

A World At War

Research & Diplomacy Tables



By Rodger B. MacGowan ©2003



GMT Games

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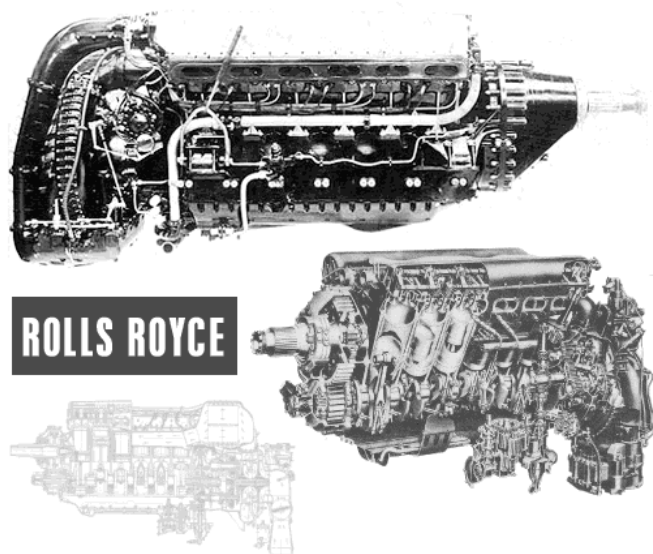
General Research

(Air, Naval, Military, Atomic and Intelligence)

All five general research tables are identical, although they are distinct for the purposes of RP allocation and results, as indicated on the research record sheets. When an "8+" result is achieved for a category of general research, further general research in that category starts from scratch.

Results:

- 1 No effect.
- 2 [+1]
- 3 [+2]
- 4 [+3]
- 5 [+4]
- 6 [+5]
- 7 [+6]
- 8+ Breakthrough.



Air Research Projects

Air Nationality DRM

(European Axis, Western Allies, Russia, Japan)

Modifiers:

- # For the Air Nationality DRM of the senior partner in the rolling alliance faction (-1 for an Air Nationality DRM of 1; -2 for an Air Nationality DRM of 2; and so on).

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7 [+5]
- 8 [+6]
- 9 [+7]
- 10+ Increase Air Nationality DRMs one level.



Jets

(Germany, Britain, U.S., Russia, Japan)

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

Restrictions

The European Axis may not allocate RPs to jets until 1943. The Western Allies, Russia and Japan may not allocate RPs to jets until the 1944 YSS.

Results:

- 1-3 *Project cancelled.
- 4-5 No effect
- 6-7 [+1]
- 8 [+2]
- 9 One jet factor may be built. Jets have a range of two hexes in Europe and one hex in the Pacific. [+3]
- 10 Two jet factors may be built. [+4]
- 11 Three jet factors may be built. Jet range improves to three hexes in Europe and two hexes in the Pacific. [+5]
- 12+ *Four jet factors may be built. Jets achieve their full range of four hexes in Europe and three hexes in the Pacific.

Explanation:

After a successful result, jet factors are added to the successful alliance faction's force pool at no additional RP cost at the rate of one factor per turn.

Air Range

(Germany, Western Allies, Russia, Japan)

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

Japan begins with a result of "7" [+5]. The Western Allies begin with a result of "5" [+3].

Modifiers:

- # For the air range of the rolling alliance faction (-1 for one air range result; -2 for two air range results; and so on).

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7 [+5]
- 8 [+6]
- 9 [+7]
- 10+ Air ranges for strategic bombers and escorting interceptors are increased (see Air Range Effects Table for details).



Strategic Bombers

(European Axis, Western Allies, Russia, Japan)

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

Modifiers:

- 1 For each strategic bomber result achieved by the rolling alliance faction (-1 for one strategic bomber result, not including the initial Western Allied result; -2 for two strategic bomber results; and so on).

Results:

- 1-2 No effect.
- 3-4 [+1]
- 5 [+2]
- 6 [+3]
- 7 [+4]
- 8 [+5]
- 9+ Strategic bombers may be constructed. For each subsequent “9+” result for strategic bombers, friendly bomber SW combat dice rolls receive a favorable +/-1 DRM.



Air Defense

(European Axis, Western Allies, Russia, Japan)

Modifiers:

- 1 For each air defense result achieved by the rolling alliance faction (-1 for one air defense result; -2 for two air defense results; and so on).

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7+ The defender’s air defense level is increased by one against air attacks (23.42); the defender’s SW combat dice roll is increased by one against strategic bombing (26.461B); each flying bomb salvo effect is reduced by one (26.661A).

Air Production Projects

42.22 AIR:

A. AIR FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add five BRPs of army air, naval air or interceptors, in any combination, to the force pool of one or more eligible major powers in that alliance faction.

- Army and naval air units are added to the owning major power’s force pool in the unit construction phase in which the RPs are triggered.
- Interceptors are added to the owning major power’s force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the provided the owning major power commits to their construction in the turn of production (27.91A).
- France may not produce naval air units or interceptors; Russia may not produce naval air units; Italy may not produce interceptors; China may not produce army air, naval air or interceptors.
- Remnants may be retained for future use (42.336).

B. STRATEGIC BOMBERS: 2, 3, 4, 5... only after a “9+” research result for strategic bombers. Each result allows the alliance faction to add five BRPs of strategic bomber factors to the force pool of one or more eligible major powers in that alliance faction.

- Strategic bombers are added to the owning major power’s force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the provided the owning major power commits to their construction in the turn of production (27.91A).
- Western Allied strategic bomber production in Europe is a separate production project from American strategic bomber production in the Pacific. Western Allied strategic bomber production for European use may begin in 1940; American strategic bomber production for Pacific use may begin in 1944.
- Italy, France and China may not produce strategic bombers. See 24.23 and 42.331B for restrictions.
- Remnants may be retained for future use (42.336).

C. AIR TRANSPORTS: 3, 4, 5, 6... Each result allows the alliance faction to add an air transport factor to the force pool of an eligible major power in that alliance faction. Italy, France and China may not produce air transport units.

D. JETS: One jet factor is added to the force pool of the eligible major powers in the rolling alliance faction, at no additional RP cost, for each research result for jets. A “9” research result for jets adds one jet factor; a “10” result, two jet factors; an “11” result, three jet factors, and a “12+” result, four jet factors. Germany, Japan and Russia may create no more than four jet factors; Britain and the U.S. may each create no more than two jet factors; Italy, France and China may not create jets.

E. AIRBASES: 1, 1 for no more than two additional airbases each year, at the rate of one airbase per turn. Germany, Italy, Japan, Russia, Britain and the U.S. only.

42.331 AIR UNITS: Army and naval air units may be added to force pools by either mobilization or production. Interceptor, strategic bomber, air transport and jet force pools may be increased only by production, subject to the following restrictions:

A. JETS: Jets are produced, at no additional RP cost, when research results for jets are achieved.

B. STRATEGIC BOMBERS: Strategic bombers may not be produced by a major power which has not achieved at least one “9+” result for strategic bombers. The Western Allies begin with one “9+” result for strategic bombers and one British and one American strategic bomber factor already built. Western Allied strategic bomber force pool additions for European use must be allocated so the British and American strategic bomber force pools remain at equal strength, with any odd factor going to either major power at the Western Allied player’s discretion (24.262).

Naval Research Projects



Naval Nationality DRM (European Axis, Western Allies, Japan)

Modifiers:

-# For the Naval Nationality DRM of the senior partner in the rolling alliance faction (-1 for a Naval Nationality DRM of 1; -2 for a Naval Nationality DRM of 2; and so on).

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7 [+5]
- 8 [+6]
- 9 [+7]
- 10+ Increase Naval Nationality DRMs one level.



Anti-submarine Warfare (European Axis, Western Allies, Japan)

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

The Western Allies begin with a result of "3" [+1].

Restrictions:

Western Allied RPs may not be placed in ASW until the 1940 YSS. Japanese RPs may not be placed in ASW until the 1943 YSS.

Modifiers:

- +1 For each radar research result achieved.
- 1 For each ASW result achieved by the rolling alliance faction (-1 for one ASW result; -2 for two ASW results; and so on).

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6-7 Enemy submarine SW combat and submarine attack dice rolls are decreased by one; friendly ASW SW combat dice rolls are increased by one.
- 8+ Enemy submarine SW combat and submarine attack dice rolls are decreased by two; friendly ASW SW combat dice rolls are increased by two.

Explanation:

Results for ASW are implemented gradually – see 41.84A.



Torpedoes (European Axis, Western Allies, Japan)

Japan begins with one "7+" torpedo result and a result of "1-2" [+0].

The European Axis begin with a result of "4" [+2].

Restrictions:

European Axis RPs may not be placed in torpedoes until the 1940 YSS. Western Allied RPs may not be placed in torpedoes until the 1943 YSS.

Modifiers:

- 1 For each torpedo result achieved by the rolling alliance faction (-1 for one torpedo result, not including the initial Japanese result; -2 for two torpedo results; and so on).

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7+ Friendly submarine SW combat and submarine attack dice rolls are increased by one; enemy ASW SW combat dice rolls are decreased by one.



Advanced Submarines (Germany)

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

Restriction:

The European Axis may not allocate RPs to advanced submarines until 1943.

Results:

- 1-3 *Project cancelled.
- 4-5 No effect
- 6-7 [+1]
- 8 [+2]
- 9 One advanced submarine factor may be built. [+3]
- 10 Two advanced submarine factors may be built. [+4]
- 11 Three advanced submarine factors may be built. [+5]
- 12 Four advanced submarine factors may be built. [+6]
- 13 Five advanced submarine factors may be built. [+7]
- 14+ *Six advanced submarine factors may be built.

Explanation:

After a successful result, one advanced submarine factor is added to the German force pool at no additional RP cost at the rate of one factor per turn.



Harbor Attack
(European Axis, Western Allies, Japan)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 One target in harbor may be attacked.
- 7 Two targets in harbor may be attacked.
- 8+ Three targets in harbor may be attacked.

Explanation:

Harbor attacks are resolved using the Harbor Attack Table.

Harbor Attack Table													
Dice roll	2	3	4	5	6	7	8	9	10	11	12	13	14+
Result	0	0	1	1	2	2	3	3	4	4	4	5	6
Modifiers													
<i>All harbor attacks:</i>													
-1 For each harbor attack previously conducted by any alliance faction in either theater, whether against one, two or three targets.													
-2 Defender applies a counter-intelligence result													
+/-1 Tactical codebreaking advantage (48.51C)													
<i>Submarine attacks:</i>													
+# Attacker's Naval Nationality DRM													
-# Defender's Naval Nationality DRM													
+/-# Net torpedo and ASW modifier													
<i>Carrier attacks:</i>													
+# Attacker's Air Nationality DRM													
-# Defender's Naval Nationality DRM													
-# Air defense level of the target hex (naval units are not counted).													
-1 Each uninverted AAF or naval air equivalent in the target hex													
Explanation													
Harbor attacks are resolved during the movement phase, immediately after patrols are resolved. Each harbor attack result must be used against a single hex – a “7” or “8+” result may not be split between two or more hexes. Harbor attacks may not be made against hexes which have been the target of counterair attacks in the current player turn or against mapboard boxes.													
The attacking player may conduct the harbor attack by submarine or carrier.													
Submarine attacks require one uninverted submarine factor to be based on the board in an operational port within 20 (Europe) or 10 (Pacific) hexes of the attacked port. In addition, a German submarine in the Atlantic SW box permits attacks on western front ports; Japanese and American submarines in the Pacific box permit attacks on Pacific front ports. This submarine factor is not actually used in the attack and may be used for other purposes.													
Once the attacking player has announced the target port he wishes to attack by submarine, the defender deploys into combat groups (22.93A). The attacker must select one combat group in that port as a target. The contents of that combat group are revealed. Targets are then selected from the naval units in the targeted combat group by following the targeting procedure set out in 22.93E.													
Submarine attacks are resolved by rolling two dice for each attack and applying the modifiers set out in the Harbor Attack Table (EXCEPTION: Advanced submarines always attack at a +1 modifier).													
Carrier attacks require one uninverted operational fast carrier to be based on the board in an operational port within 20 (Europe) or 10 (Pacific) hexes of a hex within air range of the attacked port. This fast carrier may not be intercepted, but is inverted when the attack is made.													
Once the attacking player has announced the target port he wishes to attack by carrier, all the defending ships in that hex are revealed. The attacker then selects one or more defending named ships or light ships as targets. One target may be selected for each level of Harbor Attack research result achieved, up to a maximum of three targets per harbor attack (after an “8+” result). The same named ship may not be targeted more than once in the same harbor attack.													
Carrier attacks are resolved by rolling three dice for each target and applying the modifiers set out in the Harbor Attack Table. On a modified result of “2” or less on any of the dice rolls, the fast carrier used in the attack is eliminated.													
Harbor attack research results may be held for future use, and may be accumulated, but two results may not be combined in a single attack against the same port.													
A result of less than “2” is treated as a “2” result; a result of more than “14” is treated as a “14+” result.													
Initial German harbor attack: Germany begins the game with the ability to make a harbor attack against one enemy target. This attack may be made in Fall 1939 or any subsequent turn, provided no other harbor attacks have been made. The execution of this attack does not modify subsequent harbor attacks.													

Naval Production Projects

42.23 NAVAL:

A. SUBMARINES:

- **CONVENTIONAL SUBMARINES:** 1 submarine factor for each RP, no limit. RPs allocated to conventional submarine production must be activated during the year in which they are allocated. Germany, Italy, Japan, Britain and the U.S. only.
- **ADVANCED SUBMARINES:** One advanced submarine factor is added to the German force pool, at no additional RP cost, for each research result for advanced submarines. A “9” research result for advanced submarines adds one advanced submarine factor; a “10” result, two advanced submarine factors; and so on, up to a maximum of six advanced submarine factors on a “14+” result. Germany only.

B. ASW: 2, 3, 4, 5... Each result allows an eligible major power to add one ASW factor to its force pool. Japan, Britain and the U.S. only.

C. TRANSPORTS: 1 transport for each RP, no limit. RPs allocated to transport production must be activated during the year in which they are allocated. Japan, Britain and the U.S. only.

D. NAVAL AIR TRAINING: 3, 4, 5, 6 for each level of naval air training, to a maximum increase of four per year, at the rate of one increase per turn. Germany, Italy, Japan, Britain and the U.S. only.

E. SHIPBUILDING: 2, 3, 4, 5 for each shipbuilding increase, to a maximum increase of four per year, at the rate of one increase per turn. All major powers except Russia and China.

- Each shipbuilding increase must be assigned to a specific shipyard controlled by the relevant alliance faction at the start of the game. The shipbuilding level of captured shipyards (27.713) may not be increased.
- The shipbuilding level of each shipyard may only be increased by production by one each year. This restriction does not apply to shipbuilding increases from mobilization.
- American shipbuilding may not be increased through production (as opposed to mobilization) in a theater until the U.S. is either at war in that theater or the U.S. tension level for that theater is greater than 50.

F. PORTS: 3 per port, for no more than two port counters each year, at the rate of one port counter per turn. Japan and the U.S. only.

42.334 NAVAL UNITS: Fleet (destroyer, cruiser, named capital ships) and carrier (CVE, CVL, CV, CVB) units do not have force pools and may be constructed and repaired without any investment of RPs. Heavy and light ship construction is restricted only by the constructing major power’s shipbuilding rate and shipyard capacity. There is no limit to the extent of submarine, ASW and transport force pool additions.

42.3341 SUBMARINE FORCE POOL INCREASES: Western Allied and Japanese RPs may not be assigned to submarine production until the 1942 YSS.

42.3342 JAPANESE ASW FORCE POOL INCREASES: Japanese RPs may not be assigned to ASW production until the 1943 YSS.

42.3343 JAPANESE TRANSPORT FORCE POOL INCREASES: Japanese RPs may not be assigned to transport production until the 1943 YSS.

42.3344 PORT PRODUCTION: Western Allied and Japanese RPs may not be assigned to port production until the 1942 YSS.

Military Research Projects



Combat Training

(European Axis, Western Allies, Russia, Japan)

Restriction:

The Western Allies may not roll for CTL research until the year after American ground forces first engage in attrition or offensive operations against opposing ground forces in the European theater, as either the attacker or defender, or 1943, whichever is earlier. This does not prohibit the Western Allies from allocating RPs to combat training research in earlier years.

Modifiers:

- # For the CTL of the senior partner in the rolling alliance faction (-1 for a CTL of 1; -2 for a CTL of 2; and so on).
- +1 For each year: 1941: +1; 1942: +2; 1943: +3; 1944: +4; and so on (applicable only to the first Western Allied CTL research roll).
- +1 If Russia fought a border war with Finland (applicable only to the first Russian CTL research roll made after the outbreak of the border war).

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7 [+5]
- 8 [+6]
- 9 [+7]
- 10+ Increase CTLs one level.



Rockets

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

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

Restriction:

The European Axis may not allocate RPs to rockets until 1943. The Western Allies, Russia and Japan may not allocate RPs to rockets until the 1944 YSS.

Results:

- 1-3 *Project cancelled.
- 4-5 No effect
- 6-7 [+1]
- 8 [+2]
- 9 Prototype flying bombs developed with a range of 3 hexes (2 hexes in the Pacific); prototype rockets developed with a range of 4 hexes (3 hexes in the Pacific). One rocket base may be used to launch flying bombs; one rocket base may be used to launch rockets. [+3]
- 10 Flying bomb and rocket production increased. Two rocket bases may be used to launch flying bombs; two rocket bases may be used to launch rockets. [+4]
- 11 Flying bomb and rocket mass production. Three rocket bases may be used to launch flying bombs; three rocket bases may be used to launch rockets. [+5]
- 12+ *Rocket range and payload capacity also improved; rocket attacks may be made at a range of 6 hexes (4 hexes in the Pacific). Rockets may be used to carry atomic weapons, with a maximum range of 3 hexes (2 hexes in the Pacific).

Explanation:

A “9” result gives a force pool of two rocket bases, a “10” result gives a force pool of four rocket bases and an “11” or greater result gives a force pool of six rocket bases. One rocket base may be placed each turn. In addition, one existing rocket base may be recycled each turn.

Military Production Projects

42.24 MILITARY:

A. INFANTRY, ARMOR, AND FLAK FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add five BRPs of infantry, armor and flak units, in any combination, to the force pool of one or more major powers in that alliance faction. See 42.332 and 42.333 for restrictions. Remnants may be retained for future use (42.336).

B. SPECIALIZED UNIT FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add one factor of airborne, Chindits, marines or commandos to the force pool of an eligible major

power in that alliance faction, up to the maximum allowed for each major power.

C. FORTIFICATIONS: 1 and five BRPs for each fortification, for a maximum of four fortifications per year, at the rate of one fortification per turn (EXCEPTION: Japanese fortifications do not require an RP expenditure). Instead of a fortification, two beach defenses may be constructed (32.53) or an island group may be fortified (32.61); this decision is made when the RP is triggered. Germany, Japan, Russia, Britain, and the U.S. only.

D. RAILHEADS: 2 and five BRPs for each railhead, for a maximum of four railheads per year, at the rate of one railhead per turn. Germany, Italy, Japan, Russia, Britain, and the U.S. only.

E. ROCKET BASES: Research results for rockets allow rocket bases to be placed, at no additional RP cost, as set out in 26.61. A “9” research result for rockets allows two rocket bases to be placed; a “10” result, four rocket bases; an “11” or “12+” result, six rocket bases. Germany, Japan, Russia and the U.S. only.

F. SYNTHETIC OIL PLANTS: 5 for each oil plant, to a maximum of two plants per year, at the rate of one plant per turn. Synthetic oil plants are produced at the start of the owning player’s turn and thus may be used as an oil source in the turn they are produced. Germany only.

G. INDUSTRIAL CENTERS (ICs): 5 for each IC, to a maximum of two ICs per year, at the rate of one IC per turn. Russia only.

H. WINTER PREPARATION: 3, once per year, up to a maximum winter preparation level of six. In addition, the European Axis and Japan may achieve automatic winter preparation results (34.442). Such automatic results do not count against the production limit of one winter preparation result per year. Winter preparation results apply to all members of the alliance faction which achieves the result. Germany, Japan and the Western Allies only.

I. SHOCK ARMIES: 2, 3, with two results permitted each year, to a maximum of six results. Each shock army result allows the Russian player to designate one 3-3 infantry unit as a shock army each turn. Shock armies may overstack at the end of the movement phase and may attack in excess of the normal limit of two ground units from a hex, up to a limit of three shock armies (nine factors) per ground attack. Shock armies may be taken as combat losses in the same manner as other ground units, but otherwise are eliminated once ground combat is resolved, prior to advancing after combat, regardless of the outcome. Shock armies may not be used for overruns, seaborne invasions, exploitation attacks or attritions. Russia only.

42.332 INFANTRY:

A. AXIS: No more than three Italian infantry factors may be added per year from production.

B. WESTERN ALLIES:

- No more than three British infantry factors may be added per year from production and no more than three British infantry factors may be added from production and mobilization in the same turn.
- The Australian and Indian infantry force pools may each be increased by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.
- If France has been conquered, Britain may add one Free French 2-3 infantry unit to its force pool from production for each French colony under Western Allied control. Once added, these Free French units remain in the British force pool even if the total number of French colonies under Western Allied control later decreases.

42.333 ARMOR:

A. GERMANY: Germany may produce 5-6 armor units in the year after the outbreak of war between Germany and Russia.

B. ITALY: Italy may mobilize or produce 2-5 armor units.

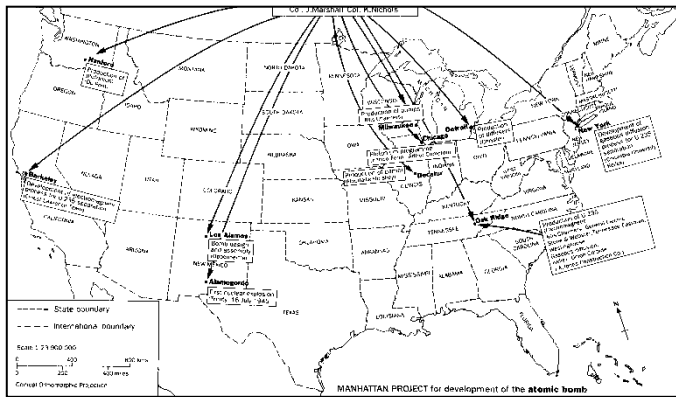
C. JAPAN: Japan may mobilize or produce 3-3 armor units.

D. BRITAIN: Britain may mobilize or produce 2-5 and 4-5 armor units.

E. FRANCE: France may not mobilize or produce armor units. If France has been conquered, Britain may produce one Free French 3-5 armor unit if Paris is under Allied control.

F. U.S.: The U.S. may mobilize or produce 5-6 armor units.

G. RUSSIA: Russia may mobilize or produce 4-5 and 5-6 armor units.



Atomic Research Projects

Radar

(European Axis, Western Allies, Russia, Japan)

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

The Western Allies begin with a result of “7” [+5].

Modifiers:

- 1 For each radar result achieved by the rolling alliance faction (-1 for one radar result; -2 for two radar results; and so on).

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7 [+5]
- 8 [+6]
- 9 [+7]
- 10+ Radar result achieved.

43.1 OVERVIEW:

43.11 RESEARCH: Atomic bombs may only be constructed by Germany, Russia and the U.S. Atomic bomb production requires the research results set out below. All atomic research except atomic general research is subject to the restrictions on RP allocation which apply to high technology projects (41.31C):

A. CONTROLLED REACTION:

- RPs may not be allocated to controlled reaction research until the 1941 YSS.
- An “8+” research result for controlled reaction is required before a research roll may be made for plutonium production or the atomic bomb.

B. URANIUM SEPARATION:

- RPs may not be allocated to uranium separation research until the 1944 YSS.

C. PLUTONIUM PRODUCTION:

- RPs may not be allocated to plutonium production research until the 1944 YSS.

D. ATOMIC BOMB:

- RPs may not be allocated to atomic bomb research until the 1944 YSS.
- RPs allocated to atomic bomb research may not be activated until an “8+” research result for controlled reaction has been achieved and the material for at least one bomb is available.

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

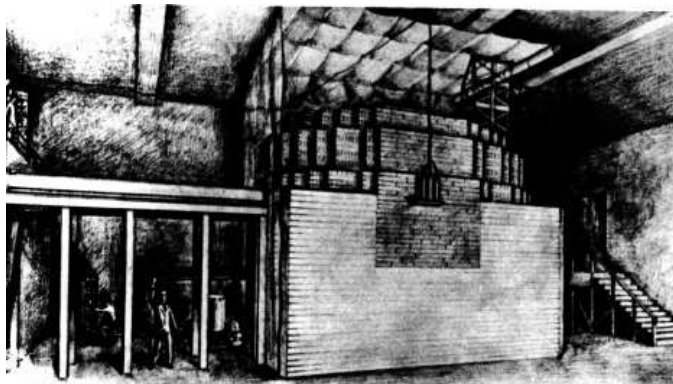
43.12 PRODUCTION OF FISSIONABLE MATERIALS: Atomic bombs require the production of fissionable material from uranium plants and/or plutonium reactors:

A. URANIUM PLANTS:

- Uranium plants are a high technology project. Each uranium plant costs 8 RPs. RPs may not be invested in uranium plant production until the 1942 YSS.
- Each uranium plant produces fissionable material for one atomic bomb either immediately or up to three turns after it is built, provided an “8” or greater research result for uranium separation has been achieved. The delay associated with receiving the fissionable material for the first atomic bomb depends on the research result for uranium separation.
- The rate at which uranium plants produce material for additional atomic bombs depends on the research result for uranium separation.

B. PLUTONIUM REACTORS:

- Plutonium reactors are a high technology project. Each plutonium reactor costs 6 RPs. RPs may not be invested in plutonium reactor production until the 1943 YSS.
- Each plutonium reactor produces fissionable material for one atomic bomb either immediately or up to three turns after it is built, provided an “8” or greater research result for plutonium production has been achieved. The delay associated with receiving the fissionable material for the first atomic bomb depends on the research result for plutonium production.
- Each plutonium reactor produces fissionable material for an additional atomic bomb every two turns after the material for the first bomb is produced.



Controlled Reaction

(Germany, U.S., Russia)

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

Restriction:

RPs may not be placed in controlled reaction until the 1941 YSS.

Additional Modifier (Germany only):

- 2 If the Allies control Oslo or a Norwegian diplomatic result of “1-2” or less is in effect.

Results:

- 1-3 * Core meltdown. Project abandoned.
- 4 [+1]
- 5 [+2]
- 6 [+3]
- 7 [+4]
- 8+ * Controlled chain reaction achieved.



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

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

Restriction:

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

Results:

- 1-3 [-2]
- 4-5 [-1]
- 6-7 No effect.
- 8 Each uranium plant produces material for one uranium bomb in three turns and produces material for one additional uranium bomb every four turns thereafter. [+1]
- 9 Each uranium plant produces material for one uranium bomb in two turns and produces material for one additional uranium bomb every four turns thereafter. [+2]
- 10 Each uranium plant produces material for one uranium bomb in one turn and produces material for one additional uranium bomb every four turns thereafter. [+3]
- 11 Each uranium plant produces material for one uranium bomb immediately and produces material for one additional uranium bomb every three turns thereafter. [+4]
- 12+ *Each uranium plant produces material for one uranium bomb immediately and produces material for one additional uranium bomb every two turns thereafter.



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

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

Restriction:

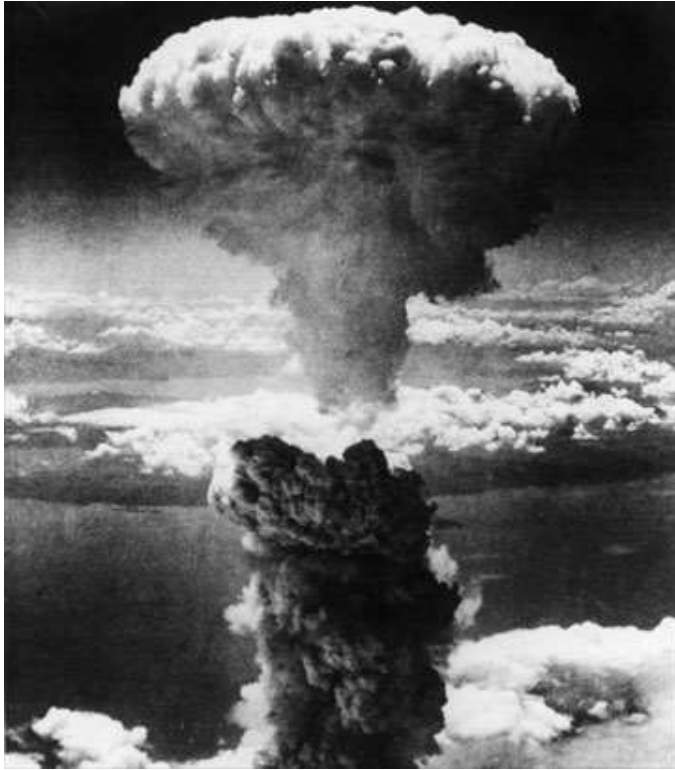
RPs may not be placed in plutonium production research until the 1944 YSS and may not be activated until an "8+" result for controlled reaction research has been achieved.

Modifiers:

- +1 If a controlled reaction result was achieved in 1941.
- 1 If a controlled reaction result was achieved in 1943 or later.

Results:

- 1-3 [-2]
- 4-5 [-1]
- 6-7 No effect.
- 8 Each plutonium reactor produces material for one plutonium bomb in three turns and produces material for one additional plutonium bomb every two turns thereafter. [+1]
- 9 Each plutonium reactor produces material for one plutonium bomb in two turns and produces material for one additional plutonium bomb every two turns thereafter. [+2]
- 10 Each plutonium reactor produces material for one plutonium bomb in one turn and produces material for one additional plutonium bomb every two turns thereafter. [+3]
- 11+ *Each plutonium reactor produces material for one plutonium bomb immediately and produces material for one additional plutonium bomb every two turns thereafter.



Atomic Bomb (Germany, U.S., Russia)

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

Preconditions:

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

Restriction:

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

Results:

- 1-2 No effect.
- 3 [+1]
- 4-6 Uranium bomb gun trigger successfully designed. The number of uranium bombs which may be constructed and used is limited by the amount of available fissionable material from uranium separation plants. Bombs may be stockpiled before use. [+2]
- 7+ *Plutonium implosion trigger designed. One die is rolled whenever a plutonium bomb is used in a strategic or tactical atomic attack: the bomb detonates only on a die roll of "6". The material in a bomb which fails to detonate is wasted. The detonation die roll is modified by +1 for each turn after the first plutonium bomb is available for use and by +1 for each failed detonation.

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

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

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

Explanation:

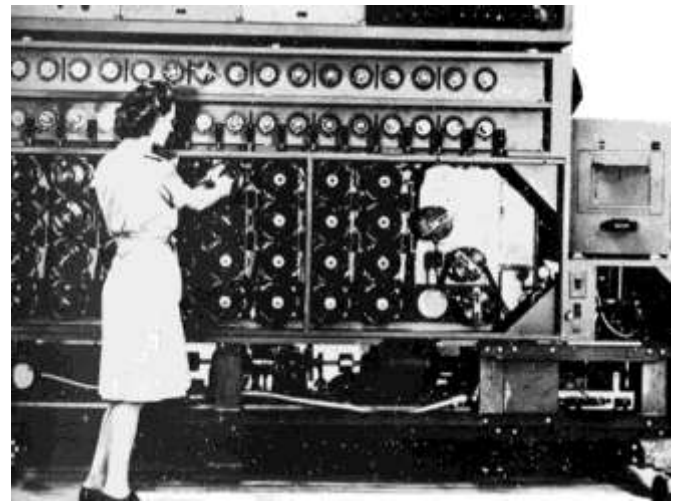
Provided the fissionable material is available, a "4-6" research result allows the construction of uranium bombs; a "7+" research result also allows the construction of plutonium bombs.

Atomic Production Projects

42.25 ATOMIC:

A. URANIUM PLANTS: 8 for each uranium plant, at the rate of one plant per year. Uranium plants are a high technology project. RPs may not be invested in uranium plants until the 1942 YSS. Uranium plants do not begin to produce material for atomic bombs until an "8" or greater research result for uranium separation has been achieved. Germany, Russia and the U.S. only.

B. PLUTONIUM REACTORS: 6 for each plutonium reactor, at the rate of one plutonium reactor per year. Plutonium reactors are a high technology project. RPs may not be allocated to the production of plutonium reactors until the 1943 YSS. Plutonium reactors do not begin to produce material for atomic bombs until an "8" or greater research result for plutonium production has been achieved. Germany, Russia and the U.S. only.



Intelligence Research Projects

Counter-intelligence (Germany, Britain, Russia, Japan)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5+ Eliminate one enemy spy ring or negate one Russian, German or British covert operation attempt. Counter-intelligence capabilities may not be accumulated.

Covert Operations (Germany, Britain, Russia)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5+ Gives a +1 (Axis) or -1 (Western Allies, Russia) modifier to one diplomatic die roll or European tension level. Covert operation capabilities may not be accumulated.

Espionage

(Germany, Britain, Russia, Japan)

Results:

- 1-2 No effect.
3 [+1]
4 [+2]
5 [+3]
6+ A spy ring is established in a minor country or an enemy major power. Japan may only place its spy rings in enemy major powers. See 46.4 for the effects of minor country and major power spy rings.

Subversion

(Russia)

Results:

- 1-2 No effect.
3 Russia receives a -1 modifier for any one diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece.
4 Russia receives a -2 modifier for any one diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece.
5 Russia receives a -3 modifier for any one diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece.
6 Russia receives a -4 modifier for any one diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece.
7+ Russia receives a -5 modifier for any one diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece.

Explanation:

If Russia acquires the ability to subvert, it may apply the subversion modifier to any one diplomatic die roll for Hungary, Rumania, Bulgaria, Yugoslavia or Greece, regardless of which player names the target, provided RGT are 15 or greater. The subversion modifier applies to only that diplomatic die roll. The results of the diplomatic die roll are then implemented normally.

Subversion results may not be accumulated.

Anglo-French Cooperation

(Britain)

Any successful Anglo-French Cooperation result is revealed at the start of the Allied player turn following the research phase in which the result is achieved.

Results:

- 1-2 No effect. Rule 53.2 applies normally.
3 [+1]
4-5 Hex restrictions in France and British and French colonies are lifted at the start of the next Allied player turn. [+2]
6 In addition to a "4-5" result, Anglo-French stacking and combat restrictions relating to ground and air units are lifted at the start of the next Allied player turn. [+3]
7+ * All Anglo-French cooperation restrictions are lifted at the start of the next Allied player turn. Britain receives a -1 modifier for the French surrender level.

Intelligence Production Projects

42.26 INTELLIGENCE:

A. CODEBREAKING: European codebreaking ("Ultra") and Pacific codebreaking ("Magic") production results are achieved separately – the Western Allies may achieve one result of each type each year. Codebreaking

production results are announced at the end of the research phase, immediately before Ultra and Magic cards are drawn (48.11).

B. ULTRA: 3, with one result permitted each year. Germany and Britain only.

C. MAGIC: 3, with one result permitted each year. Japan and the U.S. only.

The rules relating to codebreaking are set out in rule 48.

D. RUSSIAN OCCUPATION POLICIES: 4, 5, 6, with a maximum of three results permitted each game. Each Russian occupation policies result permits Germany to build one Vlasov infantry factor each turn once Germany and Russia are at war. Germany only.

- The cost of Russian occupation polices is reduced by one if the Ukraine has activated as a German minor ally (a "10" diplomatic result for the Ukraine).

Germany constructs Vlasov infantry factors (using 1-3, 2-3 or 3-3 counters) at the normal BRP cost.

Vlasov units may be constructed in any fully supplied city in Russia or pre-war Poland controlled by the Axis at the start of their player turn, may only operate in those countries, and may not be rebuilt if eliminated.

Germany may defer the construction of Vlasov infantry units in order to build a higher denomination Vlasov infantry unit in a subsequent turn. No more than two unbuild Vlasov factors may be accumulated for future turns in this manner.

Vlasov units are considered to be in their home country even when in Poland (15.33B).

For each Russian occupation policies result the number of partisans allowed in Russia and eastern Poland is reduced by one, to a maximum reduction of three partisans. No Russian partisans are eliminated if Germany achieves one of these results once Russian partisans are on the board, but the result might prevent the rebuilding of one or more partisans once they are eliminated.

For each Russian occupation policies result Germany receives a +1 modifier for the Ukraine diplomatic die roll, to a maximum modifier of +3.

E. CHINESE OCCUPATION POLICES: 4, with a maximum of one result permitted each game. A Chinese occupation policies result permits Japan to build one Wang infantry factor each turn, up to a limit of one 1-2 and one 2-2 infantry unit for each of Peking, Nanking, Shanghai, Canton and Chungking controlled by Japan. Japan only.

- The cost of Chinese occupation policies is reduced if the Chinese resistance level is below zero (-1 for a Chinese resistance level of -1; -2 for a Chinese resistance level of -2; and so on).
- Japan constructs Wang infantry factors (using 1-2 or 2-2 counters) at the normal BRP cost.
- Wang infantry may be constructed in any fully supplied city in China or Manchuria controlled by the Japanese at the start of their player turn and may only operate in those countries.
- Japan may defer the construction of a 1-2 Wang infantry unit in order to build a 2-2 Wang infantry unit in the next turn. No more than one unbuild Wang factor may be accumulated for future turns in this manner.

F. INDIAN SUBVERSION: 4, with a maximum of one result permitted each game. An Indian subversion result permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn up to a limit of one 1-2 and one 2-2 infantry unit for each of Calcutta, Colombo, Dacca and Rangoon controlled by Japan, plus two Indian partisans regardless of the number of objectives controlled (72.92B, 72.93B). Japan only.

- The cost of Indian subversion is reduced by one for each of Calcutta, Colombo, Dacca and Rangoon under Japanese control (-1 for one of the four objectives, -2 for two of the four objectives, and so on).

For details of the Indian National Army, see 72.9.

Japan may construct up to two Indian partisans in India, whether or not Japan and Britain are at war (11.353B). Indian partisans may not be constructed in the India box.

G. MOSLEM UNREST: 2, 3, with two results permitted each year. Each Moslem unrest result allows Germany to add one Middle Eastern partisan to its force pool. Germany only.

At the start of the game, Axis construction of Middle Eastern partisans is prohibited. Each Moslem Unrest result increases the number of Axis Middle

Eastern partisans which may be built by expanding the force pools for one or more of the three Middle Eastern areas in which Axis partisans may be built (Egypt; Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia; Persia). Once the force pool for an area is increased by a Moslem Unrest production result, the effect is permanent: the force pool cannot be reduced by Allied action and the Axis may not later switch the increase to another area.

The Axis may build one Axis partisan in each of the three Middle Eastern areas each turn, provided there are partisans in the force pool for that area. Germany pays the construction cost for Middle Eastern partisans. Axis Middle Eastern partisans may not leave the areas in which they are built.

The maximum size of the partisan force pool for each of the three Middle Eastern areas in which Axis partisans may be built is two per area.

Axis partisans may be built in Persia only if the Allies have declared war on Persia or activated the Persian BRP route. Axis partisans may only be built and operate in Lebanon/Syria if it is Allied-controlled. Axis partisans may only be built and operate in Arabia if it has been attacked by the Allies.

H. WESTERN ALLIED PARTISANS: 2, 3, with two results permitted each year. Each Western Allied partisan result allows the Western Allies to add one Western Allied partisan to their force pool. Western Allies only.

Additional Western Allied partisans may be built in any eligible location and, if eliminated, may be rebuilt in the same or a different location.

The number of Western Allied partisans in each eligible location may not exceed the maximum limit set out in the Minor Country Forces Table.

I. RUSSIAN PARTISANS: 2, 3, with two results permitted each year. Each Russian partisan result allows Russia to add one Communist partisan to its force pool. Russia only.

Additional Russian partisans may be built in any eligible location and, if eliminated, may be rebuilt in the same or a different location.

The number of Russian partisans in each eligible location may not exceed the maximum limit set out in the Minor Country Forces Table.



Diplomacy

Diplomatic Points

Each major power receives Diplomatic Points (DPs) as set out below.

GERMANY

- +3 Basic allotment
- +# Supplementary allotment (one for every 100 BRPs)
- +2 Axis control of Paris
- +1 Axis control of London, Warsaw, Moscow, Leningrad, Stalingrad or Grozny (one for each)
- +1 Axis control of Brussels, The Hague and Luxembourg (one for group)
- +1 Axis control of Copenhagen and Oslo (one for pair)
- +1 Axis control of Madrid
- +1 Axis control of Budapest, Bucharest and Sofia (one for group)
- +1 Axis control of Belgrade
- +1 Axis control of Riga, Helsinki and Stockholm (one for group)
- +1 Axis control of Ankara, Istanbul and Izmir (one for group)
- +1 Axis control and full supply of two or more hexes in Britain (Scapa Flow is included, Ulster is not)
- +1 For each European theater Western Allied seaborne invasion repulsed or if the Axis succeed in recapturing all hexes captured by such an invasion. This modifier applies in each subsequent year and is not negated by a subsequent successful Western Allied invasion.
- +1 For each successful German strategic atomic attack
- +1 For each firestorm triggered solely by German bombing in the previous year
- 1 Allied control and full supply of two or more hexes in Germany
- 2 Allied control of Berlin
- 1 Allied control of Breslau, Essen, Cologne or Leipzig (one for each)
- 1 If an American armor/infantry unit is in France
- 1 Allied control of all British hexes, if Axis forces, including an airborne unit, controlled any British hex earlier in the game, (Scapa Flow is included, Ulster is not)

ITALY

- +2 Basic allotment
- +# Supplementary allotment (one for every 100 BRPs)
- +1 Axis control of Malta, Gibraltar, Baghdad or Athens (one for each)
- +1 Axis control of Alexandria or Suez
- 2 Allied control of Rome
- 1 Allied control of Genoa or Milan (one for each)
- 1 Allied control and full supply of two or more hexes in mainland Italy
- 1 Allied control of all hexes in Sicily
- 1 Allied control of all cities in Libya
- 1 If Germany declared war on Spain

In addition, the following modifiers apply for surrender purposes only (see 56.12):

A. If the Western Allies declared war on Italy, a +2 modifier applies.

B. If Italy declared war on the Western Allies in 1941, a -1 modifier applies; if Italy declared war on the Western Allies in 1942, a -2 modifier applies; and so on.

BRITAIN

- +3 Basic allotment
- +# Supplementary allotment (one for every 100 BRPs)
- +1 Western Allied control of Athens, Belgrade, Madrid, Oslo or Warsaw (one for each)
- +1 Western Allied control of all cities in Egypt, Libya and French North Africa
- +1 Western Allied control of Paris, if France was conquered by the Axis
- +1 Western Allied control of Antwerp, Brussels, The Hague and Luxembourg (one for group)
- +1 Western Allied control of any objective hex in Germany or Italy (one for each objective hex)
- +1 For each firestorm triggered solely by British bombing in the previous year
- 2 Axis control of London
- 1 Axis control of Birmingham or Manchester (one for each)
- 1 Axis control of Alexandria or Suez
- 1 Axis control of Baghdad or Gibraltar (one for each)
- 1 Axis control of at least one hex in Britain (Scapa Flow is included, Ulster is not).

FRANCE

- +2 Basic allotment
- +# Supplementary allotment (one for every 100 BRPs)
- +1 Western Allied control of Brussels
- 1 Axis control and full supply of two or more hexes in European France
- 1 Axis control of Lyon or Marseilles (one for each)

UNITED STATES

- +# One DP for every 10 USAT levels, to a maximum of five DPs
- +# Supplementary allotment (one for every 100 BRPs)
- +2 Western Allied control of Paris, if France was conquered by the Axis
- +1 For each successful Western Allied strategic atomic attack
- +1 For each firestorm triggered solely by American bombing in the previous year

RUSSIA

- +3 Basic allotment
- +# Supplementary allotment (one for every 100 BRPs)
- +1 Russian control of Helsinki, Riga, Stockholm or Copenhagen (one for each)
- +1 Russian control of Budapest, Bucharest, Sofia, Belgrade or Athens (one for each)
- +2 Russian control of Warsaw
- +2 Russian control of Ankara, Istanbul and Izmir (two for group)
- +1 Russian control of any objective hex in Germany (one for each objective hex)
- +1 Russian control of each objective hex in Manchuria, China and Korea (one for each objective hex)
- 2 Axis control of Moscow
- 1 Axis control of Leningrad, Stalingrad or Grozny (one for each)
- 1 For each undefended Russian objective or IC occupied by Axis forces during an Axis movement phase in the previous year (49.154)
- 1 Japanese control of Vladivostok or Irkutsk (one for each)
- +1 For each successful Russian strategic atomic attack
- +1 For each firestorm triggered solely by Russian bombing in the previous year

Diplomatic Tables

The diplomatic tables are set out below. For the detailed rules relating to diplomacy, see rule 49.

Who benefits:

49.51 RESULTS: Once all diplomatic die rolls are made for the targets announced for a particular diplomatic phase, the diplomatic results are implemented as set out in the applicable diplomatic table.

A. When a minor country is economically penetrated by or grants hex control to the European Axis, associates with the European Axis, or activates as a European Axis minor ally, Germany benefits.

B. When a minor country is economically penetrated by or grants hex control to the Western Allies, associates with the Western Allies, or activates as a Western Allied minor ally, the senior alliance partner benefits unless a junior alliance partner is already benefiting from a diplomatic result for that minor country (EXCEPTION: Britain always benefits from a Western Allied diplomatic result for Vichy France - 77.95).

The senior alliance partner for the Western Allies is the U.S. once it is at war. All Western Allied diplomatic results therefore benefit the U.S. (except for Vichy French results) unless Britain (or, in rare cases, France) has already achieved a diplomatic result for that minor country.

C. When Western Allied and Russian DPs are combined in a minor country and a pro-Allied result occurs, the alliance faction which placed the greater number of DPs in the target receives the benefit. Ties are resolved by agreement or a die roll.

Russo-Allied cooperation:

49.433 WESTERN ALLIED AND RUSSIAN RESULTS: The Western Allies may not select a minor country as a diplomatic target if it is allied to or associated with Russia or if a diplomatic result of “-1” or “0” favoring Russia is in effect for that minor country. Similarly, Russia may not select a minor country as a diplomatic target if it is allied to or associated with the Western Allies or if a diplomatic result of “-1” or “0” favoring the Western Allies is in effect for that minor country. Pro-Allied modifiers for hex control (-1), association (-2) and alliance (-3) apply if the Axis name the minor country as a diplomatic target.

Permanent Results:

49.52 PERMANENT RESULTS: A “*” beside a diplomatic result means the result is permanent and the target may not again be selected for a diplomatic die roll.

Lesser Results:

49.53 LESSER RESULTS: An alliance faction which achieves a favorable diplomatic result (i.e., a result on its side of a “3-4” “continues current policies” result) may choose to implement any lesser result, either to avoid a “*” result or to achieve a particular lower-ranked but, in the circumstances, more desired result. This rule may be invoked by whichever player achieved the favorable diplomatic result, regardless of which side selected the diplomatic target and made the diplomatic die roll. The selection of a lesser result must be made at the time the diplomatic roll is made, before any subsequent rolls. A lesser result may not be selected for an allied or associated minor country that causes it to lose its allied or associated status.

Prior Results:

If a diplomatic result occurs which is less favorable than a prior result for the same target, the effects of the previous result are negated unless the new result specifies otherwise.

If a major power received BRPs from a prior result, it would immediately deduct them if the new result did not award the BRPs.

If a prior result allowed a major power to place units in a minor country, but the new result does not, the units would have to be removed by the end of the major power's next redeployment phase or be eliminated.

Modifiers:

General modifiers are printed in normal type and apply to all minor countries as listed. Balkan modifiers apply to the four Balkan countries (Bulgaria, Hungary, Rumania (including Bessarabia) and Yugoslavia). Additional modifiers are printed in italics and are unique to the country concerned.

Modifier for Unbuilt Units:

The modifier for unbuilt units favors the opponent of the alliance faction with which the minor country is allied, associated or otherwise aligned. Vichy France, Spain while a “5-6” diplomatic result allows it to send volunteers to the eastern front, and both Finland and Rumania after border wars are considered to be aligned with the Axis, except after a subsequent “0” or lower diplomatic result. Otherwise the modifier for unbuilt units favors the opponent of the alliance faction which selected the minor country for a diplomatic die roll.

Modifier for Friendly and Enemy Units:

Units are “friendly” if they belong to a member of a friendly alliance faction; units are “enemy” if they belong to a member of an enemy alliance faction. Only major power, minor ally and associated minor country units are counted; partisans are not.

Initial Diplomatic Status:

Unless otherwise specified, all minor countries begin the game with a “3-4” result in effect.

Results:

General results are printed in normal type and apply to all minor countries as listed. Additional results are printed in italics and either supplement or replace the general results, as indicated.

BRPs:

A major power may not receive more BRPs from a minor country than the BRP value of the minor country.

Hex Control and Foreign Units:

When a diplomatic result of “8” or “-1” permits units to enter a neutral minor country, no more than ten foreign naval/ground/air factors may be in or be supplied through that minor country at any given time (EXCEPTION: The limit for Axis units in Finland is five factors – 86.23).

Axis and Allied Units:

Axis units are defined as all Axis major power, minor allied and associated minor country units. Allied units are similarly defined. Thus, minor ally and associated minor country units in their own country modify future diplomatic die rolls for that minor country.

Effects of Aggression:

If a major power declares war on a neutral minor country, thereby causing that minor country to associate with a member of an opposing alliance faction, the aggressor major power may not again select that minor country as a target for a diplomatic die roll. Once the capital of a minor country comes under the control of enemy forces, that minor country is conquered and any diplomatic result for that minor country no longer applies. Conquered minor countries may not be named as diplomatic targets.

Basic Alignments: Each minor country has a basic national modifier which reflects its intrinsic support of the Axis or Allied cause. The higher the number, the more pro-Axis the country:

Bulgaria	+3
Hungary	+5
Rumania	+4
Yugoslavia	+1
Belgium/Lux	0
Finland	+1
Greece	+1
Ireland	0
Norway	0
Spain	0
Sweden	0
Turkey	0
Ukraine	+1
Vichy France	0

Italy:

There is no diplomatic die roll for Italy. DPs placed in Italy modify the Italian surrender level (56.31).

France:

There is no diplomatic die roll for France. DPs placed in France modify the French surrender level (58.21E).

Balkans

(Bulgaria, Hungary, Rumania, Yugoslavia)

The Axis may select one or more of Bulgaria, Hungary, Rumania or Yugoslavia for a diplomatic die roll even if no Axis DPs were assigned to the minor countries, even if the Axis make other diplomatic die rolls in the same diplomatic phase, and even if the Western Allies or Russia previously selected the target for a diplomatic die roll in the current year before Russia is at war with Germany.

General Modifiers:

- +/-3 The minor country is an active minor ally following a diplomatic result of "10" or "-3".
- +/-2 The minor country is an associated minor country following a diplomatic result of "9" or "-2" or an enemy declaration of war.
- +/-1 The minor country's hexes are controlled by a major power following a diplomatic result of "8" or "-1".
- +/-1 For each unbuilt minor country air, armor or infantry unit.
- +/-1 For every five friendly ground/air factors in the minor country.
- +/-1 For every five enemy ground/air factors in the minor country.

Balkan Modifiers:

The following modifiers apply to each of Bulgaria, Hungary, Rumania and Yugoslavia:

- 3 If Russia and Germany are at war and Russia controls more Balkan hexes than the Axis control hexes in Russia (eastern European hexes do not count).
- 2 If Italy has surrendered.
- 2 If France has not fallen (applicable only if the Axis are making the diplomatic die roll).
- 2 If Germany has declared war on Spain.
- 2 If Germany had an economic interest in a Balkan country and failed to support it against a Russian attack.
- +1 If Russia has entered the Baltic States, Bessarabia or the Finnish border hexes.
- +1 If Russia and Rumania fought over Bessarabia (66.2).
- +3 If Russia is at war with any Balkan country, other than an active German minor ally (including a war with Rumania over Bessarabia).
- +2 *For each use of Russian subversion to modify a diplomatic die roll, other than for the target of the subversion in the diplomatic phase it is used.*
- +2 If the Western Allies have declared war on any Balkan country.

General Results:

- 3 The minor country activates as an Allied minor ally.
- 2 The minor country becomes an Allied associated minor country.
- 1 The Allies gain control of the minor country's hexes and receive 10 BRPs from the minor country.
- 0 The Allies receive five BRPs from the minor country.
- 1-2 The minor country continues any pro-Allied ("0" to "-3") policy currently in effect. Any pro-Axis ("7" to "10") policy currently in effect is negated.
- 3-4 The minor country continues current policies.
- 5-6 The minor country continues any pro-Axis ("7" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.
- 7 The Axis receive five BRPs from the minor country.
- 8 The Axis gain control of the minor country's hexes and receive 10 BRPs from the minor country.
- 9 The minor country becomes an Axis associated minor country.
- 10 The minor country activates as an Axis minor ally.

Bulgaria

(+3)

All modifiers and results as above.

Hungary

(+5)

All modifiers and results as above.

Rumania

(+4)

Until Germany and Russia are at war, Russia may trigger a Rumanian diplomatic die roll only by making territorial demands of Rumania.

All modifiers and results as above. In addition:

Additional Modifiers:

- 1 *For every ten factors of Russian ground units adjacent to Rumania (applicable only if Russia is making territorial demands of Rumania).*
- 1 *If the RGT level is five or less.*
- +1 *If the RGT level is ten or more and Germany and Russia are not at war.*
- +2 *If Russia is making or has made territorial demands of Rumania.*
- +1 *If Russia has entered Bessarabia.*
- +1 *If Russia and Rumania are fighting over Bessarabia.*

Additional Results:

- 1-2 *Bessarabia is annexed by Russia (also applies to a "0" result).*
- 3-4 *Rumania may choose to resist Russian territorial demands; if so, a Russo-Rumanian border war breaks out. The German player decides whether Rumania resists (66.12C).*
- 5-6 *Rumania may choose to resist Russian territorial demands; if so, a Russo-Rumanian border war breaks out. The German player decides whether Rumania resists (66.12C).*
- 7 *Rumania resists Russian territorial demands; a Russo-Rumanian border war breaks out. (66.12D).*
- 8+ *Russia must abandon any territorial demands on Rumania (66.12D).*

Yugoslavia

(+1)

Russia may not select Yugoslavia for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Yugoslavia before these conditions are met. This prohibition does not apply to the Western Allies (49.434).

All modifiers and results as above. In addition:

Additional Modifiers:

- 2 *If there is an Allied ground unit in the Balkans.*
- +2 *If Italy has not gone to war with the Western Allies.*

Belgium/Luxembourg (0)

Belgium/Luxembourg may only be named once, and may not be named if both Belgium and Luxembourg have been attacked. If one has been attacked and the other is neutral, the neutral country may be named, and the results set out below apply only to that country.

General Modifiers:

None.

Additional Modifiers:

- +2 *If the Western Allies have attacked any other minor neutral.*

Results:

- 3 * Belgium activates as a French minor ally.
- 2 * Belgium becomes a French associated minor country.
- 1 * France receives 10 BRPs from Belgium/Luxembourg.
Belgium/Luxembourg agree to defensive cooperation with the Western Allies. France controls all the hexes in Belgium/Luxembourg. Allied units may enter both countries; Allied air units may give defensive air support to Belgian units. Allied units may not move or attack (including attrition) across the German or Dutch frontiers from either Belgium or Luxembourg. Allied ZoCs do not extend across those frontiers and Allied air units may not cross either country's air space to operate in Germany or the Netherlands. These prohibitions are lifted when Germany declares war on Belgium/Luxembourg or Spring 1941, whichever comes first.
The Western Allies may not declare war on Belgium or Luxembourg while this result is in effect.
- 0 * France receives five BRPs from Belgium/Luxembourg.
- 1-6 * No effect.
- 7 * The Axis receive five BRPs from Belgium/Luxembourg.
- 8 * The Axis gain control of the Belgium/Luxembourg hexes and receive 10 BRPs from Belgium/Luxembourg.
- 9 * Belgium becomes an Axis associated minor country.
- 10 * Belgium activates as an Axis minor ally.

Finland (+1)

The Axis may select Finland for a diplomatic die roll even if no Axis DPs were assigned to Finland, even if the Axis make other diplomatic die rolls in the same diplomatic phase, and even if the Western Allies or Russia previously selected Finland for a diplomatic die roll in the current year before Russia is at war with Germany.

Russia may not select Finland for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Finland before these conditions are met. This prohibition does not apply to the Western Allies (49.434).

Russian territorial demands on Finland do not trigger a Finnish diplomatic die roll.

No more than five Axis ground/air factors may be in or be supplied through Finland at any given time. Finnish and Swedish units do not count against this limit (86.23).

General Modifiers:

- +/-3 Finland is an active minor ally following a diplomatic result of "10" or "-3".
- +/-2 Finland is an associated minor country following a diplomatic result of "9" or "-2" or an enemy attack.
- +/-1 The Finnish hexes are controlled by a major power following a diplomatic result of "8" or "-1".
- +/-1 For each unbuilt Finnish air or infantry unit.
- +/-1 For every five friendly ground/air factors in Finland.
- +/-1 For every five enemy ground/air factors in Finland.

Additional Modifiers:

- # *If Russia and Germany are at war and Russia controls more Finnish hexes, including the Finnish border hexes, than the Axis control hexes in Russia, -3 for each Russian-controlled Finnish hex.*
- +1 *If Russia has made territorial demands of Finland.*
- +2 *If Russia has entered the Baltic States.*
- +2 *If Germany and Russia are at war or if Germany declares war on Russia in the current game turn (once this modifier is triggered, the German player must declare war on Russia).*

Results:

- 3 Finland activates as an Allied minor ally.
- 2 Finland becomes an Allied associated minor country.
- 1 The Allies gain control of the Finnish hexes and receive all the Finnish BRPs.
- 0 The Allies receive five BRPs from Finland.
- 1-2 Finland continues any pro-Allied ("0" to "-3") policy currently in effect. Any pro-Axis ("7" to "10") policy currently in effect is negated.
- 3-4 Finland continues current policies.
- 5-6 Finland continues any pro-Axis ("7" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.
- 7 The Axis receive five BRPs from Finland.
- 8 The Axis gain control of the Finnish hexes and receive all the Finnish BRPs.
- 9 Finland becomes an Axis associated minor country.
- 10 Finland activates as an Axis minor ally.

Greece (+1)

General Modifiers:

- +/-3 Greece is an active minor ally following a diplomatic result of "10" or "-3".
- +/-2 Greece is an associated minor country following a diplomatic result of "9" or "-2" or an enemy attack.
- +/-1 The Greek hexes are controlled by a major power following a diplomatic result of "8" or "-1".
- +/-1 For each unbuilt Greek air or infantry unit.
- +/-1 For every five friendly ground/air factors in Greece.
- +/-1 For every five enemy ground/air factors in Greece.

Additional Modifiers:

- 3 *If Turkey is an Axis minor ally.*
- 2 *If Turkey associates with the Axis after a diplomatic result of "9".*
- 1 *If a Turkish diplomatic result of "8" is in effect.*
- +1 *If a Turkish diplomatic result of "-1" is in effect.*
- +2 *If Turkey associates with the Allies after a diplomatic result of "-2".*
- +3 *If Turkey is an Allied minor ally.*
- +2 **For each use of Russian subversion to modify a diplomatic die roll, other than for Greece in the diplomatic phase it is used.**

Results:

- 3 Greece activates as an Allied minor ally.
- 2 Greece becomes an Allied associated minor country.
- 1 The Allies gain control of the Greek hexes and receive all the Greek BRPs.
- 0 The Allies receive five BRPs from Greece.
- 1-2 Greece continues any pro-Allied ("0" to "-3") policy currently in effect. Any pro-Axis ("7" to "10") policy currently in effect is negated.
- 3-4 Greece continues current policies.
- 5-6 Greece continues any pro-Axis ("7" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.
- 7 The Axis receive five BRPs from Greece.
- 8 The Axis gain control of the Greek hexes and receive all the Greek BRPs.
- 9 Greece becomes an Axis associated minor country.
- 10 Greece activates as an Axis minor ally.

Ireland (0)

Modifiers:

- +1 A diplomatic result of "8" for Ireland is in effect.
- 1 For each unbuilt Irish partisan in the German force pool.

Results:

- 2 * Ireland tranquil for the remainder of the war. An Irish result of "7" or "8+", if currently in effect, is negated, and all Irish partisans are immediately and permanently removed.
- 3-4 Any pro-Axis ("7" or "8+") policy currently in effect is negated.
- 5-6 Ireland continues any pro-Axis ("7" or "8+") policy currently in effect.
- 7 *IRA active. Germany may build one partisan in Ireland, regardless of hex control. This partisan may be rebuilt if eliminated. The Irish partisan may not be constructed in Ulster, but may enter and attack into Ulster once built. Britain loses one BRP at the end of each Allied combat phase if the Irish partisan is in or adjacent to Ulster. In addition, covert Irish assistance to U-boats increases the German Strategic Warfare Effects dice roll by one while this result is in effect.*
This result is negated by an Allied conquest of Ireland, which eliminates the Strategic Warfare Effects modifier but allows the construction of two Irish partisans by the Axis.
- 8+ *The Irish Republic actively assists the IRA. Same as "7", above, except two Irish partisans may be built, at the rate of one per turn.*

Norway (0)

May be named only if Norway has not been subject to a declaration of war.

Either side may make a reaction roll for Norway at the start of their player turn if favorable modifiers have been triggered by an opponent's action.

The Allies may mine Norwegian waters without Norwegian agreement by announcing the action during the declaration of war phase of any Western Allied fall or winter player turn, provided Germany does not control Bergen. Once the Western Allies announce they are mining Norwegian waters, they may not reverse their decision.

Unless a Norwegian diplomatic result of "0" or less is in effect, this results in a +1 modifier for future Norwegian diplomatic rolls, allows the Axis to make a reaction die roll for Norway, and results in a -1 decrease in the USAT level.

Allied control of Bergen or the mining of Norwegian waters cuts the flow of iron ore from Sweden to Germany in winter and spring turns. Germany's construction limit is reduced by five BRPs each turn iron ore shipments are interrupted (86.421).

General Modifiers:

- +/-3 Norway is an active minor ally following a diplomatic result of "10" or "-3".
- +/-2 Norway is an associated minor country following a diplomatic result of "9" or "-2" or an enemy attack.
- +/-1 The Norwegian hexes are controlled by a major power following a diplomatic result of "8" or "-1".
- +/-1 For each unbuilt Norwegian infantry unit.
- +/-1 For every five friendly ground/air factors in Norway.
- +/-1 For every five enemy ground/air factors in Norway.

Additional Modifiers:

- 2 *If the Axis declare war on Sweden.*
- 1 *If a pro-Allied Swedish diplomatic result is in effect.*
- 1 *If the Axis declare war on Denmark.*
- +1 *If the Allies mine Norwegian waters without a Norwegian diplomatic result of "0" or less being in effect.*
- +1 *If Russia and Finland fought over the Finnish border hexes.*
- +2 *If Russia declares war on Finland.*
- +2 *If Russia declares war on Sweden.*

Results:

- 3 Norway activates as an Allied minor ally.
- 2 Norway becomes an Allied associated minor country.
- 1 The Allies gain control of the Norwegian hexes and receive all the Norwegian BRPs.
- 0 The Allies receive five BRPs from Norway.
Norway allows the Allies to mine its coastal waters.
- 1-2 Norway continues any pro-Allied ("0" to "-3") policy currently in effect. Any pro-Axis ("7" to "10") policy currently in effect is negated.
Norway prohibits heavy water shipments to Germany. Germany incurs a -2 modifier for its Controlled Reaction research.
- 3-4 Norway continues current policies.
- 5-6 Norway continues any pro-Axis ("7" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.
- 7 The Axis receive five BRPs from Norway.
- 8 The Axis gain control of the Norwegian hexes and receive all the Norwegian BRPs.
- 9 Norway becomes an Axis associated minor country.
- 10 Norway activates as an Axis minor ally.

Spain (0)

May only be named if France has been conquered.

The Axis may make a reaction die roll for Spain during the Axis diplomatic phase following a Western Allied declaration of war on Portugal. Spain automatically associates with Germany if the Western Allies declare war on Portugal when Spain is neutral, but the diplomatic modifiers resulting from Spanish association do not apply to the reaction die roll. If the Axis reaction die roll results in a "10+" diplomatic result for Spain, Spain becomes a German minor ally, rather than associating with Germany.

General Modifiers:

- +/-3 Spain is an active minor ally following a diplomatic result of "10" or "-3".
- +/-2 Spain is an associated minor country following a diplomatic result of "9" or "-2" or an enemy attack.
- +/-1 The Spanish hexes are controlled by a major power following a diplomatic result of "8" or "-1".
- +/-1 For each unbuilt Spanish air, armor or infantry unit.
- +/-1 For every five friendly ground/air factors in Spain.
- +/-1 For every five enemy ground/air factors in Spain.

Additional Modifiers:

- 1 *If no Axis units (EXCEPTION: Wafdist partisans) are in Africa (including Egypt east of the Suez canal).*
- 1 *If Vichy France has activated as a German minor ally.*
- +1 *If the Axis control either Suez or Alexandria.*
- +2 *If the Axis control Gibraltar.*
- +1 *If the Axis control any hex in Britain.*
- +1 *If the Western Allies declare war on Portugal.*
- +3 *If the British resistance level is negative and Germany has previously accepted a British surrender.*

Inertial Modifiers:

- +1 *If the net diplomatic modifier, after any covert operations have been played, is negative.*
- 1 *If the net diplomatic modifier, after any covert operations have been played, is positive.*

Results:

- 3 Spain activates as an Allied minor ally.
- 2 Spain becomes an Allied associated minor country.
- 1 The Allies gain control of the Spanish hexes and receive 20 BRPs from Spain.
- 0 The Allies receive 10 BRPs from Spain.
- 1-2 Spain continues any pro-Allied ("0" to "-3") policy currently in effect. Any pro-Axis ("7" to "10") policy currently in effect is negated.
- 3-4 Spain continues current policies.
- 5-6 Spain continues any pro-Axis ("7" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.
Franco allows Spanish volunteers to aid in the Axis crusade against Bolshevism. One Spanish 2-3 infantry unit may be lent to Germany to be used on the eastern front if Germany is at war with Russia. If eliminated, it may be rebuilt, but may not again be sent to Russia except after another diplomatic die roll for Spain.
- 7 The Axis receive 10 BRPs from Spain.
Two Spanish 2-3 infantry units may fight against Russia, subject to the same conditions as for a "5-6" result.
- 8 The Axis gain control of the Spanish hexes and receive 20 BRPs from Spain.
Three Spanish 2-3 infantry units may fight against Russia, subject to the same conditions as for a "5-6" result.
- 9 Spain becomes an Axis associated minor country.
Three Spanish 2-3 infantry units may fight against Russia, subject to the same conditions as for a "5-6" result.
- 10 Spain activates as an Axis minor ally.

Sweden (0)

Russia may not select Sweden for a diplomatic die roll until Russia is at war with Germany or the RGT level is 50 or more, although Russia may place DPs in Sweden before these conditions are met. This prohibition does not apply to the Western Allies (49.434).

General Modifiers:

- +/-3 Sweden is an active minor ally following a diplomatic result of "10" or "-3". This modifier applies while Swedish activation is deferred pending Finnish activation, association or conquest.
- +/-2 Sweden is an associated minor country following a diplomatic result of "9" or "-2" or an enemy attack. This modifier applies while Swedish association is deferred pending Finnish activation, association or conquest.
- +/-1 The Swedish hexes are controlled by a major power following a diplomatic result of "8" or "-1".
- +/-1 For each unbuilt Swedish air or infantry unit.
- +/-1 For every five friendly ground/air factors in Sweden.
- +/-1 For every five enemy ground/air factors in Sweden.

Additional Modifiers:

- 1 *If the Allies control Oslo.*
- +1 *If the Axis control Oslo.*
- +1 *If Russia and Finland fought over the Finnish border hexes.*
- +2 *If Russian units have entered Finland, other than the Finnish border hexes, or attacked Finnish units in Finland proper, before Finland associates or allies with Germany.*
- +2 *If a neutral Sweden was attacked by the Allies.*

Results:

- 3 Sweden activates as an Allied minor ally.
- 2 Sweden becomes an Allied associated minor country.
- 1 The Allies gain control of the Swedish hexes and receive 10 BRPs from Sweden.
- 0 The Allies receive five Swedish BRPs.
Sweden denies iron ore shipments to Germany. Germany's construction limit is reduced by five BRPs each turn (86.421). Germany may restore the flow of iron ore either by controlling Stockholm or by negating this diplomatic result.
- 1-2 Sweden continues any pro-Allied ("0" to "-3") policy currently in effect. Any pro-Axis ("7" to "10") policy currently in effect is negated.
- 3-4 Sweden continues current policies.
- 5-6 Sweden continues any pro-Axis ("7" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.
- 7 The Axis receive five BRPs from Sweden.
- 8 The Axis gain control of the Swedish hexes and receive 10 BRPs from Sweden.
- 9 In addition to the effects of an "8" result, Sweden becomes an Axis associated minor country *one turn after Finland activates as an Axis minor ally, associates with the Axis or is conquered by the Allies (immediately if Finland has already activated, associated or been conquered). Association is deferred until any of these events occurs.*
- 10 In addition to the effects of an "8" result, Sweden activates as an Axis minor ally *one turn after Finland activates as an Axis minor ally, associates with the Axis or is conquered by the Allies (immediately if Finland has already activated, associated or been conquered). Activation is deferred until any of these events occurs.*
There is no limit on the number of Swedish factors which may enter Finland.

Turkey (0)

General Modifiers:

- +/-3 Turkey is an active minor ally following a diplomatic result of "10" or "-3".
- +/-2 Turkey is an associated minor country following a diplomatic result of "9" or "-2" or an enemy attack.
- +/-1 The Turkish hexes are controlled by a major power following a diplomatic result of "8" or "-1".
- +/-1 For each unbuilt Turkish air, armor or infantry unit.
- +/-1 For every five friendly ground/air factors in Turkey.
- +/-1 For every five enemy ground/air factors in Turkey.

Additional Modifiers:

- 2 *If Greece is an Axis minor ally.*
- 1 *If Greece associates with the Axis after a diplomatic result of "9".*
- 1 *If Allied forces control two or more cities in Libya.*
- 1 *If the Axis are at war with Russia and do not control any of Moscow, Leningrad, Sevastopol or Rostov.*
- +1 *If the Axis control Sevastopol and Rostov.*
- +1 *If the Axis control all the cities in Egypt.*
- +1 *If the Axis control any city in Palestine or Transjordan.*
- +1 *If Greece associates with the Allies after a diplomatic result of "-2".*
- +2 *If Greece is an Allied minor ally.*

Inertial Modifiers:

- +1 *If the net diplomatic modifier, after any covert operations have been played, is negative.*
- 1 *If the net diplomatic modifier, after any covert operations have been played, is positive.*

Results:

- 3 Turkey activates as an Allied minor ally.
- 2 Turkey becomes an Allied associated minor country.
- 1 The Allies gain control of the Turkish hexes and receive 20 BRPs from Turkey.
- 0 The Allies receive 10 BRPs from Turkey.
- 1-2 Turkey continues any pro-Allied ("0" to "-3") policy currently in effect. Any pro-Axis ("7" to "10") policy currently in effect is negated.
- 3-4 Turkey continues current policies.
- 5-6 Turkey continues any pro-Axis ("7" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.
- 7 The Axis receive 10 BRPs from Turkey.
- 8 The Axis gain control of the Turkish hexes and receive 20 BRPs from Turkey.
- 9 Turkey becomes an Axis associated minor country.
- 10 Turkey activates as an Axis minor ally.

Ukraine

(+1)

May be named only if the Axis control Kiev. The Ukraine consists of that part of Russia between rows N and T, inclusive, west of the River Don.

General Modifiers:

- +3 The Ukraine is an Axis active minor ally following a diplomatic result of “10”.
- +2 The Ukraine is an Axis associated minor country following a diplomatic result of “9”.
- +1 A diplomatic result of “8” for the Ukraine is in effect.
- 1 For each unbuilt Ukrainian infantry unit (disregard Ukrainian units which have not yet entered the German force pool).

Additional Modifiers:

- +1 *If the Axis control Sevastopol.*
- +2 *If the Axis control Moscow.*
- +2 *The first turn after Kiev is first controlled by the Axis.*
- +1 *The second turn after Kiev is first controlled by the Axis.*
- +1 *For each Russian occupation policies result, to a maximum of +3.*

Results:

- 0 * *Political compromises pacify Ukrainian nationalists. The Ukraine ceases to exist as an independent minor country. A “-1”, “-2” or “-3” result is treated as a “0” result. An additional Russian partisan is allowed in the Ukraine.*
- 1-4 *Ukraine continues current policies.*
- 5 *Ukrainian nationalists enter into talks with German authorities. One Ukrainian 1-3 infantry may be placed, at no BRP cost, in any Axis-controlled, fully supplied hex in the Ukraine not in a Russian ZoC, and if eliminated may be rebuilt in the same manner, and subject to the same restrictions, as other minor country infantry units. Ukrainian forces may not operate outside the Ukraine.*
- 6 *Ukrainian militia organized under German auspices. Two Ukrainian 1-3 infantry units may be placed in the Ukraine and rebuilt if eliminated, subject to the same conditions as for a “5” result. Russian partisans may not operate in the Ukraine (68.34).*
- 7 *Expanded Ukrainian forces available. One Ukrainian 2-3 infantry unit and two Ukrainian 1-3 infantry units may be placed in the Ukraine and rebuilt if eliminated, subject to the same conditions as for a “5” result.*
- 8 *Ukrainian army nears full strength. One Ukrainian 2-3 infantry unit and three Ukrainian 1-3 infantry units may be placed in the Ukraine and rebuilt if eliminated, subject to the same conditions as for a “5” result.*
- 9 The Ukraine becomes an Axis associated minor country.
- 10 The Ukraine activates as an Axis minor ally.

Vichy France

(0)

May be named by either side, whether or not Vichy France has activated as a German minor ally. Vichy France may not be named in the same year as the fall of France, other than for a reaction die roll. If the Allies declare war on Vichy France or attack a Vichy colony, the Axis may make a reaction die roll.

General Modifiers:

- +/-3 Vichy France is an active minor ally following a diplomatic result of “10” or “-3”.
- +/-2 Vichy France is an associated minor country following a diplomatic result of “9” or “-2” or an enemy attack.

- +1 The Vichy French hexes are controlled by Germany following a diplomatic result of “8”.
- +/-1 For each unbuilt Vichy French air, armor or infantry unit.
- +/-1 For every five friendly ground/air factors in Vichy France, Corsica and Vichy colonies which have not been attacked by the Western Allies.
- +/-1 For every five enemy ground/air factors in Vichy France, Corsica and Vichy colonies which have not been attacked by the Western Allies.

Additional Modifiers:

- 1 *For each Vichy French colonial capital controlled by the Allies.*
- 1 *If no Axis units are in Africa (including Egypt east of the Suez canal).*
- 1 *If U.S./British armor or infantry forces are in a bridgehead or port on the European continent outside of France (Gibraltar, Norway and Sicily and other islands do not count).*
- 2 *If U.S./British armor or infantry forces are in a bridgehead or port in France.*
- 1 *If the U.S. is at war with the Axis.*
- 1 *If Spain has activated as an Axis minor ally.*
- 1 *If the French surrender level is negative.*
- +1 *If the French surrender level is positive.*
- +1 *If the USAT level is less than 25.*
- +1 *Axis control of Malta, either Suez or Alexandria, or Gibraltar (+1 for each).*
- +2 ***For each French colony attacked by the Allies in the previous turn.***

Results:

- 3 Vichy France activates as an Allied minor ally. *Vichy colonies become Free French, along with the forces in them.*
- 2 Vichy France becomes an Allied associated minor country. *Vichy colonies become Free French, along with the forces in them.*
- 1 The Allies gain control of the Vichy French hexes. *Vichy France deactivates. All Vichy French forces, including those in Vichy colonies, are removed from play. Vichy colonies that do not have an Axis or Allied unit in their capital are controlled by no one.*
- 0 Vichy France deactivates. *All Vichy French forces, including those in Vichy colonies, are removed from play. Vichy colonies that do not have an Axis or Allied unit in their capital are controlled by no one.*
- 1-2 Vichy France continues any pro-Allied (“0” to “-3”) policy currently in effect. Any pro-Axis (“7” to “10”) policy currently in effect is negated.
- 3-4 Vichy France continues current policies.
- 5-6 Vichy France continues any pro-Axis (“7” to “10”) policy currently in effect. Any pro-Allied (“0” to “-3”) policy currently in effect is negated.
Vichy France leans towards the Axis. Vichy France may reinforce its colonies.
Vichy government facilitates the employment of French anti-communist volunteers in Russia. One Vichy 2-3 infantry unit may be lent to Germany to be used on the eastern front if Germany is at war with Russia. If eliminated, it may be rebuilt, but may not again be sent to Russia except after another diplomatic die roll for Vichy.
- 7 The Axis receive 10 BRPs from Vichy France.
Two Vichy 2-3 infantry units may fight against Russia, subject to the same conditions as for a “5-6” result.
- 8 The Axis gain control of the Vichy French hexes and receive 20 BRPs from Vichy France.
Three Vichy 2-3 infantry units may fight against Russia, subject to the same conditions as for a “5-6” result.
- 9 Vichy France becomes an Axis associated minor country.
Three Vichy 2-3 infantry units may fight against Russia, subject to the same conditions as for a “5-6” result.
- 10 Vichy France activates as an Axis minor ally.

Russo-German Tensions

The recording of the RGT level begins in Fall 1939. A cumulative total of the RGT level is kept. The RGT level is zero at the start of the game and may increase above 50 and may drop below zero.

Automatic Modifier

This modifier is automatically implemented at the start of each game turn, to reflect the unnatural character of the Nazi-Soviet alliance.

- +1 Each game turn, including Fall 1939.

Diplomatic Modifiers

DPs may not be placed in RGT.

Status Modifiers

Status modifiers are implemented each game turn, beginning in Fall 1939. The modifiers for the number of major powers at war with the European Axis and Japan having surrendered are determined by the situation at the start of each game turn; the remaining status modifiers are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn.

- +1 If two or more major powers are at war with the European Axis.
- +2 If one major power is at war with the European Axis.
- +3 If no major powers are at war with the European Axis.
- +2 If Japan has surrendered.
- +1 For each Russian IC placed on the board as a result of a Russian mobilization, beginning with the RGT level = 10 mobilization.
- +5 If Poland is unconquered at the end of the Axis player turn.
- +1 If the Axis have attacked or achieved a diplomatic result of “7” or more in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum +1 per game turn).
- +1 If there are one or more Axis ground units in Britain.
- 1 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.

Event Modifiers

Event modifiers are implemented only when the indicated event occurs. Event modifiers based on the capture or control of territory are negated if the territory in question is recaptured, and apply again if the territory changes hands a second time.

- +2 Axis capture of Paris or London (+2 for each).
- +1 Axis capture of Birmingham or Manchester (+1 for each).
- +# Axis gain control of one or more hexes in Finland (+1), Hungary (+2), Rumania (+2), Bulgaria (+2) or Turkey (+6). Effects are determined separately for each minor country.
- +6 Axis declare war on the Baltic States.
- +2 Axis gain control of one or more Finnish border hexes.
- +2 Axis gain control of one or more hexes in Bessarabia.
- +2 Axis gain control of one or more Persian hexes adjacent to Russia.
- 1 Each Russian declaration of war against a minor neutral.
- 1 Russian occupation of eastern Poland.
- # 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.

Results

Results are implemented as indicated. Mobilization results are not negated by a subsequent drop in the RGT level.

Results are implemented as indicated. Russia’s mobilization schedule is unaffected by a subsequent drop in the RGT level.

- 10. Russia begins mobilizing (36.11D).
- 15. Russia may subvert eligible minor countries.
- 25. Russia may declare war on minor neutrals as permitted by 50.33C, except minors in which Germany has an economic interest or which are controlled by the Axis.
- 35. Russia may declare war on minor neutrals as permitted by 50.33C, including minors in which Germany has an economic interest, except those controlled by the Axis.

- 40. Russian forces are put on alert. Russian forces are no longer impaired during the first turn of a German invasion.
- 45. The Axis may not trace oil supply from Ploesti if Russia controls Ploesti or the minor countries through which the oil supply line must be traced. Germany loses its 10 BRP economic interest in Russia.
- 50. Russia may declare war on Germany. Allied partisans may be built in Europe.

Russian Garrison Requirements

At the end of any Russian player turn in which RGT are 20 or greater:

- Ten Russian 2-3 infantry units, four Russian 3-3 infantry units and six Russian 3-5 armor units must end their turn within four hexes of an Axis-controlled east Prussian, Baltic or Polish hex, or an Axis-controlled or neutral Rumanian hex.
- 15 Russian AAF must end their turn within three hexes of an Axis-controlled east Prussian, Baltic or Polish hex.

These requirements do not apply to Russian one-factor infantry or airborne units, Russian ground and air units added to the Russian force pool after Fall 1939, Russian units which begin the game in the Pacific theater, or to Russian associated or minor ally units. These restrictions are lifted once Russia and Germany go to war or when RGT reach 50.

Russian Prewar Force Pool Additions

Until Russia and Germany have gone to war or the RGT level is 40 or more, Russia may produce no more than five BRPs of air and five BRPs of military production each year. These additional units may be deployed without restriction.

If there is no threat from Germany, Russia may decide to transfer units to Siberia in order tie down Japanese units in Manchuria (81.51B). Until the RGT level reaches 50, Russia may only transfer its one-factor infantry and airborne units, plus any ground and air units added to its force pool from mobilizations or production. Once the RGT level reaches 50, all restrictions are lifted.

Russian Unpreparedness

If the RGT level is less than 40 at the moment Germany declares war on Russia, the following apply in the first turn of a German invasion, in addition to all normal modifiers and movement impairments:

- During the Axis movement phase:
 - Russian armor units adjacent to Axis-controlled hexes at the start of the Axis player turn have no ZoC.
 - Russian armor units which are not adjacent to Axis-controlled hexes cause Axis ground units to expend only one additional movement factor to leave a hex in their ZoC or to move from one such hex to another, rather than the normal two additional movement factors. During exploitation movement, the ZoC of Russian armor units impairs Axis movement normally.
- During the Axis movement phase and regular combat, Russian infantry units in eastern Poland, the Baltic States and Russia that are overrun or attacked by at least one Axis armor unit are subject to a -1 DM unless defending in an objective hex or IC. Other DMs apply normally to such attacks. This -1 DM does not apply to Russian units in the Finnish border hexes, Bessarabia or conquered Balkan countries and does not apply during exploitation movement and combat.
- During the Axis player turn, Russian air units have their Air Nationality DRM reduced by one.
- During the Russian player turn following the Axis attack, Russian armor units have a movement factor of two and Russian infantry units have a movement factor of one. Russian specialized units and Russian units in the Pacific theater move normally.
- The above impairments also apply to Russian associated and minor ally units outside their home country.

German Declaration of War on Russia

If Germany declares war on Russia, the RGT level is deemed to rise immediately to 50 at the start of the next Russian player turn and all restrictions on Russian activity are negated.

Russian Declaration of War on Germany

Russia may declare war on Germany only if the RGT level is 50 or greater.

Russian Declarations of War on Minor Countries

Russia may always declare war on the Baltic States. Otherwise Russia's ability to declare war on minor countries is determined by the RGT level.

If Russia declares war on a minor country in which Germany has an economic interest, Germany immediately announces whether or not it will support the minor country. If Germany supports the minor country, Russia may also declare war on Germany at a cost of 35 BRPs and continue its attack. Otherwise Russia must back down and forfeit the 10 BRPs spent for the declaration of war on the minor country. If Germany does not support the minor country, Germany forfeits its economic interest and immediately loses any BRPs it has received for the minor country during that year. A German or Italian intervention on behalf of the minor country on a later turn must then be accompanied by a declaration of war against Russia.

Russian Mobilizations

Russia begins the game with seven ICs, which are placed in Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov and Gorki. In addition to its seven starting ICs, Russia mobilizes five additional ICs, starting when the RGT level reaches 10. These additional ICs, as well as ICs constructed by investing RPs in IC production (42.24G), must be constructed, if possible, in Kuibyshev, Magnitogorsk and Sverdlovsk, in that order, and then in any fully supplied, Russian-controlled city in European Russia which does not already contain an IC. The locations of the Russian ICs are shown on the mapboard in gray.

The rules relating to Russian mobilizations are set out in 36.11D:

- The first Russian mobilization occurs when the RGT level reaches 10. If the RGT level reaches 10 due to events that occur during the Allied player turn, such as a French surrender, the Russian mobilization is considered to have occurred at the start of the Russian player turn.
- The second Russian mobilization occurs two turns after the first Russian mobilization.
- The third Russian mobilization occurs two turns after the second Russian mobilization.
- The fourth Russian mobilization occurs in the turn immediately after the third Russian mobilization.
- The fifth Russian mobilization occurs in the turn immediately after the fourth Russian mobilization.
- If war breaks out between Russian and Germany, Russia mobilizes every turn. If one of the first two Russian mobilizations is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

Until war breaks out between Russian and Germany, the first two Russian mobilizations take two turns to complete. After those mobilizations are completed, or possibly sooner if war breaks out between Russian and Germany, each Russian mobilization is completed in a single turn. Since each of the first two Russian mobilizations must be completed before the next Russian mobilization occurs; Russia may never mobilize its first two mobilizations faster than one mobilization every two turns unless war breaks out between Russian and Germany.

Each time Russia mobilizes an IC, it increases its force pool at no BRP or RP cost.

For the first two peacetime mobilizations, which take two turns, these force pool additions are implemented at the rate of 10 BRPs in the turn the mobilized IC is placed on the board and another 10 BRPs in the following turn.

For the remaining three peacetime mobilizations, and all wartime mobilizations, which take one turn, all 20 BRPs of force pool additions are implemented in the turn of the mobilization.

For both peacetime and wartime mobilizations, Russia must mobilize one AAF and one 4-5 armor unit or 5-6 armor unit each mobilization (36.32A, C). The Russian player may mobilize the required units in either the first or second turn of the first two peacetime mobilization. The remaining units for each Russian mobilization must consist of infantry, additional armor or army air units, in whatever combination the Russian player wishes.

These forces enter the Russian force pool as allowable builds during the unit construction phase two (infantry), four (air) or six (armor) turns after mobilization occurs. For the first two peacetime mobilizations, remnants from one turn are carried over into the next turn of mobilization, so the mobilization of 9 BRPs of air factors in one turn would allow for the mobilization of 11 BRPs of units in the next turn.

The construction of ICs by the use of RPs and the loss of ICs has no effect on the size of the Russian force pool.

U.S. - Axis Tensions

The recording of the USAT level begins in Fall 1939. A cumulative total of the USAT level is kept. Generally the USAT level will rise, but Axis DPs and certain events may reduce the USAT level. The USAT level may drop below zero. For USAT purposes, the term "Axis" refers to the European Axis, and does not include Japan, even if it is at war with the U.S.

Die Roll to Determine Effective Tension Level

The actual USAT level is modified by the roll of one die at the end of each Allied diplomatic phase, to determine the effective USAT level for the ensuing Allied player turn: die roll of 1: -2; die roll of 2: -1; die roll of 3 or 4: no effect; die roll of 5: +1; die roll of 6: +2 (49.851).

Automatic Modifier

This modifier is automatically implemented at the start of each game turn, to reflect the general American revulsion towards Nazi Germany.

- +1 Each game turn, including Fall 1939.

Diplomatic Modifiers

Diplomatic modifiers resulting from DP allocations may be triggered during any diplomatic phase as desired by the allocating major power (49.82). All DPs must be used by the end of the year of allocation. Russian DPs may not be allocated to USAT. Covert operations may be used to affect USAT whether or not DPs were activated for USAT in the turn in question (47.22B).

- +# For each Allied DP placed in the United States.
- # For each Axis DP placed in the United States.

Status Modifiers

Status modifiers are implemented each game turn, beginning in Fall 1939. The modifiers for the number of major powers at war with the European Axis, Japan being at war with the U.S. and Japan having surrendered are determined by the situation at the start of each game turn; the remaining status modifiers are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn.

- +1 If two or more major powers are at war with the European Axis.
- +2 If one major power is at war with the European Axis.
- +3 If no major powers are at war with the European Axis.
- +1 If Japan and the U.S. are at war.
- +1 Axis ground units in Britain.
- +1 Axis ground units in Russia.
- +1 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.
- +2 If Japan has surrendered.

Event Modifiers

Event modifiers are implemented only when the indicated event occurs. Event modifiers based on the capture or control of territory are negated if the territory in question is recaptured and apply again if the territory changes hands a second time.

- +1 For every 15 European Axis BRPs spent on offensive operations each turn. A remnant of eight or more BRPs at the end of the Axis player turn triggers an increase; a remnant of seven or fewer BRPs is ignored.
- +1 Each German or Italian declaration of war against a minor neutral.
- +2 Each German or Italian declaration of war against a major power.
- +1 If 10 or more Western Allied BRPs are lost to European Axis bombing attacks in the current game turn (+1 maximum each turn).
- +2 Axis capture of Paris or London (+2 for each).
- +1 Axis capture of 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). Capture by Axis partisans does not count.
- +2 Axis capture of Moscow or Baku (+2 for each).
- +1 Axis capture of Leningrad, Stalingrad, Maikop or Grozny (+1 for each).

- +1 Each Russian IC captured by the Axis.
- +5 Each German atomic attack on a British-controlled hex.
- +3 Each German atomic attack on a Russian-controlled hex.
- 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).
- 1 If 10 or more Axis BRPs are lost to Western Allied bombing attacks in the current game turn (-1 maximum each turn).
- 2 Each Western Allied declaration of war against a neutral.
- 1 Allied mining of Norwegian waters without Norwegian permission.
- 2 Russian declaration of war against Germany.
- 1 Each Russian declaration of war against a minor neutral.
- 1 Russian occupation of eastern Poland.
- 1 For each Russian subversion attempt, whether successful or not.

Post-U.S. Election Status Modifiers

The following modifiers are implemented only at the beginning of each game turn after a U.S. election result favoring the Axis. The normal status modifiers for the number of major powers at war with the Axis are superseded by the +1 modifier for each major power other than the U.S. at war with Germany.

- +2 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.
- +1 For each major power other than the U.S. at war with Germany.

Results

Results are implemented as indicated. Results are not negated by a subsequent drop in the USAT level.

- 10. The U.S. mobilizes 20 BRPs of units (no later than Summer 1940).
- 20. The U.S. mobilizes 20 BRPs of units (no later than Winter 1940).
- 25. The U.S. may grant BRPs to Britain or France (one BRP per turn for each additional USAT level). One American ASW may be deployed to the Atlantic SW box and used against German submarines in subsequent turns.
- 28. The U.S. may construct British CVEs, using the British naval air training level.
- 30. The U.S. mobilizes 20 BRPs of units (no later than Summer 1941), then mobilizes in each of the next nine turns.
- 35. The U.S. may construct American CVEs, using the American naval air training level. The second American ASW may be deployed to the Atlantic SW box and used against German submarines in subsequent turns.
- 50. U.S. declaration of war against the European Axis allowed.

BRP grants prior to U.S. entry

American BRP grants to Britain and France are allowed once the USAT level exceeds 25. BRP grants to Russia are not allowed until the U.S. has entered the war.

American mobilizations

The rules relating to American European mobilizations are set out in 36.11G. The effective USAT tension level is determined at the end of the Allied diplomatic phase, immediately after a die roll is made to determine the effective tension level for that turn (49.851A):

- The first American mobilization occurs when the effective USAT tension level reaches 10, or Summer 1940, whichever is earlier.
- The second American mobilization occurs when the effective USAT tension level reaches 20, or Winter 1940, whichever is earlier.
- The third American mobilization occurs when the effective USAT tension level reaches 30, or Summer 1941, whichever is earlier.
- All subsequent American mobilizations occur every turn, until all 12 of American mobilizations are completed.
- The U.S. mobilizes every turn, regardless of the USAT level, if war breaks out between the U.S. and Germany.

The U.S. mobilizes as indicated. When war breaks out between the U.S. and Germany, the U.S. completes its mobilization at the rate of 20 BRPs per turn until all twelve increments of mobilization have occurred.

Each increase in American shipbuilding is the equivalent of five BRPs of ground or air units.

U.S. - Japanese Tensions

The USJT level in a Global War game determines when the U.S. may declare war on Japan, as well as the rate of American rearmament and the economic and strategic involvement of the U.S. in the Pacific prior to U.S. entry. The recording of the USJT level begins in Fall 1939. A cumulative total of USJT is kept. Generally the USJT level will rise, but certain events may reduce the USJT level. The USJT level begins at zero.

Die Roll to Determine Effective Tension Level

The actual USJT level is modified by the roll of one die to determine the effective USJT level for the ensuing Allied player turn: die roll of 1: -2; die roll of 2: -1; die roll of 3 or 4: no effect; die roll of 5: +1; die roll of 6: +2. The die roll is made at the end of each Allied diplomatic phase (EXCEPTIONS: If Japan declares war on Britain without declaring war on the U.S., the die roll is made immediately, rather than at the end of the ensuing Allied diplomatic phase; if Japan declares war on the U.S., a final die roll is made immediately - 49.852).

Automatic Modifier

This modifier is automatically implemented at the start of each game turn, to reflect the fundamental differences between the Tripartite powers and the U.S.

- +1 Each game turn, including Fall 1939.

Diplomatic Modifiers

DPs may not be placed in USJT.

Status Modifiers

Status modifiers are implemented each game turn, beginning in Fall 1939. The modifiers for Germany and the U.S. being at war and both Germany and Japan being at war with Russia are determined by the situation at the start of each game turn; the remaining status modifiers are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn.

- +1 If Germany and the U.S. are at war.
- +2 If both Germany and Japan are at war with Russia.
- +1 For each Japanese mobilization, not counting the Japanese Fall 1939 mobilization or any Japanese mobilization that occurs after Japan declares war on the U.S. (for a maximum of +3 per turn).
- +1 If an oil embargo against Japan is in effect.
- +1 If Japanese units are in French Indochina except for the two northern hexes.

Event Modifiers

Event modifiers are implemented only when the indicated event occurs. Event modifiers based on the capture or control of territory are negated if the territory in question is recaptured, and apply again if the territory changes hands a second time.

- +# For the first Japanese shipbuilding increase: +1; for the second: +2; for the third: +3; and so on.
- +1 For each three-factor or larger named ship launched by Japan.
- +1 For each fortification built by Japan.
- +1 For every 15 Japanese BRPs spent on offensive operations each turn. A remnant of eight or more BRPs at the end of the Japanese player turn triggers an increase; a remnant of seven or fewer BRPs is ignored.
- +1 Japanese air units bomb China or the India or Australia box.
- +2 Japanese declaration of war against Russia.
- +4 Japanese declaration of war against Britain.
- +2 Axis capture of Paris.
- +5 If Britain surrenders.
- 2 Russian declaration of war against Japan.

Post-U.S. Election Status Modifiers

The following modifiers are implemented only at the beginning of each game turn after a U.S. election result favoring the Axis.

- +1 For each major power other than the U.S. at war with Japan.
- +1 If Australia has surrendered.

Results

Results are implemented as indicated. Results are not negated by a subsequent drop in the USJT level.

3. Limited aid to China endorsed by Congress - the U.S. may grant five BRPs each turn to China.
8. The U.S. must deploy the Pacific Fleet, two AAF and three additional infantry factors from the U.S. to Pearl Harbor.
10. The U.S. mobilizes 20 BRPs of units (no later than Winter 1940).
14. Increased aid to China wins Congressional approval - the U.S. may grant ten BRPs each turn to China.
20. The U.S. mobilizes 20 BRPs of units (no later than Summer 1941). Military aid to China authorized. China adds one AAF to its force pool (the Flying Tigers). The U.S. may deploy one air transport factor from the U.S. to India. The U.S. may impose an oil embargo on Japan (33.45211).
26. The U.S. may deploy two AAF from the U.S. to Lingayen (Philippines). The U.S. may leave these two AAF in the U.S.
30. The U.S. mobilizes 20 BRPs of units (no later than Winter 1941), then mobilizes in each of the next nine turns.
35. A second Flying Tiger AAF is added to the Chinese force pool.
37. The U.S. may deploy an additional three infantry factors to any American-controlled territories in the Pacific.
40. American forces in the Far East put on alert. The Western Allies may construct fortifications. The U.S. and Britain may place airbases. The U.S. and Japan may accelerate or defer Pacific naval construction (27.7272B, C). The U.S. may deploy one Western Allied ASW per turn to the Pacific SW box. Japanese and American submarines may deploy to the Pacific SW box.
45. The U.S. may ignore deployment limits in the Far East and redeploy whatever forces it wishes to areas it controls.
50. U.S. declaration of war against Japan allowed.

The Pacific Fleet

The U.S. Pacific Fleet consists of the *Enterprise (CV)*, *Saratoga (CV)*, *Lexington (CV)*, *Arizona (3)*, *California (3)*, *Maryland (3)*, *Nevada (3)*, *Oklahoma (3)*, *Pennsylvania (3)*, *Tennessee (3)*, *West Virginia (3)*, *CA14*, *DD12* (two of which begin the game in Pearl Harbor), plus all other naval units in the Pacific theater when Japan and the U.S. go to war. When the USJT level reaches 8, the U.S. must transfer the Pacific Fleet to Pearl Harbor.

Once transferred to Pearl Harbor, the Pacific Fleet may not be withdrawn and may only leave Pearl Harbor when the USJT level reaches 45 or war breaks out between Japan and the U.S. Additional naval units are assigned to the Pacific fleet if they are NRed to the Pacific from the Atlantic or built in the Pacific U.S. box and not immediately NRed to the Atlantic. Additional naval units assigned to the Pacific fleet must remain with the Pacific fleet until the Pacific fleet is permitted to leave Pearl Harbor.

Japanese mobilizations

Japan mobilizes 20 BRPs of units in Fall 1939. Japan is free to trigger its three remaining mobilizations when it likes, subject to the restriction that Japan must match the first three American mobilizations in the Pacific. Thus Japan may delay each mobilization until the corresponding American mobilization occurs, but must mobilize immediately, even during an Allied turn, when the effective USJT level reaches 10, 20 and 30 (36.11C).

When war breaks out between Japan and the U.S., Japan completes its mobilizations at the rate of one mobilization per turn until all remaining Japanese mobilizations have occurred.

American mobilizations

The rules relating to American Pacific mobilizations are set out in 36.11G. The effective USJT tension level is determined at the end of the Allied diplomatic phase, immediately after a die roll is made to determine the effective tension level for that turn (49.852A):

- The first American mobilization occurs when the effective USJT tension level reaches 10, or Winter 1940, whichever is earlier.
- The second American mobilization occurs when the effective USJT tension level reaches 20, or Summer 1941, whichever is earlier.
- The third American mobilization occurs when the effective USJT tension level reaches 30, or Winter 1941, whichever is earlier.

- All subsequent American mobilizations occur every turn, until all 12 of American mobilizations are completed.
- The U.S. mobilizes every turn, regardless of the USJT level, if war breaks out between the U.S. and Japan.

Shipbuilding

Each increase in Japanese or American shipbuilding is the equivalent of five BRPs of ground or air units.

Effect of a Japanese attack on Britain

A Japanese attack on Britain, but not the U.S., triggers the following effects:

- A. At the moment Japan declares war on Britain, the USJT level immediately rises to 20 or by four, whichever yields the greater result. For the remainder of the turn in which Japan declares war on Britain, other USJT modifiers are applied normally. In each subsequent turn, all USJT modifiers are disregarded and the USJT level automatically increases by six at the start of each game turn.
- B. American forces in the Far East are put on alert. The U.S. may ignore deployment limits in the Far East and deploy whatever ground and air forces it wishes in areas it controls. Both the U.S. and Japan may accelerate shipbuilding (27.7272B). These results do not affect the rate of American mobilization, which is based on increases in the USJT level.
- C. Australia and all British-controlled territories on the Pacific front, other than New Guinea and British island groups which have been attacked by Japan, come under American control at the start of the Western Allied player turn immediately following the Japanese attack against Britain and may not be attacked by Japan until Japan and the U.S. are at war.

BRP grants prior to U.S. entry

BRP grants to China are allowed as indicated by the USJT level. BRP grants to Russia are not allowed until the U.S. has entered the European war. The permissible level of American BRP grants to Britain and France is determined by the USAT level.