



## British Commonwealth

### 70. CANADA AND SOUTH AFRICA

70.1 CANADA

70.2 SOUTH AFRICA

#### 70.1 CANADA:

**70.11 OVERVIEW:** Canada is part of the British Commonwealth and has its own units.

**70.12 LOCATION:** Canada is represented on the mapboards by both U.S. boxes. Canadian and British units may SR between the Atlantic and Pacific U.S. boxes.

*Since Canada is larger than the United States, a strong argument can be made the U.S. boxes should really be called the "Canadian boxes".*

**70.13 BRPs:** Canada is worth 10 BRPs. The Canadian BRPs are included in the British base and contribute to the British construction limit.

#### 70.14 FORCES:

**A.** Canada begins *A World at War* with one 3-4 infantry unit in the Atlantic U.S. box. This unit may be NRed to Europe in the first turn of *A World at War*.

**B.** One 3-4 infantry unit is added, unbuilt, to the Canadian force pool four turns after the first turn of *A World at War*.

**C.** One 4-5 armor unit is added, unbuilt, to the Canadian force pool six turns after the first turn of *A World at War*.

#### Classic A World at War

In classic *A World at War*, the Canadian 3-4 infantry unit is added in Fall 1940 and the Canadian 4-5 armor unit is added in Spring 1941.

**D.** No additional Canadian units may be mobilized or produced.

#### 70.15 UNIT CONSTRUCTION:

**A. GROUND UNITS:** The Canadian 4-5 armor unit and 3-4 infantry units are always constructed in Canada, and are placed in either U.S. box.

**B. NAVAL UNITS:** Canada begins with one shipbuilding point; this may be increased by production. Western Allied ASW and transports and British naval units may be constructed and repaired in Canada (EXCEPTION: Three-factor and larger ships may not be constructed in Canada). Naval units constructed in Canada are launched in the Atlantic U.S. box.

**C. CONSTRUCTION COSTS:** The cost of constructing Canadian units and using Canadian shipbuilding points may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. American expenditures for Canadian unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

**70.16 CANADA AFTER A BRITISH SURRENDER:** Canadian force levels and BRPs are unaffected by a British surrender (59.513B). Canadian units may be lent to the U.S. after a British surrender (59.53).

### 70.2 SOUTH AFRICA:

**70.21 OVERVIEW:** South Africa is part of the British Commonwealth and has its own units. These include African units which are considered South African for game purposes only.

**70.22 LOCATION:** South Africa is represented on the mapboard by the South Africa box.

**70.23 BRPs:** South Africa is worth 10 BRPs. The South African BRPs are included in the British base and contribute to the British construction limit.

**70.24 FORCES:** South Africa begins *A World at War* with one 3-4 infantry unit and three 1-3 infantry units in the South Africa box. These units may be NRed to Europe in the first turn of *A World at War*. No additional South African units may be mobilized or produced.

#### Classic A World at War

In classic *A World at War*, the South African units may be NRed to Europe in Fall 1939.

#### 70.25 UNIT CONSTRUCTION:

**A. LOCATION:** South African units are always constructed in South Africa.

**B. CONSTRUCTION COSTS:** The cost of constructing South African units may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. One Atlantic transport must be used for every five American BRPs granted to South Africa in any turn in which the U.S. pays for the construction of South African units. American expenditures for South African unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

**70.26 SOUTH AFRICA AFTER A BRITISH SURRENDER:** South African force levels and BRPs are unaffected by a British surrender (59.513B). South African units may be lent to the U.S. after a British surrender (59.53).



### 71. AUSTRALIA

71.1 OVERVIEW

71.2 THE AUSTRALIA BOX

71.3 COMBAT INVOLVING THE AUSTRALIA BOX

71.4 JAPANESE FORCES ADJACENT TO THE AUSTRALIA BOX

71.5 AUSTRALIAN SURRENDER

71.6 SUPPLY

71.7 NAVAL OPERATIONS FROM THE AUSTRALIA BOX

71.8 OUTBACK

71.9 NEW ZEALAND

#### 71.1 OVERVIEW:

**71.11 BRP VALUE:** Australia is part of the British Commonwealth and has its own units. The Australia box is worth 10 BRPs. The Australian BRPs are included in the British base and contribute to the British construction limit.

## 71.12 FORCES:

**A.** Australia begins *A World at War* with one 2-2 infantry unit, two 1-2 infantry units, one CA (two cruiser factors) and no DDs.

Classic A World at War
In classic <i>A World at War</i> , Australia begins the game with one 2-2 and three 1-2 infantry units, two CAs (four cruiser factors) and two DDs.

**B.** Four turns after war breaks out, the following forces are added, unbuilt, to the Australian force pool:

- Two 2-2 infantry units and one 1-2 infantry unit.
- Two AAF.

Classic A World at War
In classic <i>A World at War</i> , these units are all added to the Australian force pool in Fall 1940.

**C.** Western Allied military production may be used to increase the Australian infantry force pool by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier (EXCEPTION: British flags in Australia may allow the production of Australian 1-2 and 2-2 infantry units prior to the outbreak of war between Britain and Japan. This affects only the timing of the production. The three-factor maximum limit still applies).

Classic A World at War
In classic <i>A World at War</i> , the exception for British flags in Australia does not apply.

**71.121 STORM OVER ASIA RESEARCH:** Australian force levels may be modified by British *Storm Over Asia* research as follows. Additional infantry and air units from British *Storm Over Asia* research are added to the Australian force pool as allowable builds at the start of *A World at War*. Each higher result includes all lower results (*Storm Over Asia* transition rules 6.91 - 6.95).

### A. AUSTRALIAN ARMY RESEARCH:

- The first *Storm Over Asia* Australian army result adds a 1-2 infantry unit to Australia's At Start forces.
- Nine steps of *Storm Over Asia* Australian army research add a 2-2 infantry unit to Australia's force pool.
- The second *Storm Over Asia* Australian army result adds a 3-2 infantry unit to Australia's force pool.

Classic A World at War
In classic <i>A World at War</i> , one 1-2 infantry unit is added to the starting Australian force pool from <i>Storm Over Asia</i> Australian army research.

### B. AUSTRALIAN AIR RESEARCH:

- Each level of *Storm Over Asia* Australian air research adds one army air squadron to Australia's force pool.
- Army air squadrons added by intermediate Australian air results must be augmented by Western Allied air production to create AAF before being constructed.

Classic A World at War
In classic <i>A World at War</i> , Australia has no starting army air factors from <i>Storm Over Asia</i> Australian air research.

### C. AUSTRALIAN NAVAL AIR RESEARCH:

- Each level of *Storm Over Asia* Australian naval air training research adds one naval air squadron to Australia's force pool.

Classic A World at War
In classic <i>A World at War</i> , Australia has no naval air squadrons.

## D. AUSTRALIAN LIGHT SHIP RESEARCH:

- If there is no *Storm Over Asia* Australian light ship research, the Australian navy consists of a single CA2.
- Three steps of *Storm Over Asia* Australian light ship research add a cruiser (CA2) to the Australian navy.
- The first *Storm Over Asia* Australian light ship result adds two destroyers (DD2) to the Australian navy.
- Nine steps of *Storm Over Asia* Australian light ship research add an additional cruiser (CA2) to the Australian navy.
- The second *Storm Over Asia* Australian light ship result adds an additional two destroyers (DD2) to the Australian navy.

Classic A World at War
In classic <i>A World at War</i> , one CA and two DDs are added to the starting Australian force pool from <i>Storm Over Asia</i> Australian light ship research, for a starting level of two CAs (four cruiser factors) and two DDs.

**71.122 STORM OVER ASIA DIPLOMACY:** British flags in Australia allow the Western Allies to produce Australian infantry prior to the outbreak of war between Britain and Japan, and to deploy these additional units to Burma, Malaya or Singapore (*Storm Over Asia* transition rule 13.23). Each higher result includes all lower results.

**A.** One British flag allows an Australian 1-2 infantry unit to be produced before the outbreak of war between Britain and Japan. The Australian 1-2 infantry unit must remain in Australia.

**B.** Two British flags allow the produced Australian 1-2 infantry unit to be deployed to Burma, Malaya or Singapore in excess of the normal infantry factor limit.

**C.** Three British flags allow an Australian 2-2 infantry unit to be produced before the outbreak of war between Britain and Japan. The Australian 2-2 infantry unit must remain in Australia.

**D.** Four British flags allow the produced Australian 2-2 infantry unit to be deployed to Burma, Malaya or Singapore in excess of the normal infantry factor limit.

Classic A World at War
In classic <i>A World at War</i> , rule 71.122 has no application.

**71.13 GEOGRAPHICAL RESTRICTIONS:** Australian units are placed on the mapboard at the start of the game and are subject to the deployment limits set out in the table below until war breaks out between Britain and Japan. Once war breaks out between Britain and Japan, the restriction in 71.14 continues to apply, but Australian units may deploy and operate without restriction in the Pacific theater.

Australian Deployment Limits			
	Australia	British possessions on the Pacific front	Europe, Burma, Malaya and Singapore
Minimum	4	0	0
Maximum	10	6	3
Deployment limits refer to the number of Australian infantry factors. The number of infantry factors that must remain in Australia until the outbreak of war between Britain and Japan is increased by Japanese flags in Australia at the end of <i>Storm Over Asia</i> : 2 flags: 5 infantry factors; 3 flags: 6 infantry factors; 4 flags: 7 infantry factors ( <i>Storm Over Asia</i> transition rule 13.23). Australian air and naval units must remain in Australia until the outbreak of war between Britain and Japan.			

Classic A World at War
In classic <i>A World at War</i> , two Australian AAF, four Australian infantry factors and six Australian fleet factors must remain in Australia until the outbreak of war between Britain and Japan.

**71.14 USE IN EUROPE LIMITED:** Subject to the requirement to keep four Australian infantry factors in Australia, one Australian 1-2 infantry unit may be NRed to Europe in the first turn of *A World at War*; a second Australian 2-2 infantry unit may be constructed by Britain and NRed to Europe four turns after the outbreak of war or thereafter. Australian units which are eliminated may be rebuilt using British BRPs and NRed to Europe. Australian units are restricted to the Mediterranean front and Ethiopia.

Classic A World at War
In classic A World at War, one Australian 1-2 infantry unit may be sent to Europe in Fall 1939.

*In a European scenario, all Australian units in Europe must return to the Pacific theater in Fall 1941.*

## 71.15 UNIT CONSTRUCTION:

**71.151 LOCATION:** Australian units may be constructed in Australian hexes or in the Australia box.

**71.152 PER TURN LIMITS:** The Australian construction limit is subject to the following per turn limits. The overall Australian construction BRP limit may be reduced by a maximum of three BRPs per turn by Japanese bombing of and rocket attacks against the Australia box (71.321) and the presence of Japanese ground units adjacent to the Australia box (71.42):

**A. INFANTRY:** Two infantry factors of any denomination. Three steps of *Storm Over Asia* Australian army research increase the Australian construction limit from two to three BRPs of infantry per turn (*Storm Over Asia* transition rule 6.91A).

Classic A World at War
In classic A World at War, three Australian infantry factors may be built each turn.

**B. ARMY AIR:** One army air factor.

**C. NAVAL AIR:** The Australian naval air training rate, if permitted by *Storm Over Asia* Australian naval air training research (*Storm Over Asia* transition rule 6.93).

Classic A World at War
In classic A World at War, Australia has no naval air squadrons.

**D. SHIPBUILDING:** Australia's shipbuilding capabilities depend on the level of *Storm Over Asia* Australian shipbuilding research (*Storm Over Asia* transition rule 6.95). Each higher result includes all lower results.

- Three steps of *Storm Over Asia* Australian shipbuilding research give Australia a shipbuilding rate of one, which may only be used to repair Western Allied ships once Britain and Japan are at war.
- The first *Storm Over Asia* Australian shipbuilding result allows Australia to rebuild Australian ships that have been sunk, up to the starting level of the Australian navy.

Classic A World at War
In classic A World at War, Australia has a shipbuilding level of one that may be used to rebuild Australian cruisers and destroyers.

- Nine steps of *Storm Over Asia* Australian shipbuilding research:
  - Increase the Australian shipbuilding rate to two.
  - This second Australian shipbuilding point may be used to build Australian two-factor battlecruisers and CVLs. Only one such named ship may be under construction in the Australian shipyard at any one time.
- The second *Storm Over Asia* Australian shipbuilding result allows two Australian named ships to be under construction in the Australian shipyard at any one time.
- The construction of Australian named ships after a *Storm Over Asia* Australian shipbuilding research of nine steps or greater is subject to the following restrictions.
  - **Battlecruisers:** No more than three Australian two-factor battlecruisers (the *Antipodes*, *Australia* and *New Zealand*) may be built.

- **Aircraft carriers:** No more than three Australian CVLs (the *Brisbane*, *Melbourne* and *Sydney*) may be built. Only Australian naval air squadrons may operate from Australian CVLs.
- Australian battlecruisers and CVLs may be rebuilt if sunk.

Classic A World at War
In classic A World at War, Australia may not build named battlecruisers or CVLs.

**71.153 COST:** The cost of constructing Australian units and using Australian shipbuilding points may be paid:

**A.** By Britain, with the construction cost counting against the British construction limit; or

**B.** Following either the outbreak of war between Japan and the U.S. or a British surrender, by the U.S., with the construction cost counting against the American construction limit. One Pacific transport must be used for every five American BRPs granted to Australia in any turn in which the U.S. pays for the construction of Australian units.

**71.154 AUSTRALIA AFTER A BRITISH SURRENDER:** Australian force levels and BRPs are unaffected by a British surrender (59.513B). Australian units may be lent to the U.S. after a British surrender (59.53).

## 71.2 THE AUSTRALIA BOX:

**71.21 THE AUSTRALIA BOX:** The Australia box represents that part of Australia which does not appear on the board.

**71.211 BASING:** The Australia box has an unlimited basing capacity for Western Allied air and naval units.

**71.22 ENTERING THE AUSTRALIA BOX:** Western Allied units may enter the Australia box in the following ways:

### 71.221 DURING THE MOVEMENT PHASE:

**A. GROUND UNITS:** By moving from an Australian hex off the southern edge of the board or by sea transport. Movement across outback hexsides is prohibited.

**B. AIR UNITS:** By staging from an Australian hex off the southern edge of the board or by sea transport.

**C. NAVAL UNITS:** By changing base into the Australia box (71.71).

### 71.222 DURING THE COMBAT PHASE:

**A. ARMOR UNITS:** By exploitation movement from an Australian hex off the southern edge of the board.

### 71.223 DURING THE REDEPLOYMENT PHASE:

**A.** By TR or SR off the southern edge of the Pacific mapboard, or by NR from the Pacific U.S. box, the India box, the South Africa box, the Ethiopia box, off the southern edge of the Pacific mapboard through hexes NN24 (Townsville) or NN31 (Noumea), or from Suez, Basra or Abadan.

**B.** NRs between the Australia box and other eligible mapboard boxes may not be intercepted by Japanese units.

**71.224 JAPANESE UNITS PROHIBITED:** Japanese units may not enter the Australia box (EXCEPTION: Japanese bombing - 26.462).

**71.23 LEAVING THE AUSTRALIA BOX:** Western Allied units may leave the Australia box by moving, staging, sea transporting, seaborne invading or redeploying onto the mapboard, including by moving ground units into vacant Japanese-controlled hexes on the edge of the mapboard. Western Allied units may not leave the Australia box if this results in there being fewer Western Allied ground factors in the Australia box than there are Japanese ground factors adjacent to the Australia box along the western edge of the mapboard.

**71.24 AIR MISSIONS:** Japanese air units may not fly missions into the Australia box (EXCEPTION: Japanese bombing - 26.462). Western Allied air units in the Australia box may not fly missions onto the mapboard.

**71.25 GROUND ATTACKS:** Ground attacks from the Australia box onto the mapboard, or from the mapboard into the Australia box, are prohibited.

## 71.3 COMBAT INVOLVING THE AUSTRALIA BOX:

**71.31 ATTRITION COMBAT ONLY:** The Australia box and all adjacent northern Australian attrition zones are considered to be a single attrition zone unless Australia has surrendered. Japanese ground units adjacent to the



Australia box may attrition, and be attritioned by, Western Allied ground units in the Australia box. Hex results achieved in attrition combat may not be used against the Australia box, nor may Western Allied ground units capture hexes by attrition advance from the Australia box. No offensive operations involving ground units are permitted in the Australia box.

**71.32 AIR OPERATIONS:** The only offensive air operation permitted into the Australia box is Japanese bombing. Air combat between Japanese air units which are bombing the Australian box and Western Allied air units in the Australia box is resolved normally. For offensive operation purposes, the Australia box is considered part of the Southeast Asian front. Air attacks against Western Allied air units in the Australia box are prohibited.

**71.321 JAPANESE BOMBING EFFECTS:** For every three BRPs lost as a result of Japanese bombing or flying bomb attacks against the Australia box, the Australian construction limit (71.152) and the British construction limit are reduced by one BRP. For every BRP lost as a result of Japanese rocket attacks against the Australia box, the Australian construction limit (71.152) and the British construction limit are reduced by one BRP. The maximum reduction in the Australian and British construction limits each turn is three BRPs.

**71.33 INTERCEPTION OF NAVAL ACTIVITIES:** Sea transport, seaborne invasions and NRs to and from the Australia box may only be intercepted if they pass through mapboard hexes.

## 71.4 JAPANESE FORCES ADJACENT TO THE AUSTRALIA BOX:

**71.41 BRITISH BRPs:** For each Japanese ground factor adjacent to the Australia box in excess of the number of Western Allied ground factors in the Australia box at the end of the Japanese combat phase, Britain loses one BRP, up to a maximum of 10 BRPs per turn, unless Australia has surrendered.

**71.42 AUSTRALIAN CONSTRUCTION:** For every three British BRPs (round down) lost because of Japanese ground factors adjacent to the Australia box, the Australian construction limit (71.152) and the British construction limit are reduced by one BRP.

**71.43 AUSTRALIAN SURRENDER:** Australia surrenders if, at the end of any Allied player turn, there are at least ten more Japanese ground factors adjacent to the Australia box than there are Western Allied ground factors in the Australia box.

**71.431** Australia may voluntarily surrender at the end of any Allied player turn.

## 71.5 AUSTRALIAN SURRENDER:

**71.51 EFFECTS OF AUSTRALIAN SURRENDER:** If Australia surrenders:

- A.** All Australian units are permanently removed from the board.
- B.** All non-Australian Western Allied units in the Australia box are eliminated.
- C.** Western Allied units may not enter or draw supply from the Australia box.
- D.** All construction in the Australia box is prohibited.
- E.** Britain's BRP base is reduced by 10 BRPs and Britain loses the prorated value of the Australia box. The BRP penalty for Japanese units being adjacent to the Australia box no longer applies (71.41).
- F.** Hex control of Australian hexes is unaffected. Australian hexes may be entered by either side.
- G.** The British resistance level is reduced by two.

**71.52 JAPANESE BRPs FOR AUSTRALIA:** If Australia surrenders, Australia is considered a Japanese overseas conquest worth 10 BRPs.

**71.53 RECONQUEST PROHIBITED:** The effects of an Australian surrender are permanent and may not be reversed.

## 71.6 SUPPLY:

**71.61** The Australia box is an unlimited supply source for Western Allied units unless Australia has surrendered. Supply may be traced from the Australia box onto the mapboard by land through the non-outback Australian hexes along the southern edge of the mapboard, or by sea through one of hexes NN24 (Townsville) or NN31 (Noumea), on the southern edge of the Pacific mapboard, using one Pacific transport for each sea supply line.

## 71.7 NAVAL OPERATIONS FROM THE AUSTRALIA BOX:

**71.71 NAVAL OPERATIONS FROM THE AUSTRALIA BOX:** Naval units based in the Australia box may carry out naval activities, including interceptions. The path of naval activities between the Australia box and the Pacific mapboard is traced through one of hexes NN15, NN24 (Townsville) or NN31 (Noumea), on the southern edge of the Pacific mapboard. NN15, NN24 (Townsville) are considered to be eight off-board hexes, and NN31 (Noumea) ten off-board hexes, from the ports in which naval units base while in the Australia box.

## 71.8 OUTBACK:

**71.81** Ground movement, combat, redeployment and the tracing of supply lines is not allowed across all-outback hexsides (the hexsides of all outback hexes along the southern edge of the mapboard and the interior hexsides of the middle four outback hexes). This prohibition does not apply to air operations. This prohibition does not extend to the western, northwestern, northeastern and eastern hexsides of the western outback hex or the northwestern, northeastern and eastern hexsides of the eastern outback hex.

## 71.9 NEW ZEALAND:

**71.91** For game purposes, New Zealand is considered to be part of Australia. Of the Australian units, two 1-2 infantry units are identified as New Zealand units. These units are subject to the same construction and deployment restrictions as Australian units.



## 72. INDIA

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### 72.1 OVERVIEW:

**72.11 BRP VALUE:** India is part of the British Commonwealth and has its own units. The India box is worth 10 BRPs. The Indian BRPs are included in the British base and contribute to the British construction limit.

### 72.12 FORCES:

**A.** India begins *A World at War* with four 2-2 and three 1-2 infantry units.

Classic <i>A World at War</i>
In classic <i>A World at War</i> , India begins the game with four 2-2 and four 1-2 infantry units.

**B.** Western Allied military production may be used to increase the Indian infantry force pool by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier (**EXCEPTION:** British flags in India may allow the production of

Indian 1-2 and 2-2 infantry units prior to the outbreak of war between Britain and Japan. This affects only the timing of the production. The three-factor maximum limit still applies).

### Classic A World at War

In classic *A World at War*, the exception for British flags in India does not apply.

**72.121 STORM OVER ASIA RESEARCH:** Indian force levels may be modified by British *Storm Over Asia* research as follows. Additional infantry and air units from British *Storm Over Asia* research are added to the Indian force pool as allowable builds at the start of *A World at War*. Each higher result includes all lower results (*Storm Over Asia* transition rules 6.96 - 6.98).

#### A. INDIAN ARMY RESEARCH:

- The first *Storm Over Asia* Indian army result adds a 1-2 infantry unit to India's At Start forces.
- Nine steps of *Storm Over Asia* Indian army research add a 2-2 infantry unit to India's force pool.
- The second *Storm Over Asia* Indian army result adds a 3-2 infantry unit to India's force pool.

### Classic A World at War

In classic *A World at War*, one 1-2 infantry unit is added to the starting Indian force pool from *Storm Over Asia* Indian army research.

#### B. INDIAN AIR RESEARCH:

- Each level of *Storm Over Asia* Indian air research adds one army air squadron to India's force pool.
- Army air squadrons added by intermediate Indian air results must be augmented by Western Allied air production to create AAF before being constructed.

### Classic A World at War

In classic *A World at War*, India has no army air units.

#### C. CHINDIT RESEARCH:

- Three steps of *Storm Over Asia* Chindits research give the Western Allies a one RP credit towards production of a Chindit in *A World at War*.
- The first *Storm Over Asia* Chindits result adds a 1-2 Chindit unit to the starting British force pool as an allowable build.
- Nine steps of *Storm Over Asia* Chindits research give the Western Allies an additional RP credit towards production of a Chindit in *A World at War*.
- The second *Storm Over Asia* Chindit result adds a second 1-2 Chindit unit to the starting British force pool as an allowable build.

### Classic A World at War

In classic *A World at War*, rule 72.121C does not apply.

**72.122 STORM OVER ASIA DIPLOMACY:** British flags in India allow the Western Allies to produce Indian infantry prior to the outbreak of war between Britain and Japan, and to deploy these additional units to Burma, Malaya or Singapore (*Storm Over Asia* transition rule 13.52). Each higher result includes all lower results.

**A.** One British flag allows an Indian 1-2 infantry unit to be produced before the outbreak of war between Britain and Japan. The Indian 1-2 infantry unit must remain in India.

**B.** Two British flags allow the produced Indian 1-2 infantry unit to be deployed to Burma, Malaya or Singapore in excess of the normal infantry factor limit.

**C.** Three British flags allow an Indian 2-2 infantry unit to be produced before the outbreak of war between Britain and Japan. The Indian 2-2 infantry unit must remain in India.

**D.** Four British flags allow the produced Indian 2-2 infantry unit to be deployed to Burma, Malaya or Singapore in excess of the normal infantry factor limit.

### Classic A World at War

In classic *A World at War*, rule 72.122 has no application.

**72.13 GEOGRAPHICAL RESTRICTIONS:** Indian units are placed on the mapboard at the start of the game and are subject to the deployment limits set out in the table below until war breaks out between Britain and Japan. Once war breaks out between Britain and Japan, the restriction in 72.14 continues to apply, but Indian units may deploy and operate without restriction in the Southeast Asian front of the Pacific theater.

### Indian Deployment Limits

	India	Burma, Malaya and Singapore	Europe
<b>Minimum</b>	4	0	0
<b>Maximum</b>	12	5	3

Deployment limits refer to the number of Indian infantry factors.

The number of British 1-2 infantry units that may deploy to Burma, Malaya or Singapore is reduced if Japan has flags in India at the end of *Storm Over Asia*: two Japanese flags: two British 1-2 infantry units may deploy; three Japanese flags: one British 1-2 infantry may deploy; four Japanese flags: no British 1-2 infantry units may deploy (*Storm Over Asia* transition rule 13.52).

Indian units in the Pacific theater are restricted to the Southeast Asian front, including the India box.

Indian AAF must remain in India until the outbreak of war between Britain and Japan.

### Classic A World at War

In classic *A World at War*, all three British 1-2 infantry units may deploy to Burma, Malaya or Singapore. There are no Indian AAF.

**72.14 USE IN EUROPE LIMITED:** In the first turn of *A World at War*, one Indian 2-2 and one Indian 1-2 infantry unit may be NRed to Europe; the other Indian infantry factors must remain in Asia. Indian units sent to Europe may be replaced if lost, provided no more than one Indian 2-2 and one Indian 1-2 infantry unit are in Europe at the same time. Indian units are restricted to the Mediterranean front and Ethiopia.

### Classic A World at War

In classic *A World at War*, the first turn of the war is Fall 1939.

#### 72.15 INDIAN OBJECTIVES:

**A. CALCUTTA, DACCA:** Calcutta and Dacca are part of India, but for BRP purposes are treated as British colonies worth five BRPs each.

**B. CEYLON:** Ceylon and Colombo are part of India and have no BRP value.

#### 72.16 UNIT CONSTRUCTION:

**72.161 LOCATION:** Indian units may be constructed in Indian hexes or in the India box.

**72.162 PER TURN LIMITS:** The Indian construction limit is subject to the following per turn limits. The overall Indian construction BRP limit may be reduced by a maximum of three BRPs per turn by Japanese bombing of and rocket attacks against the India box (72.321) and the presence of Japanese ground units adjacent to the India box (72.42).

**A. INDIAN INFANTRY CONSTRUCTION:** Two infantry factors of any denomination. Three steps of *Storm Over Asia* Indian army research increase the Indian construction limit from two to three BRPs of infantry per turn (*Storm Over Asia* transition rule 6.96A).

#### B. BRITISH ECONOMIC PREPARATION EFFECTS:

- If Britain has no *Storm Over Asia* economic preparation research, each turn it must pay one additional BRP for each Indian infantry factor it builds.
- If Britain has two steps of *Storm Over Asia* economic preparation research, each turn it must pay one additional BRP for each of the first two Indian infantry factors it builds.

- If Britain has four steps of *Storm Over Asia* economic preparation research, each turn it must pay one additional BRP for the first Indian infantry factor it builds.
- A British *Storm Over Asia* economic preparation result has no effect on Indian infantry construction.
- If Britain has eight steps of *Storm Over Asia* economic preparation research, each turn it may build one Indian infantry factor at no BRP cost.
- If Britain has ten steps of *Storm Over Asia* economic preparation research, each turn it may build two Indian infantry factors at no BRP cost.
- A second *Storm Over Asia* British economic preparation result allows Britain to build three Indian infantry factors each turn at no BRP cost.
- Increases in the construction cost of Indian infantry factors do not count against the British or Indian construction limits.
- Decreases in the construction cost of Indian infantry factors do not allow the construction of more than three Indian infantry units in a turn.

Classic A World at War
In classic A World at War, three Indian infantry factors may be built each turn.

**B. ARMY AIR:** One army air factor once India has at least one AAF in its force pool.

Classic A World at War
In classic A World at War, India has no army air units.

**C. SHIPBUILDING:** India's shipbuilding capabilities depend on the level of *Storm Over Asia* Indian shipbuilding research (*Storm Over Asia* transition rule 6.95). Each higher result includes all lower results.

- Three steps of *Storm Over Asia* Indian shipbuilding research give India a shipbuilding rate of one, which may only be used to repair Western Allied ships once Britain and Japan are at war.
- The first *Storm Over Asia* Indian shipbuilding result allows India to rebuild Australian ships that have been sunk, up to the starting level of the Australian navy.
- Nine steps of *Storm Over Asia* Indian shipbuilding research:
  - Increase the Indian shipbuilding rate to two.
  - This second Indian shipbuilding point may be used to build Australian two-factor battlecruisers and CVLs. Only one such named ship may be under construction in the Indian shipyard at any one time.
- The second *Storm Over Asia* Indian shipbuilding result allows two Australian named ships to be under construction in the Indian shipyard at any one time.
- The construction of Australian named ships after a *Storm Over Asia* Indian shipbuilding research of nine steps or greater is subject to the following restrictions.
  - **Battlecruisers:** No more than three Australian two-factor battlecruisers (the *Antipodes*, *Australia* and *New Zealand*) may be built.
  - **Aircraft carriers:** No more than three Australian CVLs (the *Brisbane*, *Melbourne* and *Sydney*) may be built. Only Australian naval air squadrons may operate from Australian CVLs.
  - Australian battlecruisers and CVLs may be rebuilt if sunk.

Classic A World at War
In classic A World at War, India has no shipbuilding.

**72.163 COST:** The cost of constructing Indian units may be paid:

**A.** By Britain, with the construction cost counting against the British construction limit; or

**B.** Following either the outbreak of war between Japan and the U.S. or a British surrender, by the U.S., with the construction cost counting against the American construction limit. One Indian Ocean transport and either one Atlantic or one Pacific transport must be used for every five American BRPs granted to India in any turn in which the U.S. pays for the construction of

Indian units.

**72.164 INDIA AFTER A BRITISH SURRENDER:** Indian force levels and BRPs are unaffected by a British surrender (59.513B). Indian units may be lent to the U.S. after a British surrender (59.53).

**72.17 BRITISH FORCES:** One 2-3 armor unit, three 1-2 infantry units, two replacements, two AAF, one cruiser and one destroyer factor must begin the game in Asia and remain there until the outbreak of war between Britain and Japan. Their deployment is restricted as set out in the applicable scenario. Britain may place a 3-3 armor unit in Asia only if it achieved two *Gathering Storm* armor research results and all its 2-3 armor units have been increased to 3-3 armor units.

Classic A World at War
In classic A World at War, Britain does not have 3-3 armor units.

## 72.2 THE INDIA BOX:

**72.21 THE INDIA BOX:** The India box represents that part of India which does not appear on the board. The India box, which appears on the Pacific mapboard, is distinct from the Indian Ocean SW box, which appears on the European mapboard.

**72.211 BASING:** The India box has an unlimited basing capacity for Western Allied air and naval units.

**72.22 ENTERING THE INDIA BOX:** Western Allied units may enter the India box in the following ways:

### 72.221 DURING THE MOVEMENT PHASE:

**A. GROUND UNITS:** By moving from an Indian hex south of the Himalayas adjacent to the western edge of the mapboard and by sea transport. Sea transport may originate in eligible ports on the Pacific mapboard, Suez, Basra or Abadan.

**B. AIR UNITS:** By staging from an Indian hex off the western edge of the mapboard or by sea transport.

**C. NAVAL UNITS:** By changing base into the India box. Base changes may originate in the Australia box, the South Africa box, eligible ports on the Pacific mapboard, Suez, Basra or Abadan (5.48B).

### 72.222 DURING THE COMBAT PHASE:

**A. ARMOR UNITS:** By exploitation movement from an Indian hex off the western edge of the board south of the Himalayas.

### 72.223 DURING THE REDEPLOYMENT PHASE:

**A.** By TR from an Indian hex or SR from an objective off the western edge of the board south of the Himalayas, or by NR, via hex CC2 or from the Australia box, the South Africa box, the Ethiopia box, Suez, Basra, or Abadan.

**B.** NRs between the India box and other eligible mapboard boxes may not be intercepted by Japanese units.

**72.224 JAPANESE UNITS PROHIBITED:** Japanese units may not enter the India box (EXCEPTION: Japanese bombing - 26.462).

**72.23 LEAVING THE INDIA BOX:** Western Allied units may leave the India box by moving, staging, sea transporting, seaborne invading or redeploying onto the mapboard, including by moving ground units into vacant Japanese-controlled hexes on the edge of the mapboard. Western Allied units may not leave the India box if this results in there being fewer Western Allied ground factors in the India box than there are Japanese ground factors adjacent to the India box along the western edge of the mapboard. NAS based on carriers in the India box may not stage onto the mapboard.

**72.24 AIR MISSIONS:** Japanese air units may not fly missions into the India box (EXCEPTION: Japanese bombing - 26.462). Western Allied air units in the India box may not fly missions onto the mapboard.

**72.25 GROUND ATTACKS:** Ground attacks from the India box onto the mapboard, or from the mapboard into the India box, are prohibited.

## 72.3 COMBAT INVOLVING THE INDIA BOX:

**72.31 ATTRITION COMBAT ONLY:** The India box and all adjacent Indian attrition zones are considered to be a single attrition zone unless India has surrendered. Japanese and Indian National Army ground units adjacent to the India box may attrition, and be attritioned by, Western Allied ground units in the India box. Hex results achieved in attrition combat may not be used against the India box, nor may Western Allied ground units capture hexes by attrition advance from the India box. No offensive operations



involving ground units are permitted in the India box.

**72.32 AIR OPERATIONS:** The only offensive air operation permitted into the India box is Japanese bombing. Air combat between Japanese air units which are bombing the India box and Western Allied air units in the India box is resolved normally. For offensive operation purposes, the India box is considered part of the Southeast Asian front. Air attacks against Western Allied air units in the India box are prohibited.

**72.321 JAPANESE BOMBING EFFECTS:** For every three BRPs lost as a result of Japanese bombing or flying bomb attacks against the India box, the Indian construction limit (72.162) and the British construction limit are reduced by one BRP. For every BRP lost as a result of Japanese rocket attacks against the India box, the Indian construction limit (72.162) and the British limit are reduced by one BRP. The maximum reduction in the Indian and British construction limits each turn is three BRPs.

**72.33 INTERCEPTION OF NAVAL ACTIVITIES:** Sea transport, seaborne invasions and NRs to and from the India box may only be intercepted if they pass through mapboard hexes.

## 72.4 JAPANESE FORCES ADJACENT TO THE INDIA BOX:

**72.41 BRITISH BRPs:** For each Japanese and Indian National Army 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 10 BRPs per turn, unless India has surrendered. Indian partisans are not counted.

**72.42 INDIAN CONSTRUCTION:** For every three British BRPs (round down) lost because of Japanese and Indian National Army ground factors adjacent to the India box, the Indian construction limit (72.162) and the British construction limit are reduced by one BRP.

**72.43 INDIAN SURRENDER:** India surrenders if, at the end of any Allied player turn, there are at least ten more Japanese and Indian National Army ground factors adjacent to the India box than there are Western Allied ground factors in the India box. Indian partisans are not counted.

**72.431** India may voluntarily surrender at the end of any Allied player turn.

## 72.5 INDIAN SURRENDER:

**72.51 EFFECTS OF INDIAN SURRENDER:** If India surrenders:

- A. All Indian units are permanently removed from the board.
- B. All non-Indian Western Allied units in the India box are eliminated.
- C. Western Allied units may not enter or draw supply from the India box.
- D. All construction in the India box is prohibited.
- E. Britain's BRP base is reduced by 10 BRPs and Britain loses the prorated value of the India box. The BRP penalty for Japanese units being adjacent to the India box no longer applies (72.41).
- F. Hex control of Indian hexes is unaffected. Indian hexes may be entered by either side.
- G. The British resistance level is reduced by two.
- H. Western Allied BRP grants to China through the India box are prohibited.

**72.52 JAPANESE BRPs FOR INDIA:** If India surrenders, India is considered a Japanese overseas conquest worth 10 BRPs.

**72.53 RECONQUEST PROHIBITED:** The effects of an Indian surrender are permanent and may not be reversed.

## 72.6 SUPPLY:

**72.61 ALLIED CONTROL:** The India box is an unlimited supply source for Western Allied units unless India has surrendered. Supply may be traced from the India box onto the mapboard through the Indian hexes along the western edge of the board south of the Himalayas, or by sea onto the Pacific mapboard through hex CC2, using one Indian Ocean transport for each sea supply line.

## 72.8 INDIAN AND BURMESE OBJECTIVES:

**72.81 CALCUTTA AND DACCA:** Calcutta and Dacca are each worth five BRPs. If Britain loses control of Calcutta or Dacca and fails to regain control of the city in the following Allied player turn, Britain loses the prorated BRP value of the city and Japan gains the prorated BRP value of the city as a conquest.

*Calcutta and Dacca are not key economic areas and their loss has no effect on the British BRP base or the British or Indian construction limits.*

**72.82 COLOMBO:** Colombo has no BRP value, but may be used as a base for Japanese raiders into the Indian Ocean SW box, and gives Japan a favorable modifier for submarine warfare in the Indian Ocean SW box.

**72.83 RANGOON:** Rangoon is the capital of Burma, which is a British colony (74.11A).

## 72.9 INDIAN NATIONAL ARMY:

**72.91 INDIAN NATIONAL ARMY:** The Indian National Army is a Japanese-controlled force which historically was intended to assist the Japanese in overthrowing British rule in India.

### 72.92 CONSTRUCTION:

A. Indian National Army units may only be constructed by Japan if it has achieved an Indian subversion production result (42.26F, 44.34A).

B. Japan may construct one 1-2 Indian National Army infantry unit each turn or may instead defer the construction of a 1-2 Indian National Army infantry unit in order to build a 2-2 Indian National Army infantry unit in a subsequent turn. No more than one unbuilt Indian National Army factor may be accumulated for future turns in this manner.

C. Indian National Army infantry units may be constructed in any fully supplied city in India or Burma controlled by the Japanese at the start of their player turn.

D. Japan pays the BRP cost of constructing Indian National Army units.

### 72.93 FORCE POOL:

A. An Indian subversion result (42.26F) permits Japan to build one Indian National Army infantry factor and one Indian partisan each turn up to a limit of one 1-2 and one 2-2 infantry unit for each of Calcutta, Colombo, Dacca and Rangoon controlled by Japan, plus two Indian partisans regardless of the number of objectives controlled (72.92B, 72.93B).

B. Allied recapture of a Japanese-controlled Calcutta, Dacca, Colombo or Rangoon reverses this force pool addition. Adjustments to the Indian National Army force pool occur during the Japanese unit construction phase following Japan's capture or loss of the objective. Reductions in the size of the Indian National Army force pool affect unbuilt units only - Indian National Army units on the mapboard remain in play until eliminated.

**72.94 GEOGRAPHICAL RESTRICTIONS:** Indian National Army units may operate only in Burma or India.

**72.95 EFFECTS OF INDIAN SUBVERSION RESEARCH:** Japanese *Storm Over Asia* Indian subversion research has the following effects:

A. Japan may start with up to three additional Indian National Army infantry factors (one factor for one result, two factors for nine steps, three factors for two results). These units may deploy in any Japanese-controlled hex until Japan has gained control of one or more Burmese or Indian hexes, after which they may operate only in Burma or India (72.94). Additional Indian National Army units that are unable to meet this requirement by the end of the turn in which Japan and Britain go to war are permanently eliminated.

B. Japan may build two Indian National Army infantry factors each turn if it achieved two results.

### Classic A World at War

In classic A World at War, rule 72.95 does not apply.

## 73. GIBRALTAR

- 73.1 BRITISH POSSESSION
- 73.2 DEFENSIVE VALUE
- 73.3 NAVAL ACTIVITIES
- 73.4 REDEPLOYMENTS
- 73.5 OIL SUPPLY
- 73.6 DISPLACEMENT OF NAVAL UNITS
- 73.7 SUBMARINE WARFARE

### 73.1 BRITISH POSSESSION:

**73.11 BRITISH POSSESSION WITH NO BRP VALUE:** Gibraltar is a British possession with no BRP value.

## 73.2 DEFENSIVE VALUE:

**73.21 DEFENSIVE VALUE:** Gibraltar contains a fortress, mountain and beach. Allied units in Gibraltar therefore have a +5 DM when defending against land attack and a +6 DM when defending against seaborne invasion, unless the defensive value of the Gibraltar fortress has been reduced by siege.

## 73.3 NAVAL ACTIVITIES:

**73.31 INVASIONS AND SHORE BOMBARDMENT:** Subject to the normal restrictions on seaborne invasions, Gibraltar, as a two-front port, may be invaded by naval units based on the Mediterranean front, the western front, or both. Shore bombardment for an invasion of Gibraltar may be provided by naval units based on the Mediterranean front, the western front, or both, regardless of the originating front of the invasion itself. The cost of invasions and shore bombardment of Gibraltar is paid on the Mediterranean front.

**73.32 SEA TRANSPORT:** The cost of sea transport to Gibraltar is paid on the Mediterranean front.

**73.33 INTERCEPTION:** A naval activity to or from Gibraltar may only be intercepted on the front in which the activity occurs (21.1324).



## 73.4 REDEPLOYMENTS:

**73.41 REDEPLOYMENTS INTO AND OUT OF GIBRALTAR:** The side which controls Gibraltar may NR units into and out of Gibraltar regardless of the presence of enemy units on any adjacent hex (28.26D). The converse is not true; units may not redeploy into or out of Z8, the land hex adjacent to Gibraltar, if Gibraltar is in enemy hands (28.25).

**73.42 NRs THROUGH THE STRAIT OF GIBRALTAR:** NRs past Gibraltar between the Atlantic and the Mediterranean are prohibited if Gibraltar is not under friendly control. (EXCEPTION: If Gibraltar is under enemy control, Germany may NR one submarine factor between the western front or the Atlantic SW box and the Mediterranean each turn. Similarly, the Western Allies may NR one submarine factor each turn between the western front and a Mediterranean port if the Axis control Gibraltar. - 25.15).

## 73.5 OIL SUPPLY:

**73.51 OIL:** Gibraltar may draw oil supply from the western front, the Mediterranean front, or both.

## 73.6 DISPLACEMENT OF NAVAL UNITS:

**73.61 CHOICE OF FRONTS:** Naval units displaced from Gibraltar are displaced to either the western or Mediterranean front, as the owner chooses.

## 73.7 SUBMARINE WARFARE:

**73.71 EFFECT ON SUBMARINE WARFARE:** Axis control and full supply of Gibraltar gives the Axis a favorable +/-1 modifier for submarine warfare SW combat dice rolls (25.723).

# 74. BRITISH ASIAN COLONIES

74.1 BRITISH COLONIES

74.2 EFFECT ON BRITISH BRP LEVEL

74.3 STRAIT OF MALACCA

## 74.1 BRITISH COLONIES:

**74.11** At the start of the game, Britain controls the following Asian colonies:

A. Burma (10 BRPs). Capital: Rangoon.

B. Malaya (10 BRPs). Capital: Kuala Lumpur.

C. Sarawak (0 BRPs). Capital: Kuching.

D. Hong Kong (5 BRPs).

E. Singapore (5 BRPs).

## 74.2 EFFECT ON BRITISH BRP LEVEL:

**74.21 BRPs ADDED NORMALLY:** Beginning in the 1940 YSS, Britain includes the BRP value of its Asian colonies in its BRP total in the same manner as for its Middle Eastern colonies.

## 74.3 SINGAPORE:

**74.31 STRAIT OF MALACCA:** Singapore controls the Strait of Malacca (DD11, EE10). Sea supply, naval activities, submarine interception of the Japanese convoy route and NRs are not permitted through these two hexes to or from the Bay of Bengal (hexes DD10 and EE9) to the west or to or from EE11 (Singapore) and FF10 to the east unless Singapore is controlled by friendly forces (EXCEPTION: Singapore itself may be invaded from the west through the Strait of Malacca).