

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 German 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 Italian control of Belgrade
- +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 Finland, Poland and Rumania after border wars, including a German-Polish border war over Danzig and the Polish Corridor, 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.

49.4266 FAILED WESTERN ALLIED INVASION OF FRANCE: If a Western Allied seaborne invasion of a conquered France is repulsed, or if the Axis succeed in recapturing all French hexes captured by such an invasion, a +1 pro-Axis diplomatic modifier applies to all subsequent diplomatic die rolls by either side for all diplomatic targets for the remainder of the game. These modifiers are not negated by a subsequent successful Western Allied invasion, although a second failed invasion of France triggers a second +1 additional modifier.

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:

Albania	+2	Greece	0	Spain	0
Austria	+5	Hungary	+5	Sweden	0
Belgium/Lux	0	Ireland	0	Turkey	0
Bulgaria	+3	Norway	0	Ukraine	+1
Croatia	+3	Poland	0	Vichy France	0
Czechoslovakia	-2	Rumania	+4	Yugoslavia	0
Finland	0	Serbia	-3		

Classic A World at War

In classic *A World at War*, the basic national modifiers for Finland, Greece and Yugoslavia are +1.

Italy and France:

There are no diplomatic die rolls for Italy and France. DPs placed in Italy and France modify the Italian (56.31) and French (58.21E) surrender levels, respectively.

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. Rumanian hexes on the eastern front do not count, whether or not Bessarabia exists as a separate area.
- 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).
- +1 *If Russia fought a border war with Poland over eastern Poland.*
- +3 *If Russia declared war on any Balkan country or Poland. Border wars with Rumania over Bessarabia or Poland over eastern Poland don’t count.*
- +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)

If Rumania is on the German side of the Nazi-Soviet Pact line, Russia may not select Rumania for a diplomatic die roll. If the Nazi-Soviet Pact line runs through Rumania, Russia may trigger a Rumanian diplomatic die roll only by making territorial demands of Rumania. Both these restrictions are lifted once Germany and Russia are at war or the RGT level is 50 or more. These restrictions do not apply if Rumania is on the Russian side of the Nazi-Soviet Pact line or no Nazi-Soviet Pact was signed.

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).*
- 3-7 *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).*
- 8-10 *German achieves hex control, association or alliance; Russia must abandon any territorial demands on Rumania (66.12D).*

Yugoslavia

(0)

Classic A World at War

In classic A World at War, Yugoslavia’s basic national modifier is +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.*

Croatia

(+3)

The restrictions and additional modifiers for Yugoslavia apply to Croatia.

Serbia

(-3)

The restrictions and additional modifiers for Yugoslavia apply to Serbia.

Albania (+2)

General Modifiers:

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

Additional Modifier:

- +2 *For each use of Russian subversion to modify a diplomatic die roll, other than for Albania in the diplomatic phase it is used.*

Results:

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

Austria (+5)

General Modifiers:

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

Results:

- 3 Austria activates as an Allied minor ally.
- 2 Austria becomes an Allied associated minor country.
- 1 The Allies gain control of the Austrian hexes and receive all the Austrian BRPs.
- 0 The Allies receive five BRPs from Austria.
- 1-2 Austria 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 Austria continues current policies.
- 5-6 Austria 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 Austria.
- 8 The Axis gain control of the Austrian hexes and receive all the Austrian BRPs.
- 9 Austria becomes an Axis associated minor country.
- 10 * Austria is incorporated into the *Reich*. All Austrian hexes become German for all purposes. The Austrian force pool is removed from play and Germany adds 10 BRPs to its BRP base and adds one 4-6 armor unit, two AAF and two 3-3 infantry units to its force pool as allowable builds after the normal mobilization delays (six, four and two turns, respectively). If Germany has already produced a twelfth 3-6 or 4-6 armor unit, it adds infantry units to its force pool of the same BRP value as the produced armor unit.

These effects are not reversed by a subsequent Allied conquest of Austria.

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.

Czechoslovakia (-2)

General Modifiers:

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

Additional Modifiers:

- 2 *If France has not fallen (applicable only if the Axis are making the diplomatic die roll).*
- +1 *If Warsaw is under Axis control.*
- +1 *If Vienna is under Axis control.*
- +1 *If Budapest is under Axis control.*
- +2 *If the Sudetenland is under Axis control.*

Results:

- 3 Czechoslovakia activates as an Allied minor ally.
- 2 Czechoslovakia becomes an Allied associated minor country.
- 1 The Allies gain control of the Czech hexes and receive all the Czech BRPs.
- 0 The Allies receive five BRPs from Czechoslovakia.
- 1-2 Czechoslovakia 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 Czechoslovakia continues current policies.
- 5-6 Czechoslovakia 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 Czechoslovakia.
- 8 The Axis gain control of the Czech hexes and receive all the Czech BRPs.
- 9 Czechoslovakia becomes an Axis associated minor country.
- 10 Germany may choose one of the following two options. This choice may not be altered in a subsequent turn.

Option 1: Czechoslovakia activates as a Germany minor ally.

The acquisition of the Czech 2-5 armor unit does not affect German production of a twelfth 3-6 or 4-6 armor unit or the addition of a 2-5 armor unit to Poland's forces should it ally with Germany.

Option 2: * Czechoslovakia is incorporated into the Reich.

All Czech hexes become German for all purposes and Czechoslovakia may no longer be selected as a diplomatic target.

The Czech force pool is removed from play and Germany adds 10 BRPs to its BRP base and adds one 4-6 armor unit, two AAF and two 3-3 infantry units to its force pool as allowable builds after the normal mobilization delays (six, four and two turns, respectively). If Germany has already produced a twelfth 3-6 or 4-6 armor unit, it adds infantry units to its force pool of the same BRP value as the produced armor unit.

These effects are not reversed by a subsequent Allied conquest of Czechoslovakia.

Finland

(0)

Classic A World at War

In classic A World at War, Finland's basic national modifier is +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

(0)

Classic A World at War

In classic A World at War, Greece's basic national modifier is +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.

Poland

(0)

General Modifiers:

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

Additional Modifiers:

- 2 *If France has not fallen (applicable only if the Axis are making the diplomatic die roll).*
- 2 *If Danzig and the Polish Corridor are under Axis control either as a result of a successful German demand against Danzig and the Polish Corridor in Gathering Storm or a German-Polish border war:*
 - +1 *If the Axis control Prague.*
 - +1 *If the Axis control Bucharest.*
 - +1 *If Russia has demanded or controls Bessarabia.*
 - +2 *If Russia controls Bucharest.*
 - +2 *If Russia has entered the Baltic States.*
 - +2 *If Russia has demanded eastern Poland.*
 - +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).*

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

Polish volunteers aid in the Axis crusade against Bolshevism. One Polish 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 Poland.
- 7 The Axis receive 10 BRPs from Poland.

Two Polish 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 Polish hexes and receive 20 BRPs from Poland.

Three Polish 2-3 infantry units may fight against Russia, subject to the same conditions as for a "5-6" result.
- 9 Poland becomes an Axis associated minor country.

Three Polish 2-3 infantry units may fight against Russia, subject to the same conditions as for a "5-6" result.

- 10 Poland activates as an Axis minor ally worth 25 BRPs.

Danzig and the Polish Corridor are incorporated into the Reich. The hexes in Danzig and the Polish Corridor are German for all purposes. Germany adds 5 BRPs to its BRP base and adds two AAF and four infantry factors to its force pool as allowable builds after the normal mobilization delays (four and two turns, respectively).

Poland adds the Czech 2-5 armor unit to its force pool, provided Czechoslovakia has been occupied by Germany in *Gathering Storm* or the Axis gain control of Czechoslovakia in *A World at War* without attacking it prior to Poland activating 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 ("5-6" to "10") policy currently in effect is negated.
- 3-4 Spain continues current policies.
- 5-6 Spain continues any pro-Axis ("5-6" 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 and remains or reverts to being a colony. 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)

Subject to the restrictions set out below, Vichy France 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.

Vichy France may not be named by the Western Allies unless there is an American ground unit in a port or bridgehead in France, Morocco, Algeria or Tunisia.

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 ("2" or "-3") policy currently in effect. Any pro-Axis ("5-6" to "10") policy currently in effect is negated.
- 3-4 Vichy France continues current policies.
- 5-6 Vichy France continues any pro-Axis ("5-6" to "10") policy currently in effect. Any pro-Allied ("2" or "-3") policy currently in effect is negated.
Vichy France leans towards the Axis. Vichy France may reinforce Lebanon-Syria.

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 *A World at War*, as set out in *Gathering Storm* transition rule 9.71, with a starting level as set out in *Gathering Storm* transition rule 9.71. A cumulative total of the RGT level is kept. The RGT level 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 *A World at War* game turn. The status 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 the 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. When determining the modifier for the number of major powers at war with the European Axis, a neutral Britain or France is considered to be at war with the Axis from the start of the turn in which Germany or Italy declares war on it, or if it is fully mobilized, but chooses not to declare war on the Axis.

- +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 civilian factory mobilized by Russia (Russia has more than 7 ICs at the end of its player turn). This modifier does not apply to Pacific Russian mobilizations after a Japanese declaration of war on a neutral Russia (*Storm Over Asia* transition rule 14.41C).
- +1 If the Nazi-Soviet Pact is in effect, central Poland is on the German side of the Pact line and 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 the Baltic States, 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.
- 1 For each idle factory not mobilized by Russia (Russia has fewer than 7 ICs at the end of its player turn).
- 1 If Japan declares war on a neutral Russia, starting in the turn in which Japan declares war, unless Japan is also at war with the Western Allies.
- 1 For every 20 BRPs of additional Russian units (round up) in Siberia in excess of the starting Siberian garrison level of 45 BRPs (46 to 65 BRPs of Russian units in Siberia: -1; 66 to 85 BRPs of Russian units in Siberia: -2; and so on).

Application:

The following Russo-German tension status modifiers do not apply to Italian aggression against Yugoslavia in *Gathering Storm* and economic penetration results acquired from *Gathering Storm* trade pacts (transition rule 7.22C), as Germany and Russia are deemed to have acquiesced in the other’s economic expansion as part of the Nazi-Soviet Pact:

- +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 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.
- +4 Axis control of eastern Poland.
- +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.

Pact Line Effects

The following Russo-German tension event modifiers are superseded if the Nazi-Soviet Pact line varies from its historical location:

Classic *A World at War* event modifiers:

- +# 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.

Gathering Storm - A World at War event modifiers:

- +# Axis gain control of one or more hexes in the Baltic States, Finland, Hungary, Rumania, Bulgaria or Turkey: +1 for every 5 BRPs in the minor country on the German side of the Pact line. Effects are determined separately for each minor country. There is no effect for German control of central Poland if it is on the German side of the Pact line.
- +# Axis gain control of one or more hexes in the Baltic States, Poland, Finland, Hungary, Rumania, Bulgaria or Turkey: +2 for every 5 BRPs in the minor country on the Russian side of the Pact line. Effects are determined separately for each minor country.
- +2 Axis gain control of one or more Persian hexes adjacent to Russia.
- 1 Each Russian declaration of war against a minor neutral, including whatever portion of the Baltic States is on the Russian side of the Pact line.
- 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: -2 for every five BRPs in the minor country. Effects are determined separately for each minor country.

Balkan Diplomatic Modifiers

The following Balkan modifiers are adjusted if Rumania proper is assigned to Russia under the Nazi-Soviet Pact:

To reflect the fact that Bessarabia does not exist as a distinct part of Rumania:

- +1 If Russia has entered the Baltic States, Bessarabia or the Finnish border hexes.

is adjusted to:

- +1 If Russia has entered the Baltic States, Rumania or the Finnish border hexes.

To reflect the fact that a Russian conquest of Rumania proper would have been more alarming than the historical Russian occupation of Bessarabia:

- +1 If Russia and Rumania fought over Bessarabia (66.2).

is adjusted to:

- +2 If Russia has conquered Rumania.

Results

Results are implemented as indicated. Russia's mobilization schedule and mobilization results are unaffected by a subsequent drop in the RGT level.

0. Russia may declare war on minor neutrals on the Russian side of the Pact line.
10. Russia begins mobilizing its civilian factories (36.11D).
15. Russia may subvert eligible minor countries.
25. Russia may declare war on minor neutrals on the German side of the Pact line, except minor countries in which Germany or Italy has an economic interest or which are controlled by the Axis.
35. Russia may declare war on minor neutrals on the German side of the Pact line, except minor countries controlled by the Axis.
40. Russian forces are put on alert. Russian surprise effects do not apply during the Russian player turn following a German declaration of war on Russia (63.52).
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 any economic interest it has in Russia.
50. Russian surprise effects do not apply following a German declaration of war on Russia (63.52). Russian garrison requirements no longer apply (63.51). Russia may declare war on Germany. Allied partisans may be built in Europe.

Russian Garrison Requirements

At the end of each Russian player turn in which RGT are less than 50:

- 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, or within two hexes of an Axis-controlled or neutral Finnish 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 ground and air units in excess of the above amounts, including Russian one-factor infantry or airborne units, produced Russian units, Russian units which begin the game in the Pacific theater, or 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 to tie down Japanese units in Manchuria (81.51B). Until the RGT level reaches 50, Russia may only transfer its one-factor infantry and airborne units, plus any ground and air units added to its force pool from mobilizations or production. Once the RGT level reaches 50, all restrictions are lifted.

Surprise Effects

For surprise effects applying to Russia in the turn in which Germany declares war, see rule 63.52.

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 the first turn of *A World at War* as set out in *Gathering Storm* transition rule 10.12, with the starting level as determined by *Gathering Storm* transition rule 10.11. 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.

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 *A World at War* game turn. The status 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 the 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. **When determining the modifier for the number of major powers at war with the European Axis, a neutral Britain or France is considered to be at war with the Axis from the start of the turn in which Germany or Italy declares war on it, or if it is fully mobilized, but chooses not to declare war on the Axis.**

- +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. This modifier does not apply if war broke out between Italy and the Western Allies and Italy surrenders before Germany is at war.**
- +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. The BRP cost of offensive operations against partisans is not counted. 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 25 or more Western Allied BRPs are lost to transport shortages and 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).
- 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.
- 3 **If Russia controls one or more hexes in central Poland.**
- 1 For each Russian subversion attempt, whether successful or not.

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 the first turn of *A World at War* as set out in *Storm Over Asia* transition rule 15.12, with the starting level as determined by *Storm Over Asia* transition rule 15.11. 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.

Diplomatic Modifiers

DPs may not be placed in USJT.

Status Modifiers

Status modifiers are implemented each *A World at War* game turn. The modifiers for Germany and the U.S. being at war, both Germany and Japan being at war with Russia, and USJT being negative 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 If the USJT level is negative.
- +1 For each of Japan's last three mobilizations, other than in turns in which Japan is at war with a neutral Russia, including the turn in which Japan declares war (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. If Japan did not increase its shipbuilding during *Storm Over Asia*, this deferred Japanese shipbuilding increase does not affect USJT.
- +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. The BRP cost of offensive operations against partisans is not counted. If Japan is at war with a neutral Russia, offensive operations directed against hexes containing Russian or Communist Chinese units are not counted. 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. See below for *Storm Over Asia* effects.
- +1 Japanese capture of Canton, Chungking, Nanking, Peking, or Shanghai (+1 for each).
- +1 Japanese air units bomb China or the India or Australia box, unless offensive operations on the front in question already trigger a +1 USJT increase.
- +2 Japanese declaration of war against Russia. See below for *Storm Over Asia* effects.
- +4 Japanese declaration of war against Britain.

- +2 Axis capture of Paris.
- +5 If Britain surrenders.
- 2 Russian declaration of war against Japan.

Results

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

- The U.S. may grant one BRP each turn to China.
- The U.S. must deploy the Pacific Fleet, two AAF, one 2-2 infantry unit and one 1-2 infantry unit from the U.S. to Pearl Harbor. These American infantry units may deploy to Midway and Johnston Islands if Japan builds an additional port (21.121D) within ten hexes of either island.
- The U.S. mobilizes 20 BRPs of units (no later than Winter 1940). The U.S. may grant two BRPs each turn to China.
- The U.S. may grant three BRPs each turn to China.
- 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). The U.S. may grant four BRPs each turn to China.
- 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. The U.S. may grant five BRPs each turn to China.
- The U.S. mobilizes 20 BRPs of units (no later than Winter 1941), then mobilizes in each of the next nine turns. The U.S. may grant six BRPs each turn to China.
- A second Flying Tiger AAF is added to the Chinese force pool. The U.S. may grant seven BRPs each turn to China.
- The U.S. may deploy an additional three infantry factors to any American-controlled territories in the Pacific.
- 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. The U.S. may grant eight BRPs each turn to China.
- The U.S. may ignore deployment limits in the Far East and redeploy whatever forces it wishes to areas it controls. The U.S. may grant nine BRPs each turn to China.
- U.S. declaration of war against Japan allowed. The U.S. may grant ten BRPs each turn to China.

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 offensives

Chinese *Storm Over Asia* China Lobby research (*Storm Over Asia* transition rule 6.86) determines the extent to which Japanese offensive operations affect USJT:

- If China has not conducted any *Storm Over Asia* China Lobby research, Japanese limited offensive operations do not affect USJT.
- If China achieved one *Storm Over Asia* China Lobby result, Japanese offensive operations of eight or more BRPs trigger a +1 USJT increase.
- For each step of *Storm Over Asia* China Lobby research below six steps, one additional BRP of Japanese offensive operations is required to trigger a +1 USJT increase (5 steps: 9 BRPs; 4 steps: 10 BRPs; 3 steps: 11 BRPs; 2 steps: 12 BRPs; 1 step: 13 BRPs).
- For each step of *Storm Over Asia* China Lobby research above six steps, one less BRP of Japanese offensive operations is required to trigger a +1 USJT increase (7 steps: 7 BRPs; 8 steps: 6 BRPs; 9 steps:

5 BRPs; 10 steps: 4 BRPs; 11 steps: 3 BRPs; 12 steps: 2 BRPs).

If Japan and a neutral Russia are at war, Japanese Asian front offensives do not trigger a USJT increase (*Storm Over Asia* transition rule 15.51B).

Japanese declaration of war on a neutral Russia

The +2 modifier for Japan declaring war on Russia does not apply if Russia is not at war with Germany when Japan declares war. If Germany and Russia subsequently go to war, the +2 modifier is applied to USJT in the turn in which Germany and Russia go to war (*Storm Over Asia* transition rule 15.51A).

If Japan and a neutral Russia are at war, Japanese Asian front offensives do not trigger a USJT increase (*Storm Over Asia* transition rule 15.51B).

Japanese mobilizations that occur while Japan is at war with a neutral Russia do not increase USJT (*Storm Over Asia* transition rules 15.12A, 15.51C).

Japanese mobilizations

If Japan has fewer than eight military factories at the end of *Storm Over Asia*, these are mobilized at the rate of one per turn. These mobilizations have no effect on USJT.

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.

Japanese mobilizations that occur while Japan is at war with a neutral Russia do not increase USJT (*Storm Over Asia* transition rules 15.12A, 15.51C).

American mobilizations

The rules relating to American Pacific mobilizations are set out in 36.11D. 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.

Surprise Effects

For surprise effects applying to the Western Allies after a Japanese declaration of war, see rule 51.

Effect of a Japanese attack on Britain

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

- 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.
- 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.
- 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.