

# Substantive rule changes from Publication to June 30, 2016

## Segment 1

### Table of Contents

#### Introduction

1. GAME COMPONENTS

### Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. TERRAIN AND THE MAPBOARD
5. MAPBOARD BOXES
6. COUNTERS
7. SCENARIOS
8. SEQUENCE OF PLAY
9. OFFENSIVE OPERATIONS

## Segment 2

### Ground Operations

10. GROUND UNITS
11. PARTISANS
12. STACKING
13. MOVEMENT
14. ATTRITION COMBAT
15. OFFENSIVE COMBAT
16. EXPLOITATION

## Segment 3

### Air Operations

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

## Segment 4

### Naval Operations

20. NAVAL UNITS

Substantive change, consistency (boxed comment after 20.63):

**20.621 CONSTRUCTION:** Each transport costs one shipbuilding point and three BRPs to construct.

**A.** Newly constructed Western Allied transports must first be placed in SW boxes which contain fewer transports than their minimum initial levels (20.631); surplus transports may then be placed in any of the three SW boxes. Transports may not remain in port. The minimum transport levels are:

- **Atlantic:** 15 Western Allied transports.
- **Indian Ocean:** 5 Western Allied transports.
- **Pacific:** 10 Western Allied transports.

**20.622 REDEPLOYMENT:** After use, Western Allied transports may be redeployed from one location to another during the redeployment phase.

**A.** Only transports in excess of a location's initial level may be redeployed, and a redeployment may not reduce the number of transports in a location below its initial level. A player may not voluntarily eliminate transports in order to rebuild them elsewhere.

**B.** Transports may be redeployed in the turn they are constructed. Transports that are used and then redeployed may be used in their new location in the following player turn. Transports may only be used in the location in which they began the turn.

**C.** Transports may not redeploy from an SW box to a port or mapboard box to avoid enemy SW combat in the following turn. All built Western Allied transports must be in one of the three SW boxes at the end of the Allied player turn; all Japanese transports must be in the Pacific SW box at the end of the Japanese player turn.

**20.63 LOCATIONS:** Transports may not base in ports except after being damaged by enemy SW combat (20.66), and newly constructed transports are not placed on mapboard hexes like other units. Western Allied transports are placed in the Atlantic, Pacific and Indian Ocean SW boxes; Japanese transports are placed in the Pacific SW box. Transports may not base in ports in order to avoid enemy activity in an SW box and only function if they are in an SW box at the start of their player turn.

*Transports are versatile, but whenever they operate they are exposed to enemy attack. Damaged transports used as permitted by 20.636B are also at risk of being sunk if intercepted by Axis air or naval units.*

Substantive change, cross-reference:

**20.636 AVAILABLE TRANSPORTS:** Once enemy SW combat has been resolved, the number of transports that may be used in an SW box is the greater of:

**A.** The number of undamaged transports in the SW box; or

**B.** One surviving (undamaged or damaged) transport for every five transports in the SW box at end of the moving player's previous 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 transports that may be so used is limited to the number of transports damaged in the relevant SW box by SW combat in the previous opposing player turn.

**EXAMPLE:** At the end of their Summer 1941 player turn, the Western Allies have 16 transports in the Atlantic SW box. The Western Allies will be able to use at least four Atlantic transports in their Fall 1941 player turn, unless German submarines and raiders sink more than 12 transports during the Axis Fall 1941 player turn, leaving the Western Allies with less than four damaged transports in the Atlantic SW box. The Western Allies will be able to use more than four transports in their Fall 1941 player turn if Germany sinks and damages fewer than 12 transports during the Axis Fall 1941 player turn.

- 21. NAVAL OPERATIONS
- 22. NAVAL INTERCEPTION AND COMBAT

## Air-Naval Operations

- 23. AIR-NAVAL OPERATIONS

### Segment 5

## Strategic Warfare

- 24. STRATEGIC WARFARE
- 25. SUBMARINE WARFARE
- 26. STRATEGIC BOMBING

### Segment 6

## Logistics

- 27. UNIT CONSTRUCTION

Substantive change:

**27.42 HOME COUNTRY:** Units may only be constructed in the constructing major power's home country (EXCEPTIONS: 27.47), subject to the following qualifications and restrictions:

...

**D. BRITAIN:** Ulster is an integral part of Britain. British units may be built in Canada if Britain has surrendered and the British resistance level is zero or less or if all hexes in Britain are isolated or under Axis control (59.82).

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

### Segment 7

## Economics

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

Substantive change:

**36.11 TIMING:** Mobilization represents the conversion of civilian factories to military production and has the economic and military effects set out below in each turn in which mobilization occurs. Mobilization increments are triggered for each major power in the following turns.

...

**D. RUSSIA:** Russia mobilizes as follows:

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

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

...

**G. U.S.:** The U.S. mobilizes independently in each theater, as set out below. The effective tension level for each theater is determined at the end of the Allied diplomatic phase, immediately after a die roll is made to determine the effective tension level for that turn (49.851A, 49.852A):

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

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

## Segment 8

### Research and Intelligence

#### 41. RESEARCH

Substantive change (June 30, 2013)

**41.71 SELECTION OF RESEARCH PROJECTS:** Immediately before the Axis player turn, the Axis, Western Allies, Russia and Japan may each select one research project from each of the five research categories. For the restrictions on the activation of RPs in Western Allied CTL research, see 41.77C; for the restrictions on the activation of RPs in production projects, see 42.13.

Substantive change (June 30, 2013)

#### 41.77 RESTRICTIONS:

**A. ONE CATEGORY PER TURN:** Only one project from each of the five categories may be selected as a project for a research die roll each turn. It is therefore illegal to make a die roll for general research and a research project in the same category in the same turn.

**B. ONE ROLL PER PROJECT PER YEAR:** It is illegal to make two research die rolls for the same project in the same year, because the first die roll eliminates all the RPs in the project (41.76) and a project may not be selected unless it contains RPs (41.72).

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

- 42. PRODUCTION
- 43. ATOMICS
- 44. INTELLIGENCE
- 45. COUNTER-INTELLIGENCE

- 46. ESPIONAGE
- 47. COVERT OPERATIONS
- 48. CODEBREAKING

## Segment 9

### Diplomacy and Politics

- 49. DIPLOMACY
- 50. DECLARATIONS OF WAR
- 51. PEARL HARBOR AND ALLIED UNPREPAREDNESS
- 52. LENT UNITS
- 53. MAJOR POWER COOPERATION RESTRICTIONS

## Segment 10

### Surrender of Major Powers

- 54. GENERAL
- 55. GERMAN SURRENDER
- 56. ITALIAN SURRENDER
- 57. JAPANESE SURRENDER
- 58. FRENCH SURRENDER

Substantive change:

**58.21 CALCULATING THE FRENCH SURRENDER LEVEL:** The French surrender level is the key modifier for determining the size of Vichy and Free French forces and the political alignment of the French colonies. The French surrender level, including after a voluntarily French surrender (58.11B), is the cumulative total of the following modifiers (positive modifiers favor the Axis):

- 59. BRITISH SURRENDER

Substantive change:

**59.14** If the Axis accept a British surrender offer:

**A.** The size of the British ground and air force pools is adjusted and portions of the Royal Navy may be eliminated. Commonwealth force pools are unaffected.

**B.** A British surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction alongside what remains of Britain after Britain surrenders unless Russia is also in a state of surrender and Japan has not surrendered (62.91).

Substantive change:

**59.41 BRITISH SURRENDER:** If Germany accepts a British surrender offer, Britain surrenders and the British resistance level at the moment of surrender becomes the British surrender level, up to a maximum of -10, and the size of the British ground and air force pools and Royal Navy is adjusted (59.51).

Substantive change, renumbering:

**59.81 BRITAIN CONTINUES AS A MAJOR POWER:** After a British surrender, Britain continues the game as a major power, with its own BRP base and level, force pool, RPs, DPs and airbase counters. Britain's BRP base may not drop below the 40 BRPs associated with the Commonwealth, reduced to 30 or 20 BRPs if one or both of Australia and India surrender (35.46).

**59.82 CONSTRUCTION OF BRITISH FORCES IN CANADA:** British units may be built in Canada if:

**A.** Britain has surrendered and the British resistance level is zero or less; or

**B.** All hexes in Britain are isolated or under Axis control.

**59.83 BRITAIN GOVERNED BY RESTRICTIONS ON U.S.:** Once it has surrendered, British participation in the war is governed by American participation. If the U.S. is neutral, British forces are also neutral.

**59.84 DEPLOYMENTS BY A NEUTRAL BRITAIN:** While the U.S. and Britain are neutral, British and Commonwealth, but not American, units may deploy to Europe. A neutral Britain may not redeploy units past an Axis-controlled Gibraltar or through Axis-controlled territory, nor may it declare war on neutral minor countries.

**59.85 CONTINUATION OF THE WAR:** If the U.S. is at war with Germany when Britain surrenders, the U.S. and Britain continue to be at war with the Axis unless Russia is also in a state of surrender and Japan has surrendered (62.91).

**59.86 RESUMPTION OF THE WAR:** If the U.S. is not at war with Germany when Britain surrenders, the following rules apply to the resumption of the war:

**A. IMMEDIATE RESUMPTION OF WAR PROHIBITED:** Neither Germany nor the U.S. may declare war on the other in the turn following a British surrender.

**B. GERMAN DECLARATION OF WAR:** A German declaration of war on the U.S. in the second or any subsequent turn after a British surrender puts Germany at war with the U.S. and Britain at no BRP cost (50.32A) and allows Axis attacks on British territory and forces. Germany may not declare war on Britain alone.

**C. AMERICAN DECLARATION OF WAR:** If the USAT level reaches 50 in the second or any subsequent turn after a British surrender, the U.S. may declare war on Germany. This puts the U.S. and Britain at war with Germany.

**59.87 ADDITIONAL BRITISH SURRENDERS:** British resistance level calculations are made normally at the end of each turn and Britain may surrender again if its resistance level drops below the level of the initial surrender unless Germany declares war on the Western Allies after a British surrender (59.85B).

**59.871 CALCULATING THE BRITISH RESISTANCE LEVEL:** British units which were removed from the British force pool when it first surrendered are considered to be unbuilt when calculating the British resistance level for a second surrender. If Germany adopted a conciliatory policy towards Britain during previous surrender negotiations, an additional modifier may apply to the British resistance level (59.75A).

**59.872 EFFECTS OF A SECOND SURRENDER:** If Britain surrenders a second time, the concession level and value of forces removed are determined by the difference between the new and old surrender levels.

**59.873 REPEATED SURRENDERS POSSIBLE:** Theoretically, there is no limit to the number of times Britain may surrender.

**59.88 BRITISH PARTISANS:** The Western Allies, if at war with Germany, may build two (increased to a maximum of four by Western Allied partisan production - 11.22B) partisans in Axis-controlled territory in Britain.

## 60. RUSSIAN SURRENDER

Substantive change:

**60.22** A Russian surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction unless Britain is also in a state of surrender and Japan has not surrendered (62.91).

## 61. CHINESE SURRENDER

## 62. U.S. ELECTIONS

Substantive change:

**62.21 TRIGGERING EVENTS:** A U.S. election occurs at the following times:

**A. AFTER THE 1945 YSS:** Immediately after the 1945 YSS, in every game.

**B. IF THE U.S. IS SUBJECT TO ATOMIC ATTACK:** At the end of any game turn in which the continental U.S. is subject to a successful German atomic attack.

## 62.9 ALLIED DEFEAT

**62.91 MAJOR POWER SURRENDERS:** The game ends in a decisive Axis victory, without the need for a U.S. election, if:

**A.** France, Britain and Russia are in a state of surrender; and

**B.** Germany and Japan have not surrendered.

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

### 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
- 80. RESTRICTIONS ON CHINESE FORCES
- 81. MANCHURIA, SIBERIA AND THE URALS BOX

## Segment 15

### Minor Countries

- 82. MINOR COUNTRIES
- 83. CONQUEST OF MINOR COUNTRIES

Substantive change:

**83.13 SPANISH CAPITALS:** For the purpose of determining conquest only, Madrid and Tangiers are both considered to be Spanish capitals and both must be controlled by the attacker before Spain is conquered.

Substantive change:

#### 83.31 ONE TURN TO RECAPTURE:

**A:** A major power which controls a minor country's capital or key cities receives the conquered minor country's BRP value as printed on the mapboard during each YSS, and receives the prorated BRPs for the minor country during its next turn unless the conquest occurred in a winter turn (35.62) **(EXCEPTION: Control of Madrid determines who receives the BRPs for Spain, even though control of both Madrid and Tangiers is required to conquer Spain).**

**B:** If a major power has received the BRPs for a minor country and an opponent gains control of the capital or key cities in the minor country, the previously controlling major power must reestablish control of the capital of, or one key city in, the minor country by the end of the combat phase of its next player turn or lose the prorated BRPs for the minor country. Similarly, the opponent gains the prorated BRPs for the minor country at the start of its next player turn if it retains control of the capital of, or all the key cities in, the minor country.

- 84. ASSOCIATED MINOR COUNTRIES
- 85. MINOR ALLIES
- 86. SCANDINAVIA
- 87. WESTERN EUROPE

Substantive change:

**87.51 SPAIN:** Spain is a neutral minor country worth 30 BRPs, with capitals in Madrid and Tangiers. Both capitals must be captured to conquer Spain; for all other purposes, such as supply (30.24), the mandatory deployment of a Spanish unit in its capital (82.54) and determining who receives the BRPs for Spain (83.3), Madrid is considered to be the only Spanish capital.

- 84. ASSOCIATED MINOR COUNTRIES
- 85. MINOR ALLIES
- 86. SCANDINAVIA
- 87. WESTERN EUROPE
- 88. THE MIDDLE EAST
- 89. THE FAR EAST

## Research Tables

## Diplomatic Tables

Substantive change:

### Russo-German Tensions

#### Results

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

#### 10. Russia begins mobilizing (36.11D).

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

#### 40. Russian forces are put on alert. Russian forces are no longer impaired during the first turn of a German invasion.

- 45. The Axis may not trace oil supply from Ploesti if Russia controls Ploesti or the minor countries through which the oil supply line must be traced. Germany loses its 10 BRP economic interest in Russia.

50. Russia may declare war on Germany. Allied partisans may be built in Europe.

## Russian Mobilizations

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

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

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

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

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

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

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

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

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

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

Substantive change:

## U.S.-Axis Tensions

### Results

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

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

### American mobilizations

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

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

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

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

Substantive change:

## U.S.-Japanese Tensions

### Results

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

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

### Japanese mobilizations

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

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

### American mobilizations

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

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

## Player Aids

## Scenario Cards

## Sequence of Play

## Scenarios

### Global War

Substantive change:

**Transfer of Additional Forces to the Pacific Theater:** Each turn before the outbreak of war between Britain and Japan, Britain may transfer a maximum of four increments of units (each ground factor, three air squadrons or five naval factors counts as one increment) to the Pacific theater, with the following USAT effects:

- **No USAT penalty:**
  - Up to seven factors of naval units.
  - Australian and Indian units which had been deployed to Europe.
  - The Chindit.

- **USAT penalty:** For units that trigger a USAT penalty, each factor deployed on the mapboard must be balanced by deploying at least one factor or squadron of a comparable type to the India box (armor for armor; infantry for infantry; AAF for AAF; NAS for NAS; naval factors for naval factors).
  - Additional naval factors (-1 for every five naval factors (round up) in excess of the 10-factor limit)
  - British, Canadian or South African ground or air factors (-1 USAT for each factor).

**European**

**Pacific**

**Global War (historical)**

**European (historical)**

**Pacific (historical)**

**Barbarossa**

**North Africa**

**Battle of the Atlantic**

**Coral Sea**

**Midway**

**Leyte Gulf**

**Historical Events Chart**

**Designer's Notes**

**Design Credits**

**Index**

**Examples of Play**