

A World At War

Record Sheets



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GLOBAL WAR

Axis Research Record Sheet (1)

Axis RPs		10									
	Code	1939	1940	1941	1942	1943	1944	1945	1946	Min.	Max.
Air										8+	
Nationality DRM (A)		-2								10+	
Jets (G)										9	12+
Air Range (G)										10+	
Strategic Bombers (G)										9+	
Air Defense (A)										7+	
Air Production (A)	2,3,4,5...										
Strategic Bombers (G)	2,3,4,5...										
Air Transports (G)	3,4,5,6...										
Airbases (G,I)	1,1 (1/turn)										
Naval										8+	
Nationality DRM (A)		-2								10+	
ASW Technology (A)										6-7	8+
Torpedoes (G,I)			+2							7+	
Advanced Subs (G)										9	14+
Harbor Attack (A)										6	8+
Submarine FP (G,I)	1...										
Naval Air Train. (G,I)	3,4,5,6										
Shipbuilding (G,I)	2,3,4										
Notes											
Production increments limited: 1940-41: one increment in each year; 1942: two increments; 1943: three increments; and so on (42.16B).											
Results apply to: (A) = All Axis countries; (G,I) = both Germany and Italy; (G) = Germany only; (I) = Italy only.											

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

GLOBAL WAR

Axis Research Record Sheet (2)

	Code	1939	1940	1941	1942	1943	1944	1945	1946	Min.	Max.
Military										8+	
Training (A)		-2								10+	
Rockets (G)										9	12+
Military Production (A)	2,3,4,5...										
Specialized Units (A)	2,3,4,5...										
Fortifications (G,I)	1 (1/turn)										
Railheads (G,I)	2 (1/turn)										
Synthetic Oil Plants (G)	5,5										
Winter Preparation (A)	3										
Atomic										8+	
Radar										10+	
Controlled Reaction										8+	
Uranium Separation										8	12+
Plutonium Production										8	11+
Atomic Bomb(G)										4-6	7+
Uranium Plants (G)	8										
Pluton. Reactors (G)	6										
Intelligence										8+	
Counter-intelligence (G)										5+	
Covert Operations (G)										5+	
Espionage (G)										6+	
Ultra (G)	3										
Occupation Policies (G)	4,5,6										
Moslem Unrest (G)	2,3										
Production increments limited: 1940-41: one increment in each year; 1942: two increments; 1943: three increments; and so on (42.16B).											
Results apply to: (A) = All Axis countries; (G,I) = both Germany and Italy; (G) = Germany only; (I) = Italy only.											

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

GLOBAL WAR

Japanese Research Record Sheet (1)

Japanese RPs		6									
	Code	1939	1940	1941	1942	1943	1944	1945	1946	Min.	Max.
Air										8+	
Nationality DRM		-2								10+	
Jets										9	12+
Air Range		+5								10+	
Strategic Bombers										9+	
Air Defense										7+	
Air Production	2,3,4,5...										
Strategic Bombers	2,3,4,5...										
Air Transports	3,4,5,6...										
Airbases	1,1 (1/turn)										
Naval										8+	
Nationality DRM		-3								10+	
ASW Technology										6-7	8+
Torpedoes										7+	
Harbor Attack										6	8+
Submarine FP	1...										
ASW FP	2,3,4,5...										
Transport FP	1...										
Naval Air Training	3,4,5,6										
Shipbuilding	2										
Ports	3,3 (1/turn)										
Production increments limited: 1940-41: one increment in each year; 1942: two increments; 1943: three increments; and so on (42.16B).											

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

GLOBAL WAR

Japanese Research Record Sheet (2)

	Code	1939	1940	1941	1942	1943	1944	1945	1946	Min.	Max.
Military										8+	
Training		-2								10+	
Rockets										9	12+
Military Production	2,3,4,5...										
Specialized Units	2,3,4,5...										
Railheads	2 (1/turn)										
Winter Preparation	3										
Atomic										8+	
Radar										10+	
Intelligence										8+	
Counter-intelligence										5+	
Espionage										6+	
Magic	3										
Chinese Occupation	4										
Indian Subversion	4										
Notes											
Production increments limited: 1940-41: one increment in each year; 1942: two increments; 1943: three increments; and so on (42.16B).											

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

GLOBAL WAR

Western Allied Research Record Sheet (1)

Western Allied RPs		9									
	Code	1939	1940	1941	1942	1943	1944	1945	1946	Min.	Max.
Air										8+	
Nationality DRM (<i>All</i>)		-2								10+	
<i>Jets (B,US)</i>										9	12+
<i>Air Range (B,US)</i>		+3								10+	
Strategic Bombers (<i>All</i>)										9+	
Air Defense (<i>All</i>)										7+	
Air Production (<i>B,US</i>)	2,3,4,5...										
Str. B. Europe (<i>B,US</i>)	2,3,4,5...										
Str. B. Pacific (<i>US</i>)	2,3,4,5...										
Air Transports (<i>B,US</i>)	3,4,5,6...										
Airbases (<i>B,US</i>)	1,1 (1/turn)										
Naval										8+	
Nationality DRM (<i>All</i>)		-2								10+	
<i>ASW Tech. (B,US)</i>			+1							6-7	8+
Torpedoes (<i>B,US</i>)										7+	
Harbor Attack (<i>B, US</i>)										6	8+
Submarine FP (<i>B,US</i>)	1...										
ASW FP (<i>B,US</i>)	2,3,4,5...										
Transport FP (<i>All</i>)	1...										
Naval Air Train. (<i>B,US</i>)	3,4,5,6										
Shipbuilding (<i>All</i>)	2,3,4,5										
Ports (<i>US</i>)	3,3 (1/turn)										
Production increments limited: 1940-41: one increment in each year; 1942: two increments; 1943: three increments; and so on (42.16B).											

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

GLOBAL WAR

Western Allied Research Record Sheet (2)

	Code	1939	1940	1941	1942	1943	1944	1945	1946	Min.	Max.
Military										8+	
Training (<i>All</i>)		-1								10+	
Rockets (<i>US</i>)										9	12+
Military Prod. (<i>All</i>)	2,3,4,5...										
Specialized Units (<i>All</i>)	2,3,4,5...										
Fortifications (<i>B,US</i>)	1 (1/turn)										
Railheads (<i>B,US</i>)	2 (1/turn)										
Winter Preparation (<i>All</i>)	3										
Atomic										8+	
Radar		+5								10+	
Controlled Reaction										8+	
Uranium Separation										8	12+
Plutonium Production										8	11+
Atomic Bomb(<i>US</i>)										4-6	7+
Uranium Plants (<i>US</i>)	8										
Pluton. Reactors (<i>US</i>)	6										
Intelligence										8+	
Counter-intelligence (<i>B</i>)										5+	
Covert Operations (<i>B</i>)										5+	
Espionage (<i>B</i>)										6+	
Anglo-French Co. (<i>B</i>)										4-5	7+
Ultra (<i>B</i>)	3										
Magic (<i>US</i>)	3										
Partisans (<i>B</i>)	2,3										
Production increments limited: 1940-41: one increment in each year; 1942: two increments; 1943: three increments; and so on (42.16B).											
Results apply to: (<i>All</i>) = All Western Allied countries; (<i>B,US</i>) = Britain, U.S. only; (<i>B</i>) = Britain only; (<i>US</i>) = U.S. only.											

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

GLOBAL WAR

Russian Research Record Sheet (1)

Russian RPs		6									
	Code	1939	1940	1941	1942	1943	1944	1945	1946	Min.	Max.
Air										8+	
Nationality DRM		-1								10+	
Jets										9	12+
Air Range										10+	
Strategic Bombers										9+	
Air Defense										7+	
Air Production	2,3,4,5...										
Strategic Bombers	2,3,4,5...										
Air Transports	3,4,5,6...										
Airbases	1,1 (1/turn)										
Military										8+	
Training		-1								10+	
Rockets										9	12+
Military Production	2,3,4,5...										
Specialized Units	2,3,4,5...										
Shock Tactics	2,3										
Fortifications	1 (1/turn)										
Railheads	2 (1/turn)										
ICs	5,5										
Notes											
Production increments limited: 1940-41: one increment in each year; 1942: two increments; 1943: three increments; and so on (42.16B).											

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

GLOBAL WAR

Russian Research Record Sheet (2)

	Code	1939	1940	1941	1942	1943	1944	1945	1946	Min.	Max.
Atomic										8+	
<i>Radar</i>										10+	
<i>Controlled Reaction</i>										8+	
<i>Uranium Separation</i>										8	12+
<i>Plutonium Production</i>										8	11+
<i>Atomic Bomb</i>										4-6	7+
<i>Uranium Plants</i>	8										
<i>Pluton. Reactors</i>	6										
Intelligence										8+	
Counter-intelligence										5+	
Covert Operations										5+	
Espionage										6+	
Subversion										3	7+
Partisans	2,3										
Notes											

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

Research Results

Axis: _____ Allies: _____ Date: _____

[illegible]


























Research Results

Axis: _____ Allies: _____ Date: _____

[illegible]




A WORLD AT WAR Diplomatic Record Sheet

Axis: _____ Allies: _____ Date: _____

	1939	1940	1941	1942	1943	1944	1945-46				
  Bel/Lux.	(0)										
 Bulgaria*	(+3)							Turn	RGT	USAT	USJT
 Finland*†	(+1)							Fall 1939			
 France								Win 1939			
 Greece*	(+1)							Spr 1940			
 Hungary*	(+5)							Sum 1940			
 Ireland	(0)							Fall 1940			
 Italy								Win 1940			
 Norway	(0)							Spr 1941			
 Rumania*†	(+4)							Sum 1941			
 Spain	(0)							Fall 1941			
 Sweden*†	(0)							Win 1941			
 Turkey*	(0)							Spr 1942			
 Ukraine*	(+1)							Sum 1942			
  USAT								Fall 1942			
 Vichy France								Win 1942			
 Yugoslavia*†	(+1)							Spr 1943			
Intelligence								Sum 1943			
* Russian DPs may be placed in the country.								Fall 1943			
† May not be named by Russia until Germany is at war with Russia or the RGT level is 50 or more.								Win 1943			
Notes								Spr 1944			
								Sum 1944			
								Fall 1944			
								Win 1944			
								Spr 1945			
								Sum 1945			
								Fall 1945			
								Win 1945			
								Spr 1946			
								Sum 1946			
								Fall 1946			

A WORLD AT WAR Diplomatic Record Sheet

Axis: _____ Allies: _____ Date: _____

	1939	1940	1941	1942	1943	1944	1945-46				
  Bel/Lux. (0)											
 Bulgaria* (+3)								Turn	RGT	USAT	USJT
 Finland*† (+1)								Fall 1939			
 France								Win 1939			
 Greece* (+1)								Spr 1940			
 Hungary* (+5)								Sum 1940			
 Ireland (0)								Fall 1940			
 Italy								Win 1940			
 Norway (0)								Spr 1941			
 Rumania*† (+4)								Sum 1941			
 Spain (0)								Fall 1941			
 Sweden*† (0)								Win 1941			
 Turkey* (0)								Spr 1942			
 Ukraine* (+1)								Sum 1942			
  USAT								Fall 1942			
 Vichy France								Win 1942			
 Yugoslavia*† (+1)								Spr 1943			
Intelligence								Sum 1943			
* Russian DPs may be placed in the country.								Fall 1943			
† May not be named by Russia until Germany is at war with Russia or the RGT level is 50 or more.								Win 1943			
Notes								Spr 1944			
								Sum 1944			
								Fall 1944			
								Win 1944			
								Spr 1945			
								Sum 1945			
								Fall 1945			
								Win 1945			
								Spr 1946			
								Sum 1946			
								Fall 1946			



Russo – German Tension Record



Axis: _____ Allies: _____ Date: _____

		1939		1940				1941				1942				1943			
		Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
Automatic	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
Allied major powers at war ¹	+	+1																	
Russian mobilizations ²	+																		
Poland unconquered	+5																		
Axis penetration of the Balkans ³	+1																		
Axis ground units in Britain	+1																		
Japan has surrendered	+2																		
Axis territorial acquisitions ⁴	+																		
Axis expansion ⁵	+																		
Rus. penetration of the Balkans ⁶	-1																		
Russian expansion ⁷	-																		
Current turn tension change																			
Tension level																			
Russian mobilizations (5)																			

1. Two or more Allied major powers at war with Germany: (+1); one Allied major power at war with Germany: (+2); no Allied major power at war with Germany: (+3).
2. Each Russian mobilization, beginning with the RGT level = 10 mobilization: (+1).
3. Axis have attacked or achieved a diplomatic result of "7" or more in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey: (+1).
4. Axis control of Paris, London: (+2); Birmingham, Manchester: (+1).
5. Axis gain control of one or more hexes in Finland (+1), Hungary (+2), Rumania (+2), Bulgaria (+2), Turkey (+6), Finnish border hexes (+2), Bessarabia (+2), one or more Persian hexes adjacent to Russia (+2); Axis declare war on the Baltic States (+6). Effects are determined separately for each minor country and territory.
6. If Russia has attacked or achieved a diplomatic result of "0" or less in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum -1 per game turn). A Russian occupation of Bessarabia does not trigger this modifier.
7. Each Russian declaration of war against a minor neutral: -1. Russian occupation of eastern Poland: -1. Russia gains control of one or more hexes in any territory west of the Nazi-Soviet Pact line except for Finland: Hungary (-4), Rumania (-4), Bulgaria (-4), Turkey (-12); for other minor countries, -2 for every five BRPs in the minor country. Effects are determined separately for each minor country.



U.S. - Axis Tension Record



Axis: _____ Allies: _____ Date: _____

		1939		1940				1941				1942				1943			
		Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
Automatic	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
DPs and covert operations	+/-1																		
Allied major powers at war ¹	+	+1																	
Axis ground units in Britain	+1																		
Axis ground units in Russia	+1																		
Axis gains in Mediterranean ²	+1																		
Japan and the U.S. at war	+1																		
If Japan has surrendered	+2																		
Axis offensive operations ³	+																		
Axis declarations of war ⁴	+																		
Axis bombing ⁵	+																		
Axis territorial acquisitions ⁶	+																		
German atomic attacks ⁷	+																		
Allied aggression ⁸	-																		
Allied bombing ⁹	-																		
British reinforcement of Asia ¹⁰	-																		
Post-election modifiers ¹¹	+																		
Current turn tension change																			
Actual tension level																			
Random tension variation ¹²																			
Effective tension level																			
American mobilizations (12)																			

- Two or more Allied major powers at war with Germany: (+1); one Allied major power at war with Germany: (+2); no Allied major power at war with Germany: (+3).
- Axis control of any of Madrid, Gibraltar, any city in Egypt or any hex in Palestine, Transjordan, Iraq, Lebanon-Syria, Persia or Turkey (maximum +1 per game turn). Control of Lebanon-Syria solely as a result of a British attack and control of hexes by Axis partisans do not count.
- For every 15 Axis BRPs spent on offensive operations (a remnant of seven or fewer BRPs is ignored): (+1).
- Axis declarations of war against a major power: (+2); Axis declarations of war against a minor neutral: (+1).
- If 10 or more Western Allied BRPs are lost to Axis bombing: (+1 maximum each turn).
- Axis control of Paris, London, Moscow, Baku: (+2); Birmingham, Manchester, Gibraltar, Malta, Baghdad or any city in Egypt (+1 for each; capture of more than one Egyptian city does not trigger an additional modifier), Leningrad, Stalingrad, Maikop or Grozny: (+1); each IC captured by the Axis: (+1).
- Each German atomic attack against Britain: (+5); Each German atomic attack against Russia: (+3).
- Western Allied declaration of war on Italy, Russian declaration of war on Germany: (-2); Western Allied declarations of war against a minor neutral: (-2); Russian declarations of war against a minor neutral: (-1); Russian occupation of eastern Poland: (-1); each Russian subversion attempt: (-1); Western Allied mining of Norwegian waters without Norwegian permission: (-1).
- If 10 or more Axis BRPs are lost to Allied bombing: (-1 maximum each turn).
- 1 for every British, Canadian or South African ground or air factor sent to the Far East before the outbreak of war between Britain and Japan (EXCEPTIONS: Australian and Indian units returning to the Far East; the Chindit); if there are more than 10 British naval factors in India or the Far East before the outbreak of war between Britain and Japan: -1 for every five naval factors (round up) in excess of the 10-factor limit).
- Each major power other than the U.S. at war with Germany (+1) (This modifier supersedes the normal modifier for the number of major powers at war with the Axis); if the British resistance level at the end of the previous game turn was "0" or less (+2); if the Russian resistance level at the end of the previous game turn was "0" or less (+2).
- Die roll = 1: (-2); die roll = 2: (-1); die roll = 3,4: (-); die roll = 5: (+1); die roll = 6: (+2). Effects last until the next roll.



U.S. - Japanese Tension Record



Axis: _____ Allies: _____ Date: _____

		1939		1940				1941				1942				1943			
		Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
Automatic	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
Japanese mobilizations ¹	+																		
Oil embargo ²	+1																		
Japan controls French Indoch	+1																		
Germany and the U.S. at war	+1																		
Japan at war with Russia ³	+																		
Japanese shipbuilding increase ⁴	+#																		
Japan launches a 3+factor ship	+1	+1						+1	+1		+1			+1					
Japanese fortification construction	+1																		
Japanese offensive operations ⁵	+																		
Japanese bombing ⁶	+																		
Japanese declarations of war ⁷	+																		
Paris captured by Axis	+2																		
British surrender	+5																		
Russia declares war on Japan	-2																		
Post-election modifiers ⁸	+																		
Current turn tension change																			
Actual tension level																			
Random tension variation ⁹																			
Effective tension level																			
Japanese mobilizations (4)		M1																	
American mobilizations (12)																			

1. Each Japanese mobilization, beginning in the turn in which it occurs (the Japanese automatic Fall 1939 mobilization is not counted): (+1).

2. If an oil embargo against Japan is in effect.

3. Germany and Japan at war with Russia: (+2).

4. For the first Japanese shipbuilding increase: +1; for the second: +2; for the third: +3; and so on.

5. For every 15 Japanese BRPs spent on offensive operations (a remnant of seven or fewer BRPs is ignored): (+1).

6. Japanese bomb China or the India box: (+1).

7. Japanese declaration of war on Britain: (+4, or the USJT level automatically goes to 20); Japanese declaration of war on Russia: (+2).

8. Each major power other than the U.S. at war with Japan (+1); if Australia has surrendered (+1).

9. Die roll = 1: (-2); die roll = 2: (-1); die roll = 3,4: (-); die roll = 5: (+1); die roll = 6: (+2). Effects last until the next roll.



European Axis



BRP Record Sheet 1939

	Fall 1939		Winter 1939	
Construction limit	50	20		
Initial BRP level	110	40		
Additions/other losses		+10 (mob)		
BRP level				
Declarations of war				
Offensive operations	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
BRP level				
Partisans/other losses				
Buils	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Forts: Rail: Other:
Total builds				
BRP grants				
BRP level				
Bombing losses				
Final BRP level				
BRP base change		+10		

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



European Axis



BRP Record Sheet 1940

	Spring 1940		Summer 1940		Fall 1940		Winter 1940	
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:
	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:
	Rail:	Other:	Rail:	Other:	Rail:	Other:	Rail:	Other:
	Other:		Other:		Other:		Other:	
	(Grants):		(Grants):		(Grants):		(Grants):	
Total builds								
BRP grants								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



European Axis



BRP Record Sheet 1941

	Spring 1941		Summer 1941		Fall 1941		Winter 1941	
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:
	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:
	Rail:	Other:	Rail:	Other:	Rail:	Other:	Rail:	Other:
	Other:		Other:		Other:		Other:	
	(Grants):		(Grants):		(Grants):		(Grants):	
Total builds								
BRP grants								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



European Axis



BRP Record Sheet 1942

	Spring 1942		Summer 1942		Fall 1942		Winter 1942	
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
BRP level								
Partisans/other losses								
Buils	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Forts: Rail: Other:
Total builds								
BRP grants								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



European Axis



BRP Record Sheet 1943

	Spring 1943		Summer 1943		Fall 1943		Winter 1943	
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:
	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:
	Rail:	Other:	Rail:	Other:	Rail:	Other:	Rail:	Other:
	Other:		Other:		Other:		Other:	
	(Grants):		(Grants):		(Grants):		(Grants):	
Total builds								
BRP grants								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



European Axis



BRP Record Sheet 1944

	Spring 1944		Summer 1944		Fall 1944		Winter 1944	
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:
	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:
	Rail:	Other:	Rail:	Other:	Rail:	Other:	Rail:	Other:
	Other:		Other:		Other:		Other:	
	(Grants):		(Grants):		(Grants):		(Grants):	
Total builds								
BRP grants								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



European Axis



BRP Record Sheet 1945

	Spring 1945		Summer 1945		Fall 1945		Winter 1945	
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:
	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:
	Rail:	Other:	Rail:	Other:	Rail:	Other:	Rail:	Other:
	Other:		Other:		Other:		Other:	
	(Grants):		(Grants):		(Grants):		(Grants):	
Total builds								
BRP grants								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



European Axis



BRP Record Sheet 1946

	Spring 1946		Summer 1946		Fall 1946		Winter 1946	
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:
	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:	Forts:	Rail:
	Rail:	Other:	Rail:	Other:	Rail:	Other:	Rail:	Other:
	Other:		Other:		Other:		Other:	
	(Grants):		(Grants):		(Grants):		(Grants):	
Total builds								
BRP grants								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet 1939

	Fall 1939		Winter 1939	
Construction limit	40	33		
Initial BRP level	60	100		
Transport losses				
Bombing losses				
Mobilizations	+10			
Additions/other losses				
BRP level				
Declarations of war				
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level				
Partisans/other losses				
Buils	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):
Total builds				
BRP grants	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
Final BRP level				
BRP base change	+10			

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet 1940

	Spring 1940		Summer 1940		Fall 1940		Winter 1940	
Construction limit								
Initial BRP level								
Transport losses								
Bombing losses								
Mobilizations								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):
Total builds								
BRP grants	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet 1941

	Spring 1941		Summer 1941		Fall 1941		Winter 1941	
Construction limit								
Initial BRP level								
Transport losses								
Bombing losses								
Mobilizations								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):
Total builds								
BRP grants	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet 1942

	Spring 1942		Summer 1942		Fall 1942		Winter 1942	
Construction limit								
Initial BRP level								
Transport losses								
Bombing losses								
Mobilizations								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):
Total builds								
BRP grants	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet 1943

	Spring 1943		Summer 1943		Fall 1943		Winter 1943	
Construction limit								
Initial BRP level								
Transport losses								
Bombing losses								
Mobilizations								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Buils	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):
Total builds								
BRP grants	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet 1944

	Spring 1944		Summer 1944		Fall 1944		Winter 1944	
Construction limit								
Initial BRP level								
Transport losses								
Bombing losses								
Mobilizations								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):
Total builds								
BRP grants	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet 1945

	Spring 1945		Summer 1945		Fall 1945		Winter 1945	
Construction limit								
Initial BRP level								
Transport losses								
Bombing losses								
Mobilizations								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):
Total builds								
BRP grants	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet 1946

	Spring 1946		Summer 1946		Fall 1946		Winter 1946	
Construction limit								
Initial BRP level								
Transport losses								
Bombing losses								
Mobilizations								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Canada: Australia: Other: (Grants):
Total builds								
BRP grants	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											

BRP Record Sheet

	1939		1940			
	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit	20					
<i>Initial BRP level</i>	40					
Additions/other losses						
<i>BRP level</i>						
Declarations of war						
Offensive operations	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:
<i>BRP level</i>						
Partisans/other losses						
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Other:	Other:	Other:	Other:	Other:	Other:
Total builds						
BRP grants						
<i>Final BRP level</i>						

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



France



BRP Record Sheet

	194__				194__			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP grants								
Final BRP level								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Russia



BRP Record Sheet 1939 - 1940

	1939		1940			
	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit	30					
<i>Initial BRP level</i>	80					
Bombing losses						
Additions from ICs						
Additions/other losses						
<i>BRP level</i>						
Declarations of war						
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
<i>BRP level</i>						
Partisans/other losses						
Buils	Armor: Infantry: AAF: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: Naval: Accel: Special: Partisans: Forts: Rail: Other:
Total buils						
BRP grants						
<i>Final BRP level</i>						
BRP base change						

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Russia



BRP Record Sheet 1941 - 1942

	1941				1942			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Bombing losses								
Additions from ICs								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
Offensive operations (Pacific)	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:
	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:
	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:
	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:
	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP grants								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Russia



BRP Record Sheet 1943 - 1944

	1943				1944			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Bombing losses								
Additions from ICs								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
Offensive operations (Pacific)	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:
	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:
	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:
	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:
	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP grants								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Russia

BRP Record Sheet 1945 - 1946

	1945				1946			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Bombing losses								
Additions from ICs								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
Offensive operations (Pacific)	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:
	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:
	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:
	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:
	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP grants								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Japan



BRP Record Sheet 1939 - 1940

	1939		1940			
	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit	26					
Initial BRP level	40					
Transport losses						
Additions/other losses	+10 (mob)					
BRP level	50					
Declarations of war						
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level						
Partisans/other losses						
Builds	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: Forts: Rail: Other:
Total builds						
BRP level						
Bombing losses						
Final BRP level						
BRP base change	+10					

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Japan



BRP Record Sheet 1941 - 1942

	1941				1942			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Transport losses								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:
	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:
	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Japan



BRP Record Sheet 1943 - 1944

	1943				1944			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Transport losses								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:
	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:
	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Japan



BRP Record Sheet 1945 - 1946

	1945				1946			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Transport losses								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:
	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:
	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



China



BRP Record Sheet 1939 - 1940

	1939		1940			
	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit	6					
Spending limit	10					
<i>Initial BRP level</i>	10					
Additions/other losses						
<i>BRP level</i>						
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
<i>BRP level</i>						
Losses						
Buils	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:
Total buils						
BRP grants						
<i>Final BRP level</i>						

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



China



BRP Record Sheet 1941 - 1942

	1941				1942			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Spending limit								
Initial BRP level								
Additions/other losses								
BRP level								
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Losses								
Builds	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:
Total builds								
BRP grants								
Final BRP level								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



China



BRP Record Sheet 1943 - 1944

	1943				1944			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Spending limit								
Initial BRP level								
Additions/other losses								
BRP level								
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Losses								
Builds	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:
Total builds								
BRP grants								
Final BRP level								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



China



BRP Record Sheet 1945 - 1946

	1945				1946			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Spending limit								
Initial BRP level								
Additions/other losses								
BRP level								
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Losses								
Builds	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:
Total builds								
BRP grants								
Final BRP level								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



European Axis



BRP Record Sheet

	Spring 19		Summer 19		Fall 19		Winter 19	
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:	Partisans:	Forts:
	SW:	Rail:	SW:	Rail:	SW:	Rail:	SW:	Rail:
	Forts:	Other:	Forts:	Other:	Forts:	Other:	Forts:	Other:
	Rail:		Rail:		Rail:		Rail:	
	Other:		Other:		Other:		Other:	
	(Grants):		(Grants):		(Grants):		(Grants):	
Total builds								
BRP grants								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Western Allies



BRP Record Sheet

	Spring 19		Summer 19		Fall 19		Winter 19	
Construction limit								
Initial BRP level								
Transport losses								
Bombing losses								
Mobilizations								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:	West: East: Med:
Offensive operations (Pacific)	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: SW: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: SW: Forts: Rail: Canada: Australia: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: SW: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: SW: Forts: Rail: Canada: Australia: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: SW: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: SW: Forts: Rail: Canada: Australia: Other:	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: SW: Forts: Rail: Other: (Grants):	Armor: Infantry: AAF: NAS: Naval: Accel: Special: Partisans: SW: Forts: Rail: Canada: Australia: Other:
Total builds								
BRP grants made	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:	France: Russia: China:	Brit/Fr: Russia: China:
BRP grants received	U.S.:		U.S.:		U.S.:		U.S.:	
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											

BRP Record Sheet

	19				19			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP grants								
Final BRP level								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Russia



BRP Record Sheet

	19				19			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Bombing losses								
Additions from ICs								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations (Europe)	West:	West:	West:	West:	West:	West:	West:	West:
	East:	East:	East:	East:	East:	East:	East:	East:
	Med:	Med:	Med:	Med:	Med:	Med:	Med:	Med:
Offensive operations (Pacific)	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:	Asia:
	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:	Pacific:
	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:	SEA:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:
	SW:	SW:	SW:	SW:	SW:	SW:	SW:	SW:
	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:
	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP grants								
Final BRP level								
BRP base change								

Prorating – 35.7

Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%

The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.



Japan



BRP Record Sheet

	19				19			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Initial BRP level								
Transport losses								
Additions/other losses								
BRP level								
Declarations of war								
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Partisans/other losses								
Builds	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:	Armor:
	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:	Infantry:
	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:	AAF:
	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:	NAS:
	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:	Naval:
	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:	Accel:
	Special:	Special:	Special:	Special:	Special:	Special:	Special:	Special:
	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:	Partisans:
	SW:	SW:	SW:	SW:	SW:	SW:	SW:	SW:
	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:	Forts:
	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:	Rail:
	Other:	Other:	Other:	Other:	Other:	Other:	Other:	Other:
Total builds								
BRP level								
Bombing losses								
Final BRP level								
BRP base change								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



China



BRP Record Sheet

	19				19			
	Spring	Summer	Fall	Winter	Spring	Summer	Fall	Winter
Construction limit								
Spending limit								
Initial BRP level								
Additions/other losses								
BRP level								
Offensive operations	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:	Asia: Pacific: SEA:
BRP level								
Losses								
Builds	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:	Air: Infantry: AAF: Partisans:
Total builds								
BRP grants								
Final BRP level								

Prorating – 35.7											
Spring	5	10	15	20	25	30	35	40	45	50	100%
Summer	3	7	11	15	18	22	26	30	33	37	75%
Fall	2	5	7	10	12	15	17	20	22	25	50%
Winter	1	2	3	5	6	7	8	10	11	12	25%
The BRP effects of losses and minor country activations are determined by the turn in which they occur; the BRP effects of conquests are determined by the turn after they occur.											



Germany



YSS Record Sheet

	1939	1940	1941	1942	1943	1944	1945	1946
Previous year base		150						
Base changes		0						
End of year base		150						
Surplus/deficit								
Growth rate (%)		10	20	30	40	50	50	50
Growth/loss								
Current year base	150							
Construction limit	50							
Conquests, active minor allies, associated minor countries, ICs and other BRP sources	Russia 10							
Total BRPs added to base								
Current base	150							
Total BRPs for current year	110							
Diplomatic points	3	3 +	3 +	3 +	3 +	3 +	3 +	3 +
Research points	8	8 +	8 +	8 +	8 +	8 +	8 +	8 +



Italy



YSS Record Sheet

	1939	1940	1941	1942	1943	1944	1945	1946
Previous year base		50						
Base changes		+10						
End of year base		60						
Surplus/deficit								
Growth rate (%)		10	20	20	20	20	20	20
Growth/loss								
Current year base	50 + 10							
Construction limit	20							
Conquests, active minor allies, associated minor countries, ICs and other BRP sources	Albania 5							
	Libya 5							
Total BRPs added to base								
Current base	50 + 10							
Total BRPs for current year	40							
Diplomatic points	2	2 +	2 +	2 +	2 +	2 +	2 +	2 +
Research points	2	2 +	2 +	2 +	2 +	2 +	2 +	2 +



Britain



YSS Record Sheet

	1939	1940	1941	1942	1943	1944	1945	1946
Previous year base		110						
Base changes		+10						
End of year base		120						
Surplus/deficit								
Growth rate (%)		10	20	30	40	40	40	40
Growth/loss								
Current year base	110 + 10							
Construction limit	40							
Conquests, active minor allies, associated minor countries, ICs and other BRP sources	Egypt 5							
	Palestine 5							
	H. Kong 5							
	Singapore 5							
	Malaya 10							
	Burma 10							
	Dacca 5							
	Calcutta 5							
Total BRPs added to base								
Current base	110 + 10							
Total BRPs for current year	60							
Diplomatic Points	3	3 +	3 +	3 +	3 +	3 +	3 +	3 +
Research Points	6	6 +	6 +	6 +	6 +	6 +	6 +	6 +



France



YSS Record Sheet

	1939	1940	1941	1942	1943	1944	1945	1946
Previous year base		60						
Base changes		0						
End of year base		60						
Surplus/deficit								
Growth rate (%)		10	20	30	30	30	30	30
Growth/loss								
Current year base	60							
Construction limit	20							
Conquests, active minor allies, associated minor countries, ICs and other BRP sources	Leb/Syria 5							
	Tunisia 5							
	Algeria 5							
	Morocco 5							
	Fr Indch 10							
Total BRPs added to base								
Current base	60							
Total BRPs for current year	40							
Diplomatic Points	2	2 +	2 +	2 +	2 +	2 +	2 +	2 +
Research Points	3	3 +	3 +	3 +	3 +	3 +	3 +	3 +



Russia



YSS Record Sheet

	1939	1940	1941	1942	1943	1944	1945	1946
Previous year base		20						
Base changes		0						
End of year base		20						
Surplus/deficit								
Growth rate (%)		RGT/50	RGT/50	RGT/50	RGT/50	RGT/50	RGT/50	RGT/50
Growth/loss								
Current year base	20							
ICs	70							
Base + ICs	90							
Construction limit	30							
Conquests, active minor allies, associated minor countries, ICs and other BRP sources	Ukraine 10							
Total BRPs added to base								
Current base + ICs	90							
Total BRPs for current year	80							
Diplomatic points	3	3 +	3 +	3 +	3 +	3 +	3 +	3 +
Research points	6	6 +	6 +	6 +	6 +	6 +	6 +	6 +



United States



YSS Record Sheet

	1939	1940	1941	1942	1943	1944	1945	1946
Previous year base		100						
Base changes								
End of year base								
Surplus/deficit								
Growth rate (%)		50	50	50	50	50	50	50
Growth/loss								
Current year base	100							
Construction limit	33							
Conquests, active minor allies, associated minor countries, ICs and other BRP sources								
Total BRPs added to base								
Current base	100							
Total BRPs for current year	100							
Diplomatic points	0	1/10 USAT +	1/10 USAT +	1/10 USAT +	1/10 USAT +	1/10 USAT +	1/10 USAT +	1/10 USAT +
Research points	0	1/10 tension +	1/10 tension +	1/10 tension +	1/10 tension +	1/10 tension +	1/10 tension +	1/10 tension +



Japan



YSS Record Sheet

	1939	1940	1941	1942	1943	1944	1945	1946
Previous year base		70						
Base changes		+						
End of year base								
Surplus/deficit								
Growth rate (%)		50	50	50	50	50	50	50
Growth/loss								
Current year base	70 + 10							
Construction limit	26							
Conquests, active minor allies, associated minor countries, ICs and other BRP sources	China 20							
Total BRPs added to base								
Current base	70 +							
Total BRPs for current year	40							
Research points	6	6 +	6 +	6 +	6 +	6 +	6 +	6 +
	(+1 intel)	(+1 intel)	(+1 intel)	(+1 intel)	(+1 intel)	(+1 intel)	(+1 intel)	(+1 intel)



China



YSS Record Sheet

	1939	1940	1941	1942	1943	1944	1945	1946
Base	40	40	40	40	40	40	40	40
Cities under Japanese control	-20							
Effective base	20							
Construction limit	6							
Conquests, active minor allies, associated minor countries, ICs and other BRP sources								
Total BRPs added to base								
Current base	40	40	40	40	40	40	40	40
Total BRPs for current year	10							

Germany

Global War Campaign Game

Naval Repair - Captured shipyard												
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												
3												
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

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												<i>Tirpitz (BB4)</i>
3												<i>Bismarck (BB4)</i>
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Starting Naval Units: *BC3: Gneisenau, Scharnhorst; PB2: Graf Spee, Lutzow, Scheer; CA4; DD6, one submarine; one additional submarine may be built in Fall 1939.*

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: 20 AAF, one air transport, four 4-6 armor units, 14 3-3 infantry units, one 1-3 infantry unit, eight replacements.</p> <p>Deployment limits: None.</p> <p>Fall 1939 allowable builds: 10 AAF, six 4-6 armor units, two 2-6 armor units, 11 3-3 infantry units, one 1-3 infantry unit.</p> <p>Winter 1939 allowable builds: Two 4-6 armor units, five 3-3 infantry units, two 1-3 airborne units.</p>
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European Axis Oil Reserve



Italy

Global War Campaign Game

Naval Construction - Genoa													
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													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Naval Construction – Trieste													
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													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Starting Naval Units: *BB3: Andrea Doria, Caio Duilio, Conte di Cavour, Giulio Cesare; CA12; DD9, one submarine; one additional submarine may be built in Fall 1939.*

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: Five AAF, one NAS, one 2-5 armor unit, one 3-3 infantry unit, two 2-3 infantry units, five 1-3 infantry units, six replacements.</p> <p>Deployment limits: Three 1-3 infantry units begin in Ethiopia.</p> <p>Fall 1939 allowable builds: One 3-3 infantry unit, one 2-3 infantry unit, three 1-3 infantry units.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Japan

Global War Campaign Game

Naval Construction – Tokyo												
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												
3												
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Starting Naval Units: CV: Akagi, Kaga, Soryu; CVL: Ryujo, Zuiho; BB4: Mutsu, Nagato; BC3: Haruna, Hiei, Kirishima, Kongo, BB3: Fuso, Hyuga, Ise, Yamashiro; CA26; DD12; one submarine, 20 transports; one additional submarine may be built in Fall 1939.

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: 10 AAF, 10 NAS, two 2-3 armor units, two 1-3 armor units, five 3-2 infantry units, 10 2-2 infantry units, 20 1-2 infantry units, one 1-2 marine unit.</p> <p>Deployment limits: Five AAF, two 2-3 armor units, two 1-3 armor units, three 3-2 infantry units, three 2-2 infantry units and three 1-2 infantry units start in Manchuria.</p> <p>Fall 1939 allowable builds: Two NAS, one 2-3 armor unit, one 1-3 armor unit, three 3-2 infantry units, one 1-2 airborne unit.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Japanese Oil Reserve

									
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Britain

Global War Campaign Game

Naval Construction - Canada												
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		
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												
Naval Construction - Australia												
Rate	1											
Capacity	2											
Level	Spring			Summer			Fall			Winter		
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Naval Construction - Glasgow												
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												
3												
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Starting Naval Units: CVL: Ark Royal, Courageous, Furious, Glorious; BB4: Nelson, Rodney; BC3: Hood, Renown, Repulse; BB3: Barham, Malaya, Q. Elizabeth, Ramilles, Resolution, Revenge, Royal Oak, Royal Sovereign, Valiant, Warspite; CA34; DD14; one submarine, one ASW, 35 transports; one additional submarine, one additional ASW and five additional transports may be built in Fall 1939. CA2 and DD1 begin the game in Asia.

Isolated Units	Allowable Builds
Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Place unbuilt air and ground units here.
Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.	<p>At start: 10 AAF, 11 NAS, one strategic bomber, three 2-5 armor units, two 3-4 mechanized infantry units, three 1-3 infantry units, eight replacements.</p> <p>Commonwealth forces (at start): Canada: One 3-4 mechanized infantry unit; South Africa: One 3-4 mechanized infantry unit and three 1-3 infantry units; Australia: One 2-2 and three 1-2 infantry units; India: Four 2-2 and four 1-2 infantry units.</p> <p>Deployment limits: Two AAF, one 2-3 armor unit, three 1-2 infantry units, two replacements start in Asia. Commonwealth units start in their mapboard boxes or in Asia.</p> <p>Fall 1939 allowable builds: Five AAF, one NAS.</p> <p>Spring 1940 allowable builds: Five AAF, one NAS.</p>

Western European Oil Reserve



France

Global War Campaign Game

Naval Construction - Lorient													
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													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Naval Construction - Marseilles													
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													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Starting Naval Units: *BB3: Dunkerque, Strasbourg, Bretagne, Lorraine, Provence; CA10; DD9.*

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: Five AAF, one 3-5 armor unit, 14 2-3 infantry units; three 1-3 infantry units, four replacements.</p> <p>Deployment limits: One 1-3 infantry unit must remain in Lebanon-Syria and two 1-3 infantry units must remain in French North Africa or Libya.</p> <p>Fall 1939 allowable builds: Two 3-5 armor units, four 2-3 infantry units.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

United States (Europe)

Global War Campaign Game

Naval Construction - Atlantic													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
	13	14	15	16	17	18	19	20	21	22	23	24	
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>													

Starting Naval Units (Atlantic): CV: Yorktown; BB3: Colorado, Idaho, Mississippi, New Mexico; New York, Texas; CA14; DD6; one ASW; one additional ASW may be built in Fall 1939.

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: One strategic bomber, two 3-4 mechanized infantry units, six replacements.</p> <p>Deployment limits (Europe): One strategic bomber, two 3-4 mechanized infantry units and six replacements start in the Atlantic U.S. box.</p> <p>Fall 1939 allowable builds: One 2-3 infantry unit, one 1-3 infantry unit.</p> <p>Spring 1940 allowable builds: Two AAF, eight NAS, one 1-3 marine unit.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

United States (Pacific)

Global War Campaign Game

Naval Construction – Pacific													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
	13	14	15	16	17	18	19	20	21	22	23	24	
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
<p style="text-align: center;">Waiting for Repair Place damaged ships waiting for repair here.</p>													

Starting Naval Units (Pacific): CV: Enterprise, Lexington, Saratoga; BB3: Arizona, California, Maryland, Nevada, Oklahoma, Pennsylvania, Tennessee, West Virginia; CA14; DD12; one submarine, one additional submarine may be built in Fall 1939.

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: Three AAF, 10 NAS, one air transport, one 2-3 infantry unit, four 1-3 infantry units, one 1-3 marine unit, six replacements; .</p> <p>Filipino units: Two 1-2 infantry units.</p> <p>Deployment limits (Pacific): See scenario for details.</p>
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China

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: Eight 2-2 infantry units, eight 1-2 infantry units, ten replacements, two 1-2 partisan units.</p> <p>Spring 1940 allowable builds: Two 1-2 infantry units.</p> <p>Spring 1941 allowable builds: Two 1-2 infantry units.</p> <p>Communist China: Four 2-2 infantry units, four 1-2 infantry units, one 1-2 partisan unit; add one 1-2 partisan unit 1942-1946.</p>
<p style="text-align: center;">Communist Chinese Units</p> <p>Two infantry factors and one partisan may be rebuilt at no BRP cost.</p>	

Russia

Global War Campaign Game

Naval Construction - Leningrad												
Rate	1											
Capacity	2											
Level	Spring		Summer		Fall		Winter					
5												
4												
3												
2												
Launch												
<div>Waiting for Repair</div> <div>Place damaged ships waiting for repair here.</div>												

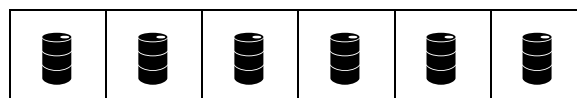
Naval Construction - Sevastopol												
Rate	1											
Capacity	2											
Level	Spring			Summer			Fall			Winter		
5												
4												
3												
2												
Launch												
<div>Waiting for Repair</div> <div>Place damaged ships waiting for repair here.</div>												

Starting Naval Units: *BB2: Gangut, Petropavlosk, Sevastopol; CA12; DD9.*

Six naval factors must start in both Leningrad and the Black Sea; CA6 and DD3 begin the game in Vladivostok.

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: 15 AAF, five 3-5 armor units, four 3-3 infantry units; nine 2-3 infantry units; 15 1-3 infantry units.</p> <p>Deployment limits: Five AAF, two 3-3 armor units; two 3-2 infantry units, four 2-2 infantry units, four 1-2 infantry units start in Siberia.</p> <p>Fall 1939 allowable builds: Five AAF, three 3-5 armor units, two 3-3 infantry units; five 2-3 infantry units; five 1-3 infantry units, two 1-3 airborne units.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Russian Oil Reserve



Italy

Fall 1939 BRP Level: 40 (Base: 50; Libya: 5; Albania: 5)
Growth Rate: Increasing from 10% to 20% (see 35.31A)
Mobilization: Fall 1939: Add 10 BRPs to the Italian BRP base and level, and 8 BRPs of units to the Italian force pool.
Fall 1939 Construction Limit: 20
Replacements: 6 **Airbases:** 2
Basic RP Allocation: 2 **Basic DP Allocation:** 2

Germany

Fall 1939 BRP Level: 110 (Base: 150; economic interest in Russia: 10)
Growth Rate: Increasing from 10% to 50% (see 35.31A)
Mobilization: None.
Fall 1939 Construction Limit: 50
Replacements: 8 **Airbases:** 4
Basic RP Allocation: 8 **Basic DP Allocation:** 3

Germany																	
		Air							Military						Naval		
1		Jets	NAS	AAF	Int	Str B	Air T	NAT	2-6	4-6	5-6	1-3	3-3	1m3	Subs	Adv S	SBP
9	At St			[20]			[1]	1		[4]		[1]	[14]		[1]		2
3	Fall			10[30]					2[2]	6[10]		1[2]	11[25]		1[2]		
9	Win									2[12]			5[30]	2[2]			
1940 Pr.																	
1941 Pr.																	
1942 Pr.																	
1943 Pr.																	
1944 Pr.																	
1945 Pr.																	
1946 Pr.																	
Maxim.									[2]	[12]	[6]	[9]	[40]	[4]			

Italy												
		Air			Military					Naval		
1		NAS	AAF	NAT	2-5	1-3	2-3	3-3	1m3	Subs	SBP	
9	At St	[1]	[5]	1	[1]	[5]	[2]	[1]		[1]	2	
3	Fall					3[8]	1[3]	1[2]		1[2]		
9	Win											
1940 Pr.												
1	Spr											
9	Sum											
4	Fall											
0	Win											
1941 Pr.												
1941 Spr												
1942 Pr.												
1943 Pr.												
1944 Pr.												
1945 Pr.												
1946 Pr.												
Maxim.					[4]	[10]	[6]	[5]	[1]			

Japan

Fall 1939 BRP Level: 40 (Base: 70, China: 20)

Growth Rate: 50%

Mobilization: Add 10 BRPs to the Japanese BRP base and level, and 20 BRPs of units to the Japanese force pool, in Fall 1939 and during three additional Japanese mobilizations.

Fall 1939 Construction Limit: 26

Airbases: 3

Basic RP Allocation: 6

		<i>Air</i>							<i>Military</i>								<i>Naval</i>			
		Jets	NAS	AAF	Int	Str B	Air T	NAT	1-3	2-3	3-3	1-2	2-2	3-2	1m2	1n2	Tr	ASW	Subs	SBP
1	At St		[10]	[10]				3	[2]	[2]		[20]	[10]	[5]		[1]	[20]		1	3
9	Fall		2[12]						1[3]	1[3]				3[8]	1[1]				1[2]	
9	Win																			
1940 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
0	Win																			
1941 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
1	Win																			
1942 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
2	Win																			
1943 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
3	Win																			
1944 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
4	Win																			
1945 Pr.																				
1946 Pr.																				
Maxim.									[3]	[3]	[3]	[30]	[15]	[20]	[2]	[3]				

France

Fall 1939 BRP Level: 40 (Base: 60; Morocco: 5; Algeria: 5; Tunisia: 5; Lebanon/Syria: 5; French Indochina: 10)

Growth Rate: Increasing from 10% to 30% (see 35.31A)

Fall 1939 Construction Limit: 20

Replacements: 4 **Airbases:** 2

Basic RP Allocation: 3 **Basic DP Allocation:** 2

Britain

Fall 1939 BRP Level: 60 (Base: 70 + 40 Commonwealth base; Burma: 10; Calcutta: 5; Dacca: 5; Egypt: 5; Hong Kong: 5; Malaya: 10; Palestine: 5; Singapore: 5)

Growth Rate: Increasing from 10% to 40% (see 35.31A)

Mobilization: Fall 1939: Add 10 BRPs to the British BRP base and level, and 16 BRPs of units to the British force pool.

Fall 1939 Construction Limit: 40

Replacements: 8 **Airbases:** 3 (Europe) 1 (Pacific)

Basic RP Allocation: 6 **Basic DP Allocation:** 3

		France					Britain																
1		Air	Military			Naval	Air							Military						Naval			
		AAF	3-5	1-3	2-3	SBP	Jets	NAS	AAF	Int	Str B	Air T	NAT	2-5	4-5	1-3	3-4	1m3	1c3	Tr	ASW	Subs	SBP
	9	At St	[5]	[1]	[3]	[14]	2		[11]	[10]		[1]		2	[3]		[3]	[2]			[35]	[1]	[1]
3	Fall		2[3]		4[18]			1[12]	5[15]											5[40]	1[2]	1[2]	
9	Win																						
1940 Pr.																							
1	Spr							1[13]	5[20]														
9	Sum																						
4	Fall																						
0	Win																						
1941 Pr.																							
1	Spr																						
9	Sum																						
4	Fall																						
1	Win																						
1942 Pr.																							
1943 Pr.																							
1944 Pr.																							
1945 Pr.																							
1946 Pr.																							
Maxim.			[3]	[3]	[18]									[4]	[3]	[3]	[8]	[3]+C	[1]				

		Canada			S. Africa		Australia				India	
		Military		Naval	Military		Air	Military		Naval	Military	
		4-5	3-4	SBP	3-4	1-3	AAF	2-2	1-2	SBP	2-2	1-2
1939	At St		[1]	1	[1]	[3]		[1]	[3]	1	[4]	[4]
1940 Pr.												
1940	Fall		1[2]				2[2]	2[3]	1[4]			
1941 Pr.												
1941	Spr	1[1]										
1942-46 Pr.												
Maximum		[1]	[2]		[1]	[3]	[2]	[4]	[7]	1	[5]	[7]

Up to three factors of Australian infantry (one 2-2 and one 1-2; or three 1-2s) and three factors of Indian infantry may be added through production once Britain and Japan are at war or in Spring 1942, whichever is earlier.

China

Fall 1939 BRP Level: 10 (Base: 40, minus 20 for Chinese cities under Japanese control)

Growth Rate: 0%

1939 Spending Limit: 10

Fall 1939 Construction Limit: 6

Airbases: 1 **Replacements:** 10 **Basic RP/DP Allocation:** 0

Russia

Fall 1939 BRP Level: 80 (Base: 20 ICs: 70; Ukraine: 10)

Growth Rate: Increasing to 50% (see 35.31B)

Mobilization: Five additional ICs, as per the RGT Table.

Fall 1939 Construction Limit: 30

Airbases: 3 (Europe) 1 (Pacific)

Basic RP Allocation: 6 **Basic DP Allocation:** 3

		N. China			C. China			Russia												
		Military			Military			Air					Military							Naval
		1-2	2-2	1p2	1-2	2-2	1p2	Jets	AAF	Int	Str B	Air T	3-5	4-5	5-6	1-3	2-3	3-3	1m3	SBP
1	At St	[8]	[8]	[2]	[4]	[4]	[1]		[15]				[5]			[15]	[9]	[4]		2
9	Fall								5[20]				3[8]			5[20]	5[14]	2[6]	2[2]	
3	Win																			
9	Win																			
1940 Pr.																				
1	Spr	2[10]																		
9	Sum																			
4	Fall																			
0	Win																			
1941 Pr.																				
1	Spr	2[12]																		
9	Sum																			
4	Fall																			
1	Win																			
1942 Pr.																				
1	Spr						1[2]													
9	Sum																			
4	Fall																			
2	Win																			
1943 Pr.																				
1	Spr						1[3]													
9	Sum																			
4	Fall																			
3	Win																			
1944 Pr.																				
1	Spr						1[4]													
9	Sum																			
4	Fall																			
4	Win																			
1945 Spr																				
1946 Spr																				
Maxim.																				
		[12]	[8]	[2]	[4]	[4]	[6]						[8]	[6]	[6]	[20]	[14]	[36]	[3]	2

United States

BRP Level: 100 (Base: 100) **Growth Rate:** 50%

Fall 1939 Construction Limit: 33

Replacements: 12 **Airbases:** 3 (Europe) 3 (Pacific)

Basic RP Allocation: 1 per 10 combined U.S. tensions

Basic DP Allocation: 1 per 10 USAT levels

American mobilization: Each turn add 25 BRPs to the U.S. BRP base and level and 20 BRPs of units to the U.S. force pool.

USAT:	10	20	30	35	40	45	50	50	50	50	50	50	50
USJT:	10	20	30	35	40	45	50	50	50	50	50	50	50

		<i>Air</i>								<i>Military</i>						<i>Naval</i>			
		Jets	NAS	AAF	Int	Str B	Str B	Air T	NAT	5-6	1-3	2-3	3-4	1m3	1n3	ASW	Subs	SBP	SBP
1	At St		[10]	[3]		[1]		[1]	4		[4]	[1]	[2]		[1]	[1]	[1]	1	1
3	Fall										1[5]	1[2]				1[2]	1[2]		
9	Win																		
1940 Pr.																			
1	Spr		8[18]	2[5]											1[2]				
9	Sum																		
4	Fall																		
0	Win																		
1941 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
1	Win																		
1942 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
2	Win																		
1943 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
3	Win																		
1944 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
4	Win																		
1945 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
5	Win																		
1946 Pr.																			
Maxim.										[12]	[10]	[10]	[30]	[6]	[6]				

Germany

European Theater Campaign Game

Naval Repair – Captured shipyard												
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												
3												
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

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												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Starting Naval Units: *BC3: Gneisenau, Scharnhorst; PB2: Graf Spee, Lutzow, Scheer; CA4; DD6, one submarine; one additional submarine may be built in Fall 1939.*

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: 20 AAF, one air transport, four 4-6 armor units, 14 3-3 infantry units, one 1-3 infantry unit, eight replacements.</p> <p>Deployment limits: None.</p> <p>Fall 1939 allowable builds: 10 AAF, six 4-6 armor units, two 2-6 armor units, 11 3-3 infantry units, one 1-3 infantry unit.</p> <p>Winter 1939 allowable builds: Two 4-6 armor units, five 3-3 infantry units, two 1-3 airborne units.</p>
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European Axis Oil Reserve



Italy

European Theater Campaign Game

Naval Construction – Genoa												
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												
3												
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Naval Construction – Trieste												
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												
3												
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Starting Naval Units: *BB3: Andrea Doria, Caio Duilio, Conte di Cavour, Giulio Cesare; CA12; DD9, one submarine; one additional submarine may be built in Fall 1939.*

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: Five AAF, one NAS, one 2-5 armor unit, one 3-3 infantry unit, two 2-3 infantry units, five 1-3 infantry units, six replacements.</p> <p>Deployment limits: Three 1-3 infantry units begin in Ethiopia.</p> <p>Fall 1939 allowable builds: One 3-3 infantry unit, one 2-3 infantry unit, three 1-3 infantry units.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Britain

European Theater Campaign Game

Naval Construction – Canada												
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		
2												
Launch												
Waiting for Repair (Canada) Place damaged ships waiting for repair here.												
Waiting for Repair (Glasgow) Place damaged ships waiting for repair here.												

Naval Construction - Glasgow												
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				Anson (BB4)		Howe (BB4)		Duke of York (BB4)				
3				Prince of Wales (BB4)							King George V (BB4)	
2				Illustrious (CVL)				CA				
Launch												

Starting Naval Units: CVL: Ark Royal, Courageous, Furious, Glorious; BB4: Nelson, Rodney; BC3: Hood, Renown, Repulse; BB3: Barham, Malaya, Q. Elizabeth, Ramilles, Resolution, Revenge, Royal Oak, Royal Sovereign, Valiant, Warspite; CA32; DD13; one submarine, one ASW, 25 transports; one additional submarine, one additional ASW and five additional transports may be built in Fall 1939.

Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Allowable Builds Place unbuilt air and ground units here.
Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.	<p>At start: Eight AAF, 11 NAS, one strategic bomber, two 2-5 armor units, two 3-4 mechanized infantry units, six replacements.</p> <p>Commonwealth forces (at start): Canada: One 3-4 mechanized infantry unit; South Africa: One 3-4 mechanized infantry unit and three 1-3 infantry units; Australia: One 1-3 infantry unit; India: One 2-3 and one 1-3 infantry unit.</p> <p>Commonwealth forces (Fall 1940 allowable builds): Canada: One 3-4 mechanized infantry unit; Australia: One 2-3 infantry unit.</p> <p>Deployment limits: None, apart from Commonwealth units.</p> <p>Fall 1939 allowable builds: Five AAF, one NAS.</p> <p>Spring 1940 allowable builds: Five AAF, one NAS.</p> <p>For additional Commonwealth forces, see force pool chart.</p>

Western European Oil Reserve



France

European Theater Campaign Game

Naval Construction – Lorient												
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												
3												
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Naval Construction – Marseilles												
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												
3												
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Starting Naval Units: *BB3: Dunkerque, Strasbourg, Bretagne, Lorraine, Provence; CA10; DD9.*

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: Five AAF, one 3-5 armor unit, 14 2-3 infantry units; three 1-3 infantry units, four replacements.</p> <p>Deployment limits: One 1-3 infantry unit must remain in Lebanon-Syria and two 1-3 infantry units must remain in French North Africa or Libya.</p> <p>Fall 1939 allowable builds: Two 3-5 armor units, four 2-3 infantry units.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

United States

European Theater Campaign Game

Naval Construction – Atlantic													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
	13	14	15	16	17	18	19	20	21	22	23	24	
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
<p style="text-align: center;">Waiting for Repair Place damaged ships waiting for repair here.</p>													

Starting Naval Units (Atlantic): *BB3: Colorado, Idaho, Mississippi, New Mexico; New York, Texas; CA14; DD6; one ASW; one additional ASW may be built in Fall 1939.*

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: One strategic bomber, two 3-4 mechanized infantry units, six replacements.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Russia

European Theater Campaign Game

Naval Construction – Leningrad												
Rate	1											
Capacity	2											
Level	Spring	Summer	Fall	Winter								
5												
4												
3												
2												
Launch												
<div>Waiting for Repair</div> <div>Place damaged ships waiting for repair here.</div>												

Naval Construction - Sevastopol												
Rate	1											
Capacity	2											
Level	Spring	Summer	Fall	Winter								
5												
4												
3												
2												
Launch												
<div>Waiting for Repair</div> <div>Place damaged ships waiting for repair here.</div>												

Starting Naval Units: BB2: *Gangut, Petropavlosk, Sevastopol*; **CA6; DD6.**
Six naval factors must start in both Leningrad and the Black Sea.

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p> <p>At start: 11 AAF, four 3-5 armor units, four 3-3 infantry units; five 2-3 infantry units; 11 1-3 infantry units.</p> <p>Deployment Limits: One 3-5 armor unit, two 3-3 infantry units, and one AAF must start in the Urals box. Russia may SR these units onto the European mapboard during the Russian Fall 1941 redeployment phase.</p> <p>Fall 1939 allowable builds: Five AAF, three 3-5 armor units, two 3-3 infantry units; five 2-3 infantry units; five 1-3 infantry units, two 1-3 airborne units.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Russian Oil Reserve



European Theater Campaign Game

Italy

Fall 1939 BRP Level: 40 (Base: 50; Libya: 5; Albania: 5)
Growth Rate: increasing from 10% to 20% (see 35.31A)
Mobilization: Fall 1939: Add 10 BRPs to the Italian BRP base and level, and 8 BRPs of units to the Italian force pool.
Fall 1939 Construction Limit: 20
Replacements: 6 **Airbases:** 2
Basic RP Allocation: 2 **Basic DP Allocation:** 2

Germany

Fall 1939 BRP Level: 110 (Base: 150; economic interest in Russia: 10)
Growth Rate: increasing from 10% to 50% (see 35.31A)
Mobilization: None.
Fall 1939 Construction Limit: 50
Replacements: 8 **Airbases:** 4
Basic RP Allocation: 8 **Basic DP Allocation:** 3

		Germany															
		Air							Military						Naval		
1		Jets	NAS	AAF	Int	Str B	Air T	NAT	2-6	4-6	5-6	1-3	3-3	1m3	Subs	Adv S	SBP
9	At St			[20]			[1]	1		[4]		[1]	[14]		[1]		2
3	Fall			10[30]					2[2]	6[10]		1[2]	11[25]		1[2]		
9	Win									2[12]			5[30]	2[2]			
1940 Pr.																	
1941 Pr.																	
1942 Pr.																	
1943 Pr.																	
1944 Pr.																	
1945 Pr.																	
1946 Pr.																	
Maxim.									[2]	[12]	[6]	[9]	[40]	[4]			

		Italy									
		Air			Military					Naval	
1		NAS	AAF	NAT	2-5	1-3	2-3	3-3	1m3	Subs	SBP
9	At St	[1]	[5]	1	[1]	[5]	[2]	[1]		[1]	2
3	Fall					3[8]	1[3]	1[2]		1[2]	
9	Win										
1940 Pr.											
1	Spr										
9	Sum										
4	Fall										
0	Win										
1941 Pr.											
1941 Spr											
1942 Pr.											
1943 Pr.											
1944 Pr.											
1945 Pr.											
1946 Pr.											
Maxim.					[4]	[10]	[6]	[5]	[1]		

France

Fall 1939 BRP Level: 40 (Base: 60; Morocco: 5; Algeria: 5; Tunisia: 5; Lebanon/Syria: 5; French Indochina: 10)
Growth Rate: increasing from 10% to 30% (see 35.31A)
Fall 1939 Construction Limit: 20
Replacements: 4 **Airbases:** 2
Basic RP Allocation: 3 **Basic DP Allocation:** 2

Britain

Fall 1939 BRP Level: 60 (Base: 70 + 40 Commonwealth base; Burma: 10; Calcutta: 5; Dacca: 5; Egypt: 5; Hong Kong: 5; Malaya: 10; Palestine: 5; Singapore: 5)
Growth Rate: increasing from 10% to 40% (see 35.31A)
Mobilization: Fall 1939: Add 10 BRPs to the British BRP base and level, and 16 BRPs of units to the British force pool.
Fall 1939 Construction Limit: 40
Replacements: 6 **Airbases:** 3
Basic RP Allocation: 6 **Basic DP Allocation:** 3

		France					Britain															
1		Air	Military			Naval	Air							Military					Naval			
		AAF	3-5	1-3	2-3	SBP	Jets	NAS	AAF	Int	Str B	Air T	NAT	2-5	4-5	3-4	1m3	1c3	Tr	ASW	Subs	SBP
	9	At St	[5]	[1]	[3]	[14]	2		[11]	[8]		[1]		2	[2]		[2]			[25]	[1]	[1]
3	Fall		2[3]		4[18]			1[12]	5[13]										5[30]	1[2]	1[2]	
9	Win																					
1940 Pr.																						
1	Spr							1[13]	5[18]													
9	Sum																					
4	Fall																					
0	Win																					
1941 Pr.																						
1	Spr																					
9	Sum																					
4	Fall																					
1	Win																					
1942 Pr.																						
1943 Pr.																						
1944 Pr.																						
1945 Pr.																						
1946 Pr.																						
Maxim.			[3]	[3]	[18]									[3]	[3]	[8]	[3]	[1]				

		Canada			S. Africa		Australia			India	
		Military		Naval	Military		Military		Naval	Military	
		4-5	3-4	SBP	3-4	1-3	2-3	1-3	SBP	2-3	1-3
1939	At St		[1]	1	[1]	[3]		[1]	1	[1]	[1]
1940 Pr.											
1940	Fall		1[2]				1[1]				
1941 Pr.											
1941	Spr	1[1]									
1941	Fall						-1[0]	-1[0]			
1942-46 Pr.											
Maximum		[1]	[2]		[1]	[3]	[1]	[1]		[1]	[1]

Russia

Fall 1939 BRP Level: 80 (Base: 20; ICs: 70; Ukraine: 10)

Growth Rate: increasing to 50% (see 35.31B)

Mobilization: Five additional ICs, as per the RGT Table.

Fall 1939 Construction Limit: 30

Airbases: 3

Basic RP Allocation: 6 **Basic DP Allocation:** 3

Russia														
		Air					Military							Naval
		Jets	AAF	Int	Str B	Air T	3-5	4-5	5-6	1-3	2-3	3-3	1m3	SBP
1	At St		[11]				[4]			[11]	[5]	[4]		2
3	Fall		5[16]				3[7]			5[16]	5[10]	2[6]	2[2]	
9	Win													
1940 Pr.														
1	Spr													
9	Sum													
4	Fall													
0	Win													
1941 Pr.														
1	Spr													
9	Sum													
4	Fall													
1	Win													
1942 Pr.														
1	Spr													
9	Sum													
4	Fall													
2	Win													
1943 Pr.														
1	Spr													
9	Sum													
4	Fall													
3	Win													
1944 Pr.														
1	Spr													
9	Sum													
4	Fall													
4	Win													
1945 Pr.														
1946 Pr.														
Maxim.							[7]	[6]	[6]	[16]	[10]	[36]	[3]	2

United States

BRP Level: 100 (Base: 100) **Growth Rate:** 50%

Fall 1939 Construction Limit: 33

Replacements: 6 **Airbases:** 3

Basic RP Allocation: 1 per 10 USAT levels (but see 41.221)

Basic DP Allocation: 1 per 10 USAT levels (but see 49.141)

American mobilization: Each turn add 25 BRPs to the U.S. BRP base and level, and 20 BRPs of units to the U.S. force pool.

USAT:

10

20

30

35

40

45

50

50

50

50

50

50

50

		<i>Air</i>							<i>Military</i>					<i>Naval</i>	
1		Jets	NAS	AAF	Int	Str B	Air T	NAT	5-6	1-3	2-3	3-4	1m3	ASW	SBP
9	At St					[1]		0				[2]		[1]	1
3	Fall													1[2]	
9	Win														
1940 Pr.															
1	Spr														
9	Sum														
4	Fall														
0	Win														
1941 Pr.															
1	Spr														
9	Sum														
4	Fall														
1	Win														
1942 Pr.															
1	Spr														
9	Sum														
4	Fall														
2	Win														
1943 Pr.															
1	Spr														
9	Sum														
4	Fall														
3	Win														
1944 Pr.															
1	Spr														
9	Sum														
4	Fall														
4	Win														
1945 Pr.															
1	Spr														
9	Sum														
4	Fall														
5	Win														
1946 Pr.															
Maxim.									[12]	[5]	[8]	[20]	[6]		

European Scenario

Pacific-related Events

1939		
1939	Start	15 Atlantic transports; 5 I/O transports; 5 at large; 5 unbuilt; 3 I/O transports must ship oil to India throughout the game. <i>The U.S. initial naval air training rate is 0. The U.S. may build up to four CVEs per turn, subject to tensions.</i>
1939	Fall	One 3-4 Canadian infantry unit may be NRed to Europe. One South African 3-4 infantry unit and three South African 1-3 infantry units may be NRed to Europe. One Indian 2-3 infantry unit and one Indian 1-3 infantry unit may be NRed to the Mediterranean. One Australian 1-3 infantry unit may be NRed to the Mediterranean. <i>The U.S. must not use 1 Atlantic heavy SBP, but pays 3 BRPs towards its use in the Pacific.</i>
1939	Win	<i>The U.S. must not use 1 Atlantic heavy SBP, but pays 3 BRPs towards its use in the Pacific.</i>
1940		
1940	YSS	Britain receives 40 BRPs for its Asian colonies.
1940	Spr	<i>The U.S. must not use 1 Atlantic heavy SBP, but pays 3 BRPs towards its use in the Pacific.</i>
1940	Sum	<i>The U.S. must not use 1 Atlantic heavy SBP, but pays 3 BRPs towards its use in the Pacific.</i> <i>When USAT=10, the U.S. mobilizes 1 SBP, but no other units (these are assumed to go to the Pacific).</i>
1940	Fall	One 3-4 Canadian infantry unit is added to the Canadian force pool. One 2-3 Australian infantry unit may be constructed and NRed to the Mediterranean.
1940	Win	<i>The U.S. must not use 2 Atlantic heavy SBPs, but pays 6 BRPs towards their use in the Pacific.</i>
1941		
1941	YSS	Britain receives 40 BRPs for its Asian colonies. <i>The U.S. receives one additional RP.</i>
1941	Spr	Britain must spend 3 BRPs to construct Australian units. One 4-5 Canadian armor unit is added to the Canadian force pool. <i>The U.S. must not use 2 Atlantic heavy SBPs, but pays 6 BRPs towards their use in the Pacific.</i> <i>The U.S. may use 1 Pacific light SBP in the Atlantic, at no cost. Cash and carry/lend lease limits apply (27.7322).</i>
1941	Sum	Britain must spend 3 BRPs to construct Australian units. Britain must send the following naval forces to the Pacific: BB4 (fast), BC3. <i>The U.S. must not use 2 Atlantic heavy SBPs, but pays 6 BRPs towards their use in the Pacific.</i> <i>The U.S. may use 1 Pacific light SBP in the Atlantic, at no cost. Cash and carry/lend lease limits apply (27.7322).</i>
1941	Fall	Britain must spend 3 BRPs to construct Australian units. Both the 2-3 and 1-3 Australian infantry units must return to the Pacific. <i>The U.S. must not use 2 Atlantic heavy SBPs, but pays 6 BRPs towards their use in the Pacific.</i> <i>The U.S. may use 1 Pacific light SBP in the Atlantic, at no cost. Cash and carry/lend lease limits apply (27.7322).</i> <i>Russia may SR one 3-5 armor unit, two 3-3 infantry units and 1 AAF onto the European mapboard from the Urals.</i>
1941	Win	Britain must spend 3 BRPs to rebuild Pacific losses. Britain deducts 7 BRPs for the loss of its Pacific colonies and the British resistance level is reduced by one. The British BB4 (fast) and BC3 sent to the Pacific are eliminated. Britain must send the following naval forces to the Pacific: 2 CVL, 4 NAS, 5 BB3, CA2, DD1. <i>The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific.</i> <i>The U.S. may use 1 Pacific light SBP in the Atlantic, at no cost. Cash and carry/lend lease limits apply (27.7322).</i>
1942		
1942	YSS	Britain receives 10 BRPs for its remaining Pacific possessions (Dacca and Calcutta). <i>The U.S. receives three additional RPs and one additional DP.</i>
1942	Spr	Britain must spend 3 BRPs to rebuild Pacific losses. <i>The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific.</i> <i>The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.</i>
1942	Sum	Britain must spend 3 BRPs to rebuild Pacific losses. <i>The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific.</i> <i>The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.</i>
1942	Fall	Britain must spend 3 BRPs to rebuild Pacific losses. <i>The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific.</i> <i>The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.</i>
1942	Win	Britain must spend 3 BRPs to rebuild Pacific losses. <i>The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific.</i> <i>The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.</i> In addition to any normal mobilization, the U.S. mobilizes 15 BRPs of units, assumed to come from the Pacific.

1943		
1943	YSS	Britain receives 10 BRPs for its remaining Pacific possessions (Dacca and Calcutta). The U.S. receives five additional RPs and two additional DPs.
1943	Spr	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.
1943	Sum	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.
1943	Fall	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.
1943	Win	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.
1944		
1944	YSS	Britain receives 10 BRPs for its remaining Pacific possessions (Dacca and Calcutta). The U.S. receives five additional RPs and three additional DPs.
1944	Spr	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.
1944	Sum	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.
1944	Fall	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.
1944	Win	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost.
1945		
1945	YSS	Britain receives 10 BRPs for its remaining Pacific possessions (Dacca and Calcutta). The U.S. receives five additional RPs and four additional DPs.
1945	Spr	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost. If four atomic bombs have been used against Japan, Japan surrenders.
1945	Sum	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. The U.S. may use 2 Pacific light SBPs in the Atlantic, at no cost. If three atomic bombs have been used against Japan, Japan surrenders. Capacity of the Siberian grant route to Russia is reduced to 5 BRPs due to war between Russia and Japan.
1945	Fall	Britain must spend 3 BRPs to rebuild Pacific losses. The U.S. must not use 3 Atlantic heavy SBPs, but pays 9 BRPs towards their use in the Pacific. If two atomic bombs have been used against Japan, Japan surrenders. Use of Pacific light SBPs in the Atlantic ends, unless Germany is still fighting.
1945	Win	Britain's Pacific spending ends unless Japan is still fighting. U.S. Pacific spending ends, unless Japan is still fighting. In each of the first three turns after Japan surrenders, the U.S. may re-deploy from the U.S. Pacific box, to the Atlantic box, the following units for use in Europe: Ten AAF, two 1-3 Marines, three 3-4 Infantry, three CVs with three NAS each, two BB4s, three DDs. If one atomic bomb has been used against Japan, Japan surrenders. Capacity of the Siberian grant route to Russia is restored to 10 BRPs unless Japan is still fighting.
1946		
1946	YSS	Britain receives 10 BRPs for its remaining Pacific possessions (Dacca and Calcutta). The U.S. receives five additional RPs and five additional DPs.
1946	Spr	If no atomic bombs have been used against Japan, Japan surrenders.
1946	Sum	
1946	Fall	

Japan

Pacific Theater Campaign Game

Naval Construction – Tokyo												
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												
3												
2												
Launch												
<p>Waiting for Repair Place damaged ships waiting for repair here.</p>												

Starting Naval Units: CV: Akagi, Kaga, Soryu; CVL: Ryujo, Zuiho; BB4: Mutsu, Nagato; BC3: Haruna, Hiei, Kirishima, Kongo, BB3: Fuso, Hyuga, Ise, Yamashiro; CA26; DD12; one submarine, 20 transports; one additional submarine may be built in Fall 1939.

<p>Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Allowable Builds Place unbuilt air and ground units here.</p>
<p>Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Japanese Oil Reserve



Britain

Pacific Theater Campaign Game

Naval Construction – Australia												
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		
2												
Launch												
<p style="text-align: center;">Waiting for Repair Place damaged ships waiting for repair here.</p>												

Starting Naval Units: CA2; DD1; five transports (*Indian Ocean*); Australian CA4; Australian DD2.

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Russia

Pacific Theater Campaign Game

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

United States

Pacific Theater Campaign Game

Naval Construction – Pacific												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
	13	14	15	16	17	18	19	20	21	22	23	24
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl
Level	Spring			Summer			Fall			Winter		
5												
4	South Dakota (BB4)			Alabama (BB4)			N. Carolina (BB4)					
3												
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Naval Construction - Atlantic												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
	13	14	15	16	17	18	19	20	21	22	23	24
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl
Level	Spring			Summer			Fall			Winter		
5												
4	Indiana (BB4)			Massachusetts (BB4)			Washington (BB4)					
3												
2												
Launch												Wasp (CV)
Waiting for Repair Place damaged ships waiting for repair here.												

Starting Naval Units: CV: Enterprise, Lexington, Saratoga, Yorktown; BB3: Arizona, California, Maryland, Nevada, Oklahoma, Pennsylvania, Tennessee, West Virginia; CA14; DD12; one submarine, 10 transports (Pacific); one additional submarine may be built in Fall 1939. The Yorktown begins in the Atlantic; all others in the Pacific.

Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Allowable Builds Place unbuilt air and ground units here.
--	---

China

Isolated Units Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Allowable Builds Place unbuilt air and ground units here.
Communist Chinese Units Two infantry factors and one partisan may be rebuilt at no BRP cost.	

Japan

Fall 1939 BRP Level: 40 (Base: 70; China: 20)

Growth Rate: 50%

Mobilization: Add 10 BRPs to the Japanese BRP base and level, and 20 BRPs of units to the Japanese force pool, in Fall 1939 and during three additional Japanese mobilizations.

Fall 1939 Construction Limit: 26

Airbases: 3

Basic RP Allocation: 6

		Air							Military							Naval				
1		Jets	NAS	AAF	Int	Str B	Air T	NAT	1-3	2-3	3-3	1-2	2-2	3-2	1m2	1n2	Tr	ASW	Subs	SBP
9	At St		[10]	[10]				3	[2]	[2]		[20]	[10]	[5]		[1]	[20]		1	3
3	Fall		2[12]						1[3]	1[3]				3[8]	1[1]				1[2]	
9	Win																			
1940 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
0	Win																			
1941 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
1	Win																			
1942 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
2	Win																			
1943 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
3	Win																			
1944 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
4	Win																			
1945 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
5	Win																			
1946 Pr.																				
Maxim.									[3]	[3]	[3]	[30]	[15]	[20]	[2]	[3]				

United States – Pacific Theater

BRPs: American BRPs are not tracked

Growth rate: Not applicable

Mobilization: Add 20 BRPs of units to the U.S. force pool for each mobilization as determined by the USJT level, with exceptions as described in the scenario.

Replacements: 6 **Airbases:** 3

		<i>Air</i>							<i>Military</i>						<i>Naval</i>			<i>Pacific</i>
		Jets	NAS	AAF	Int	Str B	Air T	NAT	5-3	1-2	2-2	3-2	1m2	1n2	Tr	ASW	Subs	SBP
1	At St		[10]	[3]			[1]	4		[4]	[1]			[1]	[10]		[1]	1
3	Fall									1[5]	1[2]						1[2]	
9	Win																	
1940 Pr.																		
1	Spr		8[18]	2[5]										1[2]				
9	Sum																	
4	Fall																	
0	Win																	
1941 Pr.																		
1	Spr																	
9	Sum																	
4	Fall																	
1	Win																	
1942 Pr.																		
1	Spr																	
9	Sum																	
4	Fall																	
2	Win																	
1943 Pr.																		
1	Spr																	
9	Sum																	
4	Fall																	
3	Win																	
1944 Pr.																		
1	Spr																	
9	Sum																	
4	Fall																	
4	Win																	
1945 Pr.																		
1	Spr																	
9	Sum																	
4	Fall																	
5	Win																	
1946 Pr.																		
Maxim.									[4]	[10]	[10]	[14]	[3]	[6]				

Britain – Pacific Theater

BRPs: British BRPs are not tracked

Growth Rate: Not applicable

Mobilization: Not applicable

Construction Limit: 1939-1943: 6; 1944: 12; 1945-1946: unlimited

Replacements: 2 **Airbases:** 1

	<i>Air</i>		<i>Military</i>							<i>Naval</i>	<i>Australia</i>				<i>India</i>	
	NAS	AAF	2-3	4-3	1-2	3-2	1m2	Ch	1c2	Tr	AAF	1-2	2-2	SBP	1-2	2-2
At Start		[2]	[1]		[3]					[5]		[3]	[1]	1	[3]	[3]
1940 Pr.																
Fa40											2[2]	1[4]	2[3]			
1941 Pr																
1942 Pr.																
1943 Pr.																
1944 Pr.																
1945 Pr.																
1946 Pr.																
Maxim.			[1]	[2]	[3]	[4]	[3]	[1]	[1]		[2]	[7]	[4]		[6]	[4]

Nationalist China

Fall 1939 BRP Level: 10 (Base: 40, minus 20 for Chinese cities under Japanese control)

Growth Rate: 0%

1939 Spending Limit: 10

Fall 1939 Construction Limit: 6

Replacements: 10

Airbases: 1

	N. China		
	1-2	2-2	1p2
At Start	[8]	[8]	[2]
Sp40	2[10]		
Sp41	2[12]		
Sp42			
Sp43			
Sp44			
Sp45			
Sp46			

	C. China		
	1-2	2-2	1p2
	[4]	[4]	[1]
			1[2]
			1[3]
			1[4]
			1[5]
			1[6]

Russia – Pacific Theater

BRPs: Russian BRPs are not tracked

Growth Rate: Not applicable

Mobilization: Not applicable

Construction Limit: 6

Airbases: 1

	<i>Air</i>		<i>Military</i>						
	AAF	Air T	3-3	4-3	5-3	1-2	2-2	3-2	1m2
At Start	[4]		[1]			[4]	[4]		
Sp43									
Su43									
Fa43									
Wi43									
Sp44									
Su44									
Fa44									
Wi44									
Sp45									
Su45									
Fa45									
Wi45									
Sp46									
Su46									
Fa46									

North Africa Scenario

North Africa Scenario – Force Level Table																			
	Germany				Italy					Britain				Australia		India		S. Africa	
	AAF	2-6	1-3	1m3	AAF	2-5	1-3	2-3	1m3	AAF	2-5	4-5	3-4	1-3	2-3	1-3	2-3	3-4	1-3
At Start	[2]	[1]			[3]	[1]	[2]	[2]		[3]	[2]								[2]
Sp41		1[2]												1[1]	1[1]		1[1]		
Su41			1[1]							2[5]		1[1]†						1[1]	
Fa41					1[4]					2[7]				-1[0]§	-1[0]§	1[1]			
Wi41						1[2]				1[8]			1[1]						
Sp42									1[1]	4[12]		1[2]							
Su42			1[2]	1[1]			1[3]												
Fa42																			
Wi42																			

† The first British 4-5 armor unit is constructed in Alexandria.

§ The Australian infantry units are withdrawn in Fa41 to fight in the Far East. If on the mapboard and unable to redeploy to the India box, they must be voluntarily eliminated.

North Africa Scenario – Victory Points											
	Axis					Allies					
	VP triggers			VPs		VP triggers			VPs		
	Attacks	Units	Cities	Turn	Cumul.	Attacks	Units	Cities	Turn	Cumul.	
Sp41											
Su41											
Fa41											
Wi41											
Sp42											
Su42											
Fa42											
Wi42											

Victory Points are acquired and lost as follows:

-1	For every 5 BRPs spent on offensive operations (round up) to a maximum of -3 VPs per turn.
+1	For each BRP of enemy units eliminated. Isolated or voluntarily eliminated units re-built at double cost count for double VPs.
+#	At the end of each game turn, control of cities:

	Axis	Allies
+1	Tobruk	Bengazi, Tobruk
+2	each city in Egypt	Buerat, Tripoli

Battle of the Atlantic Scenario

German Shipyard and Research Sheet

Naval Repair – Lorient (Fa40-Su44)												
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												
3												
2												
Launch												
Waiting for Repair Place damaged CAs and named ships which exceed shipyard capacity here.												

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								CA				
Launch												
Waiting for Repair Place damaged CAs and named ships which exceed shipyard capacity here.												

Starting Naval Units: **BC3:** Gneisenau, Scharnhorst; **PB2:** Graf Spee, Lutzow, Scheer; **CA4;** **DD6;** **Sub:** 1. One additional submarine may be built in Fall 1939.

Axis RPs		2(2)	4(3)	6(3)	6(4)	8(4)	4(4)		
	Code	1939	1940	1941	1942	1943	1944	Min.	Max.
Naval		2	1	2	1	2	1	8+	
Nationality DRM (A)		-2*	-2*	-2*	-2	-2*	-2*	10+	
Torpedoes (G,I)			+2	1	1	1		7+	
Advanced Subs (G)						1	2	10+	
Submarine FP (G,I)	1...		2**	2	3	4	1		
Shipbuilding (G,I)***	2			1	1	1			
The first number for each year indicates the number of RPs available. The number in parentheses indicates the maximum number of RPs which may be allocated to any one project. In addition, 4 RPs may be allocated to a single project only if a naval breakthrough has been achieved. Historical RP allocations are shown in gray, for reference. Players may allocate RPs as desired.									
* -2 modifier for Naval Nationality DRM because Germany's DRM starts at 2. ** The historical profile places 3 RPs in submarine production, but the third submarine is assumed to operate on the mapboard rather than in the Atlantic SW box. *** Germany may produce only one SBP per year.									

Battle of the Atlantic Scenario

Allied Shipyard and Research Sheet

Naval Construction – U.S.													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
	13	14	15	16	17	18	19	20	21	22	23	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
Waiting for Repair Place damaged CAs and named ships which exceed shipyard capacity here.													

Naval Construction – Britain													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
	13	14	15	16	17	18	19	20	21	22	23	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
Waiting for Repair Place damaged CAs and named ships which exceed shipyard capacity here.													

Starting Naval Units

Britain: *CVL:* Ark Royal, Courageous, Furious, Glorious; *BB4:* Nelson, Rodney; *BC3:* Hood, Renown, Repulse; *BB3:* Barham, Malaya, Revenge, Warspite; *CA32; DD13; Transports:* 20; *ASW:* 1. One additional ASW and five additional transports may be built in Fall 1939.

U.S.: *BB3:* New York, Texas; *CA14; DD6; ASW:* 1. One additional ASW may be built in Fall 1939.

Western Allied RPs		3(3)	3(3)	9(3)	9(5)	3(3)	4(4)		
	Code	1939	1940	1941	1942	1943	1944	Min.	Max.
Naval		2	1	2	1			8+	
Nationality DRM (All)		-2*	-1*	-1*	-1*	-1*	-1*	10+	
ASW Tech. (All)			+1	2	2	1	2	6-7	8+
ASW FP (B,US)	2,3,4,5...			3	2	2	2		
Transport FP (B,US)	1...				2				
Shipbuilding (All)**	2,3		1	1	1				
The first number for each year indicates the number of RPs available. The number in parentheses indicates the maximum number of RPs which may be allocated to any one project. In addition, 4 RPs may be allocated to a single project only if a naval breakthrough has been achieved; 5 RPs may be allocated to a single project only if two naval breakthroughs have been achieved. Historical RP allocations are shown in gray, for reference. Players may allocate RPs as desired.									
* -2 modifier in 1939 because the Western Allied Naval DRM starts at 2. -1 modifier starting in Summer 1940, because of Radar research result achieved.									
** The Western Allies may produce only one shipbuilding point per shipyard (Glasgow, Canada) per year, in addition to the shipbuilding points automatically added for the U.S.									

Battle of the Atlantic Scenario Capabilities Chart

	1939		1940				1941				1942				1943				1944			
Capability	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi
German shipbuilding rate (Kiel) ¹	2	2																				
British shipbuilding rate (Glasgow) ¹	4	4																				
Canadian shipbuilding rate ¹	1	1																				
American Atlantic shipbuilding rate ²	0	0	0	1	1	1	2	3	3	4	5	6	7	7	7	7	7	7	7	7	7	7
American Pacific shipbuilding rate ²	0	0	0	0	0	0	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2
British CVE construction in U.S. (max. allowed) ³	0	0	0	0	0	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
American CVE construction (max. allowed) ³	0	0	0	0	0	0	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

¹ Only half (rounded up) of the German, British, and Canadian shipbuilding rates can be used for submarines, DDs, transports, and ASW (27.7221).

² The American shipbuilding rates have already been halved, so the full amount can be used for DDs, transports, ASW, and/or CVEs. CVE construction is further limited by the British and American CVE construction maximums.

³ Constrained by USAT (28 in Wi40, 34 in Sp41), the limit on American BRP grants to Britain, NAT, and/or the American shipbuilding rates (27.7223).

Battle of the Atlantic Scenario Submarine and Raider Warfare Tracking Sheet

		Forces					Modifiers										Results				
		Sub	Adv Sub	ASW	CVE	Start Tr	NDRM	Air Range	Torp	ASW	CVE	French Ports	US	Ultra	Net Mod	ASW (a/b)	Sub (a/b)	AdvS (a/b)	Raid	Total (a/b)	Surv Tr
3	Fall	1	0	1	0	20	+1	0	0	0	0	0	0					0			
9	Win		0		0		+1	0	0	0	0	0	0					0	0		
1	Spr		0		0			0			0	0	0					0	0		
9	Sum		0		0			-1			0	0	0					0	0		
4	Fall		0		0			-1			0	+2	0					0			
0	Win		0		0			-1			0	+2	0					0			
1	Spr		0		0			0			0	+2	0					0			
9	Sum		0	¹				0			0	+2	0					0			
4	Fall		0	²				0			0	+2	0					0			
1	Win		0					0				+2	+2					0			
1	Spr		0					0				+2	+1					0			
9	Sum		0					0				+2	+1					0			
4	Fall		0					0				+2	+1					0			
2	Win		0					0				+2	+1					0			
1	Spr		0					-1				+2	+1					0			
9	Sum							-1				+2	+1								
4	Fall							-1				+2	+1								
3	Win							-1				+2	+1								
1	Spr							-1				+2	+1								
9	Sum							-1				+2	+1								
4	Fall							-1				0	+1								
4	Win							-1				0	+1								

Players should record relevant information relating to the Battle of the Atlantic as indicated. Modifiers which are fixed are already entered. Other modifiers are generated by the forces deployed in the Atlantic or by research.

The "Sub (a/b)" result should include any additional transports sunk by a net positive modifier (24.64A) and any additional transports sunk by submarines not aborted or sunk by the ASW roll (24.64B). The "AdvS (a/b)" result should include the additional transport sunk by every advanced submarine in the SW box (25.75D).

The "Total (a/b)" result is computed by adding the "Sub (a/b)" result, the "AdvS (a/b)" result, and the "Raid" result.

¹ First American ASW may be deployed to the SW box. ² Second American ASW (if built) may be deployed to the SW box.

Battle of the Atlantic Scenario Victory Tracking Sheet

		A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
		Start Atl SW Tr	Total Rslt: a/b	Surv Atl SW Tr: A-(a+b)	SW Loss BRPs: 25-C	Tr Loss BRPs: a*3	Oil Short Loss	Allied Sunk BRPs	Allied Dmg or Acc BRPs	Total Allied BRPs Lost: D+E+ F+G+H	Sub Loss BRPs	Axis Sunk BRPs	Axis Dmg or Acc BRPs	Total Axis BRPs Lost: J+K+L	Allied Loss - Axis Loss: I-M	Cumul Total: N + Prev O	Bonus Pts (if game ends)
3	Fall	20															
9	Win																
1	Spr																
9	Sum																
4	Fall																
0	Win																
1	Spr																
9	Sum																
4	Fall																
1	Win																
1	Spr																-60
9	Sum																-45
4	Fall																-30
2	Win																-15
1	Spr																0
9	Sum																15
4	Fall																30
3	Win																45
1	Spr																60
9	Sum																75
4	Fall																90
4	Win																105

Starting Atlantic SW Transports: The number of transports in the Atlantic SW box at the start of the Axis player turn.

Total Result: A value of the form 'a/b', where 'a' is the number of transports sunk, and 'b' is the number of transports damaged (inverted), taken from the Total column of the previous table.

Surviving Atlantic SW Transports: The number of transports which survive, excluding damaged (inverted) transports.

SW Loss BRPs: 25 – Column C. Enter zero if there are more than 25 surviving Atlantic transports. There are assumed to be five transports in the Indian Ocean contributing to the 30 transports required in the Atlantic and Indian Oceans combined.

Transport Loss BRPs: Multiply the number of sunk transports ('a' from Column B) by 3.

Oil Shortage Loss: 5 points for every oil counter fewer than five that can be shipped across the Atlantic by the surviving transports: 5 points for 10-12 surviving transports, 10 points for 7-9 surviving transports, 15 points for 4-6 surviving transports, 20 points for 1-3 surviving transports, 25 points for 0 surviving transports. This indirectly estimates the effect of any oil shortage on the Western Allies.

Allied Sunk BRPs: Multiply the number of factors of Allied ships sunk by raiders by 3.

Allied Damaged or Acceleration BRPs: Multiply the number of capital ships damaged by raiders by 3 (damaged cruisers don't count) and add any BRPs spent on acceleration of Allied naval construction.

Total Allied BRPs Lost: Add the values in Columns D through H. This represents the economic damage inflicted by Axis strategic warfare for that turn.

Sub Loss BRPs: Multiply the number of sunk submarines ('a' from the "ASW (a/b)" result in the previous table) by 3.

Axis Sunk BRPs: Multiply the number of factors of Axis ships sunk while raiding by 3.

Axis Damaged or Acceleration BRPs: Multiply the number of capital ships damaged while raiding by 3 (damaged cruisers don't count) and add any BRPs spent on acceleration of Axis naval construction.

Total Axis BRPs Lost: Add the values in Columns J through L. This represents the economic cost to the Axis of waging strategic warfare for that turn.

Allied Loss - Axis Loss: The scenario will not end before Winter 1944 unless the Allied loss exceeds the Axis loss by 10 or less (Column N must be less than or equal to 10).

Battle of the Atlantic Scenario
Atlantic Ocean Force Deployment Chart

Axis Forces in Port

Naval Forces

Atlantic SW Box

Allied Forces	Axis Forces
Transports	
ASW	Submarines
CVEs	
Naval Units Engaging Active Raiders	Active Raiders

Allied Forces in Port

Naval Forces

Historical Campaign Games (Global War and European Scenarios)

Italy

Fall 1939 BRP Level: 40 (Base: 50; Libya: 5; Albania: 5)

Growth Rate: Increasing from 10% to 20% (see 35.31A)

Mobilization: Fall 1939: Add 10 BRPs to the Italian BRP base and level.

Fall 1939 Construction Limit: 20

Replacements: 6

Airbases: 2

Germany

Fall 1939 BRP Level: 110 (Base: 150;

economic interest in Russia: 10)

Growth Rate: Increasing from 10% to 50% (see 35.31A)

Mobilization: None.

Fall 1939 Construction Limit: 50

Replacements: 8

Airbases: 4

		Germany																
		Air					Military									Naval		
1		AAF	Int	Jets	Air T	NAT	2-6	4-6	5-6	1-3	3-3	1m3	Flak	S. Oil	Rekt	Subs	A. Sub	SBP
9	At St	[20]			[1]	1		[4]		[1]	[14]					[1]		2
3	Fall	10[30]					2[2]	6[10]		1[2]	11[25]					1[2]		
9	Win							2[12]			5[30]	2[2]						
1940 Pr.		1[31]								1[3]						3[5]		
1941 Pr.		2[33]									3[33]					2[7]		
1942 Pr.		3[36]									2[35]	1[3]		1[1]		3[10]		3
1943 Pr.			4[4]						1[1]				3[3]	1[2]		4[14]		4
1944 Pr.			1[5]						1[2]				3[6]			1[15]		5
Su44															2[2]		1[1]	
1945 Pr.			4[9]							1[4]	3[38]	1[4]				1[16]		
Sp45				1[1]														

		Italy									
		Air			Military					Naval	
1		NAS	AAF	NAT	2-5	1-3	2-3	3-3	1m3	Subs	SBP
9	At St	[1]	[5]	1	[1]	[5]	[2]	[1]		[1]	2
3	Fall					3[8]	1[3]	1[2]		1[2]	
9	Win										
1940 Pr.					1[2]						
Sp40						2[10]	1[4]				
1941 Pr.									1[1]		
Sp41					1[3]						
1942 Pr.											

The following force pool additions are included above (all German unless otherwise noted):

- Italian Fall 1939 Mobilization: one 2-5 armor, one 2-3 infantry, two 1x3 infantry
- 1940 production: one AAF, 2 BRPs deferred; one 1-3 infantry, one Italian 2-5 armor, 2 RPs carried forward; 3 submarines
- 1941 production: two AAF, using 1 deferred BRP; two 3x3 infantry, four 1-3 infantry; 2 submarines
- 1942 production: 2 interceptors, using 1 deferred BRP; one 3-3 infantry, 3 Flak, 1 BRP deferred, using 1 carried RP; 1 Italian airborne; 1 synthetic oil plant; 3 submarines; 1 SBP
- 1943 production: 2 interceptors, 2 BRPs deferred; one 5-6 armor, 1 RP carried forward; 1 synthetic oil plant; 4 submarines; 1 SBP
- 1944 production: 2 interceptors, using 1 deferred BRP; one 5-6 armor, 3 Flak, using 1 deferred BRP + 2 carried RPs; 3 submarines; 1 SBP
- 1945 production: 2 interceptors, using 1 deferred BRP; three 3x3 infantry, one 1x3 infantry; 2 airborne; 1 submarine
- Research results: Summer 1944 Rockets "9", Summer 1944 Advanced Submarines "9", Spring 1945 Jets "9"

Japan

Fall 1939 BRP Level: 40 (Base: 70; China: 20)

Growth Rate: 50%

Mobilization: Add 10 BRPs to the Japanese BRP base and level in Fall 1939, Fall 1940, Spring 1941, and Winter 1941.

Fall 1939 Construction Limit: 26

Airbases: 3

		Japan														
		Air				Military							Naval			
1		NAS	AAF	Int	NAT	1-3	2-3	1-2	2-2	3-2	1m2	1n2	Tr	ASW	Subs	SBP
9	At St	[10]	[10]		3	[2]	[2]	[20]	[10]	[5]		[1]	[20]		1	3
3	Fall	2[12]				1[3]	1[3]			3[8]	1[1]				1[2]	
9	Win															
1940 Pr.																4
1	Spr							3[23]								
9	Sum															
4	Fall	6[18]	2[12]													
0	Win															
1941 Pr.		5[23]			4				1[11]	1[9]		1[2]				
1	Spr	5[28]						4[27]	2[13]							
9	Sum															
4	Fall	3[31]	3[15]						1[14]	1[10]						
1	Win															5
1942 Pr.		5[36]			5				1[15]	1[11]		1[3]			2[4]	6
1	Spr		5[20]													
9	Sum							3[30]		4[15]						
4	Fall															
2	Win	5[41]														
1943 Pr.		5[46]			6					1[16]				1[1]		7
1944 Pr.		2[48]		1[1]	7					2[18]				2[3]	1[5]	
1945 Pr.		1[49]		3[4]						2[20]				1[4]		

The following force pool additions are included above:

- Japanese Fall 1939 mobilization: 6 NAS, 2 AAF, three 1-2 infantry; 5 BRPs deferred and used to mobilize 5 NAS in Spring 1940
- Japanese Fall 1940 mobilization: 3 NAS, 3 AAF, four 1-2 infantry, two 2-2 infantry
- Japanese Spring 1941 mobilization: 5 AAF, one 2-2 infantry, one 3-2 infantry
- Japanese Winter 1941 mobilization: 5 NAS, three 1-2 infantry, four 3-2 infantry
- 1940 production: 1 SBP
- 1941 production: 5 NAS; 1 NAT; one 2-2 infantry, one 3-2 infantry; one marine; 1 SBP (produced in Winter 1941)
- 1942 production: 5 NAS; 1 NAT; one 2-2 infantry, one 3-2 infantry; one marine; 2 submarines; 1 SBP
- 1943 production: 5 NAS; 1 NAT; one 3-2 infantry, 2 BRPs deferred; 1 ASW; 1 SBP
- 1944 production: 2 NAS, 1 interceptor; 1 NAT; two 3-2 infantry, using 1 deferred BRP; 2 ASW; 1 submarine
- 1945 production: 1 NAS, 3 interceptors; two 3-2 infantry, using 1 deferred BRP; 1 ASW

France

Fall 1939 BRP Level: 40 (Base: 60; Morocco: 5; Algeria: 5; Tunisia: 5; Lebanon/Syria: 5; French Indochina: 10)
Growth Rate: Increasing from 10% to 30% (see 35.31A)
Fall 1939 Unit Construction Limit: 20
Replacements: 4
Airbases: 2

Britain

Fall 1939 BRP Level: 60 (Base: 70 + 40 Commonwealth base; Burma: 10; Calcutta: 5; Dacca: 5; Egypt: 5; Hong Kong: 5; Malaya: 10; Palestine: 5; Singapore: 5)
Growth Rate: Increasing from 10% to 40% (see 35.31A)
Mobilization: Fall 1939: Add 10 BRPs to the British BRP base and level.
Fall 1939 Unit Construction Limit: 40
Replacements: 6 (Europe)
Airbases: 3 (Europe)

France

		Air	Military			Naval
1		AAF	3-5	1-3	2-3	SBP
9	At St	[5]	[1]	[3]	[14]	2
3	Fall		2[3]		4[18]	
9	Win					
1940 Pr.						
1	Spr					
9	Sum					
4	Fall					
0	Win					
1941 Pr.						
1	Spr					
9	Sum					
4	Fall					
1	Win					
1942 Pr.						
1943 Pr.						
1944 Pr.						
1945 Pr.						

Britain (European Theater)

Air						Military					Naval			
NAS	AAF	Int	Str B	Air T	NAT	2-5	4-5	3-4	1m3	Flak	Tr	ASW	Subs	SBP
[11]	[8]		[1]		2	[2]		[2]			[25]	[1]	[1]	4
1[12]	5[13]										5[30]	1[2]	1[2]	
		1[1]	1[2]					1[3]		1[1]				5
1[13]	5[18]													
1[14]								1[4]						
									Ch[C]			2[4]		
						1[3]	1[1]							
		2[3]	2[4]								2[32]	2[6]		
			1[5]									2[8]		
		2[5]	3[8]	1[1]								2[10]		
		1[6]	1[9]											

	Canada			S. Africa		India	
	Military		Naval	Military		Military	
	4-5	3-4	SBP	1-3	3-4	1-2	2-2
At Start		[1]	1	[3]	[1]	[1]	[1]
Fa40		1[2]					
Sp41	1[1]		1[2]				
Fa41							
Sp42			1[3]				

Australia*	
Military	
1-2	2-2
[1*]	
	1[1*]
-1[0]	-1[0]

* The Australian portion of this force chart is for use in a European scenario only. In Global War, all Australian units are included on the British Pacific force chart.

The following force pool additions are included above and on the United States force pool charts:

- British Fall 1939 Mobilization: one NAS, one 2-5 armor, one 4-5 armor, one 3-4 mechanized infantry
- 1940 production: 1 British Int, 2 BRPs deferred; 1 British bomber, 2 BRPs deferred; 1 British 3-4 mech. infantry, 1 Flak; 1 SBP (Glasgow)
- 1941 production: 1 British Chindit; 2 ASW; 1 SBP (Canada)
- 1942 production: 2 British Int, 2 U.S. Int, using 2 deferred BRPs; 2 British bombers, 2 U.S. bombers, using 2 deferred BRPs; 1 U.S. AirT; 2 U.S. NAT; 1 U.S. airborne, 1 U.S. marine; 2 transports; 2 ASW; 1 U.S. submarine, 1 SBP (Canada)
- 1943 production: 1 U.S. Int, 2 BRPs deferred; 1 British bomber, 2 U.S. bombers, 1 BRP deferred; 1 U.S. AirT; 2 U.S. NAT; 1 U.S. airborne, 2 U.S. marines; 3 transports; 2 ASW, 1 RP carried forward; 3 U.S. submarines
- 1944 production: 2 British Int, 2 U.S. Int, using 2 deferred BRPs; 3 British bombers, 4 U.S. bombers, using 1 deferred BRP; 3 U.S. bombers (Pacific), 1 BRP deferred; 1 British AirT, 1 U.S. AirT; 1 U.S. airborne, 1 U.S. marine; 3 transports; 2 ASW, using 1 carried RP; 3 U.S. submarines
- 1945 production: 1 British Int, 2 U.S. Int, 1 US NAS; 1 British bomber, 2 BRPs deferred; 7 U.S. bombers (Pacific), using 1 deferred BRP; 2 U.S. NAT; 2 U.S. 5-6 armor; 3 transports; 3 U.S. submarines

Historical Campaign Games (Global War, European, and Pacific Scenarios)

Russia

Fall 1939 BRP Level: 80 (Base: 20; ICs: 70; Ukraine: 10)

Growth Rate: 50% (but see 35.31F)

Mobilization: Add one IC (10 BRPs) in Fa'40, Sp'41, Fa'41, Wi'41, and Sp'42.

Fall 1939 Construction Limit: 30

Airbases: 3 (Europe); 1 (Pacific)

[illegible][illegible]

The following Russian force pool additions are included above:

- Russian Fall 1940 [peacetime] mobilization: three 3-3 infantry in Fall 1940; one AAF, one 4-5 armor in Winter 1940
- Russian Spring 1941 [peacetime] mobilization: three 3-3 infantry in Spring 1941, one AAF, one 4-5 armor in Summer 1941
- Russian Fall 1941 [wartime] mobilization: three 3-3 infantry, one AAF, one 4-5 armor
- Russian Fall 1941 Siberian transfer: two 3-3 infantry, one AAF, one 3-5 armor
- Russian Winter 1941 [wartime] mobilization three 3-3 infantry, one AAF, one 4-5 armor
- Russian Spring 1942 [wartime] mobilization three 3-3 infantry, one AAF, one 4-5 armor
- 1940 production: 1 AAF, 2 BRPs deferred; one 3-3 infantry, 2 BRPs deferred
- 1941 production: two 3-3 infantry, using 1 deferred BRP; one air transport
- 1942 production: 2 AAF, using 1 deferred BRP; two 3-3 infantry, using 1 deferred BRP
- 1943 production: 3 AAF, 1 BRP deferred; one air transport; one 5-6 armor
- 1944 production: 4 AAF, using 2 deferred BRPs; one 5-6 armor
- 1945 production: 5 AAF; one 5-6 armor; one airborne

United States

BRP Level: 100 (Base: 100)

Growth Rate: 50%

Mobilization: add BRPs to the US BRP base and level in the following turns, depending on scenario Global War – add 25 BRPs in Sp’40, 50 BRPs in Fa’40; 25 BRPs in Sp’41; 50 BRPs in Su’41; 25 BRPs in Fa’41; 50 BRPs in Wi’41 through Su’43; 25 BRPs in Fa’43 through Sp’44

European Scenario – add 25 BRPs in Sp’40, Fa’40, Sp’41 through Su’43

Fall 1939 Unit Construction Limit: 33

Replacements: 6 (Europe)

Airbases: 3 (Europe)

U.S. (European Theater)									
		Air				Military			Atlantic
1		AAF	Int	Str B	Air T	5-6	3-4	1m3	SBP
9	At St			[1]			[2]		1
3	Fall								
9	Win								
1940 Pr.									
1	Spr								2
9	Sum								
4	Fall								3
0	Win								
1941 Pr.									
1	Spr								4
9	Sum								5
4	Fall	1[1]							6
1	Win								8
1942 Pr.			2[2]	2[3]	1[1]			1[1]	
1	Spr	1[2]				1[1]	1[3]		10
9	Sum	3[5]					2[5]		12
4	Fall	2[7]				1[2]			13
2	Win								
1943 Pr.			1[3]	2[5]	1[2]			1[2]	
1	Spr					1[3]			
9	Sum					1[4]			
4	Fall	3[10]				1[5]	2[7]		
3	Win	7[17]				1[6]	4[11]		
1944 Pr.			2[5]	4[9]	1[3]			1[3]	
1	Spr	5[22]					2[13]		
9	Sum	4[26]					3[16]		
4	Fall								
4	Win								
1945 Pr.			2[7]			2[8]			

Historical Campaign Games (Global War and Pacific Scenarios)

		U.S. (Pacific Theater)										Replacements: 6 (Pacific) Airbases: 3 (Pacific)			
		Air						Military				Naval			Pacific
1		NAS	AAF	Int	Str B	Air T	NAT	1-2	2-2	3-2	1n2	Tr	ASW	Subs	SBP
9	At St	[10]	[3]			[1]	4	[4]	[1]		[1]	[10]		[1]	1
3	Fall							1[5]	1[2]					1[2]	
9	Win														
1940 Pr.															
1	Spr	8[18]	2[5]								1[2]				
9	Sum														
4	Fall														2
0	Win														
1941 Pr.															
1	Spr	9[27]	2[7]												
9	Sum														3
4	Fall	6[33]	3[10]												
1	Win							1[6]	1[3]						5
1942 Pr.											1[3]	2[12]		1[3]	
1	Spr						5								7
9	Sum	6[39]	2[12]				6	1[7]	1[4]						9
4	Fall							1[8]	1[5]						10
2	Win	4[43]	1[13]					1[9]	1[6]						11
1943 Pr.											2[5]	1[13]		3[6]	
1	Spr	4[47]	1[14]				7								
9	Sum	1[48]	2[16]				8								
4	Fall	6[54]	1[17]							2[2]					
3	Win														
1944 Pr.					3[3]						1[6]	3[16]		3[9]	
1	Spr	5[59]	3[20]						2[8]	2[4]					
9	Sum	5[64]	3[23]							2[6]					
4	Fall	4[68]	4[27]												
4	Win	5[73]	5[32]												
1945 Pr.		1[74]			7[10]							3[19]		3[12]	
4	Spr	5[79]	5[37]				9								
5	Sum						10								

The following U.S. force pool mobilizations are included above and on the U.S. European force pool chart (production is listed on the British sheet):

- U.S. Spring 1940 Atlantic mobilization: 1 Atlantic SBP, 9 NAS, 2 AAF
- U.S. Fall 1940 Atlantic + Pacific mobilizations: 1 Atlantic SBP, 1 Pacific SBP, 6 NAS, 4 AAF, one 5-6 armor, 2 BRPs deferred
- U.S. Spring 1941 Atlantic mobilization: 1 Atlantic SBP, 1 AAF, one 5-6 armor, one 3-4 mechanized infantry, using 1 deferred BRP
- U.S. Summer 1941 Atl + Pac mobilizations: 1 Atlantic SBP, 1 Pacific SBP, 6 NAS, 5 AAF, one 1-2 infantry, one 2-2 infantry, two 3-4 mech. infantry
- U.S. Fall 1941 Atlantic mobilization: 1 Atlantic SBP, 2 AAF, one 5-6 armor, using 1 deferred BRP
- U.S. Winter 1941 Atlantic + Pacific mobilizations: 2 Atlantic SBPs, 2 Pacific SBPs, 4 NAS, 1 AAF, one 1-2 infantry, one 2-2 infantry, one 5-6 armor
- U.S. Spring 1942 Atlantic + Pacific mobilizations: 2 Atlantic SBPs, 2 Pacific SBPs, 4 NAS, 1 AAF, one 1-2 infantry, one 2-2 infantry, one 5-6 armor
- U.S. Summer 1942 Atlantic + Pacific mobilizations: 2 Atlantic SBPs, 2 Pacific SBPs, 1 NAS, 2 AAF, one 1-2 infantry, one 2-2 infantry, one 5-6 armor
- U.S. Fall 1942 Atlantic + Pacific mobilizations: 1 Atlantic SBP, 1 Pacific SBP, 6 NAS, 4 AAF, four 3-4 mechanized infantry
- U.S. Winter 1942 Atlantic + Pacific mobilizations: 1 Pacific SBP, 7 AAF, four 3-4 mechanized infantry, 2 BRPs deferred
- U.S. Spring 1943 Atlantic + Pacific mobilizations: 5 NAS, 8 AAF, four 3-4 mechanized infantry, using 1 deferred BRP
- U.S. Summer 1943 Atlantic + Pacific mobilizations: 5 NAS, 7 AAF, five 3-4 mechanized infantry, using 1 deferred BRP
- U.S. Fall 1943 Pacific mobilization: 4 NAS, 4 AAF, two 2-2 infantry
- U.S. Winter 1943 Pacific mobilization: 5 NAS, 5 AAF
- U.S. Spring 1944 Pacific mobilization: 5 NAS, 5 AAF

Historical Events Chart

	European Axis	Japan	Russia	Western Allies
At Start	“6” Harbor Attack (Germany)	“7+” Torpedoes		“9+” Strategic Bombers
Fall 1939	Italy mobilizes	Japan mobilizes	RGT=0	USAT=2; USJT=2 Britain mobilizes
Winter 1939			RGT=2 Russo-Finnish border war	USAT=3; USJT=3 lay down Hornet (CV)
Spring 1940			RGT=4 1 Railhead/Fort	USAT=8; USJT=5 1 Railhead/Fort
Summer 1940	“7+” Torpedoes	“10+” Air Range	RGT=8	USAT=16; USJT=8 U.S. mobilizes (Atlantic) “10+” Air Range; “6-7” ASW “10+” Radar
Fall 1940		Japan mobilizes	RGT=12 Russia mobilizes (peace) Rumania cedes Bessarabia to Russia	USAT=22; USJT=10 U.S. mobilizes twice (Atlantic, Pacific) lay down Iowa (BB5), N. Jersey (BB5) “8+” Harbor Attack
Winter 1940	Hungary & Rumania activate as German minor allies Bulgaria associates with Germany	lay down Shoho (CVL)	RGT=23	USAT=28; USJT=12 lay down Wisconsin (BB5), Essex (CV), Missouri (BB5)
Spring 1941	“10+” Air Range 1 Ultra card 1 Moslem Partisan	Japan mobilizes lay down Junyo (CVL) 1 Magic card	RGT=29 Russia mobilizes (peace) 1 Railhead/Fort	USAT=34; USJT=16 U.S. mobilizes (Atlantic) lay down Cabot (CV) “6-7” ASW; 1 Ultra card
Summer 1941	Finland associates with Germany “5-6” Spanish diplomatic result Germany DoWs Russia with RGT=36	lay down Hiyo (CVL)		USAT=41; USJT=22 U.S. mobilizes twice (Atlantic, Pacific) lay down Bunker Hill (CV)
Fall 1941	“7” Harbor Attack		Russia mobilizes (war)	USAT=45; USJT=27 U.S. mobilizes (Atlantic)
Winter 1941	2 winter prep (auto, at end of turn)	Japan mobilizes Japan DoWs U.S. with USJT=33	Russia mobilizes (war)	USAT=48 U.S. mobilizes twice (Atlantic, Pacific)
Spring 1942	1 Synthetic Oil Plant 3 Railhead/Forts		Russia mobilizes (war) 1 Railhead/Forts	USAT=50 U.S. mobilizes twice (Atlantic, Pacific) U.S. may DoW Germany 1 Magic card
Summer 1942	“7+” Torpedoes		CTL 2 Increase 2 ICs by 5 BRPs	U.S. mobilizes twice (Atlantic, Pacific) “6-7” ASW; “8+” Controlled Reaction
Fall 1942			Increase 2 ICs by 5 BRPs	U.S. mobilizes twice (Atlantic, Pacific) NDRM 3
Winter 1942	2 winter prep (auto, at end of turn)		Increase 2 ICs by 5 BRPs	U.S. mobilizes twice (Atlantic, Pacific)
Spring 1943	“7+” Air Defense 1 Synthetic Oil Plant 1 Ultra card	“6-7” ASW; “7+” Air Defense 1 Magic card 1 Chinese Occupation Policies	ADRM 2 2 Shock Tactics Increase 2 ICs by 5 BRPs	U.S. mobilizes twice (Atlantic, Pacific) “10+” Air Range; “6-7” ASW; 1 Port CTL 2; 1 Ultra card, 1 Magic card
Summer 1943		“6” Harbor Attack	Increase 2 ICs by 5 BRPs	U.S. mobilizes twice (Atlantic, Pacific) ADRM 3; 1 Port
Fall 1943			Increase 2 ICs by 5 BRPs	U.S. mobilizes (Pacific) “9+” Strategic Bombers
Winter 1943	2 winter prep (auto, at end of turn)		Increase 2 ICs by 5 BRPs	U.S. mobilizes (Pacific)
Spring 1944	1 Synthetic Oil Plant 2 Railhead/Forts	“6-7” ASW “10+” Air Range	2 Shock Tactics 1 Partisan Increase 2 ICs by 5 BRPs	U.S. mobilizes (Pacific) “7+” Torpedoes; 1 Port 1 Uranium Plant; 1 Plutonium Reactor 1 Magic card
Summer 1944	“7+” Air Defense “9” Rockets; “9” Advanced Subs		Increase 2 ICs by 5 BRPs	“9+” Strategic Bombers “6-7” ASW; “8” Plutonium Production
Fall 1944			Increase 2 ICs by 5 BRPs	“7+” Air Defense
Winter 1944			Increase 2 ICs by 5 BRPs	1 Winter Preparation
Spring 1945	“9” Jets 2 Railhead/Forts	“7+” Air Defense “6-7” ASW 1 Magic card	2 Shock Tactics 1 Partisan Increase 2 ICs by 5 BRPs	“9+” Strategic Bombers “7+” Torpedoes “9” Uranium Separation; 1 Magic card
Summer 1945	“7+” Air Defense		Russia may DoW Japan	ADRM 4; “6-7” ASW “7+” Atomic Bomb
Fall 1945				“10+” Air Range
Winter 1945		2 winter prep (auto, end of turn)		1 Winter Preparation

Notes: Allied Railhead/Fort, Harbor Attack and Partisan results do not apply to the Pacific scenario. Beach Defenses may be substituted for any major power's Fort result. Allied Port results do not apply to the European scenario. Russia may use at most one Shock Tactics result per turn in the Pacific scenario.

Historical Notes - Historical Shipbuilding Chart

This list of additions to the U.S., Japanese, and British navies throughout the war is for historical interest. AWA players are obligated to start only those U.S. and Japanese ships laid down before the outbreak of war in the Pacific, as included on the Historical Events Chart.

The Historical Shipbuilding Chart details historical additions to the U.S., Japanese, and British shipyards. Ships are started in the indicated season and then either advanced normally (*adv* – the default) or accelerated as indicated. See 27.7272B for rules concerning acceleration (*acc* – 3 BRPs of acceleration) and maximum acceleration (*max* – 6 BRPs of acceleration).

United States

Season	Name	Type	Acceleration
Winter 1939	<i>Hornet</i>	CV	
Summer 1940	<i>Iowa</i> ¹	BB5	adv, max, max
Fall 1940	<i>New Jersey</i>	BB5	adv, max, max
Winter 1940	<i>Wisconsin</i> <i>Essex</i>	BB5 CV	adv, max, max max
Spring 1941	<i>Lexington II</i> ² <i>Missouri</i> ³	CV BB5	acc max, acc, acc
Summer 1941	<i>Bunker Hill</i>	CV	acc
Winter 1941	<i>Intrepid</i> <i>Yorktown II</i> ⁴ <i>Independence</i> <i>Princeton</i>	CV CV CVL CVL	max max
Spring 1942	<i>Wasp II</i> ⁵ <i>Hornet II</i> ⁶ <i>Belleau Wood</i> <i>Cowpens</i>	CV CV CVL CVL	max max
Summer 1942	<i>Ticonderoga</i> <i>Franklin</i> <i>Bennington</i> <i>Monterey</i> <i>Cabot</i> ⁷	CV CV CV CVL CVL	acc max
Fall 1942	<i>Randolph</i> <i>Bon Homme Richard</i> <i>Hancock</i> <i>Langley</i>	CV CV CV CVL	acc
Winter 1942	<i>Antietam</i> <i>Shangri-La</i> <i>Bataan</i> <i>San Jacinto</i> <i>Midway</i>	CV CV CVL CVL CVB	acc acc, acc
Spring 1943	<i>Boxer</i> <i>Lake Champlain</i> <i>F. D. Roosevelt</i>	CV CV CVB	acc, acc
Fall 1943	<i>Princeton II</i> ⁸	CV	
Winter 1943	<i>Tarawa</i> <i>Coral Sea</i>	CV CVB	
Spring 1944	<i>Kearsarge</i> <i>Leyte</i> ⁹	CV CV	
Summer 1944	<i>Philippine Sea</i> <i>Reprisal</i> <i>Saipan</i> <i>Wright</i>	CV CV CVL CVL	
Fall 1944	<i>Valley Forge</i>	CV	
Winter 1944	<i>Oriskany</i> <i>Iwo Jima</i>	CV CV	

U.S. historical light ship construction (other than transports) by year:

Year	Submarine	DD	CA	CVE
1940		2		
1941	1	7		1
1942	2	14	4	6
1943	4	15	3	9
1944	4	1	7	6
1945	4		1	2

Japan

Season	Name	Type	Acceleration
Winter 1940	<i>Shoho</i>	CVL	
Spring 1941	<i>Junyo</i>	CVL	
Summer 1941	<i>Hiyo</i>	CVL	
Winter 1941	<i>Ryuko</i>	CVL	
Spring 1942	<i>Taiho</i> <i>Shinano</i> <i>CA2</i>	CV CVB CA	acc, acc
Summer 1942	<i>Unryu</i>	CV	
Fall 1942	<i>Amagi</i> <i>Kasagi</i>	CV CV	
Spring 1943	<i>Chiyoda</i> <i>Chitose</i> <i>CA2</i>	CVL CVL CA	
Spring 1944	<i>CA2</i>	CA	

Britain

Season	Name	Type	Acceleration
Fall 1939	<i>Formidable</i>	CVL	
Spring 1940	<i>Indomitable</i>	CVL	
Winter 1941	<i>Vanguard</i>	BB4	

¹ In the historical scenarios, the *Iowa* is laid down in Fall 1940 to fit the AWA shipbuilding profile.

² *Lexington* (CV-16) was originally named *Cabot*.

³ In the historical scenarios, the *Missouri* is laid down in Winter 1940 to fit the AWA shipbuilding profile.

⁴ *Yorktown* (CV-10) was originally named *Bon Homme Richard*.

⁵ *Wasp* (CV-18) was originally named *Oriskany*.

⁶ *Hornet* (CV-12) was originally named *Kearsarge*.

⁷ To avoid confusion with *Cabot* (CV-16), which was renamed *Lexington*, AWA has no ship counter for *Cabot* (CVL-28).

⁸ *Princeton* (CV-37) was originally named *Valley Forge*.

⁹ *Leyte* (CV-32) was originally named *Crown Point*.

Atlantic Submarine Warfare – Modifiers by turn

Turn	NNDRM	Ports	US	Torp	ASW	CVEs	Air r.	Ultra	other	Total
Fa39	+1	-	-	-	-	-	-			
Wi39										
Sp40										
Su40										
Fa40										
Wi40										
Sp41										
Su41										
Fa41										
Wi41										
Sp42										
Su42										
Fa42										
Wi42										
Sp43										
Su43										
Fa43										
Wi43										
Sp44										
Su44										
Fa44										
Wi44										
Sp45										
Su45										
Fa45										
Wi45										
Sp46										
Su46										
Fa46										
Wi46										

Atlantic Submarine Warfare – Turn by turn

					Results			Transport Losses						Transport Totals				
Turn	Subs	ASW	CVE	DRM	Subs	ASW	Raid	Atlantic			Indian O.		BRPs	Atl	IO	Pac	UB	Total
Fa39	1	1	0															
Wi39	2																	
Sp40	2																	
Su40	2																	
Fa40	3																	
Wi40	3																	
Sp41	4																	
Su41	4																	
Fa41	5																	
Wi41	5																	
Sp42	6																	
Su42	6																	
Fa42	7																	
Wi42	8																	
Sp43	9																	
Su43	10																	
Fa43	11																	
Wi43	12																	
Sp44	13																	
Su44	14																	
Fa44	15																	
Wi44	16																	
Sp45	17																	
Su45	18																	
Fa45	19																	
Wi45	20																	
Sp46	21																	
Su46	22																	
Fa46	23																	
Wi46	24																	

Pacific Submarine Warfare – Turn by turn

- 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 submarine warfare modifiers							Forces		SW dice rolls		Transports			BRPs
Turn	Naval DRM	Air range	Torp	ASW	Magic	Manila	Net DRM	Subs	ASW	Sub roll	ASW roll	Trans	Net sub result	Usable trans	BRPs
Sp41								1							
Su41								1							
Fa41								1							
Wi41								1							
Sp42								1							
Su42								1							
Fa42								1							
Wi42								1							
Sp43								2							
Su43								2							
Fa43								3							
Wi43								3							
Sp44								4							
Su44								4							
Fa44								5							
Wi44								5							
Sp45								6							
Su45								6							
Fa45								6							
Wi45								6							
Sp46								6							
Su46								6							
Fa46								6							
Wi46								6							

Shipbuilding – Turn by turn

Spring 19____

	SBP	Subs	ASW	Tr	CVE	DD	CA	BB2	BB3	BB4	BB5	CVL	CV	CVB	Rep
Ger															
Ita															
Jap															
Bri															
Can															
Aus															
USe															
USp															

Summer 19____

	SBP	Subs	ASW	Tr	CVE	DD	CA	BB2	BB3	BB4	BB5	CVL	CV	CVB	Rep
Ger															
Ita															
Jap															
Bri															
Can															
Aus															
USe															
USp															

Fall 19____

	SBP	Subs	ASW	Tr	CVE	DD	CA	BB2	BB3	BB4	BB5	CVL	CV	CVB	Rep
Ger															
Ita															
Jap															
Bri															
Can															
Aus															
USe															
USp															

Winter 19____

	SBP	Subs	ASW	Tr	CVE	DD	CA	BB2	BB3	BB4	BB5	CVL	CV	CVB	Rep
Ger															
Ita															
Jap															
Bri															
Can															
Aus															
USe															
USp															

Naval Combat Chart				
				
Axis		Combat Group	Allies	
Hidden	Found		Found	Hidden
		1		
		2		
		3		
		4		
		5		
		6		