Changes since June 30, 2020 (for June 30, 2021)

Segment 1

Table of Contents

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. TERRAIN AND THE MAPBOARD
5. MAPBOARD BOXES

Consistency:

5.44 BRP VALUE:
A. The India box has a value of 10 BRPs. India’s BRP value is increased to 15 BRPs if Britain achieves two Storm Over Asia British economic preparation results (Storm Over Asia transition rule 6.910D). The Indian BRPs are included in the British base and contribute to the British construction limit.

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

Clarification:

5.77 GROUND AND AIR UNITS:

... 

C. REDEPLOYMENT:

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

Segment 2

Ground Operations

10. GROUND UNITS

Consistency:

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

11. PARTISANS

Consistency:

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

12. STACKING
13. MOVEMENT
14. ATTRITION COMBAT

Clarification:

14.52 RESTRICTIONS ON LOSSES:

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

- The attrition zone being attritioned. Any ground units in the attrition zone may be taken as attrition losses.
- A supply zone containing an unlimited supply source from which, in the previous turn, full supply was traced to the attritioned units or from which a seaborne invasion was launched to create a bridgehead in the attrition zone, provided:
  - all the ground units being attritioned were fully supplied in the defender's previous player turn and were not subject to an army oil effect; and
  - the only attrition losses taken from that supply zone are infantry units or replacements that received full supply from the unlimited supply source that supplied the attrition zone in the previous player turn.

15. OFFENSIVE COMBAT
16. EXPLOITATION

Clarification, cross-reference:

16.15 SEABORNE INVASIONS: The CTL of armor units exploiting from a breakthrough created by a seaborne invasion is reduced by one during the attacker’s exploitation. This CTL reduction applies to all armor exploiting from the invasion hex, including armor associated with a land attack by units adjacent to the invasion hex, and applies whether the seaborne invasion was conducted against an occupied or unoccupied hex (21.5183).

Segment 3

Air Operations

17. AIR UNITS
18. AIR OPERATIONS
19. AIR COMBAT

Segment 4

Naval Operations

20. NAVAL UNITS
21. NAVAL OPERATIONS

Substantive change, reorganization:

21.3614 OFFENSIVE NAVAL MISSIONS: Offensive naval missions may not exceed 40 (Europe) or 20 (Pacific) hexes, and must touch a port (21.36C) at least once every 20 (Europe) or 10 (Pacific) hexes (EXCEPTIONS: See 21.3615 and 21.3616 for exceptions in the Pacific. In addition, units that sea transport and conduct seaborne invasions are subject to the following restrictions:

A. SEA TRANSPORT:

- Ground units: Armor, mechanized infantry, infantry and specialized units may be sea transported up to 40 (Europe) or 20 (Pacific) hexes.
- Air units: Air units may be sea transported up to 40 (Europe) or 20 (Pacific) hexes.
- Replacements: Replacements may not be sea transported.

B. SEABORNE INVASIONS:

- Europe:
  - Infantry, specialized units: Infantry, including mechanized infantry, and specialized units may invade a hex up to 40 hexes from their hex of origin.
  - Armor: Armor units may invade a hex up to 20 hexes from their hex of origin.
- Pacific: Any eligible hex may be invaded by ground units up to 20 hexes from their hex of origin (EXCEPTIONS: See 21.3615 and 21.3616 for exceptions in the Pacific).

Exceptions: These general rules are subject to the following exceptions:

- Commando: The British commando may only invade an undefended port no more than 10 (Europe) or 5 (Pacific) hexes from its hex of origin.
- Replacements: Replacements may not conduct seaborne invasions.

Clarification:

21.5183 CTL REDUCTION OF EXPLOITING ARMOR: The CTL of armor units exploiting from a breakthrough created by a seaborne invasion is reduced by one during the attacker’s exploitation. This CTL reduction applies to all armor exploiting from the invasion hex, including armor associated with a land attack by units adjacent to the invasion hex, and applies whether the seaborne invasion was conducted against an occupied or unoccupied hex (16.15).
21.539 RAIDING ISLAND GROUPS:

21.5391 OVERVIEW:

A. Eligible Japanese and Western Allied naval units may raid partially or fully controlled enemy island groups. Raids on enemy island groups are an offensive naval mission on the Pacific front, carried out during the moving player’s combat phase (21.531).

B. Raiding naval units and naval units defending against raids are not subject to air attack or naval interception as they move to and from the raiding hex, and only engage in combat in the raiding hex as set out in 21.5398.

21.5392 TARGETS:

A. Raids may only be conducted against a Pacific island group (4.74) containing at least one supplied, enemy-controlled island that is within ten hexes of an operational port controlled by the raiding player (EXCEPTIONS: The range exceptions set out in 21.3615 and 21.3616 for the Hawaiian and Aleutian Islands apply for light ships and submarines).

- Japan may only raid the Aleutian Islands if it controls and supplies at least one island in the Aleutian Islands.
- Japan may only raid the Hawaiian Islands if it controls and supplies Midway or Johnston Island (21.3616).

B. The raiding player selects one hex in the enemy island group as the “raiding hex”. The raiding hex must contain a one-hex island or, if the Bismarck Archipelago is being raided, Kavieng or Rabaul (the cities on the two-hex islands in the Bismarck Archipelago).

C. More than one enemy island group may be raided each turn.

D. A player may decline to supply some or all of the islands it controls in a Pacific island group (30.351) in order to avoid the possibility of an enemy raid or to ensure that the raiding hex is in a more favorable location.

E. Pacific island group raids are prohibited until the second turn after the outbreak of war between Japan and the United States.

21.5393 TYPES OF RAIDS: Raids may be conducted during the day or at night. The type of raid affects the types of ships that are eligible and whether land-based air may participate in the resulting naval combat.

A. DAY RAIDS: Both Japan and the Western Allies may conduct raids during daytime. All types of ships, other than slow ships, CVBs and BB5s, may participate in or defend against such raids and land-based air may be used in the resulting naval combat.

B. NIGHT RAIDS: Only Japan may raid at night. Fast carriers and submarines may not participate in or defend against such raids and land-based air may not be used in the resulting naval combat.

21.5394 ELIGIBLE SHIPS: Only certain types of ships may raid island groups and oppose such raids.

A. ALLOWED:

- Day raids: Cruisers, destroyers, named fast ships, except for CVBs and BB5s, and submarines.
- Night raids: Cruisers, destroyers, named fast ships, except for fast carriers and BB5s.

B. PROHIBITED:

- Day raids: Slow ships, CVBs and BB5s.
- Night raids: Slow ships, fast carriers, BB5s and submarines.

C. BASING: Naval units used to raid into opposing island groups and oppose such raids are subject to the following range restrictions:

- Light ships are subject to the range restrictions for offensive naval missions (21.3614) - they must be based in an operational port within 20 hexes of the raiding hex, with an operational port within 10 hexes of the raiding hex. The range exceptions set out in 21.3615 and 21.3616 for the Hawaiian and Aleutian Islands apply for light ships and submarines.
- Named ships and submarines must be based within five hexes of the raiding hex.

21.5395 FORCE LEVELS: For each raid, the maximum size of the forces used to raid and to oppose raids is determined by the number of fully supplied islands controlled by the defender in the island group being raided.

A. ONE SHIP PER TWO ISLANDS: For each raid, one ship may raid, plus one additional ship for every two fully supplied islands controlled by the defender in the island group being raided (rounded up): 1 or 2 islands: one additional ship; 3 or 4 islands: two additional ships; 5 or 6 islands: three additional ships. Each of the following are considered to be one ship for the purposes of Pacific island group raiding:

- Three destroyers.
- One 2-factor cruiser or battlecruiser, plus one destroyer factor.
- One CVL, plus a 2-factor cruiser.
- One submarine factor.

B. CODEBREAKING: If one side has a strategic codebreaking advantage, it may use one additional ship for one raid or to oppose one raid.

C. LAND-BASED AIR: For each ship used to raid or oppose a raid, one land-based air squadron may be used.

- Land-based air used in raiding combat must be in an operational air base within three hexes of the raiding hex.
- Land-based air units are selected secretly once both sides have announced their naval units for all raids, and then revealed simultaneously.
- Land-based air may not participate in or defend against night raids (21.5393B).

21.5396 RAIDING FORCES: Subject to the restrictions on naval units (21.5394) and the overall force level limit (21.5395), each raiding group may consist of whatever ships the raiding player wishes to use, subject to the following restrictions:

A. CARRIERS: Each raiding force may contain no more than one fast carrier (EXCEPTION: Night raids - 21.5393B).

B. CARRIER ESCORTS: A raiding fast carrier must be accompanied by an equal or greater number of non-carrier light or named ship factors.
C. LIGHT SHIPS: At least half the naval factors in a raiding force (round up) must consist of cruisers or destroyers. Two-factor battlecruisers are considered light ships for the purpose of this rule.

21.5397 DEFENDING FORCES: The composition of each force that may oppose a raid is determined by rolling one die for each ship allowed by the overall force level limit (21.5395) and consulting the Island Group Raider Table. These die rolls are made before the defending player intercepts any other offensive missions. Once the composition of the defending force is determined, the defender has the option of withholding some or all of the selected ships from opposing a raid.

A. LIMITS ON HIGHER RESULTS: The defender may only use one “3”, “4”, “5” and “6” result. This limits the defending force to one 3-factor battlecruiser or battleship; one 4-factor battleship, one fast carrier and one submarine factor. If the defender achieves two or more “3”, “4”, “5” or “6” results, the excess results must be taken as a lower result.

B. LOWER RESULTS: The defender may take a lower result if desired, and must do so if the ship indicated by the die roll is not eligible or available, or if the defender achieves two or more “3”, “4”, “5” or “6” results.

C. TIMING: The defender’s decision as to which naval units will oppose raids is made before rolling for naval interceptions against any other naval missions announced by the moving player.

D. LAND-BASED AIR: For each ship to oppose a raid, one land-based air squadron may be used. Land-based air used in raiding combat must be in an operational air base within three hexes of the raiding hex.

EXAMPLE: The moving player raids an island group containing three islands controlled and supplied by the defender. The defender rolls three dice to determine the composition of the defending force. The rolls are “2”, “5” and “5”.

The defender does not have a 2-factor battlecruiser, so the “2” result adds a CA2 and DD1 to the defending force. The defender has CVLs based in an operational port within five hexes of the raiding hex, so the first “5” result adds a CVL and another CA2 to the defending force. The defender has CVLs based in an operational port within five hexes of the raiding hex, so the second “5” result becomes a “4” result, and if the defender has a 4-factor battleship in an operational port within five hexes of the raiding hex, that is added to the defending force. Otherwise the defender applies a “3” result, and if a 3-factor battlecruiser or fast battleship isn’t available, the defender applies a “2” result.

<table>
<thead>
<tr>
<th>Island Group Raider Table - 21.5397</th>
</tr>
</thead>
<tbody>
<tr>
<td>The size of the raiding and defending forces is determined by the number of fully supplied islands controlled by the defender in the island group being raided (21.5395). The raiding force may consist of any eligible ships, subject to the restrictions in 21.5394. The defender rolls one die for each ship allowed by the 21.5395 force limit to determine which ships may defend against the raid (21.5396). No more than one 3-factor battlecruiser or battleship, one 4-factor battleship, one fast carrier and one submarine factor may defend. The defender must choose a lesser result if no eligible ships of the required type are available or if a duplication of “3” or greater results occurs. Fast carriers may not be used at night (21.5393B). Light ships must be based in an operational port within 20 hexes of the raiding hex, with an operational port within 10 hexes of the raiding hex, with exceptions for the Aleutian and Hawaiian Islands (21.3615, 21.3616); named ships and submarines must be based in an operational port within five hexes of the raiding hex.</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

21.5398 RAIDER COMBAT: Once the forces defending against each raiding group are determined, one round of naval combat is then resolved, as set out in 22.35, with land-based air providing air cover, attacking or searching to modify submarine attacks.

A. No naval forces, apart from the raiding force and the naval units defending against the raid, may be involved in raider combat. These forces may not be joined by patrolling or intercepting naval forces.

B. The defender does not incur a -1 NNDRM for defending transports.

C. Submarine attacks are carried out after all other air and naval attacks in the raider combat are resolved.

D. After raider combat is resolved, both the raiding and defending forces return to port, subject to their initial range restrictions, without risk of air attack or naval interception.

21.5399 EFFECTS:

A. ISLAND GROUP CONTROL: For Japanese resistance purposes only (57.14D):
- A raid, regardless of the outcome, negates enemy control of a partially- or fully-controlled island group.
- The effects of raiding on Japanese resistance is determined at the end of the game turn, after both Japan and the Western Allies have had an opportunity to raid.

B. TRANSPORTS: Raiding forces may attack the defender’s transports, as set out in 21.536. A defending submarine does not prevent raiding naval units from attacking the defender’s transports if they are otherwise able to do so.

22.  NAVAL INTERCEPTION AND COMBAT

Clarifications:
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, uninvited naval units within interception range. The moving player may then counter-intercept with uncommitted naval units, and the opposing player may then counter-counter-intercept uncommitted naval units. 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. Interceptions are subject to the qualifications set out below:

...
B. Intercepting TFs which didn’t reach the counter-interception hex join in subsequent rounds of naval combat as per 22.24B.

C. All the intercepting TFs traveling along the same path are considered to be involved in the counter-interception naval combat, even if it is resolved prior to the round in which they actually participate.

D. If the counter-intercepting force wins the naval combat, all intercepting TFs, including those which were to have joined in later rounds of naval combat, are considered to be defeated and return to port without completing their initial interception.

E. If the intercepting forces wins the naval combat, they complete their interception or return to port, at the intercepting player’s option.

F. Other intercepting naval forces traveling along different paths than the counter-intercepted naval forces (22.251) may not support the counter-intercepted naval forces and do not participate in the ensuing naval combat.

22.255 COUNTER-COUNTER INTERCEPTIONS: Counter-counter-interceptions (interceptions of counter-interceptions) are treated as counter-interceptions.

Air-Naval Operations

23. AIR-NAVAL OPERATIONS

Clarification:

23.22 RANGE EFFECTS: All air squadrons assigned to air cover must be based within four (Europe) or three (Pacific) hexes of the naval force being covered.

A. The effectiveness of air cover diminishes as the distance to the naval force being covered increases. In both theaters, the portion of air squadrons assigned to air cover that may engage enemy air units that attack the friendly naval force being covered (23.415A) depends on the distance from the nearest friendly airbase, regardless of the exact location of the air squadrons providing air cover:

- One hex or less: All of the air squadrons assigned to air cover may engage.
- Two hexes: Two-thirds (rounded up) of the air squadrons assigned to air cover may engage.
- Three or more hexes: One-third (rounded up) of the air squadrons assigned to air cover may engage.

24. STRATEGIC WARFARE

25. SUBMARINE WARFARE

26. STRATEGIC BOMBING

Delete obsolete rule, renumbering, reorganization:

26.52 JAPAN: No more than ten Japanese AAF may engage in conventional bombing in any one turn.

26.52 WESTERN ALLIED-RUSSIAN COOPERATION: Western Allied air units may not defend Russian targets, and vice versa.

26.53 CHINA: China does not receive a favorable SW combat modifier for Western Allied air defense research.

Segment 6

Logistics

27. UNIT CONSTRUCTION

Substantive change, restoring original rule:

27.476 SIBERIA: Russia may construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost. Russian units may not be constructed in Mongolia or Tannu Tuva.

27.476 SIBERIA:

A. The Siberian unit construction limit is one-third of the Russian BRP base. ICs and the loss of Siberian key economic areas have no effect on the Siberian unit construction limit. At the start of the game, Russia may therefore construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost, as the starting Russian BRP base is 20 BRPs. The Siberian unit construction limit increases as the Russian BRP base grows, and may be reduced if Russia’s BRP base is reduced as a result of a deficit.

B. For each Russian Pacific mobilization after a Japanese attack on a neutral Russia (Storm Over Asia transition rule 14.41C), Russia may construct an additional six BRPs of ground and/or air units in Siberia.
C. Russian units may not be constructed in Mongolia or Tannu Tuva.

28. REDEPLOYMENT
29. HEX CONTROL
30. SUPPLY
31. BRIDGEHEADS
32. FORTIFICATIONS
33. OIL

Clarification:

33.4421 PLOESTI: Three oil counters from Ploesti, including by tracing a supply line from a neutral or Axis-controlled Rumania over neutral minor country hexes. The European Axis may not draw oil from Ploesti if:

A. Russia controls Ploesti and either Russia and Germany are at war or:
   - If the Nazi-Soviet Pact is in effect, the RGT level is 45 or more; or
   - If there is no Nazi-Soviet Pact, Russia has mobilized all its civilian factories and is able to declare war on Germany.

B. Ploesti is under Western Allied control.

Clarification:

33.72 OIL REQUIREMENTS FOR NAVAL OPERATIONS: Oil counters are required for naval operations as follows:

A. NAVAL OPERATIONS PROHIBITED: If the naval oil effect is not offset, naval operations are restricted as set out in 33.61B.

B. COST OF OFFSETTING THE NAVAL OIL EFFECT: One oil counter is required to offset the naval oil effect. Starting in the turn in which island groups first count as a cumulative modifier for Japanese resistance (57.14), additional oil counters may be required to offset the naval oil effect, as follows:
   - One additional oil counter for Japan if it controls eight or more Pacific island groups; a second additional oil counter for Japan if it controls ten or more Pacific island groups. This determination is made at the start of the Japanese player turn.
   - One additional oil counter for the Western Allies if they control six or more Pacific island groups; a second additional oil counter for the Western Allies if they control eight or more Pacific island groups; a third additional oil counter for the Western Allies if they control ten or more Pacific island groups. This determination is made at the start of the Japanese player turn.

34. WEATHER

Segment 7

Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS
36. MOBILIZATION

Consistency:

36.32 ELIGIBLE UNITS: Force pool increases from mobilization, even if deferred and combined with production, can only be used to generate the following types of units:

C. Armor:
   - Italy may mobilize only one armor unit each mobilization.
   - Britain may mobilize only one armor unit each mobilization.

37. INDUSTRIAL CENTERS
38. KEY ECONOMIC AREAS
39. SPENDING LIMITS
40. BRP GRANTS

Clarification:

40.82 MECHANICS: British and American BRP grants to China are made by sending the granted BRPs along one of the following routes. All land hexes along the route must be under Nationalist Chinese, Communist Chinese or Western Allied control and free of Japanese ZoCs; all grants must ultimately end in a hex controlled by Nationalist China. Transports used to carry BRP grants to China are at risk if intercepted or attacked at sea.

A. From Britain or the Atlantic U.S. box through the Atlantic to the South Africa box, then through the Indian Ocean to the India box, then to Kunming via the
Burma Road (40.84) or over the Hump (40.85).

B. From the Pacific U.S. box through the Pacific, then on the Pacific mapboard to:

- a port in China, then to Kunming;
- a port in French Indochina, then to Kunming;
- a port in Burma or India, then to Kunming via the Burma Road (40.84) or over the Hump (40.85).

<table>
<thead>
<tr>
<th>Classic A World at War</th>
</tr>
</thead>
<tbody>
<tr>
<td>This rule change arose out of Storm Over Asia and applies to classic A World at War.</td>
</tr>
</tbody>
</table>

C. From the Pacific U.S. box through the Pacific to the Australia box; then through the Indian Ocean to the India box, then to Kunming via the Burma Road (40.84) or over the Hump (40.85).

40.83 CHINESE PORTS AND FRENCH INDOCHINA: Up to ten BRPs may be granted to China via a Chinese port or French Indochina each turn.

40.831 RESTRICTIONS:

A. BRP grants may be made through Chinese ports that are not under Japanese control or in the ZoC of a Japanese armor unit.
B. BRP grants may be made through French Indochina only if the Western Allies control Haiphong and can trace a supply line from Haiphong to Kunming without passing through Burma.

40.831 RESTRICTIONS:

A. BRP grants may be made through Chinese ports under Nationalist Chinese, Communist Chinese or Western Allied control and free of Japanese ZoCs.
B. BRP grants may be made through French Indochina only if the Western Allies control Haiphong and can trace a supply line from Haiphong to Kunming without passing through Burma.

**Segment 8**

Research and Intelligence

41. RESEARCH
42. PRODUCTION
43. ATOMICS

Clarification, consistency:

43.321 SURRENDER AND RESISTANCE EFFECTS: Successful strategic atomic attacks trigger the following political effects:

... 

C. BRITISH RESISTANCE AND U.S. ELECTION: The effect of a successful German strategic atomic attack against Britain or the U.S. depends on whether the Western Allies also have the atomic bomb. This is defined as having either a uranium bomb or a plutonium bomb which is assured of successful detonation.

- ...
- If the Western Allies do not have the atomic bomb, in addition to the above effects:
  - The first successful German strategic atomic attack against a hex in Britain or against the Atlantic U.S. box causes the Western Allies to suspend hostilities against the European Axis at the start of the next Allied player turn should the European Axis player wish (the European Axis player has the option of declining the Western Allied offer and continuing to fight).
  - The first successful Japanese strategic atomic attack against the Pacific U.S. box causes the Western Allies to suspend hostilities against Japan at the start of the next Allied player turn should the Japanese player wish (the Japanese player has the option of declining the Western Allied offer and continuing to fight).
  - If hostilities are suspended neither side may engage in any operations against the other until the Western Allies resume hostilities. The Western Allies may resume hostilities at the start of any Western Allied player turn in which the Western Allies obtain the atomic bomb.
  - The suspension of hostilities between the European Axis or Japan and the Western Allies does not affect any hostilities with Russia or hostilities in the theater in which the atomic bomb was not used.

44. INTELLIGENCE
45. COUNTER-INTELLIGENCE
46. ESPIONAGE
47. COVERT OPERATIONS
48. CODEBREAKING

Consistency:

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

... 

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; or
Segment 9

Diplomacy and Politics

49. DIPLOMACY
50. DECLARATIONS OF WAR
51. PEARL HARBOR AND ALLIED UNPREPAREDNESS

Consistency with actual play:

51.224 ADDITIONAL NAVAL UNITS:
A. Additional American ships, apart from the starting Pacific and Atlantic fleets (51.21A, B) are assigned to either the Pacific or Atlantic fleet:

- American ships launched during Storm Over Asia are assigned to the Pacific or Atlantic fleet when war breaks out and A World at War begins.
- American ships launched during A World at War, prior to the outbreak of war between the U.S. and Japan, are assigned to the Pacific or Atlantic fleet at the end of the Allied redeployment phase in the turn in which they are launched. A ship launched in one theater therefore has the option of redeploying to the other theater before it is assigned to one of the two American fleets.

B. Additional ships assigned to the Atlantic fleet may be transferred to the Pacific fleet in a later turn, prior to the outbreak of war between the U.S. and Japan. Additional ships assigned to the Pacific fleet must remain with the Pacific fleet until war breaks out between the U.S. and Japan (51.222).

C. Additional ships assigned to the Pacific Fleet base in either the Pacific U.S. box or Pearl Harbor, depending on the location of the Pacific fleet.

Consistency:

51.73 WESTERN ALLIED SURPRISE EFFECTS: The following restrictions do not apply to the U.S., if Japan has declared war only on Britain (50.552), or to Russia or China:

A. FIRST TURN: During the Allied player turn following a Japanese declaration of war on either Britain or the U.S:

- …
- Western Allied naval units which enter the Pacific theater are inverted and may not be uninverted until the following turn.

52. LENT UNITS
53. MAJOR POWER COOPERATION RESTRICTIONS

Clarification:

53.51 EFFECT OF CHINESE RESISTANCE LEVEL: Friction between Nationalist and Communist China throughout the war limits cooperation between them as set out below unless:

A. CHINESE RESISTANCE LEVEL +2: Storm Over Asia ended with the United Front in existence; and the Chinese resistance level from the previous Chinese player turn was “+2” or greater; or
B. TWO NATIONAL UNITY RESULTS: China achieved two National Unity results in Storm Over Asia.

53.52 RUSSO-ALLIED COOPERATION RESTRICTIONS APPLY: Unless one of the two conditions set out in 53.51A and B apply, the cooperation restrictions set out in 53.4 apply to Nationalist and Communist China (EXCEPTION: Western Allied BRP grants to Nationalist China may be made through Communist Chinese-controlled ports - 40.82).

Clarification:

53.57 STORM OVER ASIA EFFECTS: Chinese Storm Over Asia National Unity research affects the relationship between the Nationalist and Communist Chinese in A World at War, as follows (Storm Over Asia transition rule 6.87):

E. A second Storm Over Asia National Unity result removes all remaining Nationalist-Communist cooperation restrictions. Nationalist and Communist Chinese units:

- Combine for attritions against Japan.
- May conduct joint offensive attacks against Japan.

If China achieved a second Storm Over Asia National Unity result, or if the Chinese resistance level from the previous Chinese player turn was “+2” or greater, Communist China attritions jointly with Nationalist China. Otherwise Communist China attritions separately or, if Russia and Japan are at war jointly with Russia.

Segment 10

Surrender of Major Powers

54. GENERAL

Clarification, consistency:
54.23 DPs CALCULATED NORMALLY: DP calculations for surrender purposes are made in the same manner as during a YSS, using all the modifiers set out in the first page of the diplomatic tables, including the major power’s basic allotment and the addition of one DP for every 100 BRPs. The DP level used for surrender purposes may be negative.

54.24 BRP LEVEL USED: The BRP level used for surrender and U.S. election purposes is calculated in the same manner as during a YSS (35.51A-I), although no BRP base growth is calculated, as this occurs only during an actual YSS. The current BRP total is not relevant to this calculation, other than that a BRP deficit will reduce the BRP level in the notional YSS calculation by the full amount of the deficit, and this may affect the major power’s DP level. German BRP base reductions since the previous YSS due to the loss of German conquests (35.42A) are taken into account when making this calculation.

55. GERMAN SURRENDER

Delete outdated sections:

55.1 DETERMINING GERMAN SURRENDER
55.2 EFFECTS OF A GERMAN SURRENDER

55.3 UNITS
55.4 HEXES
55.5 MINOR COUNTRIES
55.6 BRPs

56. ITALIAN SURRENDER

Clarification, renumbering:

56.11 ITALIAN SURRENDER CONDITIONS: Italy surrenders at the end of any Allied player turn in which the Italian resistance level is zero or less and one of the following conditions is met:
A. Rome is under Allied control; or
B. There are no Axis units (EXCEPTION: Wafdist partisans) in Africa (including Ethiopia and Egypt east of the Suez canal).

56.12 ITALIAN RESISTANCE LEVEL: The Italian resistance level is equal to Italy’s DP total, calculated at the end of the Allied player turn in the same manner as during a YSS. This level may be negative. In addition, the following modifiers apply:
A. If the Western Allies declared war on Italy in the last turn of Gathering Storm or in A World at War, a +2 modifier applies.


Classic A World at War

In classic A World at War, rule 56.12A applies only if the Western Allies declare war on Italy in A World at War.

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

56.13 GERMAN RESISTANCE: A positive Italian resistance level modifies the German resistance level.

56.14 GERMAN SURRENDER: A German surrender causes Italy to surrender and ends the war in Europe.

Substantive change, clarification, renumbering:

56.32 ITALIAN UNITS: The Italian surrender level is the key modifier for determining the disposition of the Italian units:
A. AIR UNITS: All Italian air units are permanently removed from play.
B. GROUND UNITS: All Italian ground units are removed from the board, other than Italian infantry units added to the German force pool, as detailed in the Post-Surrender Italian Forces Table, and the 1-3 Folgore airborne unit. Other Italian infantry units added to the German and American force pools, as detailed in the Post-Surrender Italian Forces Table, are unbuilt.
C. FOLGORE AIRBORNE: Regardless of the Italian surrender level and the respective DP allocations, the 1-3 Folgore airborne unit, representing fanatical Fascist recruits to the SS, is added to the German force pool:
• If the 1-3 Folgore airborne unit is on the board, it remains in play. If the Folgore airborne unit is not on the board, it is added, unbuilt, to the German force pool, whether or not it was in the Italian force pool when Italy surrendered.
• The 1-3 Folgore airborne unit may overstack and may be used anywhere on the board. The CTL and airdrop ability of the 1-3 Folgore airborne unit does not change.

Substantive change:

56.73 ITALIAN RESOLVE: If either 56.11 condition is met prior to Italy’s surrender (Rome is under Allied control or there are no Axis units in Africa), Italian units incur the following impairments. This determination is made at the start of each player turn, and the effects continue throughout the turn even if the conditions are reversed. If one of the 56.11 conditions arises in the course of a player turn, these impairments are not incurred unless and until the 56.11 condition is met at the start of the next player turn. These impairments do not apply to Italian forces after Italy has surrendered (56.32).
A. AXIS PLAYER TURN: Italian units may not undertake offensive operations.
B. ALLIED PLAYER TURN: Italian armor, infantry and replacement units in all types of hexes are subject to a -1 DM. The 1-3 Folgore airborne unit continues to defend normally. Italian naval units may not intercept Western Allied naval activities, provided the Western Allies hold back at least an equal number of uninverted naval factors in any Mediterranean front port for counter-interception.
57. JAPANESE SURRENDER

Substantive changes, clarification:

57.14 CUMULATIVE MODIFIERS:

A. TIMING:

- Cumulative modifiers for control of cities and objectives are determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S., Britain or Russia (for example, the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).

- Cumulative modifiers for control of island groups are also determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S., Britain or Russia (EXCEPTION: If Japan declares war on a neutral Russia, the cumulative modifier for control of island groups is counted starting at the end of the game turn in which Japan and the U.S. are at war).

B. ENEMY LOSSES:

- Enemy losses are tracked every turn.

- When calculating the BRP value of eliminated enemy ground, air and naval units, damaged named ships count as 3 BRPs and named ships sunk in port count as 6 BRPs.

- Enemy BRP losses from Japanese bombing, flying bomb and rocket attacks, Indian partisans and Japanese units adjacent to the Australia, India and Ural boxes are counted.

- Partisans and damaged cruisers are not counted.

- The maximum Japanese resistance increase from eliminated Allied units is +2 per turn. Any remnants which do not increase the Japanese resistance level are carried over into the next turn.

58. FRENCH SURRENDER

59. BRITISH SURRENDER

Consistency with substantive change:

59.1 OVERVIEW

59.2 DETERMINING BRITISH RESISTANCE

59.3 GERMANY REJECTS A BRITISH SURRENDER OFFER

59.4 GERMANY ACCEPTS A BRITISH SURRENDER OFFER

59.5 EFFECTS OF A BRITISH SURRENDER

59.6 GERMAN-BRITISH NEGOTIATIONS

59.7 GERMAN FORBEARANCE

59.8 AFTER A BRITISH SURRENDER

59.9 SUSPENSION OF HOSTILITIES

Clarification, consistency:

59.512 REDUCTION OF BRITISH FORCES: For each level of surrender below “0”, Britain removes two AAF and four BRPs of ground units or NAS from its force pool and eliminates ten naval factors. A British surrender level of -1 thus results in the removal of two AAF, four BRPs of other British units and 10 naval factors; a British surrender level of -2 results in the removal of four AAF, eight BRPs of other British units and 20 naval factors; and so on. Removed ground units may later be restored to the British force pool by production, but otherwise remain out of play and may not be built.

Clarification, renumbering:

59.63 HEX CONTROL IN BRITAIN:

... 

59.64 HEX CONTROL OUTSIDE BRITAIN: Outside Britain, the side which controls an area for BRP purposes gains control of all hexes in the area, regardless of supply, and the other side must withdraw all its units (EXCEPTION: partisans) from that area, repatriating them to the nearest supplied hex under friendly control, subject to stacking limits. Areas which have no BRP value are considered to be controlled by the side which controls the capital or, if there is no capital, the most cities in the area (Allied control if an equal number of cities). Once hex control is determined, some areas may change hands as a result of the terms of the British surrender, as outlined below.

Substantive change:

59.9 SUSPENSION OF HOSTILITIES:

59.91 The Western Allies, including Britain, offer to suspend hostilities in the following circumstances, unless they have the atomic bomb (59.94):

A. FAILED INVASIONS OF FRANCE: If, once France has surrendered, the initial Western Allied seaborne invasion of France is repulsed or the Axis succeed in recapturing all Western Allied controlled hexes in France.

- A seaborne invasion is considered to be repulsed only if invasion combat (21.517) occurs and the Western Allies fail to land. The defeat of a seaborne invasion at sea (21.516) does not trigger the suspension of hostilities.

- If the Western Allies control one or more hexes in France, the failure of a seaborne invasion of France does not trigger the suspension of hostilities.

B. GERMAN ATOMIC ATTACK: Germany makes a successful strategic atomic attack against a hex in Britain or against the Atlantic U.S. box (43.321C).
C. JAPANESE ATOMIC ATTACK: Japan makes a successful strategic atomic attack against the Pacific U.S. box (43.321C).

59.92 AXIS REJECTION: The European Axis (59.91A, B) or Japanese (59.91C) player has the option of rejecting the Western Allied offer to suspend hostilities and continuing to fight.

59.93 EFFECTS:
A. EUROPE: If hostilities are suspended because of a failed invasion of France (59.91A) or a German atomic attack (59.91B), neither the European Axis nor the Western Allies may engage in any operations against the other until the Western Allies resume hostilities. There is no effect on the Pacific theater.
B. PACIFIC: If hostilities are suspended because of a Japanese atomic attack (59.91C), neither Japan nor the Western Allies may engage in any operations against the other until the Western Allies resume hostilities. There is no effect on the European theater.

59.94 WESTERN ALLIED ATOMIC BOMB: The Western Allies do not offer to suspend hostilities if they have the atomic bomb, and revoke any suspension of hostilities at the start of any Western Allied player turn in which they obtain the atomic bomb.

60. RUSSIAN SURRENDER
Clarification, consistency:

60.31 20 BRPs OF UNITS REMOVED FROM PLAY: If the Russian resistance level less than zero at the end of an Allied player turn, Russia removes 20 BRPs of units from its force pool for each negative Russian resistance level (Russian resistance -1: 20 BRPs of units; Russian resistance -2: 40 BRPs of units; Russian resistance -3: 60 BRPs of units; and so on), as follows. Russia does not remove units if the Russian resistance level is zero or higher. Removed ground units may later be restored to the Russian force pool by production, but otherwise remain out of play and may not be built.

61. CHINESE SURRENDER
Clarification, organization:

61.22 AIR FACTORS IN CHINA:
A. British, American and Russian air factors in China must be uninverted in a fully supplied, operational air base to modify Chinese resistance.
B. The Flying Tigers do not count as American air factors.

62. U.S. ELECTIONS
Consistency with substantive change:

62.92 SUSPENSION OF HOSTILITIES: If Britain suspends hostilities (59.9), the United States does as well.

Segment 11
The Nazi-Soviet Pact and Eastern Europe

63. EASTERN EUROPE

63.51 RUSSIAN GARRISON REQUIREMENTS: Whether or not the Nazi-Soviet Pact has been signed, Russia must meet the following garrison requirements at the end of each Russian player turn. This requirement no longer applies once Germany and Russia go to war, or if Russia is able to declare war on Germany because RGT have reached 50 (Pact) or Russia is fully mobilized (no Pact).

A. GROUND UNITS:

<table>
<thead>
<tr>
<th>Classic A World at War</th>
</tr>
</thead>
<tbody>
<tr>
<td>In classic A World at War, the Nazi-Soviet Pact has been signed and the Russian garrison requirements apply accordingly.</td>
</tr>
</tbody>
</table>

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, neutral or independent Rumanian hex; or
- within two hexes of an Axis-controlled, neutral or independent Finnish hex.

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

Clarification:

67.41 RUSSIAN ATTACK ON FINLAND PROPER: Unless a Russo-Finnish war occurs as a result of a border war (67.25), Russia may only attack Finland proper if allowed to do so by the RGT level or if no Nazi-Soviet Pact is in effect.
A. A Russian attack on Finland proper requires a declaration of war costing 10 BRPs.
B. If Russia attacks Finland proper, Finnish units may set up in the Finnish border hexes.
C. If Finland survives the first turn of the Russian attack:
- Finland automatically associates with Germany if Germany declares war on Russia.
Swedish units may assist Finland as set out in 67.25E.

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

Segment 14

China, Manchuria and Siberia

78. NATIONALIST CHINA
79. COMMUNIST CHINA

Substantive change:

**79.51 OFFENSIVE OPERATIONS:** There is no BRP cost for Communist Chinese offensive operations while it is an independent minor country (82.91B). If Russia and Japan are at war, Communist China is a Russian minor ally (82.91C, 85.61) and Russia pays the BRP cost for any Communist Chinese offensive operations.

80. RESTRICTIONS ON CHINESE FORCES

Clarification, consistency:

80.31 NATIONALIST CHINA:

A. GROUND UNITS:

- Until the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may not move or make attrition and offensive attacks outside China.
- Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese ground units may move and attack into the Southeast Asian Front unless the Chinese resistance level is -1 or less.

B. AIR UNITS:

- **Chinese army air units:** Starting in the second Allied player turn following the outbreak of war between Japan and Britain, Nationalist Chinese AAF may base and operate in the Southeast Asian Front unless the Chinese resistance level is -1 or less.
- **Flying Tigers:**
  - Starting in the Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may base and operate in the Southeast Asian Front, regardless of the Chinese resistance level.
  - Starting in the second Allied player turn following the outbreak of war between Japan and Britain, the Flying Tigers may be lent to the U.S. if they are based on the Southeast Asian front.

Clarification, consistency:

80.33 WANGS: Wang infantry units may not move outside China and Manchuria or make attrition or offensive attacks against Allied units outside China and Manchuria.

81. MANCHURIA, SIBERIA AND THE URALS BOX

Segment 15

Minor Countries
82. MINOR COUNTRIES

Clarification, consistency:

82.71 MINOR COUNTY UNITS: During the attacking major power’s player turn, the air and naval units of a newly-attacked minor country, even one that immediately associates, may operate only against direct attacks on that minor country. Air units are restricted to intercepting the attacker’s naval missions and flying defensive air support; naval units are restricted to intercepting the attacker’s naval missions. These restrictions apply for the first two turns after Japan attacks the Dutch East Indies, which associates with Britain at the start of the second Allied player turn following the outbreak of war between Britain and Japan (89.24).

83. CONQUEST OF MINOR COUNTRIES
84. ASSOCIATED MINOR COUNTRIES
85. MINOR ALLIES

Consistency:

85.481 INFANTRY:

A. EUROPEAN MINOR ALLIES: A single one- or two-factor infantry unit at no BRP cost. Each European minor ally may construct only one infantry unit each turn.

B. COMMUNIST CHINA: Communist China may build one infantry factor per turn for each region it controlled at the start of the game, plus one infantry factor and one partisan per turn if China achieved a Storm Over Asia Sinkiang Road result (Storm Over Asia transition rules 6.810). If Communist China’s construction rate is one infantry factor per turn, it may defer building for one turn in order to rebuild a 2-2 infantry unit (79.41).

86. SCANDINAVIA
87. WESTERN EUROPE
88. THE MIDDLE EAST
89. THE FAR EAST

Research Tables

Substantive change:

Implementation:

The first Western Allied CTL result is implemented in each theater at the start of the game turn one year after the outbreak of war between United States and Germany (Europe) and the United States and Japan (Pacific), and in any case no later than the start of the Spring 1943 game turn in both theaters. This may result in the Western Allies having different CTL levels in each theater for one or more turns.

Diplomatic Tables

Russo-German Tensions

Consistency:

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.

Clarification, consistency:

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.

U.S. - Axis Tensions

Clarification, consistency:

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.

Clarification, consistency:

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.

**U.S. - Japanese Tensions**

Clarification, consistency:

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.

Substantive change:

+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.

**Player Aids**

**Scenario Cards**

**Sequence of Play - Research Results Summary**

Consistency, renumbering:

n. Exploitation.

1. Allocating counters to enable armor units to exploit.
   - Exploiting armor units placed on breakthrough hexes.
   - Exploitation movement and overruns.
   - Ground support, defensive air support, and resolution of resulting air combat.
   - Airdrops.
   - Resolve exploitation combat.

Consistency, renumbering:

8. Unit construction phase.

a. Implementation of scorched earth policies.
   - BRP increases from Russian ICs.
   - Force pool increases from mobilization and production.
   - Open the Persian BRP route, build the Alaska highway.
   - Use oil counters to offset construction oil effects; reduce Germany’s construction limit if iron ore shipments interrupted.
   - Construction of units, including ports, forts and railheads.
   - Conversion of Japanese AAF to kamikazes.

Consistency:

<table>
<thead>
<tr>
<th>Air</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
<th>17</th>
<th>18</th>
<th>19</th>
<th>20</th>
<th>21</th>
<th>22</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air Defense</td>
<td></td>
<td>+1</td>
<td>+2</td>
<td>+3</td>
<td>+4</td>
<td>+5</td>
<td>+6</td>
<td>+7</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Consistency:

<table>
<thead>
<tr>
<th>Atomic</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
<th>17</th>
<th>18</th>
<th>19</th>
<th>20</th>
<th>21</th>
<th>22</th>
</tr>
</thead>
<tbody>
<tr>
<td>Uranium Separation</td>
<td>-2</td>
<td>-1</td>
<td>3/4</td>
<td>2/4</td>
<td>1/4</td>
<td>One bomb immediately; one additional bomb every four turns thereafter</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Plutonium Production</td>
<td>-2</td>
<td>-1</td>
<td>5/2</td>
<td>5/2</td>
<td>3/2</td>
<td>One bomb in two turn; one additional bomb every two turns thereafter</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Scenarios**

Global War
European
Pacific
Global War (historical)
European (historical)
Starting Atlantic Transports: The number of transports in the Atlantic SW box at the start of the Axis player turn.

Available Atlantic Transports: The number of transports available for use, which is the greater of:

- The number of undamaged transports in the SW box;
- One surviving (undamaged or damaged) transport for every five transports in the SW box at end of the previous Western Allied player turn (round up); 1-5 transports: one available transport; 6-10 transports: two available transports; 11-15 transports: three available transports; and so on. The number of damaged transports that may be so used is limited to the number of transports damaged in the SW box by SW combat in the previous opposing player turn.

Oil Shortage Loss: 5 points for every oil counter fewer than five that can be shipped across the Atlantic by the available transports: 25 points for no transports (no oil counters); 20 points for 1 or 2 transports (1 oil counter); 15 points for 3 or 4 transports (2 oil counters); 10 points for 5 or 6 transports (3 oil counters); 5 points for 7 or 8 transports (4 oil counters). This indirectly estimates the effect of any oil shortage on the Western Allies.