, Japan may occupy some or all of French Indochina without a declaration of war simply by announcing its intention to do so and then by moving, sea transporting, air transporting, airdropping or NRing ground units into Hanoi or Saigon. Unless Chinese units may move outside China, Japanese units may redeploy next to Chinese units in China.

76.42 OCCUPATION OF NORTHERN FRENCH INDOCHINA: The Japanese occupation of the northern portion of French Indochina occurs when a Japanese ground unit enters Hanoi and gives Japan control only of the French Indochinese hexes adjacent to the Chinese border. Japanese units may operate against China from these hexes, BRP grants to China through French Indochina are prohibited, and the USJT level is not affected. However, Japan does not receive the BRPs for French Indochina and does not gain control of any other hexes in French Indochina.

76.43 OCCUPATION OF ALL OF FRENCH INDOCHINA: The Japanese occupation of all of French Indochina is a two-stage process:

A. In the first turn of the occupation, one Japanese ground unit may enter Saigon. Japan then receives the prorated BRPs for French Indochina at the start of its next player turn. The USJT level increases by one in the turn in which Japanese ground units enter Saigon and by one in each subsequent turn. Japanese units may not enter any of the remaining hexes of French Indochina in the turn Japan enters Saigon (EXCEPTION: Northern French Indochina - 76.42).

B. At the start of the Japanese player turn following its occupation of Saigon, all the remaining hexes in French Indochina not already under Japanese control come under Japanese control.

76.44 Japan may not use airbases in southern French Indochina in the player turn it attacks the Western Allies unless it has occupied Saigon in a previous player turn.

76.45 EFFECT ON THAILAND: If Japan declares war on Britain, Thailand immediately associates with Japan if Japan has occupied all of French Indochina (76.43B) on a previous turn. Otherwise, Thailand associates with Japan in the Japanese player turn following Japanese occupation of all of French Indochina (89.51A).

76.46 EUROPEAN EFFECTS: The Japanese occupation of French Indochina has no effect on the USAT level or any diplomatic die rolls. If France is unconquered when Japan occupies French Indochina, the French BRP level is reduced accordingly.

76.5 OTHER FRENCH POSSESSIONS:

76.51 FRENCH PACIFIC ISLANDS: Other French possessions in the Pacific (New Caledonia, Wallis Island and the Society Islands) are treated as being under British control at the start of the game and automatically become Free French if France is conquered by the Axis.



77. VICHY FRANCE

- 77.1 ESTABLISHMENT OF VICHY FRANCE OPTIONAL
- 77.2 VICHY FRANCE
- 77.3 VICHY FRENCH HEXES
- 77.4 VICHY FRENCH UNITS
- 77.5 ATTACKING VICHY FRANCE
- 77.6 ATTACKING VICHY FRENCH COLONIES
- 77.7 VICHY FRANCE AS A DIPLOMATIC TARGET
- 77.8 VICHY FRANCE AS A GERMAN MINOR ALLY
- 77.9 ELIMINATION OF VICHY FRANCE

77.1 ESTABLISHMENT OF VICHY FRANCE OPTIONAL:

77.11 AXIS PLAYER HAS OPTION: When France surrenders, the Axis player has the option of creating Vichy France as part of the French surrender process (58.3).

77.2 VICHY FRANCE:

77.21 VICHY FRANCE AS A MINOR COUNTRY: Vichy France consists of the southern portion of France as defined by the Vichy French border, Corsica and all French colonies which became Vichy French, other than colonies subsequently conquered by the Allies. If Vichy France is established by the Axis player, it is a minor country worth 20 BRPs (for the key economic areas of Lyon and Marseilles), plus the BRP value of any Vichy colonies (58.31A), with its capital in Vichy city.

77.22 VICHY CITY: Vichy city functions as the capital of Vichy France between the fall of France and the conquest or deactivation of Vichy France and is an unlimited supply source for Vichy units. Vichy city becomes an Axis or Allied limited supply source only if Vichy France associates or allies with one side or the other; it is treated as an ordinary city at all other times.

77.3 VICHY FRENCH HEXES:

77.31 CONTROL OF VICHY FRENCH HEXES: Vichy French hexes are neutral and are controlled by neither side except after a Vichy French diplomatic result which specifies that one side or the other gains control of the Vichy French hexes.

77.32 AXIS CONTROL: The Axis gain control of the Vichy French hexes after a diplomatic result for Vichy France of “8” or greater.

77.33 ALLIED CONTROL: The Allies gain control of the Vichy French hexes after a diplomatic result for Vichy France of “-1” or less.

77.34 SUPPLY: Neither side may trace supply through Vichy French territory unless it controls the Vichy French hexes (EXCEPTION: Axis units in the Axis player turn following the French surrender).

77.4 VICHY FRENCH UNITS:

77.41 AXIS CONTROL VICHY FRENCH FORCES: When Vichy France is established, one Vichy French 2-3 infantry unit must be placed and remain in Vichy city and the capital of each European Vichy French colony until Vichy France associates or allies with one side or the other (EXCEPTIONS: Vichy infantry units in French colonial capitals may be sent to Russia after a “5-6”, “7” or “8” diplomatic result for Vichy France; Vichy units in French colonies which become Free French after Vichy deactivation may move freely). The remaining Vichy French forces are placed in Vichy France and are controlled by the Axis, regardless of the French surrender level, until a diplomatic result for Vichy France alters the situation.

77.42 REINFORCEMENT OF VICHY COLONIES: Vichy French colonies may be reinforced by Vichy units only if a diplomatic result of “5-6” or greater for Vichy France is in effect. If this condition is met, Vichy French units may NR from Vichy France to Vichy French colonies, using Vichy French destroyers for sea escort, and both newly-arrived Vichy French units and Vichy French units already in Vichy French colonies may redeploy within and between Vichy colonies.

77.43 AIR AND NAVAL NATIONALITY DRMs: Vichy French air and naval units have a Nationality DRM of one. This may be increased if Vichy France is associated or allied with an alliance faction which has achieved an Air or Naval Nationality research result.

77.44 VICHY FRENCH NAVAL UNITS: Damaged or unfinished Vichy French naval units may be repaired or completed in the Marseilles shipyard at no BRP cost prior to Vichy activation.

77.45 CONSTRUCTION OF VICHY FRENCH UNITS: Regardless of the status of Vichy France, Vichy French units may only be rebuilt in continental Vichy France. Vichy French units may not be rebuilt in Corsica or Vichy colonies.

77.5 ATTACKING VICHY FRANCE:

77.51 DECLARATION OF WAR REQUIRED: A declaration of war on Vichy France is permitted only in the following circumstances:

A. Germany, Britain and the U.S. may declare war on Vichy France if Germany and the U.S. are at war. A declaration of war on Vichy France may be made at the same time as a German declaration of war on the U.S. or an American declaration of war on Germany.

B. Germany may declare war on Vichy France in the turn in which it makes a reaction die roll as a result of an Allied attack on a French North African colony in the previous turn (49.633). Otherwise Germany may not declare war on Vichy France prior to U.S. entry into the war.

C. Britain may not declare war on Vichy France prior to U.S. entry into the war unless a diplomatic result of “7” or “8” for Vichy France is in effect.

77.51B and C cover all the situations where a declaration of war on Vichy France is required in order to attack it. A pro-Allied diplomatic result for Vichy France causes Vichy France to either deactivate or associate or ally with Britain, putting it at war with the Axis; a diplomatic result of “9” or “10” for Vichy France causes Vichy France to associate or ally with Germany, putting it at war with the Allies.

77.52 EFFECT OF AN AXIS DECLARATION OF WAR: If Germany declares war on Vichy France:

A. All Vichy French ground, air and naval units other than those in Vichy French colonies are permanently eliminated immediately after the German declaration of war on Vichy France.

B. All hexes in European Vichy France and Corsica are deemed to have been controlled and fully supplied by Germany from the start of the Axis player turn in which it declared war.

C. Control of Vichy French colonies after a German declaration of war on Vichy France is determined as follows:

- All Vichy French-controlled hexes in Vichy French colonies are deemed to have been controlled, but not supplied, by Germany from the start of the Axis player turn in which Germany declares war on Vichy France until the end of the Axis movement phase of that turn.
- The movement of Axis units into Vichy French-controlled hexes in Vichy French colonies may not be impeded or opposed by Vichy French units.
- If, at the end of the Axis movement phase, there is a German, Italian or Axis minor allied ground unit in a Vichy French colonial capital, the Axis retain control of that colony’s hexes and all Vichy French units in that colony are eliminated. Otherwise, all Vichy French-controlled hexes in that colony come under Western Allied control and all Vichy French units in that colony become Free French, including Vichy French units which survived a Western Allied attack on that colony (77.62C).

D. Germany does not receive the BRPs for conquering Vichy France until the turn after it declares war.

77.53 EFFECT OF AN ALLIED DECLARATION OF WAR: If an Allied major power declares war on Vichy France, the Vichy French forces remain in their hexes and are not redeployed to meet the attack. Vichy France associates with Germany if it survives the first turn of the attack. In addition, the Axis may make a reaction die roll for Vichy France during their next diplomatic phase (49.633).

77.6 ATTACKING VICHY FRENCH COLONIES:

77.61 NO DECLARATION OF WAR REQUIRED: Britain and the U.S. may attack Vichy colonies without a declaration of war on Vichy France or the Vichy colony, even if the Axis have control of the Vichy colonies following a diplomatic result of “8” for Vichy France. Such attacks on Vichy colonies do not cost 10 BRPs for a declaration of war and do not trigger a decrease in the USAT level.

If Vichy France has associated or allied with the Axis, Vichy France and its colonies will be at war with the Western Allies and this rule does not apply.

77.62 VICHY COLONIAL RESISTANCE: The resistance offered by Vichy colonies attacked by the Western Allies is determined as follows:

A. RESISTANCE DIE ROLL: For each European Vichy colony attacked by the Western Allies, one die is rolled at the moment the attack occurs (the movement phase if Western Allied ground units enter the Vichy colony by land; the combat phase if the Western Allies conduct a seaborne invasion, ground attack or exploit).

B. MODIFIERS: The die roll is modified by all the diplomatic modifiers applying to Vichy France at that moment, including DPs placed in Vichy France in that year, whether previously used or not, any spy rings in Vichy France, and any covert operations successfully used against Vichy France when the die roll is made.

C. RESULTS: The resistance offered by the attacked Vichy colony depends on the result of the modified die roll:

- On a result or “2” or less, the attacked Vichy colony capitulates. All Vichy French units in the colony become Free French, and all hexes in the colony immediately come under either American (if the U.S. is at war with Germany) or British control.
- On a result or “3” or “4”, the attacked Vichy colony disintegrates. All Vichy French units in the colony are permanently eliminated, and all hexes in the colony are controlled by no one.
- On a result or “5” or more, the attacked Vichy colony resists. All Vichy French units in the colony are controlled by Germany and may stack, attack and defend with Axis units, and all hexes in the colony immediately come under German control.

D. EACH COLONY SEPARATE: Morocco, Algeria, Tunisia and Lebanon-Syria are each treated as separate colonies for the purposes of this rule.

77.63 VICHY REACTION TRIGGERED: Regardless of the outcome of the die roll(s) for Vichy colonial resistance, the Axis may make a reaction die roll for Vichy France during their diplomatic phase following any Western Allied attack on a Vichy colony (49.633). No reaction die roll is permitted if Vichy France was associated or allied with Germany when the colony is attacked.

77.64 EFFECT OF AXIS UNITS IN ATTACKED VICHY COLONIES: Axis units in Vichy French colonies which have been attacked by the Western Allies (77.6) are not counted against the ten-factor limit for Vichy France which applies following a diplomatic result of “8” for Vichy France and do not modify subsequent diplomatic die rolls for Vichy France.

77.7 VICHY FRANCE AS A DIPLOMATIC TARGET:

77.71 NAMING VICHY FRANCE: Vichy France may be named as a diplomatic target by either side, but not in the same year as the fall of France. In addition, the Axis may make a reaction die roll for Vichy France if the Allies attack a Vichy colony.

77.72 FRENCH SURRENDER LEVEL AS A MODIFIER: A positive French surrender level generates a +1 modifier to all Vichy diplomatic die rolls; a negative French surrender level generates a -1 modifier to all Vichy diplomatic die rolls.

77.73 FRIENDLY AND ENEMY UNITS AS A MODIFIER: When determining the modifier to Vichy French diplomatic die rolls from the presence of friendly and enemy ground/air factors, only units in continental Vichy France, Corsica and Vichy colonies which have not been attacked by the Western Allies (77.6) are counted. Units in Vichy colonies which have been attacked by the Western Allies are disregarded.

77.8 VICHY FRANCE AS A GERMAN MINOR ALLY:

77.81 ACTIVATION OF VICHY FRANCE: Vichy France may only be activated as a German minor ally by a diplomatic result of “10+” for Vichy France. When activated, all Vichy units become part of the German force pool, and Germany receives the Vichy French BRPs.

77.82 NO AREA RESTRICTIONS ON ACTIVE VICHY FORCES: If Vichy France activates as a German minor ally, there are no area restrictions on Vichy unit activity.

77.83 VICHY FORCES OUTSIDE FRENCH TERRITORY: Vichy infantry units incur a -1 DM if attacked while outside France or a French colony (15.33B; EXCEPTION: Vichy volunteers fighting on the eastern front following a diplomatic result for Vichy France of “5-6”, “7”, “8” or “9”).

77.84 REBUILDING VICHY UNITS: Vichy units may only be rebuilt in the Vichy portion of France proper.

77.9 ELIMINATION OF VICHY FRANCE:

77.91 CONQUEST: Vichy France ceases to exist and all Vichy French units are removed from the board at the end of any combat phase in which the city of Vichy is solely occupied or controlled by enemy forces. Free French units are unaffected.

77.92 ALLIED RECAPTURE OF PARIS: If the Allies have not declared war on Vichy France and a diplomatic result of “-2” or “-3” is not in effect, Vichy France ceases to exist and all Vichy French units are removed from the board at the end of any Axis combat phase in which the Axis fail to recapture an Allied-controlled Paris. Free French units are unaffected.

77.93 EFFECTS: If Vichy France is eliminated as set out in 77.91 or 77.92, all hexes in European Vichy France and Corsica pass to German control, unless Allied units have moved into or through them. Any remaining Vichy colonies are controlled by no one.

77.94 DIPLOMATIC RESULT OF “0” or “-1”: A diplomatic result of “0” or “-1” for Vichy France, before or after Vichy activation, deactivates Vichy France and all Vichy forces, including those in Vichy colonies, are removed from the board. Vichy France ceases to exist as a political entity, becoming again merely a part of France. After a diplomatic result of “-1” for Vichy France, the Vichy French hexes come under Allied control; after a “0” result, the Vichy French hexes are controlled by no one; Vichy colonies that do not have an Axis or Allied unit in their capital are controlled by no one.

If a diplomatic result of “-2” or a “-3” for Vichy France is in effect and the Axis name Vichy France as a diplomatic target and achieve a “-1” or “0” result, the Allies can avoid the deactivation of Vichy France by choosing a lesser “3-4” result (49.53).

77.95 DIPLOMATIC RESULTS OF “-2” or “-3”: After a diplomatic result of “-2” for Vichy France, Vichy France becomes an Allied associated minor country, and after a diplomatic result of “-3” for Vichy France, Vichy France becomes an Allied minor ally. In both cases, all Vichy colonies become Free French, along with the forces in them, and Britain receives the prorated BRPs for Vichy France and the Free French colonies. All Vichy French units which survive the change in sides (85.5) become either British associated minor or minor allied units and, if eliminated, may only be rebuilt in any Allied-controlled hex in continental France.



China, Manchuria and Siberia

78. NATIONALIST CHINA

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

78.1 MAJOR POWER:

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

78.2 TERRITORY:

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

78.3 RESISTANCE LEVEL:

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

78.4 ECONOMY:

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

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

78.5 THE WESTERN ALLIES:

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

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

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

78.6 FLYING TIGERS:

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

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

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

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

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

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

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

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

78.7 RELATIONS WITH COMMUNIST CHINA:

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

78.8 RESTRICTIONS ON NATIONALIST CHINESE FORCES:

78.81 REFERENCE: See rule 80.

78.9 SUPPLY:

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

78.92 OTHER SUPPLY SOURCES:

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

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

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

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

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

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



79. COMMUNIST CHINA

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

79.1 MINOR COUNTRY:

79.11 COMMUNIST CHINA IS A MINOR COUNTRY: Communist China is a minor country independently at war with Japan. Communist China becomes a Russian minor ally immediately following the outbreak of war between Japan and Russia.

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

79.2 TERRITORY:

79.21 EXTENT: Communist China consists of that part of China north of hex row M and west of the scenario start line.

79.3 OFFENSIVE OPERATIONS:

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

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

B. If the Chinese resistance level at the end of the previous turn was +2 or greater and Communist China is not a Russian minor ally, Communist China's actions must conform with Nationalist China's actions.

79.4 UNIT CONSTRUCTION:

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

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

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

79.5 BRP COSTS:

79.51 OFFENSIVE OPERATIONS: Russia pays the BRP cost for all Communist Chinese offensive operations.

79.52 UNIT CONSTRUCTION: There is no cost for Communist Chinese unit construction if Communist China or Russia controls Yen-an. Otherwise Russia pays the cost of Communist Chinese unit construction.

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

79.6 SUPPLY:

79.61 COMMUNIST CHINESE SUPPLY SOURCES: Yen-an is a limited supply source for Communist Chinese units. Communist China may draw supply from Chinese objectives which it controls.

79.62 OTHER SUPPLY SOURCES:

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

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

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

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

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

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

79.7 CONQUEST AND HEX CONTROL:

79.71 COMMUNIST CHINA MAY NOT BE CONQUERED: Japanese capture of Yen-an does not result in the conquest of Communist China. Communist China never surrenders.

79.72 EFFECT OF JAPANESE CAPTURE OF YENAN:

A. If Yen-an is captured by the Japanese, Russia must pay for Communist Chinese offensive attacks and unit construction (79.52).

B. In all scenarios, Yen-an is considered an objective for victory determination purposes.

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

79.8 RELATIONS WITH NATIONALIST CHINA:

79.81 COOPERATION RESTRICTIONS: Prohibitions against Nationalist-Communist cooperation (53.5) apply unless the Chinese Resistance level is "+2" or greater.

79.9 RESTRICTIONS ON COMMUNIST CHINESE FORCES:

79.91 REFERENCE: See rule 80.



80. RESTRICTIONS ON CHINESE FORCES

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

80.1 CHINESE WAR EFFORT:

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

80.2 ATTACKS AT LESS THAN 1:1 ODDS:

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

80.3 GEOGRAPHICAL RESTRICTIONS:

80.31 NATIONALIST CHINA:

A. GROUND UNITS:

- Until the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may not move or make attrition and offensive attacks outside China.
- Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may move and attack into the Southeast Asian Front unless the Chinese resistance level is -1 or less.

B. FLYING TIGERS: Starting in the second Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may be lent to the U.S. if they are based on the Southeast Asian front.

C. CHINESE AIRBASE PLACEMENT: The Chinese airbase may not be placed outside of China.

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

80.4 ADVERSE NATIONALIST CHINESE

DMs:

80.41 Nationalist Chinese ground units incur a -1 DM if attacked in the following circumstances:

- A. If the Chinese Resistance level is "0" or lower and they are outside China.
- B. If the Chinese Resistance level is "-3" or lower, regardless of location.



81. MANCHURIA, SIBERIA AND THE URALS BOX

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

81.1 MANCHURIA:

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

81.2 CAPITALS:

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

81.3 MANCHURIAN GARRISON:

81.31 MANCHURIAN GARRISON: Japan begins all scenarios with 45 BRPs of units (two 2-3 and two 1-3 armor units; three 3-2, three 2-2 and three 1-2 infantry units; and five AAF) in Manchuria. The exact unit types indicated must be present.

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

81.33 PACIFIC SCENARIOS: In Pacific scenarios, Japan may remove 15 BRPs of units from Manchuria for use elsewhere in Summer 1941 or the turn in which war breaks out between Britain and Japan, whichever comes first. The remaining units must remain in Manchuria to defend against a Russian attack.

81.4 SIBERIAN GARRISON:

81.41 SIBERIAN GARRISON: Russia begins all scenarios with 45 BRPs of units (two 3-3 armor units; two 3-2, four 2-2 and four 1-2 infantry units; and five AAF) in Siberia. The Siberian garrison may be placed in Siberia, Mongolia and Tannu Tuva.

81.42 REDUCING THE SIBERIAN GARRISON: Russia may not reduce its Siberian garrison until the 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.

- Russia may then transfer equivalent forces of the same type from Siberia to Europe, subject to the minimum Siberian garrison requirement of 30 BRPs of units, including one Russian three-factor armor unit (81.43).
- Armor fractions are rounded in favor of Russia: if Japan has fewer than six armor factors in Manchuria, a Russian 3-3 armor unit may be transferred to Europe.
- The substitution of one type of Japanese unit for another is insufficient; Japan must have five uninverted AAF, six factors of armor and 18 factors of infantry in Manchuria at the end of its turn to prevent Russia from transferring forces from Siberia to Europe. Specialized units and uninverted land-based NAS are counted when determining the BRP value of the Manchurian garrison, but do not prevent Russia from transferring forces from Siberia to Europe.

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

81.43 MINIMUM GARRISON REQUIREMENT: Until Russia and Japan have gone to war, Russia may not reduce the Siberian garrison to less than 30 BRPs of units and must keep one Russian three-factor armor unit in Siberia.

81.5 DECLARATIONS OF WAR:

81.51 RESTRICTIONS:

A. JAPANESE DECLARATION OF WAR ON RUSSIA: There are no restrictions on when Japan may declare war on Russia.

B. RUSSIAN DECLARATION OF WAR ON JAPAN: Russia may declare war on Japan only if the BRP value of the Russian units adjacent to or one hex away from Manchuria or Japanese-controlled hexes in northern China is at least twice the BRP value of the Manchurian garrison. Siberian garrison units which do not meet this requirement are not counted. This restriction does not apply if:

- The BRP value of the Manchurian garrison is less than 30 BRPs; or
- Germany has surrendered.

81.52 DETERMINING GARRISON SIZES: The sizes of the Siberian and Manchurian garrisons are calculated whenever Russia wishes to declare war on Japan. Inverted air units, carrier-based naval air units and naval units are not counted when determining the BRP value of the Siberian and Manchurian garrisons.

81.53 BRP COST: A Japanese and Russian declaration of war on the other costs 35 BRPs.

81.6 THE URALS BOX:

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

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

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

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

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

81.631 DURING THE MOVEMENT PHASE:

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

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

81.632 DURING THE COMBAT PHASE:

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

81.633 DURING THE REDEPLOYMENT PHASE:

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

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

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

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

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

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

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

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

81.7 AXIS FORCES ADJACENT TO THE URALS BOX:

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

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

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

Minor Countries

82. MINOR COUNTRIES

- 82.1 STATUS OF MINOR COUNTRIES
- 82.2 MINOR COUNTRY BRPs
- 82.3 CONTROL OF MINOR COUNTRY HEXES
- 82.4 ATTACKS ON MINOR COUNTRIES
- 82.5 DEPLOYMENT OF EUROPEAN MINOR COUNTRY FORCES
- 82.6 MINOR COUNTRY FORCE LEVELS
- 82.7 DEFENDING AGAINST THE INITIAL ATTACK
- 82.8 MINOR COUNTRY SURVIVAL
- 82.9 PACIFIC THEATER MINOR COUNTRIES

82.1 STATUS OF MINOR COUNTRIES:

82.11 CATEGORIES: At any given time, every minor country falls into one of the following categories:

- A. Neutral.
- B. Independent.
- C. BRPs attributed to a major power.
- D. Hexes controlled by a major power.
- E. Associated with a major power.
- F. Allied to a major power.
- G. Conquered by a major power.
- H. A colony of a major power.
- I. Commonwealth (Canada, South Africa, Australia and India).

82.12 FALL 1939: In Fall 1939, the only European minor countries involved in the war are Poland, which becomes allied with Britain if it survives the Fall 1939 turn, and the British and French European colonies. Italian (Albania, Libya) and Russian (Ukraine) colonies enter the war along with Italy and Russia, respectively. Other minor countries may enter the war either by being invaded by a major power or as a result of diplomacy.

82.13 COMMONWEALTH: In Fall 1939, Canada, South Africa, Australia and India are at war with Germany. Commonwealth units are treated as British units for all purposes, with the following exceptions:

A. DEPLOYMENT RESTRICTIONS: South African, Australian and Indian units are subject to certain deployment restrictions.

B. CONSTRUCTION: Commonwealth units must be constructed in their home countries.

C. ATTRITION AND AIR LOSSES: Commonwealth units are treated as separate nationalities when taking attrition losses (14.522), when allocating air losses (19.61A) and when recombining air squadrons into factors (23.14).

D. BRITISH SURRENDER: Commonwealth units remain in the British force pool following a British surrender (59.513B).

82.2 MINOR COUNTRY BRPs:

82.21 DIPLOMATIC RESULT REQUIRED: A major power may obtain minor country BRPs diplomatically as set out in the diplomatic tables:

A. After a diplomatic result of “7” (Axis) or “0” (Western Allies, Russia):

- 5 BRPs for all European minor countries, except
- 10 BRPs for Spain, Turkey and Vichy France.

B. After a diplomatic result of “8” (Axis) or “-1” (Western Allies, Russia):

- 10 BRPs for all European minor countries, except
- 20 BRPs for Spain, Turkey and Vichy France.

82.22 BRPs ADDED: When such diplomatic results occur, the major power immediately adds the prorated value of the minor country BRPs it acquired to its BRP total. If the diplomatic result is later reversed or the minor country is conquered by another major power, the prorated value of the minor country BRPs at that time is deducted from the BRP level of the major power which initially obtained the BRPs for the minor country.

82.3 CONTROL OF MINOR COUNTRY HEXES:

82.31 DIPLOMATIC RESULT REQUIRED: A major power may obtain control of the hexes in a European minor country after a diplomatic result of “8” (Axis) or “-1” (Western Allies, Russia). All hexes in the minor country, except for hexes occupied by units belonging to another alliance faction, are deemed to have come under the control of the alliance faction which obtained the diplomatic result at the start of the player turn in which the diplomatic result occurs.

82.32 TEN-FACTOR LIMIT: After a diplomatic result of “8” (Axis) or “-1” (Western Allies, Russia), no more than ten foreign naval/ground/air factors may be in that minor country at the end of any movement, combat or redeployment phase.

A. EXCEPTIONS: The limit for Axis units in Finland is five factors and only one armor unit (86.23); Axis units in Vichy colonies which have been attacked by Britain and the U.S. (77.61) do not count against this limit (77.64).

B. SUPPLY COUNTS AGAINST THE LIMIT: Units which trace supply through such a minor country count towards the limit:

- No more than 10 factors (five for Finland) may be supplied by tracing a supply line through the minor country.
- For each factor supplied by tracing a supply line through the minor country during the initial supply determination phase, the limit on the number of factors that may be in the minor country at the end of the subsequent movement, combat and redeployment phases, and which may be supplied by tracing a supply line through the minor country during the post-combat supply determination phase, is reduced by one.
- Supplying units in the minor country itself does not affect the limit; the supply line must be traced through the minor country into another country.

C. BELGIUM AND LUXEMBOURG: Belgium and Luxembourg are considered to be a single minor country for the purposes of this rule.

D. ALLIED UNITS: Major and minor ally units of the controlling major power may also enter such countries, subject to the normal geographical restrictions on minor allied units and the diplomatic limit on the number of factors permitted in that minor country.

E. ATTACKS PERMITTED: Attacks may be launched from the minor country’s territory.

82.321 APPLICATION OF LIMITS: Diplomatic limits on the number of factors which may be supplied, move and redeploy in and through a controlled minor country are applied as follows:

A. SUPPLY: The limit on supplying units in or through a controlled minor country applies to both full and partial supply, including partial supply from the controlled minor country’s capital. Units in a controlled minor country must be supplied before units outside the controlled minor country are supplied by tracing a supply line through the controlled minor country. If a player wishes to give priority to units outside the controlled minor country, he must voluntarily eliminate excess units in the controlled minor country.

B. MOVEMENT AND REDEPLOYMENT: The limits on units in a controlled minor country are applied at the end of the movement, combat and redeployment phases. The test is simply that you can never look at the mapboard at those times and see more than the permitted number of ground and air factors in the country. Such limits may not be exceeded, even by units forced to retreat by an enemy attrition - excess units are eliminated.

C. COUNTERS EXEMPT: There is no limit on the placement of airbases, rocket bases, railheads and forts in a controlled minor country or the supply of such counters through a controlled minor country.

82.322 LIMITS ON AXIS FORCES IN FINLAND: No more than five Axis naval/ground/air factors may enter or trace supply through Finland, even after Finnish association, activation or if Finland has been conquered by the Allies. No more than one Axis armor unit is permitted. Finnish and Swedish units do not count against this limit.

82.33 REVERSAL OF RESULTS: If a subsequent diplomatic die roll reverses a hex control result for a minor country, control of hexes not garrisoned by the major power changes immediately. If the minor country remains neutral, any foreign units in the country may no longer attack out of the country, are automatically considered to be in at least partial supply, and must be removed by the end of their player turn immediately following the diplomatic die roll. Units which do not leave by the end of their next

redeployment phase are eliminated. If the minor country associates or allies with the enemy, 82.56 applies.

82.34 ATTACKS ON GARRISONED MINOR COUNTRIES: If a major power has units in a minor country which is attacked by another major power with which it is at war, association, but not activation as a minor ally, is automatic and immediate. Both the major power units inside the minor country and other units controlled by the major power may then assist the minor country in repelling the attack. A major power with which it is not at war may not attack a garrisoned minor country without also declaring war on the garrisoning major power.

82.35 ATTACKS ON MINOR COUNTRIES CONTROLLED BY THE ATTACKER: A major power may declare war on a minor country it controls, including minor countries in which that major power has units.

82.351 DECLARATION OF WAR PREVENTS ACTIVATION: If a major power declares war on a potential minor ally, that minor country may not later associate or ally with that major power or any of its major power allies.

82.352 DEPLOYMENT OF MINOR COUNTRY UNITS: If a major power attacks a minor country in which the major power already has units, the minor country's forces deploy according to 82.56.

82.36 SUBVERSION PERMITTED DESPITE GARRISON: A German garrison does not prevent Communist subversion of an otherwise eligible minor country.



82.4 ATTACKS ON MINOR COUNTRIES:

82.41 DECLARATION OF WAR REQUIRED: A major power may attack a neutral minor country or enemy units in a neutral minor country, including a minor country which is economically penetrated or controlled by an enemy alliance faction, only if it first declares war on that minor country (50.22) (EXCEPTIONS: Russian border wars - 66.2, 67.2; Britain and the U.S. may attack Vichy colonies without a declaration of war on Vichy France or the Vichy colony - 77.61).

82.42 DECLARATION OF WAR UNNECESSARY: A major power may attack a minor country which is associated with, allied to, or has been conquered by an enemy alliance faction without declaring war on the minor country.

82.5 DEPLOYMENT OF EUROPEAN MINOR COUNTRY FORCES:

82.51 MINOR UNITS NOT NORMALLY DEPLOYED: European minor country units are not deployed on the mapboard until they are attacked or associate with or ally to a major power after a diplomatic result. Once deployed, minor country units remain on the mapboard until eliminated.

82.52 DEPLOYMENT IN RESPONSE TO ATTACK: When a major power declares war on a minor country, the forces (if any) of the minor country are deployed by Britain or the U.S. if the minor country is attacked by the Axis, and by Germany if the minor country is attacked by the Allies. Minor country units which are already on the board, such as Vichy French units, remain on the hexes they occupy (EXCEPTION: If Germany declares war on Finland or Rumania after a border war with Russia, Britain redeploys the Finnish or Rumanian units - 66.27).

82.53 TIMING: An attacked minor country's forces are set up immediately after all declarations of war have been made by the attacker for that turn.

82.54 MANDATORY DEPLOYMENT IN CAPITAL: At least one minor country ground unit must be deployed in an attacked minor country's capital. This deployment requirement applies only to the initial setup of the minor country.

82.55 STACKING PROBLEMS: Minor country ground and air units which cannot legally deploy because of the presence of garrisoning or enemy units in all available hexes in their country are eliminated.

82.56 ENEMY UNITS IN A MINOR COUNTRY: If a minor country is attacked by a major power which already has units in the minor country as a result of an earlier diplomatic agreement, all major power units in the minor country at the moment war is declared are automatically in at least partial supply for the turn of the invasion. If the attacking major power, or an ally of that major power, has ground units in the minor country's capital, those ground units are placed on a hex of the owning major power's choosing adjacent to the minor country's capital. The minor country's forces are then deployed. If the minor country's units were deployed before the attacker's declaration of war, they are not redeployed (EXCEPTIONS: Rumania - 66.27; Finland).

82.6 MINOR COUNTRY FORCE LEVELS:

82.61 MINOR COUNTRY FORCE TABLE: The forces available to each minor country are set out in the British Commonwealth Table and the Minor Country Forces Table:

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

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

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

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

82.62 MINOR COUNTRIES WITH NO ARMED FORCES: Certain minor countries, such as Portugal and the Baltic States, have no armed forces. A major power which invades such a minor country will be unopposed, although it still must pay 10 BRPs for a declaration of war. Colonies never have armed forces (EXCEPTION: French colonies in Europe - 75.61).

82.63 UKRAINIAN FORCES CONTINGENT ON DIPLOMACY: Ukrainian units deploy only after a successful diplomatic die roll for the Ukraine.

82.7 DEFENDING AGAINST THE INITIAL ATTACK:

82.71 MINOR COUNTRY UNITS: During the attacking major power's player turn, the air and naval units of a newly-attacked minor country, even one that immediately associates, may operate only against direct attacks on that minor country. Air units are restricted to intercepting the attacker's naval missions and flying defensive air support; naval units are restricted to intercepting the attacker's naval missions.

Minor country air and naval units may not attack enemy sea supply lines during the initial turn of attack.

82.72 ENEMY MAJOR POWER UNITS: During the attacking major power's player turn, the air and naval units of major powers already at war with the attacker may assist an independent minor country only by intercepting enemy naval activities. Enemy major power air units may not intercept air transport missions over the attacked minor country's hexes or fly defensive air support for attacked minor country ground units during the initial turn of attack. These restrictions are lifted once the minor country associates with a major power.

82.73 ZONES OF CONTROL: During the attacking major power's player turn, the ZoCs of enemy major power armor units adjacent to a newly-attacked minor country extend into the minor country's hexes.

82.8 MINOR COUNTRY SURVIVAL:

82.81 ASSOCIATION AUTOMATIC: If a minor country survives the first turn it is attacked by a major power, it associates with either Britain, if attacked by Germany or Italy, or with Germany, if attacked by an Allied major power, at the start of the defender's next diplomatic phase, before diplomatic die rolls are made, subject to the following exceptions:

A. GARRISONED MINOR COUNTRIES: Minor countries garrisoned by major power units associate with the garrisoning major power immediately following the attacker's declaration of war on that minor country (82.34).

B. ATTACKS BY NEUTRAL MAJOR POWERS: Minor countries attacked by a neutral major power do not associate until the major power is at war with another major power (82.82).

C. BRITISH SURRENDER: If Britain has surrendered, minor countries attacked by Germany or Italy associate with Britain when it reenters the war.

D. ASSOCIATION REFUSED: A major power may, for diplomatic reasons, refuse to accept the association of a minor country.

82.82 ATTACKS BY NEUTRAL MAJOR POWERS: Minor countries which survive the first turn of attack by a major power which is not yet at war with an opposing alliance faction do not associate and instead fight independently, moving at the same time as their potential major power allies. Such independent minor countries automatically associate if an opposing alliance faction goes to war with the attacking major power.

82.83 INDEPENDENT MINOR COUNTRIES:

A. An independent minor country turn consists only of supply determination (from the minor country capital - 30.24), movement, combat and unit construction. Vichy France may also be able to redeploy.

B. Independent minor countries may engage in offensive operations at no BRP cost.

C. Independent minor country units are subject to the same geographical (84.46) and unit construction (84.47) restrictions as associated minor countries.

82.9 PACIFIC THEATER MINOR COUNTRIES:

82.91 Pacific minor countries fall into the following categories:

A. COMMONWEALTH: Australia and India;

B. INDEPENDENT MINOR COUNTRIES: Communist China (if Russia is not at war with Japan), Dutch East Indies (until the second turn following a Japanese declaration of war against Britain).

C. MINOR ALLIES: Communist China (Russia, if Russia is at war with Japan).

D. ASSOCIATED MINOR COUNTRIES: Dutch East Indies (Britain, in the second turn following a Japanese declaration of war against Britain - 89.24); Philippines (U.S.); Thailand (Japan, if Japan has occupied all of French Indochina and is at war with Britain - 89.51).

E. COLONIES: Bhutan, Burma, Calcutta, Dacca, Hong Kong, Malaya, Nepal, Sarawak, Singapore, (Britain); French Indochina (France); Mongolia, Tannu Tuva (Russia); Manchukuo, Korea, Formosa (Japan).

F. FRENCH PACIFIC ISLANDS: New Caledonia, Wallis Island and the Society Islands are treated as though under British control at the start of the game and become Free French if France is conquered (76.51).

82.92 MINOR COUNTRY UNITS DEPLOYED: At the start of all Pacific scenarios, unless otherwise indicated, all Pacific-theater minor country units are deployed on the mapboard in their home countries by the major powers which control them.

82.93 DETERMINING STATUS: At the start of all Pacific scenarios, including a campaign game, every Pacific-theater minor country is aligned with one side or the other. Until Japan is at war with Britain, Communist China is the only Pacific minor country at war with Japan. Other Pacific minor countries enter the war at the same time as do their controlling major powers, as set out in the rules dealing specifically with each minor country.

82.94 UNIT CONSTRUCTION: The rules governing construction of Pacific minor country units depend on the status of the minor country (71, 72, 84, 85). Minor country units must be rebuilt in a controlled, supplied hex in the minor country not in an enemy ZoC (27.44), or in the Australia or India boxes (27.473, 27.474).

82.95 GEOGRAPHICAL RESTRICTIONS: Pacific minor country units may be subject to geographical restrictions, depending on their status (71, 72, 84, 85).



83. CONQUEST OF MINOR COUNTRIES

- 83.1 CONQUEST
- 83.2 EFFECTS OF CONQUEST
- 83.3 MINOR COUNTRY BRPs
- 83.4 COLONIES
- 83.5 COOPERATIVE CONQUESTS
- 83.6 TRANSFERRING CONTROL OF MINOR COUNTRIES

83.1 CONQUEST:

83.11 CONQUEST BY CONTROL OF CAPITAL: Minor countries are conquered if their capital(s) are under enemy, including partisan, control at the end of the attacker's combat phase (EXCEPTIONS: Minor countries without capitals - 83.12; Minor countries which switch sides - 85.53; Australia and India - 71.5, 72.5). The minor country does not get one turn to try to recapture its capital(s) or other key cities. The construction of a partisan in an unoccupied minor country capital does not result in the immediate conquest of a minor country, because this occurs in the unit construction phase, which is after the combat phase.

83.12 MINOR COUNTRIES WITHOUT CAPITALS: The following areas are conquered when the listed cities or hexes are controlled:

- A. EASTERN POLAND:** Vilna, Brest-Litovsk and Lvov.
- B. BALTIC STATES:** Riga, Parnu and Tallinn.
- C. ARABIA:** Kaf and Jauf.
- D. BESSARABIA:** All five hexes in Bessarabia.
- E. FINNISH BORDER HEXES:** All three Finnish border hexes.
- F. LUXEMBOURG:** Luxembourg's single hex.
- G. HONG KONG:** Hong Kong's single hex.
- H. BHUTAN:** Bhutan's single hex.
- I. NEPAL:** All three hexes in Nepal.

83.13 SPANISH CAPITALS: For the purpose of determining conquest only, Madrid and Tangier are both considered to be Spanish capitals and both must be controlled by the attacker before Spain is conquered.

83.14 AUSTRALIA AND INDIA: Special rules govern the surrender of Australia (71.5) and India (72.5).

83.2 EFFECTS OF CONQUEST:

83.21 UNITS: All units, wherever located, belonging to a conquered minor country, whether the minor country was neutral, associated with or allied to a major power, are removed from the mapboard at the end of the conquering major power's combat phase. By immediately recapturing the capital of such a minor country, a major power would avert the loss of the minor country's BRPs, but the units of the minor country would still be permanently removed from play.

83.22 HEX CONTROL - INITIAL CONQUEST:

A. If a neutral minor country is conquered in the turn in which it is attacked, all hexes in the minor country pass to the control of the conquering major power at the end of the conquering major power's player turn, after the redeployment phase, unless occupied by enemy units other than those of the conquered minor country. Normal hex control rules (29.2) govern if a minor country survives the first turn of attack and associates (84.11A) and whenever a minor country's capital subsequently changes hands (83.23).

B. Minor country islands come under the conquering major power's control when the minor country is initially conquered, whether on the turn in which the minor country is attacked or later, unless at least one hex of the island is occupied by enemy units other than those of the conquered minor country. This applies to the following islands:

- Greece: Lesbos (CC30), Chios (DD29), Andros (EE28) and Crete (GG26, GG27, GG28).
- Spain: Balearic Islands (Y15, Y16)
- Baltic States: Saare (F39)
- Sweden: Gotland (H36)

C. Special rules apply to the initial Japanese conquest of the Dutch East Indies (89.23) and the Philippines (89.43).

83.23 HEX CONTROL - OTHER MINOR COUNTRIES: Hex control of conquered minor countries, colonies, associated minor countries and active minor allies is unaffected by the capture of the minor country's capital. Hex control must be established normally (29.2).

83.3 MINOR COUNTRY BRPs:

83.31 ONE TURN TO RECAPTURE:

A: A major power which controls a minor country's capital or key cities receives the conquered minor country's BRP value as printed on the mapboard during each YSS, and receives the prorated BRPs for the minor country during its next turn unless the conquest occurred in a winter turn (35.62) (EXCEPTION: Control of Madrid determines who receives the BRPs for Spain, even though control of both Madrid and Tangier is required to conquer Spain).

B. If a major power has received the BRPs for a minor country and an opponent gains control of the capital or key cities in the minor country, the previously controlling major power must reestablish control of the capital of, or one key city in, the minor country by the end of the combat phase of its next player turn or lose the prorated BRPs for the minor country. Similarly, the opponent gains the prorated BRPs for the minor country at the start of its next player turn if it retains control of the capital of, or all the key cities in, the minor country.

EXAMPLE: Germany controls Belgium. In the Summer 1944 Allied player turn, the U.S. captures Brussels. In the Axis Fall 1944 player turn, Germany recaptures Brussels. There is no BRP change for control of Belgium, because Germany recaptured Brussels immediately. If the German counterattack had failed, then Germany would lose the prorated BRPs for Belgium at the end of its Fall 1944 combat phase and the U.S. would gain the prorated value of Belgium at the start of its Fall 1944 player turn.

83.32 WINTER PLAYER TURNS: If an Axis major power loses control of the capital or key cities of a conquered minor country during the Allied winter player turn, the Axis major power receives the BRPs for the minor country in the following YSS (35.64) and would lose the prorated BRPs for the minor country at the end of the combat phase of its spring player turn if it failed to recapture the capital or one key city in the minor country. The Allied major power which gained control of the minor country would not include the BRPs for the minor country in its YSS, but would add the BRPs for the minor country in its spring player turn if it retained control of it. This does not entitle the Axis major power to DPs for the minor country capital; DPs in a YSS are based solely on control at the end of the year (49.152).

EXAMPLE: Germany conquers Belgium in Winter 1939. France occupies Brussels during the Allied Winter 1939 player turn. Germany receives 15 BRPs for Belgium in the 1940 YSS, because it has one turn to recapture Brussels. If Germany fails to recapture Brussels in its Spring 1940 player turn, it would lose the 15 BRPs for Belgium and France would gain the 15 BRPs for Belgium in its Spring 1940 player turn.

83.33 COLONIAL BRPs: BRP gains and losses for colonies are handled in the same manner as for other minor countries:

A. LOSSES: If a major power loses a European or Pacific colony, the prorated BRPs for the colony are deducted from its BRP total at the end of the combat phase of the first turn in which it fails to recapture the capital of the colony.

B. GAINS: If a major power gains control of a colony originally controlled by another major power and the originally controlling major power fails to recapture the colony's capital in its next player turn, the conquering major power receives the prorated BRPs in its next turn and the full BRP value of the colony during each subsequent YSS in which it retains control of it. These BRPs are lost if an enemy major power gains control of the colony's capital and the owning major power fails to regain control of the colony's capital by the end of its next combat phase (83.31).

EXAMPLE: In Winter 1939, Italy conquers Tunisia, and France fails to recapture it. France loses one prorated BRP in Winter 1939 and does not receive five BRPs for Tunisia in the 1940 YSS.

The British BRP total includes BRPs for Egypt, Palestine, Burma, Calcutta, Dacca, Malaya, Hong Kong and Singapore. If the Axis or Japan conquers these colonies then Britain would deduct the prorated BRPs for the colony from its BRP total at the end of the combat phase of the first turn it fails to recapture the capital of the colony. Britain would also not receive the BRPs for these colonies in each subsequent YSS in which it does not control the colony. The Axis or Japan would receive the prorated BRPs for the colonies in their next player turn and the full BRP value of the colony in each subsequent YSS in which it retains control of the colony.

83.4 COLONIES:

83.41 CONQUERED MINOR COUNTRIES: For the purposes of conquest, hex control and BRPs, colonies are considered to be minor countries which have been conquered prior to the start of the game. A major power conquers a colony and acquires its prorated BRPs in the next turn and its full BRPs in the next YSS by capturing the colony's capital and retaining control of it. Hong Kong and Singapore are conquered when they are occupied.

83.42 HEX CONTROL: Normal hex control rules govern when a colony's capital changes hands, as the initial conquest is considered to have already taken place.

83.43 BRPs: Britain, France, Russia, Italy and Japan receive BRPs for their colonies at the start of each scenario in which they participate as an unconquered major power. These BRPs are not included in their BRP bases (EXCEPTION: Japanese colonies, which are key economic areas).

83.44 COLONIES: The colonies in both theaters are set out below, with their BRP values. Colonial capitals are in parentheses.

83.441 BRITISH COLONIES:

A. EUROPE: Egypt (Cairo): 5 BRPs; Iraq (Baghdad): 0 BRPs; Kuwait (Al Kuwait) 0 BRPs; Palestine (Jerusalem): 5 BRPs; Transjordan (Amman) 0 BRPs.

B. ASIA: Burma, (Rangoon): 10 BRPs; Calcutta: 5 BRPs; Dacca: 5 BRPs; Hong Kong: 5 BRPs; Malaya (Kuala Lumpur): 10 BRPs; Sarawak (Kuching): 0 BRPs; Singapore: 5 BRPs.

83.442 DUTCH COLONIES: Borneo (Balikpapan): 10 BRPs; Java (Batavia): 10 BRPs; Sumatra (Palembang): 10 BRPs.

83.443 FRENCH COLONIES:

A. EUROPE: Algeria (Algiers): 5 BRPs; Lebanon-Syria (Damascus): 5 BRPs; Morocco (Rabat): 5 BRPs; Tunisia (Tunis): 5 BRPs.

B. ASIA: French Indochina (Saigon): 10 BRPs.

83.444 ITALIAN COLONIES: Albania (Tirane): 5 BRPs; Ethiopia (off-map): 0 BRPs; Libya (Tripoli): 5 BRPs.

83.445 JAPANESE COLONIES: Formosa (Taipei): 5 BRPs; Korea (Seoul): 10 BRPs; Manchuria (Harbin and Mukden): 20 BRPs. All Japanese colonies are considered to be Japanese key economic areas (38.36).

83.446 RUSSIAN COLONIES:

A. EUROPE: Ukraine (Kiev): 10 BRPs.

B. ASIA: Mongolia (Ulan Bator) and Tannu Tuva (Kyzyl): 0 BRPs.

83.447 SPANISH COLONIES: Spanish Morocco (Tangier): 0 BRPs. Spanish Morocco is considered to be part of Spain when first placing Spanish units on the mapboard.

83.5 COOPERATIVE CONQUESTS:

83.51 SENIOR ALLIANCE PARTNER BENEFITS: Whenever two or more major power alliance partners participate in the conquest or reconquest of a major power, key economic area, minor country or colony, any BRPs and hexes derived from that action go to the senior alliance partner, as follows:

A. EUROPEAN AXIS: Germany.

B. WESTERN ALLIES: The United States, Britain and France, in that order.

83.52 PARTICIPATION IN A CONQUEST: A junior alliance partner is excluded from the benefits of a conquest if, in the turn of conquest, a more senior alliance partner participated in a cooperative conquest by expending any BRPs for offensive operations to conquer the territory in question or by taking part in an attrition against the forces of a conquered minor country.

83.53 QUALIFYING EXPENDITURES: Any direct expenditure of BRPs in the turn of conquest is sufficient to give the senior alliance partner the benefits of a conquest.

83.54 NON-QUALIFYING EXPENDITURES: The following BRP expenditures are not sufficient to give the senior alliance partner the benefits of a conquest:

A. Counterairing enemy air units which otherwise might provide air cover for enemy naval units that might have attempted naval interception of sea supply lines.

A special prize will be given if this ever makes a difference in an actual game.

B. Attacking enemy units that are not inside the conquered area but which are potentially in range to attempt a recapture of the capital during the enemy's next turn.

C. Granting BRPs to the attacking ally.

83.6 TRANSFERRING CONTROL OF MINOR COUNTRIES:

83.61 A major power which conquers an area may not transfer the BRP production of the area to an ally, nor may it transfer control of any objectives or any other hexes in that area to an ally. Such changes may only occur as a result of a reconquest.

EXAMPLE: Italy may allow German units to enter Albanian hexes, but those hexes and Albania remain under Italian control. If the Allies conquered Albania and the Axis jointly reconquered it, Germany could control Albania.

EXAMPLE: Italy, acting on its own, conquers Yugoslavia. A German unit later enters Belgrade. Italy retains the Yugoslavian BRPs and Belgrade remains an Italian-controlled objective.

EXAMPLE: Italy controls Belgrade and received the BRPs for Yugoslavia. Partisans capture Belgrade, and German units immediately eliminate them. Italy would not lose the prorated BRPs for Yugoslavia. If neither Germany nor Italy immediately freed Belgrade, Italy would lose the prorated BRPs for Yugoslavia. Italy would regain the prorated BRPs for Yugoslavia in the turn after the partisans are removed from Belgrade. Germany could not gain control of Belgrade, even if it advanced into it after eliminating the partisans.



84. ASSOCIATED MINOR COUNTRIES

- 84.1 ASSOCIATION
- 84.2 ASSOCIATION IN EUROPE
- 84.3 ASSOCIATION IN ASIA
- 84.4 EFFECTS OF ASSOCIATION
- 84.5 SURRENDER AND SWITCHING SIDES

84.1 ASSOCIATION:

84.11 MECHANISMS: A minor country may become associated with a major power in four ways:

A. ATTACK BY AN ENEMY MAJOR POWER (Europe only): The minor country survives the first turn of attack by an enemy major power (EXCEPTIONS: Russian border wars - 66.2, 67.2; a Western Allied attack on a Vichy colony - 77.6; immediate association by a garrisoned minor country - 82.34).

B. ATTACK BY A NEUTRAL MAJOR POWER (Europe only): The minor country survives an attack by a neutral major power. The minor country associates with a major power which declares war on the neutral major power.

C. DIPLOMACY (Europe only): After a diplomatic result of “9” (Axis) or “-2” (Western Allies, Russia).

D. TRIGGERING EVENTS: Certain events trigger automatic association.

84.2 ASSOCIATION IN EUROPE:

84.21 ATTACKS BY MAJOR POWERS: If a minor country survives the first turn it is attacked by a major power, it associates with an enemy major power at the start of the next diplomatic phase, before diplomatic die rolls are made. A minor country attacked by Germany or Italy associates with Britain; a minor country attacked by an Allied major power associates with Germany. This general rule is subject to the following exceptions:

A. Association does not occur as a result of Russian border wars (66.2, 67.2) or a Western Allied attack on a Vichy colony (77.6).

B. Garrisoned minor countries associate immediately (82.34, 82.81A).

C. Association with a surrendered Britain is deferred (82.81C).

D. Association may be declined (82.81D).

E. Minor countries which survive an attack by a neutral major power do not associate until the attacking major power is at war with another major power (82.81B, 82.82, 84.22).

84.22 ATTACKS BY NEUTRAL MAJOR POWERS: Minor countries which survive the first turn of attack by a major power which is not yet at war with an opposing alliance faction do not associate and instead fight independently, moving at the same time as their potential major power allies. Subject to the exceptions listed in 84.21, such independent minor

countries automatically associate if an opposing alliance faction goes to war with the attacking major power.

84.23 FINLAND: If a border war between Finland and Russia has occurred, Finland automatically associates with Germany if Germany and Russia go to war, whether or not the border war has ended, is continuing or has escalated into a full scale Russo-Finnish war (67.51).

84.24 SPAIN AND PORTUGAL: If the Western Allies declare war on Portugal while Spain is neutral, Spain automatically associates with Germany in the diplomatic phase of the next Axis player turn unless the Axis achieve a “10+” diplomatic result for Spain in that diplomatic phase.

Rule 84.24 reflects both the treaty between Spain and Portugal and the obvious implications of a Western Allied occupation of Portugal.

84.3 ASSOCIATION IN ASIA:

84.31 PHILIPPINES: The Philippines are an American associated minor country. The U.S. does not receive the prorated BRPs for the Philippines until the start of the American player turn following the outbreak of war between the U.S. and Japan. Filipino forces are placed on the board at the start of the game.

84.32 THAILAND: Thailand is a neutral minor country which becomes a Japanese associated minor country when war breaks out between Japan and Britain, provided Japan has occupied all of French Indochina on a previous turn, or in the turn following such occupation, if otherwise. Until then, neither side’s units may enter Thailand. Thai forces are placed on the board at the start of the game.

84.33 DUTCH EAST INDIES: The Dutch East Indies become a British associated minor country during the second Allied player turn following the outbreak of war between Britain and Japan. Western Allied units may not enter the Dutch East Indies until it associates. Dutch forces are always placed on the board at the start of the game.

84.4 EFFECTS OF ASSOCIATION:

84.41 EFFECTS: If a minor country is associated with a major power, the following rules apply:

84.42 POLITICAL STATUS: The associated minor country is automatically at war with all countries with which its controlling major power is at war.

84.43 FINNISH FORCE LIMITS: The five-factor limit on the number of Axis factors permitted in and which may trace supply into or through Finland remains. Finnish and Swedish units do not count against this limit (82.322).

84.44 HEX CONTROL: The controlling major power controls all hexes controlled by the associated minor country, and is deemed to have controlled such hexes from the start of the player turn in which association occurred. In order for such hexes to be considered fully supplied for units other than those of the associated minor country, supply must be traced into the minor country.

84.45 MECHANICS:

A. INITIAL PLACEMENT OF UNITS: When a minor country associates following a diplomatic result, its units are placed on any supplied, controlled hex in their home country, unless the units are already on the board. If ground units belonging to an opposing alliance faction are in the minor country’s capital following a previous diplomatic result, those ground units are placed on a hex of the owning major power’s choosing adjacent to the minor country’s capital, after which the minor country’s forces are deployed.

B. STACKING: The units of a major power, its major power allies, its minor allies and its associated minor countries may stack together.

C. MOVEMENT: The associated minor country’s units are moved by the controlling major power. The controlling major power and the associated minor country move in unison.

D. COMBAT: Associated minor country units are considered to be those of the controlling major power for the purpose of offensive operations.

E. NO REDEPLOYMENT: Associated minor country units may not be redeployed (EXCEPTIONS: Lent Spanish and Vichy French units may be redeployed to, from, and within the eastern front; Vichy France may reinforce its colonies - 77.42).

84.46 GEOGRAPHICAL RESTRICTIONS:

A. EUROPE: Associated minor country ground units must remain in their home country (EXCEPTIONS: The Finnish border hexes and Bessarabia are considered to be part of Finland and Rumania, respectively, for this purpose; lent Spanish and Vichy French units are treated differently). Associated ground units may attack enemy units adjacent to their home country, but may not advance out of their home country after combat. Associated minor country air and naval units may not base outside their home country, although they may operate freely from their in-country bases.

B. ASIA: Filipino and Dutch forces must remain in their home countries. Once Thailand becomes a Japanese associated minor country, Thai forces may move one hex adjacent to Thailand but may not attack Western Allied units.

84.47 UNIT CONSTRUCTION:

A. Associated minor country infantry units are built at no BRP cost. Subject to the exceptions set out below, an associated minor country may rebuild a single one- or two-factor infantry unit each turn.

- Communist China may rebuild two infantry factors each turn (79.41).
- Dutch units in the Dutch East Indies may not be rebuilt (89.25).

B. Associated minor country units may be rebuilt in supplied hexes in the minor country which are not in an enemy ZoC (27.44) and which were controlled from the beginning of the player turn of construction (27.45).

C. Associated minor country air and armor units may not be rebuilt unless the minor country activates as a minor ally.

D. Associated minor country naval units may be repaired, but not rebuilt, in a shipyard controlled by their alliance faction.

84.48 BRPs: The controlling major power receives the prorated BRPs for the associated minor country at the start of its player turn following association, unless it has already received the minor country's BRPs in that year, and receives the BRPs for the minor country in each subsequent YSS unless the minor country is conquered.

A. Where a minor country survives an enemy attack, the prorated BRPs for the minor country are received at the start of the player turn immediately following the attacker's player turn.

B. Where association occurs as a result of diplomacy, subversion or an Asian triggering event, the prorated BRPs for the minor country are received during the major power's player turn in which the diplomatic result or triggering event occurs.

84.5 SURRENDER AND SWITCHING SIDES:

84.51 REFERENCE TO RULE 85.5: For an explanation of how associated minor countries surrender and switch sides, see rule 85.5.



85. MINOR ALLIES

- 85.1 ALLIANCE
- 85.2 EUROPEAN MINOR ALLIES
- 85.3 ACTIVATION OF EUROPEAN MINOR ALLIES
- 85.4 EFFECTS OF ACTIVATION
- 85.5 SURRENDER AND SWITCHING SIDES
- 85.6 PACIFIC MINOR ALLIES

85.1 ALLIANCE:

85.11 MECHANISMS: A minor country may become allied with a major power in two ways. The first applies only in Europe, and the second applies only in the Pacific:

A. DIPLOMACY (Europe only): After a diplomatic result of "10" (Axis) or "-3" (Western Allies, Russia).

B. TRIGGERING EVENTS (Pacific only): In the Pacific theater, certain minor countries ally with major powers when specified events occur.

85.2 EUROPEAN MINOR ALLIES:

85.21 POTENTIAL EUROPEAN MINOR ALLIES: Major powers may acquire European minor allies as follows:

85.211 GERMANY: Belgium, Bulgaria, Finland, Greece, Hungary, Norway, Rumania, Spain, Sweden, Turkey, the Ukraine, Vichy France and Yugoslavia.

85.212 ITALY: None.

85.213 WESTERN ALLIES: Belgium, Bulgaria, Finland, Greece, Hungary, Norway, Rumania, Spain, Sweden, Turkey, Vichy France and Yugoslavia.

85.214 RUSSIA: Bulgaria, Finland, Greece, Hungary, Rumania, Sweden, Turkey and Yugoslavia.

85.215 MINOR COUNTRIES SWITCHING SIDES: After any diplomatic result favorable to one alliance faction, including activation as a minor ally, a minor country may later switch sides if an enemy alliance faction obtains the required diplomatic result (85.51B).

85.216 LIST EXHAUSTIVE: European minor countries other than those listed in 85.211 - 85.214 may never activate as minor allies of a major power.

85.3 ACTIVATION OF EUROPEAN MINOR ALLIES:

85.31 ACTIVATION DURING DIPLOMATIC PHASE: European minor countries activate as minor allies during the diplomatic phase in which the diplomatic die roll which activates them is made.

85.32 BRPs ADDED ON ACTIVATION: The prorated BRPs for European minor allies are added to the activating major power's BRP total when the minor ally activates, unless it has already received the BRPs because of association or a previous diplomatic result.

85.33 DIPLOMATIC EFFECTS OF ACTIVATION: The diplomatic effects of minor ally activation do not take effect until after the diplomatic phase in which the diplomatic die roll for the minor ally is made.

85.34 IMPEDIMENTS TO ACTIVATION: A European minor country which is at war with a major power may be activated as a minor ally only if the activating major power:

A. Is already at war with the major power which is at war with the minor country; or

B. Declares war on the major power which is at war with the minor country at the first opportunity.

85.341 IF CONDITIONS NOT MET: If a major power fails to meet the conditions set out in 85.34, the activation of the minor country as a minor ally is negated. A major power may select a lesser diplomatic result during the diplomatic phase if it anticipates that it will not or cannot make the required declaration of war.

85.4 EFFECTS OF ACTIVATION:

85.41 ACTIVE MINOR ALLIES: If a minor country activates as a minor ally, the following rules apply:

85.42 POLITICAL STATUS: The minor ally is automatically at war with all countries with which its controlling major power is at war.

85.43 FINNISH FORCE LIMITS: The five-factor limit on the number of Axis factors permitted in and which may trace supply through Finland remains. Finnish and Swedish units do not count against this limit (82.322).

85.44 HEX CONTROL: The controlling major power controls all hexes controlled by the minor ally, and is deemed to have controlled such hexes from the start of the player turn in which activation occurred. In order for such hexes to be considered fully supplied for units other than those of the minor ally, supply must be traced into the minor ally.

85.45 MECHANICS:

A. INITIAL PLACEMENT OF UNITS: When a minor country activates as a minor ally, its units are placed on any supplied, controlled hex in their home country, unless the units are already on the board. If ground units belonging to an opposing alliance faction are in the minor country's capital following a previous diplomatic result, those ground units are placed on a hex of the owning major power's choosing adjacent to the minor country's capital, after which the minor country's forces are deployed.

B. STACKING: The units of a major power, its major power allies, its minor allies and its associated minor countries may stack together.

C. MOVEMENT: The minor ally's units are moved by the controlling major power. The controlling major power and the minor ally move in unison.

D. COMBAT: Minor ally units are considered to be those of the controlling major power for the purpose of offensive operations.

E. REDEPLOYMENT: Minor ally units may be redeployed by the controlling major power.

85.46 GEOGRAPHICAL RESTRICTIONS: Minor ally units may enter any hexes in their home country, as well as the following areas:

A. BALKAN MINOR ALLIES:

- **BULGARIA:** Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Bulgarian units may not enter the territory of a Balkan minor country which is part of the same alliance.
- **HUNGARY:** The Baltic States, Poland, including eastern Poland, Russia, Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Hungarian units may not enter the territory of a Balkan minor country which is part of the same alliance and may not enter Bessarabia unless Rumania has been conquered or attacked by the major power alliance to which Hungary is allied.
- **RUMANIA:** The Baltic States, Poland, including eastern Poland, Russia, Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Rumanian units may not enter the territory of a Balkan minor country which is part of the same alliance. Rumanian naval units are limited to the Black Sea and its ports.
- **YUGOSLAVIA:** Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Yugoslav units may not enter the territory of a Balkan minor country which is part of the same alliance.

B. BELGIUM: The western front.

C. GREECE: The Mediterranean front, other than French North Africa and Spain.

D. SCANDINAVIAN MINOR ALLIES (FINLAND, SWEDEN, NORWAY): Finnish, Swedish and Norwegian minor ally units are restricted to Norway, Sweden, Finland, and Russian hexes adjacent to the Finnish border. Scandinavian ground and air units may be sea transported or NRed through the Norwegian North Sea coastal hexes and the Baltic Sea.

E. SPAIN: The Mediterranean and eastern fronts. Spanish units may sea invade, sea transport, NR or SR through the western front to the Mediterranean and eastern fronts.

F. TURKEY: The Mediterranean front, Russia and Bessarabia.

G. UKRAINE: The Ukraine.

H. VICHY FRANCE: No restrictions.

I. VLASOV UNITS: Vlasov units may be created after a successful Russian Occupation Policies production result (42.26D). Vlasov units are treated as German minor ally units and may be constructed in any Axis-controlled, fully supplied city in Russia or Poland and may only operate in those countries (44.32).

85.461 Air and naval units must base in accordance with the above restrictions (EXCEPTION: Damaged minor country cruisers may be repaired in their major power ally's shipyards - 27.7266C), but may operate freely from their bases (EXCEPTIONS: Rumanian naval units may operate only in the Black Sea; Swedish, Spanish, Turkish and Vichy naval units may not raid). Thus Spanish fleets based in northern Spain and Turkish fleets based in Gibraltar could both operate in the Atlantic. Ground units are prohibited from redeploying through restricted areas (EXCEPTION: Spanish and Vichy French volunteers - 85.46E, H). Air units may stage, redeploy or otherwise fly over restricted areas provided they do not touch down in such areas.

85.462 Minor allied ground units may attack enemy units adjacent to their restricted area, but may not advance out of their restricted area after combat.

85.47 FORCE POOLS: When a minor country activates as a minor ally, all its ground and air units, including those eliminated prior to activation, are added to the major power ally's force pool. Naval units which are on the board remain in play. Naval units which have been eliminated may not be rebuilt.

85.48 UNIT CONSTRUCTION: Subject to force pool limits, minor ally units must be rebuilt in a controlled, supplied hex in the minor country which is not in an enemy ZoC (27.44), as follows:

85.481 INFANTRY:

A. EUROPEAN MINOR ALLIES: A single one- or two-factor infantry unit at no BRP cost. Each European minor ally may construct only one infantry unit each turn.

B. COMMUNIST CHINA: Two infantry factors (one 2-2 or two 1-2 infantry units), at no BRP cost.

85.482 ARMOR AND AIR: No more than one armor unit and one AAF each turn. The construction of armor and air units must be paid for by the controlling major power and counts against that major power's unit construction limit. Minor country armor and air units eliminated prior to activation may be constructed by the controlling major power once the minor country has activated.

85.483 NAVAL UNITS: Minor ally naval units may not be constructed. Minor ally naval units may be repaired in a shipyard controlled by their alliance faction.

85.49 BRPs: The controlling major power receives the prorated BRPs for the minor ally at the start of its player turn in which the minor ally activates, unless it has already received the minor ally's BRPs in that year, and receives the BRPs for the minor country in each subsequent YSS unless the minor ally is conquered or otherwise neutralized.

85.491 RUMANIA: The BRP value of Rumania is reduced by five BRPs if Bessarabia has been occupied by Russia (66.32).

85.492 FINLAND: The BRP value of Finland is reduced by five BRPs if the Finnish border hexes have been occupied by Russia (67.32).

85.493 VICHY FRANCE: The BRP value of Vichy France (77.21) is reduced by five BRPs for each Vichy colony which becomes Free French or is conquered by the Allies.

85.5 SURRENDER AND SWITCHING SIDES:

85.51 DIPLOMATIC RESULT REQUIRED:

A. SURRENDER: Associated minor countries and minor allies surrender on a diplomatic result of "5-6", "7" or "8" (negating Western Allied or Russian association or alliance) or "1-2", "0" or "-1" (negating Axis association or alliance), unless a lesser result is chosen.

B. SWITCHING SIDES: Associated minor countries and minor allies switch sides on a diplomatic result of "9" or "10" (negating Western Allied or Russian association or alliance) or "-2" or "-3" (negating Axis association or alliance), unless a lesser result is chosen.



85.52 EFFECTS OF SURRENDER: If a minor country surrenders, the effects set out below are implemented when surrender occurs, in the indicated sequence:

A. UNITS: All the surrendering minor country's units are immediately and permanently removed from play.

B. HEXES: Once all the surrendering minor country's units are removed from play:

- Occupied hexes in the surrendering minor country remain under or pass to the control of the alliance faction which controls the units occupying the hexes. Partisans are ignored when making this determination.
- Vacant and partisan-controlled hexes remain under the control of the major power to which the minor country was previously allied or associated, except after a new diplomatic result of "-1" or "8", in which case the hexes pass to the control of the opposing alliance faction benefiting from the surrender result.

C. BRPs: Once control of the surrendering minor country's hexes is resolved, the prorated BRPs for the minor country are retained or acquired by the alliance faction which controls the surrendering minor country's capital.

D. SUPPLY OF UNITS CAUGHT IN A MINOR COUNTRY SURRENDER: All units of the major power to which the minor country was previously allied or associated and that major power's alliance partners are considered to be in at least partial supply during their owner's first player turn following the minor country's surrender.

85.53 EFFECTS OF SWITCHING SIDES: If a minor country switches sides, it becomes an associated minor country or minor ally of the alliance faction which placed the greatest number of DPs in it (a die roll if tied). The following adjustments are then made:

A. UNITS: All minor country units which are unbuilt or stacked with enemy units are permanently eliminated. Minor country units on the mapboard which are not stacked with enemy units remain in play and are immediately added to the force pool of the new controlling major power. If the new controlling major power does not control the minor country's capital at the end of its next combat phase, all the units belonging to the minor country are permanently eliminated.

B. HEXES: All hexes in the minor country not occupied by enemy units come under control of the new controlling major power. The control of hexes occupied by enemy units does not change. These enemy units are considered to be in at least partial supply during their owner's first player turn following the diplomatic result.

C. BRPs: Once control of the minor country's hexes is resolved, the prorated BRPs for the minor country are retained or acquired by the alliance faction which controls the minor country's capital.

85.6 PACIFIC MINOR ALLIES:

85.61 COMMUNIST CHINA: Communist China becomes a Russian minor ally immediately following the outbreak of war between Japan and Russia. No other Pacific theater minor countries may activate as minor allies. Australia and India are Commonwealth countries (see rules 71 and 72).

85.62 STATUS PRIOR TO ACTIVATION: Prior to activation, Communist China is independently at war with Japan until the outbreak of war between Russia and Japan. Russian units may not enter hexes controlled by Communist China until Russia is at war with Japan.

85.63 GEOGRAPHICAL RESTRICTIONS: Communist Chinese units are restricted to China, and therefore may not enter Manchuria or Hong Kong. Communist Chinese units may not enter Nationalist Chinese-controlled hexes unless the Chinese resistance level is +2 or greater.



86. SCANDINAVIA

86.1 DENMARK

86.2 FINLAND

86.3 NORWAY

86.4 SWEDEN

86.5 GEOGRAPHICAL RESTRICTIONS

86.1 DENMARK:

86.11 DENMARK: Denmark is a neutral minor country worth 10 BRPs with no forces.

86.12 DECLARATIONS OF WAR:

86.121 DENMARK AND NORWAY: A major power may declare war on Denmark and Norway as a unit by making a single declaration of war at a cost of 10 BRPs, although a major power may declare war only on one or the other if it wishes (50.22B).

86.122 EFFECT OF GERMAN DECLARATION OF WAR: If Germany declares war on Denmark, Denmark does not resist German occupation and all Danish hexes are deemed to have been controlled and fully supplied by Germany from the start of the Axis player turn in which it declared war. Axis air units may thus operate out of Copenhagen and Axis air bases placed in Danish hexes in the turn in which Germany declares war on Denmark. Germany receives the prorated Danish BRPs in the turn after it declares war on Denmark, in the same manner as for any other conquest.

86.13 NAVAL OPERATIONS: Naval movement through the Kattegat (H32 and H33) is permitted only if Copenhagen and H33 are under friendly or neutral control (21.211D). The beach hex D35 in southern Norway may thus be invaded from Kiel or other Baltic ports only if Copenhagen and H33 are under friendly or neutral control.

86.2 FINLAND:

86.21 FINLAND: Finland is a neutral minor country worth 10 BRPs.

86.22 FINLAND AS A DIPLOMATIC TARGET: Finland may be named as a diplomatic target any time during the year that Germany wishes, and whether or not it has placed any DPs in Finland (49.423).

86.23 LIMITS ON AXIS FORCES: No more than five Axis naval/ground/air factors may enter or trace supply into or through Finland, even after Finnish association, activation or if Finland has been conquered by the Allies. No more than one Axis armor unit is permitted. Finnish and Swedish units do not count against this limit.

86.24 FINNISH BORDER HEXES: Russia and Finland may fight over the Finnish border hexes (67).

86.25 FINNISH TOUGHNESS: Finnish units are not subject to a -1 DM when defending outside their own country (15.33B).

86.3 NORWAY:

86.31 NORWAY: Norway is a neutral minor country worth 10 BRPs.

86.32 IRON ORE SHIPMENTS: Swedish iron ore is shipped to Germany every turn (86.42), and in winter and spring turns is transported via ship along the coast of Norway. Germany's construction limit is reduced by five BRPs each turn that iron ore shipments to Germany are interrupted (86.421). Iron ore shipments are interrupted during winter and spring turns if either of the following conditions apply:

A. The Allies control Bergen.

B. The Allies have mined Norwegian waters, with or without Norwegian consent, and Germany does not control Bergen.

86.33 MINING NORWEGIAN WATERS: The Western Allies may mine Norwegian waters by announcing the fact during the declaration of war phase of any Western Allied fall or winter player turn, provided Germany does not already control Norway. Once the Western Allies announce they are mining Norwegian waters, they may not reverse their decision.

86.34 NORWEGIAN CONSENT: If a diplomatic result of "0" or less for Norway is in effect or if Norway has associated with the Western Allies after a German attack, Norway consents to the mining of its waters and there are no diplomatic or political repercussions.

86.35 NO NORWEGIAN CONSENT: Mining Norwegian waters without Norwegian consent triggers the following diplomatic and political effects:

A. The USAT level is reduced by one.

B. A +1 modifier applies to all future diplomatic die rolls for Norway.

C. Germany may make a reaction die roll for Norway during its next diplomatic phase.

86.36 DURATION OF MINING: The mining of Norwegian waters continues in effect until Germany gains control of Norway diplomatically or by conquering it. If Germany obtains an "8" or greater diplomatic result for Norway in a winter or spring turn, Germany's construction limit is not reduced by five BRPs from the interruption of iron ore shipments because it is deemed to have gained control of Norway from the start of the Axis player turn. See 86.421 for timing.

86.37 GERMAN ATOMIC RESEARCH: Norway was the only significant source of the heavy water Germany used in its atomic research program. Germany incurs a -2 modifier for controlled reaction research die rolls if:

A. The Allies control Oslo; or

B. A diplomatic result of "1-2" or less for Norway is in effect.

86.38 DECLARATIONS OF WAR: A major power may declare war on Norway and Denmark as a unit by making a single declaration of war at a cost of 10 BRPs, although a major power may declare war only on one or the other if it wishes (50.22B).

86.4 SWEDEN:

86.41 SWEDEN: Sweden is a neutral minor country worth 15 BRPs.

86.42 IRON ORE SHIPMENTS: Swedish iron ore is shipped to Germany every turn. Iron ore shipments are interrupted if any of the following conditions exist:

A. The Allies control Stockholm.

B. Germany declares war on Sweden and Sweden survives the initial German attack.

C. A diplomatic result of "0" or less for Sweden is in effect.

D. The Allies control Bergen or have mined Norwegian waters and Germany does not control Bergen (winter and spring only - 86.32).

86.421 EFFECTS: Germany's construction limit is reduced by five BRPs each turn iron ore shipments are interrupted. This determination is made when the Axis construction oil effects are determined. This effect is not cumulative and is reversed if iron ore shipments are restored.

86.43 RUSSO-FINNISH WAR: If a Russo-Finnish border war escalates, Swedish infantry units may fight in Finland (67.25E).

86.44 SWEDISH TOUGHNESS: Swedish units are not subject to a -1 DM when defending outside their own country (15.33B).

86.5 GEOGRAPHICAL RESTRICTIONS:

86.51 GEOGRAPHICAL RESTRICTIONS AFTER ACTIVATION: Finnish, Swedish and Norwegian minor ally units are restricted to Norway, Sweden, Finland, and Russian hexes adjacent to the Finnish border. Scandinavian ground and air units may be sea transported or NRed through the Norwegian North Sea coastal hexes and the Baltic Sea.



87. WESTERN EUROPE

87.1 BELGIUM AND LUXEMBOURG

87.2 IRELAND

87.3 NETHERLANDS

87.4 PORTUGAL

87.5 SPAIN

87.1 BELGIUM AND LUXEMBOURG:

87.11 BELGIUM: Belgium is a neutral minor country worth 15 BRPs, with its capital in Brussels.

87.12 LUXEMBOURG: Luxembourg is a neutral minor country worth 5 BRPs, with no capital.

87.13 TREATED AS A SINGLE COUNTRY: Belgium and Luxembourg are treated as a single country for the following purposes:

A. Declarations of war, although a major power may declare war only on one or the other if it wishes (50.22A).

B. Diplomacy.

C. Hex control force limits (82.32C).

87.2 IRELAND:

87.21 ULSTER: Northern Ireland (Ulster) is an integral part of Britain for all purposes.

87.22 EIRE: Southern Ireland (Eire) is a neutral minor country with no BRP value for game purposes. Neither side may enter Eire without a declaration of war costing 10 BRPs.

87.23 IRA PARTISANS: If the Allies declare war on Ireland, Germany may construct two partisans, at the rate of one per turn at the normal BRP cost, in any vacant Irish hex not in an Allied ZoC, regardless of which side controls the hex, and whether or not the Allies have conquered Ireland. Germany may also construct partisans in Ireland after a diplomatic result of "7" (one partisan) or "8" (two partisans) for Ireland. Axis partisans may not be constructed in Ulster, although they may move and attack into Ulster once they have been built. Britain loses one BRP each turn for each Irish partisan in or adjacent to Ulster at the end of an Allied combat phase (11.71A). Britain may not attack partisans adjacent to Ulster without a declaration of war against Ireland. If Germany declares war on Ireland, all Irish partisans are immediately and permanently eliminated.

87.24 SUBMARINE WARFARE EFFECTS: A “7” or greater diplomatic result for Ireland triggers covert Irish assistance to German U-boats, which increases the Axis Atlantic submarine warfare Strategic Warfare Combat dice roll by one (25.725). An Axis conquest of Ireland does not trigger this submarine warfare modifier. This result may be negated by a diplomatic result of “2” or “3-4” for Ireland or an Allied conquest of Ireland.

87.3 NETHERLANDS:

87.31 NETHERLANDS: The Netherlands is a neutral minor country worth 10 BRPs, with its capital in The Hague.

87.4 PORTUGAL:

87.41 PORTUGAL: Portugal is a neutral minor country with no units worth 5 BRPs, with its capital in Lisbon.

87.42 EFFECT ON SUBMARINE WARFARE: If the Axis control and fully supply La Coruna, Vigo, Lisbon or Cadiz, Germany receives a favorable modifier for submarine warfare in the Atlantic (25.723).

87.43 IF PORTUGAL ATTACKED BY WESTERN ALLIES: If the Western Allies declare war on Portugal while Spain is neutral, Spain automatically associates with Germany in the diplomatic phase of the next Axis player turn unless the Axis achieve a “10+” diplomatic result for Spain in that diplomatic phase.

87.5 SPAIN:

87.51 SPAIN: Spain is a neutral minor country worth 30 BRPs, with capitals in Madrid and Tangier. Both capitals must be captured to conquer Spain; for all other purposes, such as supply (30.24), the mandatory deployment of a Spanish unit in its capital (82.54) and determining who receives the BRPs for Spain (83.3), Madrid is considered to be the only Spanish capital. Tangier, as a colonial capital, is a limited supply source (30.265).

87.52 EFFECT ON SUBMARINE WARFARE: If the Axis control and fully supply La Coruna, Vigo, Lisbon or Cadiz, Germany receives a favorable modifier for submarine warfare in the Atlantic (25.723).

87.53 IF PORTUGAL ATTACKED BY WESTERN ALLIES: If the Western Allies declare war on Portugal while Spain is neutral, Spain automatically associates with Germany in the diplomatic phase of the next Axis player turn unless the Axis achieve a “10+” diplomatic result for Spain in that diplomatic phase.



88. THE MIDDLE EAST

- 88.1 OVERVIEW
- 88.2 ARABIA
- 88.3 EGYPT AND THE SUEZ CANAL
- 88.4 ETHIOPIA
- 88.5 IRAQ AND RELATED AREAS
- 88.6 PERSIA

88.1 OVERVIEW:

88.11 AREA COVERED: The following countries are considered to be part of the Middle East:

- A. Arabia.
- B. Egypt, including the Suez canal.
- C. Ethiopia.
- D. Iraq, Kuwait, Lebanon-Syria, Palestine and TransJordan.
- E. Persia.

88.2 ARABIA:

88.21 Arabia is a neutral minor country with no BRP value for game purposes. Neither side may enter neutral Arabia without paying 10 BRPs for a declaration of war. Initial conquest of Arabia occurs when the attacker gains control of Kaf and Jauf.

88.3 EGYPT AND THE SUEZ CANAL:

88.31 EGYPT: Egypt is a British colony worth 5 BRPs, with Cairo as its capital.

88.32 ALEXANDRIA AND SUEZ: The loss of Alexandria and/or Suez affects the USAT level and British and Italian DP allotments, but does not directly cost Britain BRPs. Wafdist control of Suez or Alexandria does not affect the USAT level or Italian DP allotments, but does reduce the British DP allotment.

88.33 WAFDIST PARTISANS: Germany may construct and operate up to two Wafdist partisans in Egypt as permitted by the Axis Moslem Unrest production result (42.26G). These results are used to create and expand the Wafdist partisan force pool. Wafdist partisans may be built at the rate of one partisan per turn.



88.34 SUEZ CANAL:

88.341 NAVAL ACTIVITIES PERMITTED: The Suez canal consists of hexsides LL30/LL31, MM30/LL31 and MM30/MM31. The Suez canal is treated as a river for all purposes, including ground movement and combat, with the exception that naval units may move through the canal.

88.342 REQUIREMENTS: Naval activities through the Suez canal are permitted only if all the hexes adjacent to the canal are under friendly control. For the purposes of air and naval interception, naval units moving through the Suez canal pass through hexes MM30 and LL31. The two hexes south of the canal (the Gulf of Suez) are full sea hexes and are treated accordingly.

88.343 SEA ESCORT FROM SUEZ: Allied naval units based in Suez may provide protection for a unit NRed to Basra, Abadan, Ethiopia, the India box, the Australia box, the South Africa box and, provided the Suez canal is open, may sea escort units NRed to a Mediterranean port.

88.344 CLOSING THE SUEZ CANAL: The Suez canal may not be used by the Western Allies if any hexes adjacent to it are under Axis, including Wafdist partisan, control. The same applies in reverse if the Axis have captured the Suez canal.

88.35 DISPLACEMENT FROM PORT SAID AND SUEZ: Allied naval units displaced from Port Said by Axis ground units go into the Mediterranean and may not move through the Suez canal off the southern edge of the mapboard. Similarly, Allied naval units displaced from Suez by Axis ground units go to the India box, Basra or Abadan, as the Allied player wishes, but may not move through the Suez canal into the Mediterranean. Naval units displaced from Suez are subject to Axis air attacks as they leave Suez or appear in the Persian Gulf.

88.36 NRs THROUGH SUEZ: Allied units may be NRed from Suez to the South Africa box (28.753), the India box (28.754), the Australia box (28.755), the Ethiopia box (88.422A), Basra or Abadan. Ground and air units NRed from these locations to Suez may NR further into the Mediterranean during the same turn, provided there are destroyers in Suez to provide sea escort. NRs between Suez and Basra or Abadan do not pass through any mapboard box and therefore do not incur a one-turn delay.

88.37 AXIS USE OF THE SUEZ CANAL: The Axis may use the Suez canal for the following three purposes. Other Axis naval activities through the Suez canal and from Suez are prohibited. Axis fleets in Suez which are displaced by Allied ground units are eliminated, even if Basra or Abadan is Axis controlled.

A. REINFORCEMENT OF ETHIOPIA: Italy may NR one ground unit to Ethiopia each turn before Italy and Britain are at war. The Axis may NR one ground unit to Ethiopia each turn while Britain is neutral following a British surrender if the Axis control the Suez canal.

B. RAIDERS: Up to three Italian or German ships in total may raid from Suez if the Axis have captured the Suez canal and control Ethiopia (21.532C).

C. SUBMARINES: German submarines may enter the Indian Ocean SW box if the Axis have captured the Suez canal and control Ethiopia.

88.4 ETHIOPIA:

88.41 ETHIOPIA: Ethiopia is an Italian colony with no BRP value, represented by the Ethiopia box. Italy begins the game with three 1-3 infantry units in Ethiopia.

88.42 ENTERING AND LEAVING ETHIOPIA: Units may enter and leave Ethiopia only during the redeployment phase:

88.421 AXIS: Axis units may enter or leave Ethiopia prior to an Allied conquest of Ethiopia as follows:

A. The Axis may NR one ground unit to or from Ethiopia each turn through the Suez canal as permitted by 88.37A. Italian units may not be removed from Ethiopia prior to the outbreak of war between Britain and Italy.

B. The Axis may SR one ground unit to or from Ethiopia each turn off the southern edge of the mapboard if the Axis control one or more of Egyptian hexes NN27-NN30.

88.422 WESTERN ALLIES: Western Allied units may enter or leave Ethiopia once the Western Allies are at war with Italy, as follows:

A. The Western Allies may NR ground units to or from Ethiopia using Indian Ocean transports.

B. The Western Allies may SR one ground unit to or from Ethiopia each turn off the southern edge of the mapboard if the Western Allies control one or more of Egyptian hexes NN27-NN30.

C. The Western Allies may SR one ground unit to or from Ethiopia from the South Africa box.

88.423 RESTRICTIONS:

A. Air and naval units may not enter the Ethiopia box.

B. Ground units may not enter and leave the Ethiopia box in the same redeployment phase.

C. Ground units may not enter or leave the Ethiopia box other than during the redeployment phase and may not TR into Ethiopia.

D. Western Allied ground units may not enter the Ethiopia box until the Western Allies and Italy are at war.

88.424 VOLUNTARY ELIMINATION PROHIBITED: Units in Ethiopia may not be voluntarily eliminated.

88.43 CONQUEST OF ETHIOPIA: Ethiopia is conquered by the Allies if there are at least twice as many Western Allied ground factors in Ethiopia as there are Axis ground factors in Ethiopia for one complete game turn plus the following Axis player turn. Ethiopia then surrenders at the end of that Axis player turn, with the following effects:

A. All Axis units in Ethiopia are eliminated and are removed from their owning country's force pool unless they can trace a supply line from Egypt through one of Egyptian hexes NN27-NN30, in which case the Axis units remaining in Ethiopia are returned to their force pools and may be rebuilt.

B. Axis raiders and German submarines may not operate in the Indian Ocean from Suez.

88.431 EFFECT OF ITALIAN SURRENDER: If Italy surrenders while it still controls Ethiopia, the control of Ethiopia is determined after all Italian units are removed (56.3). If the Axis have as many or more ground factors in Ethiopia than the Allies, then Germany retains control of Ethiopia. If the Allies have more ground factors in Ethiopia than the Axis, then the Allies conquer Ethiopia. If neither side has factors in Ethiopia then it is controlled by no one until one side or the other moves a unit into it.

88.432 RECONQUEST PROHIBITED: Ethiopia may not be reconquered by the Axis.

88.44 COMBAT PROHIBITED: Offensive and attrition combat is prohibited in the Ethiopia box.

88.45 SUPPLY: All Axis and Western Allied ground units are considered to be in unlimited supply while in Ethiopia.

88.46 EFFECT OF CONTROL OF ETHIOPIA: Axis control of Ethiopia is required for Axis naval operations from Suez (88.37B, C). Axis control of Ethiopia does not affect Allied naval movement from Suez into the Indian Ocean or any other Allied Indian Ocean activities. Axis units in Ethiopia are considered to be "in Africa" for the purposes of diplomatic die rolls for Spain and Vichy France and Italian surrender conditions (56.11B).

88.5 IRAQ AND RELATED AREAS:

88.51 IRAQ: Iraq is a British colony with no BRP value, with its capital at Baghdad.

88.52 SUPPLY: Baghdad is a limited supply source for the side that controls it (30.265). The Western Allies may trace sea supply through the Indian Ocean to Basra.

88.53 OIL: Mosul is an oil center with the capacity to offset three oil effects (33.22B).

88.54 WESTERN ALLIED NRs TO AND FROM BASRA: The Allies may NR units to and from Basra through the Indian Ocean to and from Suez, Abadan, Ethiopia, and the South Africa, India and Australia boxes.

88.55 NO AXIS DECLARATION OF WAR ON IRAQ REQUIRED: The Axis may enter Iraq without a declaration of war. If Britain has surrendered and the Axis are not at war with the U.S., Germany must declare war on the U.S. before Axis units may enter Iraq.

88.56 PALESTINE, TRANSJORDAN AND KUWAIT: Palestine is a British colony worth 5 BRPs, with Jerusalem as its capital. TransJordan is a British colony with no BRP value, with Amman as its capital. Kuwait is a British colony with no BRP value, with Al Kuwait as its capital.

88.57 ARAB PARTISANS: Germany may construct and operate up to two Arab partisans in Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia, as permitted by the Axis Moslem Unrest research results. These results are used to create and expand the Arab partisan force pool for this area. Arab partisans may be built at the rate of one partisan per turn.

88.6 PERSIA:

88.61 PERSIA NEUTRAL: Persia is a neutral country with no BRP value, with its capital in Tehran.

88.62 ENTRY INTO PERSIA: Axis and Allied units may only enter Persia following an Axis or Allied declaration of war or after opening the Persian BRP route. Axis Persian partisans may be built and operate in Persia (88.63).

88.63 PERSIAN PARTISANS: Germany may construct and operate up to two Persian partisans in Persia as permitted by the Axis Moslem Unrest research results. These results are used to create and expand the Persian partisan force pool. Persian partisans may be built at the rate of one partisan per turn.

88.64 PERSIAN BRP ROUTE: The Western Allies may open the Persian BRP route on any turn following the initial outbreak of war between Germany and Russia. If the Allies or the Axis have declared war on Persia, then the Persian BRP route may be opened for only 15 BRPs instead of the normal 25 BRPs.

88.641 EFFECTS OF OPENING THE PERSIAN ROUTE: The opening of the Persian route by the Western Allies places all Persian hexes, except those containing Axis units, under the control of the Western Allied major power which paid the BRPs to open the Persian route and allows off-board NRs to and from Abadan (40.524). Any Russian-controlled hexes in Persia pass to Western Allied control. The Allies may redeploy units through Persian hexes in the turn in which the Persian route is opened.

88.642 AXIS UNITS IN PERSIA: Once the Western Allies have opened the Persian route, Axis units may enter Persia without the need for a declaration of war on Persia. Axis units in Persia when the Western Allies open the Persian route are considered to be in at least partial supply during the first Axis player turn following the opening of the Persian route.

88.643 TEHRAN AS A SUPPLY SOURCE: Tehran is an Allied limited supply source if under Allied control.

89. THE FAR EAST

- 89.1 COMMUNIST CHINA
- 89.2 DUTCH EAST INDIES
- 89.3 FRENCH INDOCHINA
- 89.4 PHILIPPINES
- 89.5 THAILAND

89.1 COMMUNIST CHINA:

89.11 COMMUNIST CHINA: Communist China is a potential Russian minor ally which is independently at war with Japan. See 79.

89.2 DUTCH EAST INDIES:

89.21 DUTCH EAST INDIES: The Dutch East Indies are a Dutch colony consisting of the islands of Aroe, Bali, Biak, Buru, the Celebes, Ceram, Flores, Halmahera, Java, Netherlands New Guinea, South Borneo, Sumatra, Sumbawa, Tanimbar and Timor.

89.22 BRP VALUE: The Dutch East Indies are worth a total of 30 BRPs. Each of the three main areas which make up the colony may be conquered and controlled separately for BRP purposes as follows:

A. Java (10 BRPs), with its capital at Batavia.

B. Sumatra (10 BRPs), with its capital at Palembang.

C. South Borneo (10 BRPs), with its capital at Balikpapan.

89.23 INITIAL JAPANESE CONQUEST AND HEX CONTROL: The initial Japanese conquest of Java, Sumatra and South Borneo gives Japan control of every hex in the Dutch East Indies at the end of the Japanese combat phase, other than hexes which contain Allied units (29.54). The initial Japanese conquest of Java, Sumatra and South Borneo does not give Japan control of any hexes other than those entered by Japanese units unless all three areas have been conquered.

89.24 CONSIDERED A BRITISH ASSOCIATED MINOR COUNTRY: The Dutch East Indies become a British associated minor country during the second Allied player turn following the outbreak of war between Britain and Japan. Western Allied units may not enter the Dutch East Indies until it associates.

89.25 DUTCH UNITS: Dutch forces are always placed on the board at the start of the game. Dutch units in the Dutch East Indies may not be rebuilt once they are eliminated. All Dutch units in the Dutch East Indies are eliminated when Palembang, Batavia and Balikpapan are occupied by Japan.

89.26 OIL: Palembang and Brunei are oil centers, the control of which determines whether Japan has adequate oil supplies.

89.3 FRENCH INDOCHINA:

89.31 FRENCH INDOCHINA: French Indochina is a French colony worth 10 BRPs, with its capital at Saigon. See 76.

89.4 PHILIPPINES:

89.41 PHILIPPINES: The Philippines are an American associated minor country consisting of Cebu, Leyte, Luzon, Mindanao, Mindoro, Negros, Palawan, Panay and Samar.

89.42 BRP VALUE: The Philippines are worth a total of 10 BRPs. The U.S. does not receive the prorated BRPs for the Philippines until the start of the American player turn following the outbreak of war between the U.S. and Japan.

89.43 INITIAL JAPANESE CONQUEST AND HEX CONTROL: The initial Japanese conquest of Manila gives Japan control of every hex in the Philippines at the end of the Japanese combat phase, including hexes which contain Allied units (29.54). All surviving Allied ground units in the Philippines are considered to have surrendered and are returned to their force pool; any American naval units in the Philippines are displaced.

89.44 FORCES: Two Filipino 1-2 infantry units are placed on the board at the start of the Campaign Game and the Global War game. Until the Philippines are conquered, one 1-2 Filipino infantry unit may be rebuilt at no BRP cost each turn (84.47).

89.5 THAILAND:

89.51 THAILAND:

A. **DIPLOMATIC STATUS:** Thailand starts the game as a neutral minor country. Thailand associates with Japan when Japan declares war on

Britain, provided Japan has occupied all of French Indochina on a previous turn. If Japan delays the occupation of French Indochina until after it declares war on Britain, Thailand associates with Japan in the turn following the Japanese occupation of French Indochina. If Japan does not declare war on Britain or does not occupy all of French Indochina, Thailand remains neutral unless attacked.

B. HEXES: All Thai hexes are deemed to have been controlled and fully supplied by Japan from the start of the Japanese player turn in which it declared war on Britain. Japan may thus operate air units out of Thailand and construct and use an airbase in a Thai hex in the turn in which it declares war on Britain. Until then, neither sides' units may enter Thailand.

C. FORCES: The Thai forces consist of two 1-2 infantry units, which are placed on the board at the start of the game. Until Thailand is conquered by the Allies, one 1-2 Thai infantry unit may be rebuilt at no BRP cost each turn (84.47). Thai units may enter hexes adjacent to Thailand but may not attack Western Allied units.

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