Changes since June 30, 2011 (November 4, 2011)

Segment 1

Table of Contents

Introduction

Components and Concepts

Segment 2

Ground Operations

Clarification, renumbering (December 31, 2011)

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

13.22 RESTRICTIONS:

A. A neutral major country may not voluntarily eliminate units.

B. Minor country units, including Vichy French units, may not be voluntarily eliminated prior to activation or association.

C. Naval units may not be voluntarily eliminated once launched.

D. Airbase counters may not be voluntarily eliminated, but may be "recycled" each turn (18.143).

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

Clarification (December 31, 2011)

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

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

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

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

Segment 3

Air Operations

Deletion of repeated portion (December 31, 2011)

17.47 TARGET SELECTION:

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F. SELECTING TARGETS: The precise target of each kamikaze is determined as follows:

- The Allied player reveals the contents of his attacked combat group and arranges his naval units in the following order: his fast carriers, largest to smallest; his capital ships, largest to smallest (slower ships first for ships of the same size); and lastly his light ships (as a group).
- Damaged ships are ranked before undamaged ships of the same type and speed; undamaged ships of the same type and speed with accumulated hits are ranked according to the number hits.
- Damaged ships are ranked before undamaged ships of the same type and speed.

18.   AIR OPERATIONS

Substantive change (December 31, 2011)

18.142 AIRBASE PLACEMENT: Once play begins, major powers may place airbases on the mapboard as follows:

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D. No more than one airbase counter may occupy a single hex.

E. No more than one airbase may be placed in each Pacific island group (EXCEPTION: Airbases may not be placed in Aleutian islands).

19.   AIR COMBAT

Segment 4

Naval Operations

20.   NAVAL UNITS

Substantive change (December 31, 2011)

20.121 SPEED: Naval units fall into two categories, "slow" and "fast", as follows:

A. All damaged ships are slow.

B. CVEs are slow.

C. Capital ships with an orange stripe on their counter are slow.

D. Transports are slow.

E. Any naval unit in a TF or combat group to which cargo has been assigned (21.35) is slow.

F. Any combat group over which air cover is being flown (23.21A) is slow.

G. All other naval units are fast.

21.   NAVAL OPERATIONS
22.   NAVAL INTERCEPTION AND COMBAT

22.1 NAVAL INTERCEPTION:

22.11 GENERAL: When a player undertakes any naval activity, the opposing player may intercept with any of his own uncommitted, uninverted naval units within interception range. A naval unit is considered to be uncommitted if it is not engaged in another naval activity already announced during the same segment of the player turn. Interception is subject to the qualifications set out below:

A. IMMUNITY FROM INTERCEPTION: The following naval units may not be intercepted:

- Raiders raiding from or returning to Bergen or Scapa Flow (21.533D, 21.538C).
- Raiders returning after starting the game at sea (21.538C).
- Naval units moving to an SW box to engage raiders (21.5342G).
- ASW deploying to or from an SW box.
- Western Allied transports deploying to or from an SW box (20.6321).
- Axis naval units changing base or NRing between Bergen and Oslo or Kiel, while in Norwegian North Sea coastal hexes.
- Submarines.

B. PROHIBITED FROM INTERCEPTING: The following naval units are prohibited from intercepting:

- naval units in the U.S., South Africa and SW boxes.
- CVEs.

C. NON-OPERATIONAL PORTS: Naval units in non-operational ports may intercept, although at reduced range (22.232C).

D. RAIDERS: Raiders may be intercepted on the mapboard while moving to the Atlantic, Pacific or Indian Ocean SW boxes (21.533D); raiders which reach a SW box may be opposed in accordance with 21.534.

E. OFFENSIVE PATROLS: Naval units on offensive patrol may not counter-intercept, but may support intercepted friendly naval units (21.4182).

22.111 NO BRP EXPENDITURE REQUIRED: Interceptions and counter-interceptions do not require any expenditure of BRPs.

21.112 Interceptions may not be attempted unless the countries involved are already at war; a player may not declare war during his opponent's turn in order to intercept.

22.113 If the Western Allies and Russia both wish to intercept the same enemy naval activity, the Western Allies prevail.

22.114 Each submarine intercepts separately (22.915).

22.115 Naval units may be intercepted as they return to port.

22.12 SELECTING AN INTERCEPTION HEX: Once a player (the "attacker") indicates a naval activity, the opposing player (the "defender") may require the attacker to indicate the exact path of hexes taken by the his naval units. The defender then may select one hex in which he will intercept the attacker's naval activity.

A. If the attacker's naval units begin their activity in port, the defender may select the hex in which the attacker's naval units are based (since they enter the water portion of that hex as soon as they leave port), the destination hex or any hex in between.

B. If the attacker's naval units are already at sea (moving from their patrol hex, or returning to base, or continuing a interception attempt already underway), the defender may select any new hex the attacker's naval units enter, including the destination hex (The defender may not select the hex in which the naval units begin their new activity, as the defender has already had a chance to intercept in that hex).

22.13 ONLY ONE INTERCEPTION HEX PERMITTED: A naval force may be intercepted in only one hex along its route, subject to the following exceptions:

A. STRAITS: Naval activities which pass through straits (21.211) are treated as distinct naval activities for interception purposes on each side of the strait, and are thus subject to a single interception in different hexes on each side of the strait.

B. DIFFERENT NAVAL ACTIVITIES: Each time a naval force attempts to carry out a distinct naval activity, it may be intercepted, even if some or all of that force has been intercepted earlier in the same turn while carrying out a different naval activity.

C. COMBINING NAVAL FORCES: A naval force which joins with other naval units in the course of a single naval activity creates a new naval force, which is subject to naval interception even if some or all of its components were intercepted before they combined. However, when a naval force sails to a base containing a second naval force in order to combine into a new naval force in that base hex, the naval force which remained in its base until the first naval force arrived may not be intercepted separately. Naval forces may thus be picked up without being subject to interception until they have joined the combined force.

D. SPLITTING NAVAL FORCES: A naval force which splits from another naval force during the course of an activity is subject to naval interception even if the combined naval force was intercepted, provided the new naval force enters a difference sea hex from its parent naval force.

E. SUBMARINES: Submarines may intercept in a different hex from other naval units (22.915).

F. RETURNING NAVAL FORCES: A naval force may be intercepted a second time once it has completed or aborted its naval activity.

G. DISPLACED NAVAL UNITS: A displaced (21.23) or escaping (23.462) naval force may be intercepted in every hex along its route.

EXAMPLE: Japanese TFs sail independently from Manila, Okinawa and Tokyo, rendezvous south of Okinawa and proceed on their mission. The Americans could intercept each of the three groups prior to their rendezvous, and intercept once afterwards. Had the Japanese combined their TFs by sailing the Manila TF to Okinawa, then both TFs to Tokyo, then all three TFs on their mission, the Americans could have intercepted the Manila TF, the combined Manila and Okinawa TFs, and all three TFs, but the Okinawa and Tokyo TFs could not have been intercepted separately.

22.131 INTERCEPTION IN THE ACTIVITY HEX: If interception occurs in an activity hex, the interception is resolved before the naval force completes its activity.

22.132 AIR ATTACKS: Air attacks on naval activities are distinct from naval interceptions and may be made in any hex or hexes along the route of the naval activity (23.8), including a hex where naval interception occurs and hexes along the path taken by naval units returning to port. If air attacks and naval interception occur in the same hex, the attacking air units participate in the resulting naval combat and may not attack the intercepted activity outside of naval combat.

22.14 INTERCEPTION MECHANICS:

A. INTERCEPTIONS OF DIFFERENT ENEMY ACTIVITIES PERMITTED: Naval units based in the same port may intercept different enemy naval targets, whether or not they are part of a TF, although each naval unit may intercept only one enemy naval target per phase.

B. TFs INTERCEPT SEPARATELY: Each TF, including those in the same port, intercepts separately, even against the same enemy target. TFs may be reconstituted immediately before intercepting and counter-intercepting. This may result in the formation of new TFs so that more TFs intercept the same enemy target.

C. NAVAL UNITS WHICH ARE NOT IN A TF: Up to nine non-TF naval factors in a given port may intercept each enemy target. A TF and naval units which are not in a TF may both intercept from the same port.

D. HOLDING BACK NAVAL UNITS: Naval units may be held back from interception for any purpose.

E. ONE INTERCEPTION HEX ONLY: If naval units from more than one base intercept the same enemy target, they must select a common interception hex (22.13).

F. INTERCEPTION BY DEFENSIVE PATROLS: Naval units on defensive patrol intercept in the same manner as naval units in port.

22.141 Successful naval interception results in naval combat between the intercepting naval force and all enemy naval units passing through the interception hex, including submarines, subject to the following exceptions:

A. NAVAL ACTIVITIES WITH DISTINCT PATHS: Naval activities which cross paths in a single hex, other than a common hex of origin or a common destination hex, are considered to have passed through the hex at different times and are intercepted separately.

B. SEA SUPPLY: Sea supply lines to different supply zones are intercepted separately.

C. RAIDERS: Raiding groups moving to or from an SW box are intercepted separately.

D. SEA ESCORTS AND NRs: All sea escorts and NRs are intercepted separately unless the moving player has elected to combine sea escorts (28.32A) or NRs (28.32B) to the same destination. Combined sea escorts and NRs are intercepted together.

E. NON-COOPERATION: British and French naval forces while Anglo-French cooperation restrictions are in effect (53.253).

22.15 CONTEMPORANEOUS NAVAL ACTIVITES: The moving player must, at each stage of his player turn, announce all the contemporaneous naval activities he wishes to conduct before the defender decides whether and where to intercept:

A. During the movement phase the moving player must indicate all patrols, naval base changes and SW box redeployments before the defender makes any interception decisions; during the combat phase the moving player must announce all naval missions he will undertake, including the destination of each mission and which ground units, if any, are aboard his fleets, before the defender makes any interception decisions.

B. Sea supply, raiders and NRs are contemporaneous and are announced by the moving player simultaneously, although they may be made separately and carried out sequentially.

C. Naval units return to base contemporaneously once all contemporaneous activities are completed.

D. Naval units which abort an activity, withdraw from naval combat or are displaced during the opposing turn return to base immediately.

22.16 COUNTER-INTERCEPTIONS: The attacker may counter-intercept the defender's intercepting naval units in the same manner as interceptions.

22.161 MECHANICS: Counter-interception takes place before naval combat arising out of the defender's original interceptions is resolved. Counter-interceptions are carried out in the same manner as interceptions. The manner in which naval combat is resolved depends on the location of the counter-interception hex:

A. INTERCEPTION HEXES: If an intercepting force is counter-intercepted in the same hex as it intercepted the moving player's naval activity, a single naval battle is resolved in the interception hex between all naval forces in that hex. Other intercepting and counter-intercepting naval forces which did not reach the interception hex in their first attempt may also join in subsequent rounds of the naval combat (22.241).

B. NON-INTERCEPTION HEXES: If an intercepting naval force is counter-intercepted in a hex other than its interception hex, naval combat between the intercepting and counter-intercepting naval forces is first resolved in the counter-interception hex, without the participation of the naval force which was originally intercepted, to determine whether the intercepting naval force is able to complete its interception. If the intercepting naval force defeats the counter-intercepting naval force, it may either continue to the interception hex and engage in naval combat with the intercepted naval force or abort the interception and return to port, at the owning player's option.

22.1611 COUNTER-INTERCEPTION OF MORE THAN ONE INTERCEPTING TF: If two or more intercepting TFs traveling along the same path are counter-intercepted together (22.141), a single naval battle is resolved. If the intercepting TFs are defeated, they must all return to port. If the intercepting TFs are victorious, they complete their interception or return to port, at the intercepting player's option.

22.162 OFFENSIVE PATROL SUPPORT FOR FRIENDLY NAVAL ACTIVITIES: Naval units on offensive patrols, including submarines, may support friendly naval activities as follows:

A. Patrolling naval forces may counter-intercept only in the hex in which the intercepting enemy naval forces intercepted the original naval activity.

B. A patrolling naval force may move up to three hexes from its patrol hex to the interception hex to support a friendly naval force which has been intercepted by enemy naval forces.

C. If the patrol hex is more than three hexes from the interception hex, the patrolling force moves three hexes towards the interception hex along an announced path (which will usually, but not always, be the shortest distance) after each round of the interception naval combat is completed until it reaches the interception hex (22.241) (EXCEPTION: Patrolling submarines may not support friendly naval forces which are more than three hexes from their patrol hex).

D. Patrolling naval forces which counter-intercept participate in the naval combat between the friendly naval force and the intercepting naval force, and adopt its mission once any naval combat is resolved, provided they are permitted to do so (21.4182B).

E. A patrolling force which fails in its attempt to support a friendly naval force returns to its patrol hex once the naval combat arising out of the initial interception is completed (21.4182C).

22.163 SEQUENCE OF INTERCEPTIONS AND COUNTER-INTERCEPTIONS: Where both players are intercepting and counter-intercepting naval forces, this sequence is followed:

A. INTERCEPTIONS: The defender announces all naval interceptions (EXCEPTIONS: Interceptions of patrols - 21.416; interceptions of returning naval units - 22.18), then makes his naval interception dice rolls.

B. COUNTER-INTERCEPTIONS OF SUCCESSFUL INTERCEP-TIONS: All naval counter-interceptions of successful interception attempts are then resolved, before any naval combat resulting from successful interceptions is resolved.

22.17 COUNTER-COUNTER-INTERCEPTIONS: A defender who has held back naval units may counter-counter-intercept the attacker's counter-interceptors. No further levels of interceptions are permitted.

> *All good things must come to an end. The moving player may conduct naval activities and counter-intercept; the defender may intercept the moving player's naval activities and (in rare cases) counter-counter-intercept the moving player's counter-interceptions. Counter-counter-counter interceptions are prohibited, both because they almost never arise and because the word is too hard to say.*

22.18 INTERCEPTION OF RETURNING NAVAL UNITS: Naval forces may be intercepted as they return to port.

A. Interceptions of returning naval units are not announced until the naval units in question attempt to return to port.

B. Naval forces returning to port may first be intercepted when they enter a sea hex adjacent to their activity hex.

C. Naval units returning to port may, subject to range restrictions (21.33), combine with other friendly naval units for mutual protection, in the same manner as naval units engaged in a naval activity (22.141).

D. If a naval force divides into two or more naval forces as it returns to port, the newly created naval forces are subject to interception even if the original force was also intercepted.

22.19 COMBINED AIR AND NAVAL INTERCEPTION: The moving player dictates the order in which air attacks and naval interceptions of concurrent naval activities are resolved, the intercepting player dictates the order in which air attacks and naval counter-interceptions of concurrent naval interceptions are resolved, and so on.

A. When naval interception occurs, the intercepting force first sails to the interception hex, possibly undergoing air attack en route.

B. The intercepted force then moves to the interception hex, and is also subject to air attacks en route.

C. Once both forces have reached the interception hex, naval combat, including air attacks in the interception hex itself, is resolved.
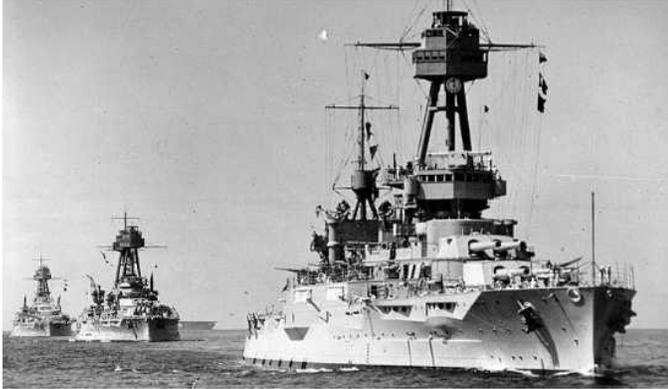
22.2 RESOLVING NAVAL INTERCEPTION:

22.21 INTERCEPTION AUTOMATIC SUBJECT TO RANGE RESTRICTIONS: Naval interceptions are automatic, subject to range restrictions, as set out below.

Naval Interception Table - 22.21	
Surface Ships	
Range	**Activity Being Intercepted**
20/10	Sea supply, sea transports, seaborne invasions, shore bombardment, sea escort, patrols which attempt to remain in their patrol hex for the combat phase.
10/5	Base changes, patrols moving to their patrol hex, fast carrier missions, raiders moving to a SW box, NRs of naval units, displaced naval units, naval units returning to base; enemy interceptions and counter-interceptions.
(10/5)	Raiders returning to port; but only if they move within range of an uninverted friendly air unit.
Modifiers	
-10/5	Slow ships in a force that does not contain a fully operational fast carrier.
-10/5	If the intercepting force is based in a non-operational port.
-10/5	If the force being intercepted consists of less than 10 naval factors, at least half of which must be light ships.
+10/5	If the intercepting forces consists of less than 10 naval factors in total, at least half of which must be light ships.
Submarines	
Range	**Activity Being Intercepted**
10/5	Sea supply, sea transports, seaborne invasions, shore bombardment, sea escort, patrols which attempt to remain in their patrol hex for the combat phase.
(4/3)	Base changes, patrols moving to their patrol hex, fast carrier missions, raiders moving to a SW box, NRs of naval units, displaced naval units, naval units returning to base; enemy interceptions and counter-interceptions: but only if they move within range of an uninverted friendly air unit.
Explanation	
Ranges: Ranges are in hexes; the number before the slash is the hex range in Europe; the number after the slash is the hex range in the Pacific. Ranges in parentheses require the presence of at least one uninverted friendly air unit to permit interception.	
Patrols: Naval units on patrol, including patrolling submarines, intercept and counter-intercept by moving up to three hexes towards an interception hex to support a friendly naval force which has been intercepted by enemy naval forces (22.162, 22.232B).	

22.22 INTERCEPTION RANGES:

A. Naval units intercept automatically, without the need for a dice roll, up to the range set out in the Naval Interception Table for the activity in question.

B. Ranges are given in both European and Pacific hexes; ranges are halved in the Pacific because Pacific hexes cover more area than European hexes.

C. Naval activities carrying cargo (sea supply, sea transports, seaborne invasions, sea escort), shore bombardment and patrols which attempt to remain in their patrol hex for the combat phase may be intercepted at the maximum interception range of 20 (European)/10 (Pacific) hexes.

D. Other naval activities, enemy interceptions and counter-interceptions may be intercepted at 10 (European)/5 (Pacific) hexes.

E. Raiders returning to port may be intercepted only if they move within air range of an uninverted enemy air unit. Interception is then automatic from up to 10 (European)/5 (Pacific) hexes.

F. Submarines intercept sea supply, sea transports, seaborne invasions, shore bombardment, sea escort, patrols which attempt to remain in their patrol hex for the combat phase automatically, without the need for a dice roll, up to 10/5 hexes; and intercept base changes, patrols moving to their patrol hex, fast carrier missions, NRs of naval units, displaced naval units, naval units returning to base; and counter-intercept, up to 4 (European)/3 (Pacific) hexes.

22.23 MODIFIERS: Interception ranges for surface forces are increased or decreased as follows. Modifiers are cumulative, and may prevent interception altogether:

A. Interception ranges for surface forces are reduced by 10 (European)/5 (Pacific) hexes for:

- Slow ships in a force that does not contain a fully operational fast carrier.
- Ships in non-operational ports.
- If the force being intercepted consists of less than 10 naval factors, at least half of which must be light ships.

B. Interception ranges for surface forces are increased by 10 (European)/5 (Pacific) hexes:

- If the intercepting force consists of less than 10 naval factors, at least half of which must be light ships.

22.24 SUCCESSFUL NAVAL INTERCEPTIONS: Intercepting naval forces engage the intercepted naval force in naval combat, subject to counter-interception.

22.25 WHEN INTERCEPTING NAVAL UNITS INVERTED: Intercepting naval units are inverted when they return to base if they engage in naval combat with the intercepted naval force. Intercepting naval units are not inverted when they return to port if:

A. They do not engage in naval combat with the intercepted enemy naval force.

B. The intercepted naval force is eliminated or aborts its activity before it reaches the interception hex because of another interception, air or submarine attacks.

22.26 INTERCEPTIONS NOT MUTUALLY SUPPORTING: Intercepting naval forces may not assist another intercepting naval force which is counter-intercepted.

22.27 ABORTING NAVAL ACTIVITIES: A naval force may abort its naval activity only if:

A. It is attacked by enemy air units or submarines or is engaged in naval combat by intercepting enemy naval units.

B. A friendly naval force with which it was to combine to carry out its naval activity aborted or was eliminated after being attacked by enemy air units or submarines or after engaging in naval combat with intercepting enemy naval units. A naval force is not compelled to abort its activity if a friendly force with which it was to combine aborted or was eliminated.

22.271 Naval forces which abort and return to base may be attacked by enemy air units or submarines or intercepted by uncommitted enemy naval forces which did not previously intercept during that phase. Naval forces which abort are inverted once they reach their base.

22.272 If a naval force containing transports aborts its naval activity, contemporaneous naval operations involving transports to the destination supply zone are unaffected, but no transports may be used for naval operations relating to the destination supply zone for the remainder of the player turn (21.315).

Substantive change (December 31, 2011)

22.422 MECHANICS:

A. ASSIGNING COMBAT GROUP NUMBERS: Each player assigns a combat group number to his participating naval forces by placing a numbered combat group counter by each TF on his Naval Status Board. If a player has one combat group, this is designated "CG1"; if he has two combat groups, they are designated "CG1" and "CG2", in whatever order the player wishes, and so on, up to a possible six combat groups.

B. SECRECY: The numbering of each player's combat groups is initially concealed from the opposing player and the ships in each combat group remain hidden on each player's Naval Status Board until that combat group is discovered by enemy search and attacked.

C. SPEED: A combat group is slow if it:
- contains one or more slow or damaged ships.
- is carrying cargo.
- has air cover flying over it.

Substantive change (December 31, 2011)

22.4422 AIR SEARCH:

A. Eligible search AAS and land-based NAS which were not committed to air cover against enemy carrier attacks may help search for enemy naval forces (23.11B).

B. NAS used to search may not attack enemy naval forces later in the same combat round.

C. For each air squadron allocated to search, one additional die is rolled for search, to a maximum of three additional dice (22.451B). These search effects apply gradually: one air squadron may search in the first round of naval combat, adding one search die; two air squadrons may search in the second round of naval combat, adding two search dice; and three air squadrons may search in the third and subsequent rounds of naval combat, adding three search dice.

22.451 SEARCH ROLLS: After carrier-based air units have been assigned to offensive or defensive tasks, and land-based air units have been assigned to air cover against enemy carriers, each player determines how many search die rolls, if any, he may make to search for his opponent's combat groups. The number of search rolls made is determined as follows:

...

B. AIR: One die for each air squadron assigned to search (22.4422). (Maximum: +3, at the rate of +1 per combat round).

22.241 FAILED NAVAL INTERCEPTIONS:

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E. ABANDONING AN INTERCEPTION ATTEMPT:

- If two or more naval forces attempt an interception and some of the naval forces fail in their interception attempt, the intercepting player may abort the successful interceptions and avoid naval combat.

- Any naval force may abandon its interception attempt at the end of a round of naval combat by voluntarily returning to its port of origin, and is deemed to have done so if the naval combat it is trying to join ends.

Air-Naval Operations

23.   AIR-NAVAL OPERATIONS

23.16 USE OF LAND-BASED AIR:

23.161 INTERACTING WITH MULTIPLE NAVAL ACTIVITIES: Uninverted land-based air squadrons in operational bases may search, provide air cover or attack naval units at sea. They may conduct these air activities in relation to any or all naval activities that pass within range of their base during the current player turn (EXCEPTION: Land-based air squadrons that participate in a round of naval combat by searching, attacking or flying air cover may not conduct any activities in relation to a reinforcing naval force during its movement towards the naval combat hex immediately following the round, nor with any interceptions, counter-interceptions or naval combat resulting from such movement – 22.411B). A land-based air unit may perform only one such role in each round of naval combat or in each hex entered by a naval force outside naval combat.

EXAMPLE: An Italian TF invades Malta. Axis air units in Sicily are held back to cover the invasion. The British intercept with a TF from Gibraltar and a TF from Alexandria. A second Italian TF counter-intercepts the British TF intercepting from Gibraltar before it reaches the invading Italian TF.

The Axis air units in Sicily may attack the British TF intercepting from Alexandria (one sortie per hex), then the surviving Axis air units may participate in the naval combat between the British TF intercepting from Gibraltar and the counter-intercepting Italian TF; or vice versa, at the Axis player's option. The only restrictions on the use of the Axis air units are: a) they may only attack British naval units within range of their bases; and b) air squadrons eliminated in attacks on one British TF are removed from play and may not attack the other British TF. Surviving Axis air units could attack British naval units which intercept sea escort to Tripoli.

23.162 RESTRICTIONS ON AIR MISSIONS: Land-based air squadrons already committed to an offensive or defensive air mission may not interact with naval activities. Similarly, once a land-based air squadron is committed to support or oppose a naval activity, it may not be used for an offensive or defensive air mission relating to ground or air operations, such as counterairing enemy air units, provided ground or defensive air support or protecting or intercepting airdrops, later in the player turn.

23.163 USE OF AAS IN DIFFERENT HEXES PERMITTED: AAS may search, fly air cover and attack enemy naval units in different hexes, subject to range and other applicable restrictions. There is no requirement that the search, cover and attack components of an AAF be used in the same hex or at the same time.

23.164 INVERSION AT END OF REDEPLOYMENT TURN: Land-based air squadrons are inverted at the end of the redeployment phase of the player turn in which they search, provide air cover or attack naval units at sea. Inverted land-based air squadrons may be uninverted at the end of their player turn unless they redeploy.

EXAMPLE: German attack AAS attack a British TF which tries to intercept Axis sea supply to a German-controlled port in Britain. Germany then sea transports units into Britain. Any surviving German attack AAS may also attack any British TFs which try to intercept the German sea transport to Britain. Germany later sea escorts an infantry unit to an Axis-controlled port in Britain. Any surviving German attack AAS may also attack any British naval forces which try to intercept the German sea escort to Britain. All the surviving German attack AAS are inverted at the end of the German redeployment phase and may be uninverted prior to the ensuring Allied player turn if they are not redeployed.

23.21 AIR COVER: Air cover may be flown by land-based air units to protect friendly naval units engaged in any naval activity. Air cover may not be provided for naval units in port. Air cover may be flown over:

A. NAVAL COMBAT: Combat groups during naval combat, including combat groups carrying cargo. Combat groups over which air cover is being flown are slow (20.121F).

23.43 TARGET SELECTION BY ATTACKING AIR UNITS: Once the air defense dice roll is made and the results implemented, the attacker selects targets for his attacking air units (EXCEPTION: Kamikazes select their targets randomly - 17.475F).

A. NAMED SHIPS: Named ships may be targeted separately by attacking air units.

B. LIGHT SHIPS: Light ships are attacked as a group. For the effect of air attacks on destroyers and transports carrying cargo, see 20.58B and 20.59.

C. SUBMARINES: Submarines may be attacked by air only if they remain on patrol during the opposing player turn (21.4184C).

D. NAVAL UNITS IN SHIPYARDS: Naval units undergoing repair or construction on a Naval Construction Chart may only be attacked by strategic bombing (26.31H). Damaged naval units in the "Waiting for Repair" box of a Naval Construction Chart are subject to normal air attack.

Segment 5

Strategic Warfare

24.   STRATEGIC WARFARE
25.   SUBMARINE WARFARE

Substantive change (December 31, 2011)

25.13 USE OF SUBMARINES IN THE SW BOXES: In order to engage in submarine SW combat in an SW box, submarines must begin their player turn in that SW box. The use of submarines for SW combat is restricted as follows:

...

E. U.S.:

* The number of American submarines that may conduct submarine warfare in the Pacific SW box each turn is limited as follows: 1939-1942: 1; Spring and Summer 1943: 2; Fall and Winter 1943: 3; Spring and Summer 1944: 4; Fall and Winter 1944: 5; Spring 1945 and thereafter: 6. Any remaining American submarines, if built, must operate on the Pacific mapboard.

26.   STRATEGIC BOMBING

Segment 6

Logistics

27.   UNIT CONSTRUCTION
28.   REDEPLOYMENT
29.   HEX CONTROL
30.   SUPPLY

Substantive change (December 31, 2011)

30.343 ISLAND GROUPS A SINGLE SUPPLY ZONE: Each Pacific island group is treated as a single supply zone (EXCEPTION: Islands that are captured during a combat phase are treated as a separate supply zone for purposes of post-combat supply). Sea supply is traced to island groups as follows:

...

D. The opposing player may attempt to disrupt a sea supply line after it enters an island group. The supplying player must then indicate which islands in the island group are being supplied, the sequence in which they are being supplied, and the sea hexes through which the sea supply line is being traced between the islands (30.352).

E. If a sea supply is disrupted after it enters an island group, the islands reached by the sea supply line before it is disrupted receive supply; the islands not yet reached by the sea supply do not.

F. As with other naval activities, a sea supply line to an island group may be intercepted by enemy naval units only once, but may be subject to repeated air attacks.

31.   BRIDGEHEADS
32.   FORTIFICATIONS

Consistency (December 31, 2011)

32.11 NATIONALITY: Fortifications may be constructed by Germany, Japan, Russia, Britain and the U.S. during the unit construction phase. Italy, France, China and minor countries may not construct fortifications.

33.   OIL

Substantive change (December 31, 2011)

33.71 Subject to the restrictions set out in 33.74:

...

B. NAVAL: If an oil counter is used by an alliance faction to offset the naval oil effect, that alliance faction may uninvert 50 naval factors at any time during its player turn. Carrier-based NAS are uninverted along with their carriers, at no extra cost (17.3122).

...

34.   WEATHER

Segment 7

Economics

Segment 8

Research and Intelligence

Substantive change (December 31, 2011)

41.31 RESTRICTIONS ON RP ALLOCATION: RPs may be allocated to the projects set out in the research and production tables as indicated, subject to the following restrictions:

...

D. DATE RESTRICTIONS: RPs may not be assigned to the following research and production projects until the indicated date. The 1942 YSS restriction for Western Allied and Japanese RPs applies regardless of when war breaks out between Japan and the Western Allies. Prohibited dates are indicated by shaded boxes on each alliance faction's research record sheets:

- ...
- 1942 YSS:
    - Western Allied and Japanese submarine production.
    - Western Allied and Japanese port production.
    - Uranium plant production.
- 1943 YSS:
    - European Axis jet research.
    - European Axis advanced submarine research.
    - European Axis rocket research.
    - Western Allied torpedo research.
    - Japanese ASW research and production.
    - Japanese transport production.
    - Plutonium reactor production.

Clarification (December 31, 2011)

41.43 EFFECTS OF GENERAL RESEARCH BREAKTHROUGHS:

…

B. PRODUCTION: Each breakthrough reduces the cost of force pool additions and other production projects in that category by one. Because research takes place before production, breakthroughs reduce production costs in the turn in which they are achieved. Production projects always requires the investment of at least one RP for each increment of increase, regardless of the number of applicable breakthroughs.

Substantive change (December 31, 2011)

48.6 STRATEGIC EFFECTS:

48.61 EFFECTS: Each strategic card may generate one of the following effects:

A. SEARCH: If one side plays more strategic cards than the other, the side with the greater number of strategic cards makes one additional search die roll in the first round of naval combat. The number of search rolls made by the opponent is not affected.

B. RAIDERS: If one player plays more strategic cards than the other with respect to raiders, all raider die rolls (21.5341, 21.538) for one SW box are increased or decreased one in favor of that player for that player turn.

C. MAGIC INTERCEPTIONS (U.S. Magic only): Immediately after Japan has announced its air and naval missions in the combat phase, the U.S. may play one or more strategic cards in order to automatically intercept Japanese naval missions during that combat phase. For each American strategic Magic card which is not negated by the play of a Japanese strategic Magic card, one American TF may intercept a Japanese naval mission without the need for an interception dice roll, subject to the following:

Segment 9

Diplomacy and Politics

Segment 10

Surrender of Major Powers

Substantive changes (December 31, 2011)

Japanese Resistance Table - 57.11	
Situation Modifiers	
+1	For every Pacific front objective under Japanese control.
+1	Japanese control of Singapore or Manila (one for each).
-3	Allied control of Tokyo.
-2	Allied control of Kagoshima or Osaka (-2 for each).
-#	For each Japanese hex occupied by an Allied unit (-3 for the first hex; an additional -2 for the second hex; an additional -1 for each subsequent hex).
-1	Allied control of Peking, Shanghai, Nanking, Canton, Harbin, Mukden, Seoul or Okinawa (-1 for each).
-#	For each atomic attack against Japan (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each Japanese city firestormed (cumulative).
-1	For every ten unbuilt Japanese ground/army air factors.
Cumulative Modifiers	
+1	If the Chinese resistance level is -3 or lower.
+1	If Japan controls both Vladivostok and Irkutsk.
+1	If Japan controls at least three of Calcutta, Colombo, Dacca and Rangoon.
+1	If Japan controls at least three of Cairns, Darwin, Port Moresby and Townsville.
+1	For every 25 BRPs of Allied, including Chinese, Russian and minor country, ground, air and naval units eliminated each game turn in the Pacific theater (0-24 BRPs: no effect; 25-49 BRPs: +1; 50-99 BRPs: +2; etc.).
+#	If Japan controls 7 or more island groups (+1 for control of 7 island groups: +2 for control of 8 island groups; +3 for control of 9 island groups, etc.).
-#	If the Western Allies control 8 or more island groups (-1 for control of 8 island groups: -2 for 9 or more island groups).
Explanation: Check at the end of each Allied player turn. If the net	

result is zero or less, Japan surrenders and the war in the Pacific ends.

Situation Modifiers are recalculated at the end of each turn, in the same manner as modifiers for other resistance tables.

Cumulative Modifiers for control of objectives and island groups are determined at the end of each turn, starting at the end of the second game turn following the outbreak of war between Japan and the U.S. (the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).

When calculating the BRP value of eliminated Allied ground, air and naval units, damaged named ships count as 3 BRPs; named ships sunk in port count as 6 BRPs; damaged cruisers are not counted. Effects are calculated separately for each game turn; remnants are ignored.

Chinese, Russian and Indian objectives and island groups must be fully supplied to count as controlled.

Control of one or more fully supplied islands in an island group which also contains at least one isolated or enemy-controlled island counts as half an island group. Totals are rounded down for both sides each turn.

Midway is considered to be part of the Hawaiian Islands solely for the purpose of determining cumulative Japanese resistance modifiers.

58. FRENCH SURRENDER
59. BRITISH SURRENDER
60. RUSSIAN SURRENDER
61. CHINESE SURRENDER
62. U.S. ELECTIONS

Segment 11

The Nazi-Soviet Pact and Eastern Europe

63. EASTERN EUROPE
64. POLAND
65. THE BALTIC STATES
66. BESSARABIA
67. THE FINNISH BORDER HEXES

Clarification (December 31, 2011)

67.25 FINLAND KEEPS FIGHTING: If Finland instead refuses to cede the Finnish border hexes to Russia once Russia occupies two Finnish border hexes, a full scale war breaks out between Russia and Finland without the need for a Russian declaration of war on Finland and without regard to the Russo-German tension level:

...

E. During each Finnish player turn following the outbreak of full scale war between Russian and Finland, one Swedish 2-3 infantry unit may sea transport or NR into Helsinki and fight alongside the remaining Finnish units. This naval movement may not be attacked by Russian air units or intercepted by Russian naval units. If Finland has associated or allied with Germany and there are no Russian units in Finland proper, any Swedish units in Finland immediately return to Sweden. Supply status, transport and sea escort requirements are not considered when relocating Swedish units from Finland.

68. THE UKRAINE
69. GERMAN ECONOMIC INTERESTS

Segment 12

British Commonwealth

70. CANADA AND SOUTH AFRICA
71. AUSTRALIA
72. INDIA
73. GIBRALTAR
74. BRITISH ASIAN COLONIES

Segment 13

France

75. RESTRICTIONS ON FRENCH FORCES
76. FRENCH INDOCHINA AND OTHER FRENCH ASIAN COLONIES
77. VICHY FRANCE

Research Tables

Diplomatic Tables

Player Aids

Scenario Cards

Sequence of Play

Scenarios

Campaign Games

Consistency (December 31, 2011)

Flying Tigers: Nationalist China adds one Flying Tiger AAF to its force pool when the USJT level reaches 20 and adds a second Flying Tiger AAF to its force pool when the USJT level reaches 35.

Global War (historical)
European (historical)
Pacific (historical)
Barbarossa
North Africa
Battle of the Atlantic
Coral Sea
Midway
Leyte Gulf

Terrain Effects Chart

Typo (December 31, 2011)

The defensive strength of a ground unit equals its printed combat strength multiplied by its net Defense Multiplier (DM). Defending ground units receive a basic +2 DM (have their combat strength doubled), which is then subject to additional positive (15.32) and negative (15.33) DMs. Units never defend at less than face value.

Historical Events Chart

Designer's Notes

Design Credits

Index

Examples of Play