

## SEQUENCE OF PLAY (3.0)

### 1) Production

- a. Spring season: force pool additions and BRP allotment (14.2).
- b. Winter and spring seasons: Russian weather (22.4).
- c. Scrap, build, and place units [check track] (15.0). Inverse BRP order.
  - (1) Britain trade detour (18.2).
- d. Add events and select (lowest BRP) & implement one per theater.
- e. Select (lowest BRP) second Pacific event, implement if embargo (24.2).
- f. Purchase and announce impulse chits (3.15). Inverse BRP order.

### 2) Diplomacy

- a. U.S. entry effects (16.22, 19.62).<sup>V</sup> [V: Vichy attitude (19.62)]
- b. Minor country diplomacy. Inverse BRP order.
  - (1) Bribes/counter-bribes (16.1) and territory transfer (17.1).<sup>V</sup>
  - (2) British propaganda (23.45).
- c. Vichy ally (19.63).<sup>V</sup>
- d. Diplomatic effects.
  - (1) Ongoing war reactions (16.22, scenario).
  - (2) Check for DoW's (5.48, 5.51, 16.31).
  - (3) Reactions (16.2, 19.62, 26.5&.6) and scenario modifiers.
  - (4) U.S. entry modifiers (23.4) and transfer limitations (14.94).
  - (5) End of influence (16.5), comrades in arms (16.15).
  - (6) Control (5.5).

### 3) Sea Zone Placement

- a. Sea control placement (6.4). Order: surrendered MPs, Soviet Union, France, Germany, Italy, Britain, United States/Japan.
- b. Raiding placement (6.4). Same order as sea control.

### 4) Declarations of War

- a. Announce MP DoW's (5.41, 5.48, 5.51). Inverse BRP order.
  - (1) Pay for declarations (5.42, 5.49) and surprise (5.44).
  - (2) Reactions (16.2, 19.62, 19.73, 26.5&.6) and scenario modifiers.
  - (3) Entry modifiers (23.4, 24.31).
  - (4) End of influence (16.5, 19.61).
  - (5) South Africa neutrality (18.3).
  - (6) Japan total embargo (24.21), unrestricted war (24.32).
  - (7) U.S. transfer limitations (14.94).
  - (8) Conditional events & units.
- b. Set up minor countries (5.51).

### 5) Sea Control and Raiding

- a. Sea control combat (6.5). Britain determines combat order. Three rounds. Withdraw in same order as sea control.
- b. Raiding. Britain determines order.
  - (1) Escorts and hunter-killers (6.6).
  - (2) Raiding (6.6).

### 6) Strategic Redeployment

Inverse BRP order.

- a. Units (7.0).
- b. Place [during unit SR] and resolve AI (11.8).
- c. BRP transfer & tribute (14.9).

### 7) Operations

- a. Lowest BRP power draws first impulse chit (3.71).

#### Air Effort (4.34)

1. Place all CA (11.5), NS (11.6), SB (11.7), rebase (11.2).
2. Place [after each effort type in (1)] and resolve AI (11.8).
3. Resolve CA (11.5), NS (11.6), SB (11.7).<sup>V</sup>
4. SB political fallout (11.73).

#### Attrition (4.33)

1. Place attrition marker on friendly/allied hex (4.33).
2. Ground movement of units (8.0).<sup>V, R</sup> [R: Russian Fascist defection (p.25)]
3. Announce hex to be attacked (9.2).
4. Place one OAS (11.3).
5. Place and resolve AI (11.8).
6. Place DAS (11.4).
7. Resolve attack. No exploitation.<sup>J</sup> [J: Japan embargo (24.2)]

### General Offensive (4.35)

1. Ground movement (8.0).<sup>V, R</sup> Announce hexes to be attacked.
2. Place rebase (11.2), OAS (11.3).
3. Place [after each effort type in (2)] and resolve AI (11.8).
4. Place DAS (11.4).
5. Place CA (11.3), NS (11.6), SB (11.7).
6. Place [after each effort type in (5)] and resolve NI (6.8) and AI (11.8).
7. Resolve CA (11.5), NS (11.6), SB (11.7).<sup>V</sup>
8. SB political fallout (11.73).
9. Fleet train port upgrade/reversion (13.32).
10. Naval transport (10.1).
11. Resolve NI (6.8).
12. AA (10.2).<sup>V</sup>
13. Place and resolve NI (6.8) and AI (11.8).
14. Resolve AA (10.2).<sup>V</sup> [May wait until step 16.]
15. Parachutes (13.1).<sup>V</sup>
16. Place and resolve AI (11.8).
17. Resolve each attack in attacker's order of preference. Exploitation (9.6).<sup>V</sup>

### HQ Offensive (4.32)

1. Ground movement (8.0).<sup>V</sup>
2. Announce hexes to be attacked (9.2).
3. Place OAS (11.3).
4. Place and resolve AI (11.8).
5. Place DAS (11.4).
6. Place CA (11.3).
7. Place and resolve AI (11.8).
8. Resolve CA (11.3).<sup>V</sup>
9. One unit parachute (13.1).<sup>V</sup>
10. Place and resolve AI (11.8).
11. Resolve each attack in attacker's order of preference. Exploitation (9.6).<sup>J, V</sup>

### Naval Effort (4.31)

1. Fleet train port upgrade/reversion (13.32).
  2. Place NS (11.6).
  3. Place and resolve NI (6.8) and AI (11.8).
  4. Resolve NS (11.6).<sup>V</sup>
  5. Naval transport (10.1).
  6. Resolve NI (6.8).
  7. One hex AA (10.2).<sup>V</sup>
  8. Place OAS (11.3).
  9. Place and resolve NI (6.8) and AI (11.8).
  10. Place DAS (11.4).
  11. Resolve AA (10.2).<sup>J, V</sup>
- 
- b. Return air units to bases (11.22, 11.31).
  - c. Vichy attitude modifiers (19.62), defections and scuttle (19.71, .72).
  - d. Operational halt (3.72, 28.2). MP of previous op draws chit if play continues.
  - e. Minor attrition impulses (5.59). Inverse BRP order.

### 8) Supply

- a. Ground and air unit supply check (12.0).
  - (1) Reduce or eliminate unsupplied ground units (12.32,33). Record French, Italian, and minor factors eliminated (19.1, 20.2, 26.1, 26.36).
  - (2) Return half (round up) of unsupplied air units to force pool (12.32).
- b. Remove/flip airfields, beachheads, forts, supplied air & ground units (3.82).
- c. Repair supplied ground units (15.3).

### 9) End

- a. Surrender (26.2, special rules) or switch sides (26.4).<sup>V</sup>
  - (1) Plunder BRPs (14.6).
  - (2) End of influence (16.5).
  - (3) Naval unit control (26.2, p.20); Netherlands naval & air control (26.7).
  - (4) Yugoslavia, Poland breakup & reunification (17.2, 17.6).
  - (5) Freed minors (26.36).
  - (6) Diplomatic (16.22, 19.62) & entry modifiers (23.4).
- b. Liberation & occupation (18.5, 19.9, 26.3).
- c. Return units in sea boxes to ports/airbases. Sea control placement order.
- d. Reorient units to inactivated status.
- e. Winter season: record BRP levels, move to zero. [objective tally]
- f. Advance season & year markers.

GEOGRAPHIC CHART			
Terrain/Area/Zone	Movement Points (8.1)	Defender Ground Combat Strength Effects (9.8)	Notes
Beach	n/a	--	Allows advance and exploitation after AA. All Pacific invadable hexes are beaches.
Non-beach	n/a	--	AA capacity halved, no advance after combat or exploitation (10.25).
Canal (6.22)	Naval restriction	+ 1 <sup>1</sup>	Hexside only--bonus not applied if unit is being attacked across any non-canal hexside simultaneously.
Clear	1	--	
Desert	1	--	Cannot SR from, into, or through.
Desert & Mountain	2 ARM, 1 others	x 2 <sup>2</sup> (x 3)	Cannot SR from, into, or through. No AA or paradrop.
Fortress (13.6)	No additional	x 2	Always in supply. Not a supply source for purposes of repair (15.32). Cannot move.
Jungle	2 ARM, 1 others	--	Supply restrictions (12.7).
Mountain	2 ARM, 1 others	x 2 <sup>2</sup> (x 3)	No AA or paradrop. [house rule: SR okay]
Narrow Seas (13.4)	Surface naval restriction	n/a	Naval transit (not SUB), SR, & supply requires coastal hex w/in 2 hexes of narrow sea friendly+ controlled.
Objective City (9.8)	Underlying terrain	+ 1 <sup>1</sup>	Mainland European cities, Britain, or Japan only.
Off - Map Land (13.81)	n/a	--	Australia off-map boxes are considered clear and do not have stacking limits.
Qattara	Prohibited	n/a	Cannot SR or trace supply through. Entire hexside only.
River	No additional	+ 1 <sup>1</sup>	Hexside only--bonus not applied if unit is being attacked across any non-river hexside simultaneously.
Sea Zone Boundary (6.1)	No additional	n/a	Part of all zones bordered.
Swamp	2 ARM, 1 others	+ 1 <sup>1</sup>	No paradrop.
Strait	No additional	+ 1 <sup>1</sup>	Hexside only--bonus not applied if unit is being attacked across any non-strait hexside simultaneously.
Water	Land units prohibited	n/a	Does not include straight.
Zone of Control (8.5)	1 additional (to leave)	n/a	Blocks supply and retreat unless friendly unit in ZOC hex. DIV ARM do not exert ZOC.

<sup>1</sup> + 1 bonus is added after any strength doubling (9.82). GAR cannot have strength more than doubled (13.6).

<sup>2</sup> Defending non-MTN unit strength is not doubled if none of the defenders are MTN units and at least 50% of attacking factors are MTN units. MTN units defend at triple strength (p. 25,26).

Area	Naval Capacity	Air Capacity	Notes
Airbase (11.1)	N/A	5	Adds 5 factor air capacity to hex.
Beachhead (10.28)	18 SURF, 6 CV, 6 SUB, 2 FT, no LC limit	None	Cannot place on mountain terrain. FT may convert into major port (Naval or General Offensive impulse) (13.32).
City (11.1)	N/A	5	
Major Port/Shipyard (6.2)	36 SURF, 3 FT, no other limits	5	FT activated as major port serves as shipyard for repair but not new construction or strategic bombing (House Rule).
Minor Port (6.2)	18 SURF, 6 CV, 6 SUB, 2 FT, no LC limit	5	FT may convert minor port into major port (Naval or General Offensive impulse) (13.32).
Hex	see above	see above	Stacking limit of 2 ground units (INF, CAV, ARM, GAR, MAR), plus 1 HQ and PARA. 2 XX equal 1 unit (8.4). Any hex with a hex number is playable (2.1).

KEY: Rumors of War

LAND COMBAT (9.0)					
Combat	Unit	Die/Factor	ATTACK Hit on	DEFEND Hit on	Notes (Players Guide, Rumors of War, Daily Content)
Land	INF	1 / 1	6	5,6	Attacking Jewish INF hit German units on 5,6.
	MTN	1 / 1	6	5,6	(p. 25-26)
	ARM	1 / 1	5,6	4,5,6	May exploit (9.6).
	CAV	1 / 1	6	5,6	
	GAR	1 / 1	n/a	5,6	2 hits/factor to eliminate. Cannot attack or AA. Move by SR or sea transport only (13.6).
	MAR	1 / 1	6 or 5,6	5,6	5, 6 attack when conducting AA (9.2.3).
	PARA	1 / 1	6	5,6	During paradrop, in supply (13.14) and takes all hits first (9.38).
	HQ	n/a	n/a	n/a	Eliminated if attacked alone or when all other units in hex are eliminated (9.33).
	GUN	n/a	6	n/a	Fortress attack. Eliminated if attacked alone or when all other units in hex are eliminated.
	V1, 2	n/a	n/a	n/a	No movement. Eliminated by one land or 3 strategic bombing hits in one impulse (p. 9).
Air Support (11.3, 11.4)	TAC	1 / 1	6	5,6	Air support factors may not exceed total strength of ground factors.
	JET	1 / 1	6	5,6	
	SAC	1 / 2	6	n/a	As above. Offensive support only. Cannot conduct exploitation support.
	CV	1 / 2	6	n/a	As above. General Offensive or Naval impulse only. Range of 2.
	TAC	1 / 1	5,6	4,5,6	Factors up to the number of attacking or defending ARM factors.
	JET	1 / 1	5,6	4,5,6	
	SAC	1 / 3	6	n/a	As SAC above. General Offensive only (13.5).
Amphibious Assault Support (10.25)	SURF	1 / 2	6	n/a	SURF factors may not exceed twice the total combat strength of the landing units.
COMBAT NOTES					
Combat Sequence (9.2)	Notes				
1. Announce targets	Announce hexes to be attacked.				
2. Place air support (11.3, 11.4)	Place all OAS, then DAS. OAS subject to interception.				
3. Air battle (11.9)	Resolve OAS/DAS air battle.				
4. Supply (12.1)	Check supply for all attacking & defending ground units.				
5. Attack (9.2.3)	Allocate attacks, roll for hits.				
6. Defend (9.2.4)	Apply terrain modifiers to defender combat strength (9.8). Roll for hits.				
7. Damage (9.3)	Apply BRP losses and unit reduction & elimination. Lower strength units before higher strength units.				
8. Retreat (9.4)	Forced if hits >= the total strength of defending units. Move away without entering ZOC in fewest moves until not violating stacking limits. Units forced to retreat but can't are eliminated. No neutral or prohibited terrain. Voluntary retreat eliminates leftover hits.				
9. Advance (9.5)	Attacker may advance into vacated hex and one additional hex if no adjacent enemy units. No MP cost.				
10. Exploitation movement (9.61)	ARM 3 MPs, CAV 2 MPs, paradrop.				
11. Exploitation combat (9.62)	ARM, CAV, & exploitation PARA only ground units. TAC OAS & DAS in same hex. Repeat steps 1-9.				
Combat Situation	Notes				
Amphibious Assault (10.2)	All hits resolved through reducing or eliminating units. In supply at time of AA combat. On beach hex units may advance, exploit, & follow up.				
Paradrop (13.1)	Range of 4, must begin at airbase. In supply during combat from airdrop. Eliminated if fail to clear the drop hex. Cannot move during turn of drop. All hits resolved through reducing or eliminating PARA units, even if other non-drop units participating.				
Airbase overrun (11.12)	Placed airbase is removed and may not be captured. Defender rolls 1 die/air factor. If 1-3 place factor at friendly base within double unit's range. If roll 4-6 or no available base, factor is eliminated.				
Beachhead overrun (10.28)	Beachhead is removed and may not be captured.				
Fortress overrun/surrender (9.9)	Fortress is permanently destroyed. Fortress counters are not returned to the force pool.				
Port overrun (6.71)	Naval displacement: closest friendly or allied port within two zones; otherwise eliminated. Subject to NI. Major port FT's eliminated.				
Division unit (13.82)	When attacking or being attacked and no friendly full sized land unit is participating, +1 to enemy rolls. Do not create ZOC.				
Out of supply (9.36, 12.3)	Unit must be reduced or eliminated, no voluntary retreat. If eliminated not returned to force pool. Eliminated HQ to turn track 1 year out (12.33).				

AIR COMBAT (11.0)				
Combat	Unit	Die/Factor	Hit on	Notes
Air (11.9)  <i>Unescorted bombers</i> <i>Unescorted bombers</i> <i>US after '42</i>	TAC	1 / 1	6	Owning player may select eliminated factors. If all bombing escorts eliminated may attack unescorted bombers (except US only bombers after '43 (11.95)). If attacker has JETs, first loss determined by owner, second by attacker (and every other loss thereafter) (p.13).
	JET	1 / 1	5,6	
	CV	1 / 1	6	
	TAC	1 / 1	5,6 or 6	6 if escorts eliminated. After '42 US (L)SAC only hit on 6.
	JET	1 / 1	4-6	
	SAC	1 / 2	6	
	LSAC	1 / 2	6	Only intercepted by German and British TAC or JET, or Japanese JET.
Counter Air (11.5)	TAC	1 / 1	6 or 5,6	5,6 if no TAC or JET intercept. General Offensive, Air, and HQ impulse only.
	JET	1 / 1	5,6 or 4-6	4-6 if no TAC or JET intercept. General Offensive, Air, and HQ impulse only.
Naval Strike (11.6)  <i>Long range US/British after '42</i>	TAC	1 / 1	5,6	Firing player's choice of targets hit. Air, Naval, or General Offensive only.
	JET	1 / 1	5,6	
	SAC	1 / 2	6	
	CV	1 / 1	5,6	Firing player's choice of targets hit. Naval or General Offensive only.
	SAC	1 / 3	6	As SAC above.
Strategic Bombing (11.7)  <i>After '41</i> <i>After '41</i> <i>After '41</i> <i>Long range US/British after '42</i> <i>Long range US after '43</i>	TAC	1 / 1	6 or 5,6	Objective or shipyard only. Hit on 5 or 6 if not intercepted. Air or General Offensive impulse only.
	SAC	1 / 1	6 or 5,6	
	LSAC	2 / 1	5,6 or 4-6	As above. Only intercepted by German and British TAC or JET, or Japanese JET.
	TAC	1 / 1	5,6 or 4-6	Objective or shipyard only. Hit on 4-6 if not intercepted. Air or General Offensive impulse only.
	JET	1 / 1	5,6 or 4-6	
	SAC	1 / 1	5,6 or 4-6	
	SAC	1 / 2	5,6 or 4-6	As SAC above.
	LSAC	1 / 1	5,6 or 4-6	As LSAC above.
	V1,2	1 / 1	5,6	Cannot be intercepted. May attack in any German impulse other than Naval or Attrition (p. 9).

Hex damage limits: 5 BRP MP, 3 BRP minor, 2 BRP elsewhere.

KEY: [Players Guide](#)

NAVAL COMBAT (6.0)					
Combat		Unit	Die/Factor	Hit on	Notes
Naval (6.3, 6.8) <sup>1</sup>	Air Battle	CV	1 / 1	6	Attacks CV air factors, TAC, JET. Attacker allocates hits, unless defender has JETs, in which case defender determines first loss, attacker second (and every other loss thereafter) (p.13).
		TAC	1 / 1	6	
		JET	1 / 1	5,6	
	Naval (coastal defense (6.83))	SURF	1 / 1	6 (5,6)	Attacks all naval units. Owning player allocates hits by enemy SURF. Transporting units cannot fire.
		SUB	1 / 1	6 (5,6)	Attacks SURF, CV, LC, FT. Attacker allocates hits.
		CV	1 / 1	5,6 (4-6)	Attacks all naval units. Attacker allocates hits. Firing CV factors are surviving air factors.
		TAC, JET	1 / 1	5,6 (4-6)	
Raiding (6.6)	Escorts & Hunter-Killers	SURF	1 / 2	6	Attacks raiding SURF, CV, SUB. Attacker allocates hits.
		SUB	1 / 2	6	Attacks raiding SURF, CV. Attacker allocates hits.
		CV	1 / 1	6	Attacks all raiding units. Attacker allocates hits.
		TAC, JET	1 / 1	6	
	Raiding	SURF	1 / 1	6 or 5,6	Each hit equals 1 BRP loss, up to zone limit. Higher hit range if no escorts/hunter-killers are present, or if escort/hunter-killer dice rolled are less than twice surviving raiding factors.
		SUB	1 / 1	5,6 or 4-6	
		CV	1 / 1	5,6 or 4-6	
		TAC, JET	1 / 1	5,6 or 4-6	

<sup>1</sup> Controlling power may decline NI combat, or may specify specific units to attack (6.8).

## EUROPE SEA AREA RAIDING (6.6)

	Britain	France	Italy	Germany	Greece	Netherlands	Soviet Union	Spain	Sweden	Turkey	United States
Adriatic			1								
Aegean					2						
Baltic				10	1,8		1 <sup>4</sup>		2		
Black Sea							2			1	
Central Atlantic	3										12
Central Mediterranean	3 <sup>6</sup>	1	5					1			
Eastern Atlantic	4							1			
Eastern Seaboard	5										20
Eastern Mediterranean	3 <sup>6</sup>	2			1						
North Atlantic	5,20 <sup>2</sup>										
North Sea	1					1					
Norwegian Sea				10	1,7		1,3 <sup>3</sup>				
Western Approaches	4	3,5 <sup>5</sup>									
Western Atlantic	3										12
Western Mediterranean	3 <sup>6</sup>	3	1					2			

<sup>1</sup> Cannot be raided in year Germany BRPs reduced 10 if Sweden hostile or at war w/ Germany, or Norway or Narvik is enemy-controlled and Sweden is not a German ally (21.2).

<sup>2</sup> 20 once BRPs have been transferred from the U.S. to Britain (14.42).

<sup>3</sup> 3 once BRPs have been transferred via the Atlantic to the Soviet Union (14.43).

<sup>4</sup> If Leningrad is enemy controlled, Baltic cannot be raided against Soviet Union (22.1).

<sup>5</sup> 5 once BRPs have been transferred to France from Britain or the US (14.44).

<sup>6</sup> N/A for raiding if both Suez and Gibraltar are enemy controlled (18.1) or trade detour (18.2).

<sup>7</sup> Winter only.

<sup>8</sup> Spring, Summer, Fall only.

## NAVAL RANGE (6.72)

Action	SURF, CV	SUB	LC	FT
Sea Control/Raid	1	4	n/a	n/a
Naval Impulse	9	5	3	9

## PACIFIC SEA AREA RAIDING (6.6)

	Australia	Borneo	Burma	French-Indo China	India	Japan	Java	Philippines	United States
Arabian Sea				2					
Bass Strait	1								
Bay of Bengal				2					
East China Sea						3			
Hawaiian Islands									2
Indian Ocean 5							1		
Indian Ocean 11	1								
Indian Ocean 12	2								
Java Sea		1					1		
Philippine Sea								1	
Pacific Ocean 7						1			
Pacific Ocean 8						2			
Sea of Japan						4			
South China Sea					1				
Straits of Malacca			1						
Sulu Sea		1							
Tasman Sea	1								
Yellow Sea						2			

## LANDING CRAFT LOSS (10.26)

Hex Control	Elimination Roll	
	Beach	Non-beach
Friendly	n/a	n/a
Hostile, unopposed	1	1, 2
Hostile, opposed	1, 2	1, 2, 3

## COSTS (15.0)

	Unit/Chit/Action	BRP	Notes <sup>1</sup>
Unit	INF, CAV, GAR	1* + 1 per factor	Place in controlled & supplied city hex in home nation. <sup>1</sup> *Soviet Union and Turkey do not pay extra 1 BRP for INF (15.15).
	ARM, PARA, MAR	1 + 2 per factor	Place in controlled & supplied city hex in home nation. <sup>1</sup>
	MTN	2 + 1 per factor	Place in controlled & supplied city hex in home nation (p. 25-26). <sup>1</sup>
	TAC, SAC, JET	3 per factor	Place in controlled & supplied air base in home nation. For each new JET factor retire 1 in-play or force pool TAC factor.
	SURF, CV, LSAC	4 per factor	New naval units appear 3 turns later; place in controlled shipyard in friendly nation. <sup>2</sup> Limited naval repair appears that turn; 1 factor/port per controlled & supplied shipyard (incl. conquered). Place air in controlled & supplied air base in home nation.
	LC	3 per factor	Place in controlled & supplied friendly nation port hex.
	SUB	2 per factor	Place in controlled & supplied friendly nation shipyard hex. <sup>2</sup>
	HQ	5	Place in controlled & supplied city hex in home nation.
	FLEET TRAIN	15	Place in controlled & supplied friendly nation shipyard hex.
	SEIGE GUN	5, 1	Place 3 turns later in any controlled German city. 1 BRP/General or HQ offensive activation.
	V1, V2	10	Available after Aim for the Stars event drawn. Place in any German controlled hex not adjacent to an enemy unit (p. 9).
Impulse	HQ, NAVAL, AIR	5	Only one impulse/theater (not General Offensive) if not at war with MP (4.22). Exception: Japan.
	GENERAL OFFENSIVE	15	One GO per calendar year per map, cannot be in consecutive seasons (4.22).
	ATTRITION	2	Only one impulse/theater (not General Offensive) if not at war with MP (4.22). Exception: Japan.
	SUSTAINED OFFENSIVE	8	Britain, France, and US require leader; German conditional limitations.
Misc.	SEA CONTROL/RAIDING	1 - 5	Paid once per season per theater (6.42).
	BEACHHEAD, AIRFIELD	5	Beachheads established via AA are free. Place in friendly controlled coastal hex in production (10.28, 11.11).
	FORTRESS	15, 20	Converted GAR. 15 BRP cost if placed in home country. Place in controlled hex not adjacent to enemy unit (13.62).
	MP DOW MP	15 per MP	Includes allied minors. Exception: DoW triggered by event. Covers Vichy unless Vichy already at war w/ Germany (19.66).
	MP DOW minor	5 per minor	Exceptions: DoW triggered by event. Germany pays no BRPs to DoW Luxembourg (21.1), 5 against Vichy (19.66).
	SURPRISE ATTACK	5	Japan and Germany only on turn DoW on MP (5.44).
	DOW CHINA	10	Covers both factions (25.32).
	BRIBE	1-4	+1 to roll for each BRP spent.
	COUNTER-BRIBE	2, 4	+1 to roll for each 2 BRP spent.
	BRITISH PROPAGANDA	10	+1 if France or USSR conquered by Germany or Italy, +2 if both, +1 if enemy troops in Britain (23.45).
	BRITISH TRADE DETOUR	10	During any production segment. Reduces BRP by 10 each spring, but no enemy raiding of Mediterranean zones (18.2).
	US DOW REQUEST	10	Covers attempts for both theaters. Requires additional DOW cost if successful (23.4).
	CALCUTTA TRADE ROUTE	10	After Rangoon is Japanese controlled and Calcutta is not Japanese controlled (23.48).
	REYKJAVIK INVASION OK	3	Britain or US DoW Denmark, only occupy Reykjavik. Results in no diplomatic modifiers due to DoW on minor (5.49).
	HEISENBERG PRINCIPLE	20, 10	20 in Spring '44, 10 each spring after until event drawn (p. 9).
	PROJECT F-GO	10 / season	10 in Spring '43, '44, '45 (p. 28-29).

<sup>1</sup> If no home nation cities are friendly controlled, one ground unit per turn may be placed in colony city (15.21).

<sup>2</sup> Minor countries without shipyards have naval units placed in a home port. They can be repaired at allied shipyards. If eliminated, they are removed permanently (15.23).

**KEY:** Players Guide, Rumors of War, Daily Content

REPAIR COST (15.31)		
	Unit/Chit/Action	BRP*
Unit	INF, CAV, MTN	1 / factor
	ARM, PARA, MAR, SUB	2 / factor
	TAC, SAC, JET, LC	3 / factor
	SURF, CV, LSAC	4 / factor

#### Rebuild/Repair/Scrap Notes

Unsupplied ground units may not be repaired, and fortresses and allied capitals may not act as supply sources for repair.

**Scrapped naval units:** under construction 1/2 of unit BRP cost, built 1/3 cost. Scrapped units cannot be rebuilt. Must scrap in home nation shipyard; LC's may use port (15.6).

**One SURF and CV factor can be repaired per turn** per friendly controlled (incl. allied and conquered) shipyard. Must occupy shipyard during production (15.13).

**Repaired JET do not retire TAC factors** (p. 13).

\* **North Africa:** Units in North Africa must trace a supply path to an eligible supply source outside of North Africa to be eligible for repair, except for British & US units, which may use Suez (hex 4227) as a supply source for repair purposes. Nations that use Suez as a supply source for repair purposes pay 2x BRPs.

COUNTRY SPECIFIC REPAIR/BUILD	
Country / Unit	Notes
Minors without BRP stockpile	Unbuilt or eliminated units placed in controlling MP's force pool (15.72). MP may repair unless otherwise prohibited.
Minors without shipyards	May have units repaired at an allied major shipyard, but if completely eliminated are removed permanently (15.23).
British South Africa	Cannot be rebuilt or repaired (15.42).
British ANZAC	ANZAC may not be rebuilt or repaired in Third Reich only (15.42). May be rebuilt or repaired in GPW & SWW.
British India	Cannot be repaired after Pearl Harbor (TR) or until Britain and Japan are at war in SWW or GPW (15.42).
Danish naval	Siezed Dutch naval units may be rebuilt by the siezing nation (p. 20). (They may not be attacked until seizure attempt.)
French naval (via Navale events)	Naval units controlled through Armee Navale cannot be repaired or rebuilt (Events).
Finnish 3-3 INF	Cannot be repaired, and if eliminated can only be rebuilt as 1-3 (26.5).
Italian Fascist & Co-belligerent	Cannot be repaired or rebuilt (20.3,.4).
Nationalist China 3-2 INF	May be repaired through US Nationalist Training event only (25.6).
Netherlands TAC, SURF, SUB	After Netherlands surrender may be repaired and rebuilt by controlling MP from their force pool & BRP's (26.7).
Polish Exile	May not be rebuilt or repaired (15.42).
Polish SURF	Polish 1 x 1 SURF may be built at Gdynia if the Netherlands or Sweden neutral & 1 x 9 SURF may be built only if Netherlands neutral during entire construction period. If Poland is conquered while allied to France and/or Britain, Polish SURF units conquered while are treated as French or British units and may be repaired at their shipyards.

KEY: [Players Guide](#), [Rumors of War](#), [Daily Content](#))



## STRATEGIC REDEPLOYMENT LIMITS (7.0)

Power	Total	Europe <sup>1,2</sup>	Pacific	No Capital	Notes
Britain	9	6	4	4 (3,2)**	Can SR US units if allied. Cannot SR out of Britain the turn after surrender (18.4).
TR (post Pearl Harbor)	n/a	6 (4)	n/a	3	Cape of Good Hope (Suez) available; 2 SRs. <b>2 SRs only in Central Asia (p. 18).</b>
Communist China	1*	n/a	1	1	Cannot SR outside of China.
France	5	5	1	2	No Pacific SR outside French Indo-China.
Germany	8 (+/- oil)	8 (+/-)	0	4 (+/-)	Oil effects (28.31, p. 18). Cannot SR on Pacific map unless passage controlled (7.28).
Italy	5 (+/- oil)	5 (+/-)	0	2 (+/-)	
Japan	6	0	6	1	Only one SR by land outside of Japan, Manchukuo, or Chosen. Cannot SR on Europe map unless passage controlled (7.28).
Nationalist China	1*	n/a	1	1	Cannot SR outside of China.
Poland	2*	2	n/a	n/a	
Romania	2*	2	n/a	n/a	
Soviet Union	7 (- oil)	6	2	3 (3,1)** (-)	Only one ground SR outside USSR on Pacific map. Cannot overseas SR others with own naval units. Non-Soviet units cannot SR by land through Soviet controlled hexes (7.12). Ground & air SR between maps costs 2 SRs/unit on map of origin (7.13, 7.34). Oil (28.31). <b>2 SRs only in Central Asia (p. 18).</b>
Spain	2*	2	n/a	n/a	
Turkey	2*	2	n/a	1	
United States (7.4)	12	9 (East Coast max: 6)	7 (West Coast max: 5)	n/a	Can SR British units if allied. Cape of Good Hope (Suez) available; 2 SRs. Air & ground may SR between West/East coasts; 1 SR. SR by sea via Panama Canal available (and to allies) from East/West coast; 1 SR (7.27). SR'd ground/air from US box cannot move beyond port until following turn. Refer to Entry Status charts for limits when at peace. Cannot SR into Europe while at peace (23.1). <b>2 SRs only in Central Asia (p. 18).</b>
Other minors	1*	-	-	n/a	

\* MP ally may also spend own SR to SR minor's units (7.6).

**KEY:** Rumors of War

\*\* (Europe, Pacific)

<sup>1</sup> **North Africa terrain:** Only 1 ground unit/power/turn in North African land hex (7.56).

<sup>2</sup> **Central Asia terrain:** US, Britain, and USSR 2 SR limit each in Central Asia (p. 18).

**Transfer** requires 1 SR from both sending and receiving power (14.9).

NAVAL RANGE/SR		AIRBASE RANGE	
Unit (req. factors for ground/air)	Zones	Unit	Hexes
SURF (9), CV, FT	9	TAC	8
SUB	5	SAC	16
LC (1)	3	LSAC	24
<b>Naval double range:</b> double SR cost		PARA	8

**Joint sea control:** double SR cost, double SURF/LC requirements

Optional Oil Effects (28.3)
-2 German SR if Ploesti (2817) is enemy controlled (not neutral) or Romania hostile or at war w/ Germany.
+2 German SR for each hex German controlled: 4510, 4320, 3712.
<b>+2 German SR for each hex German controlled: 4712, 4718, 3712 [supplants bonus above] (p. 18).</b>
-1 German SR for each of the first two hits on Ploesti by enemy strategic bombardment.
+1 Italian SR if 20 BRPs for Oil Strike received. Lost if Tripoli is enemy-controlled.
-1 Soviet Union if both Maikop (3712) and Grozny (4110) are enemy controlled.

SR Restrictions	
Unit	Blocked by
Ground	Enemy controlled hex, adjacent to enemy ground unit that may move to the SR hex, terrain: neutral, hostile, desert, desert mountain, Baltic ice
Naval (incl. transported units)	Sole enemy control of sea zone, narrow seas without friendly+ control within two hexes of narrow sea (n/a SUBs) (13.4)
Air	Neutral or hostile territory

SUPPLY (12.0)	
Country	Supply Sources, Notes
<i>All countries</i>	1. Friendly controlled capital in home nation. 2. Friendly controlled objective city in original home nation borders. 3. Friendly controlled home nation colony capitals. 4. Friendly or allied fortress in same hex (except for repair). 5. Allied capital, if all other sources blocked (except for repair (15.32)) (12.25). Units naval transported (10.1, 12.29), paraded (12.26), or AA'd (10.2, 12.29) are in supply the turn of that action.
Britain (12.22)	US off map boxes, Suez (Europe hex 4337, with restrictions (12.28)), any Indian objective city, any major Australian port (not converted fleet train), friendly or allied controlled sea zones on western board edge (TR only).
China (12.24)	Any hex in China not Manchukuo (both Chinese factions). Outside China: Nationalist to an American supply source, Communist to a Soviet source.
Finland (12.25)	Any hex on the north edge of the board within Finland.
Germany (12.23)	Tripoli, with restrictions (12.28).
Italy (12.23)	Tripoli, with restrictions (12.28).
Japan (12.5)	In China: 1) Two hexes to adjoining river, to Yellow Sea or East China sea, to Japanese supply source. 2) Three hexes to friendly-controlled Chinese provincial capital. 3) Four hexes to beachhead supplied by Japanese source. 4) Two hexes to Japanese HQ that is supplied by methods 1 - 3. <i>Bushido (12.34):</i> Japanese ground units out of supply roll one die; unit reduced or eliminated on roll of 2 or less, 3 or less if in jungle or on one hex island (12.3).
Soviet Union (12.21)	Any map edge hexes within the Soviet Union (either map), any USSR city on the Pacific map.
Turkey (12.24)	Any Turkish city.
United States (12.22)	US off map boxes, any Indian objective city, any major Australian port, Suez (with restrictions (12.28)), friendly or allied controlled sea zones on western board edge (TR only).

#### Supply Blocked by:

- 1) Enemy ground units
- 2) Enemy ZOC (negated by friendly unit in applicable hex)
- 3) Enemy units solely control the sea zone to be used
- 4) Three or more jungle hexes. Supplied friendly HQ may be jungle supply source, allowing supply through up to 6 jungle hexes.
- 5) Neutral or hostile territory
- 6) Narrow seas without at least friendly control within two hexes of narrow sea (13.4)

## MINOR DIPLOMATIC MODIFIERS (16.22)

Event	Modifier
MP DoW's minor <sup>1</sup>	Remove MP's influence for that minor.
MP DoW's MP at war with minor this turn	+2 w/ that minor for declaring MP
MP at war with nation at war with minor (turns after minor goes to war)	+1/turn w/ that minor for MP at war with minor's enemy
Britain DoW's neutral minor. N/A if minor declares first.	-1 Britain. Does not apply if DoW's Norway via Churchill Directs event.
France DoW's neutral minor. N/A if minor declares first.	-1 France
Soviet Union DoW's neutral minor. N/A if minor declares first.	-1 Soviet Union
U.S. DoW Germany	-1 Germany
DoW Italy	-1 Italy
Enters war	+1 Any power at war with Germany or Italy
Italy surrenders	-1 Germany (unless Germany/Italy not allied)
	+1 Any power at war with Italy
MP SBs conquered country	-1 to SB MP except those in Ally (10) box

<sup>1</sup> Does not apply if Britain or US DoW Denmark, occupy Reykjavik, and spend 3 BRPs (5.49).

## VICHY FRANCE (19.62)

+3 Right	French territory transferred to another country by Britain or US.
+2 R	Britain is conquered.
+1 R	British or British-controlled units enter Syria, Tunisie, Morocco, Algeria (+1 each; once/territory).
	British or American units attack Vichy naval or air forces (+1 per hex each attack).
	Moscow & Leningrad are both enemy-controlled.
-1 Left	United States enters the war.
	American units enter Syria, Tunisie, Morocco, Algeria (-1 each; once/territory). N/A if German or Italian occupied.
	German or Italian units enter Syria, Tunisie, Morocco, or Algeria (-1 each; once/territory).
	British or American ground units are present in mainland Italy.
-2 L	British or American ground units enter mainland France (not until second turn after Vichy formed).
-3 L	French territory transferred to another country by Germany or Italy.
-1 L or R	Vichy DoW attempt fails (19.63).

## VICHY FRANCE DEFECTIONS (19.71)

+1	German ground unit within two hexes of Vichy unit.
-1	US units totaling 20 factors within 3 hexes of Vichy unit (halve SURF & CV factors, SUB do not apply).
	Free French unit adjacent to Vichy unit.

Check for defection when US unit moves adjacent to Vichy ground or air unit. Defection results on single die roll of less than or equal to Vichy A number. After three or more Vichy units have defected, Vichy SURF units in France are scuttled, others to US/British ports (19.72).

## DIPLOMATIC MODIFIERS

Power		Modifier		Power		Modifier
Allies with:	Greece	-1 Bulgaria, -2 Turkey		Declares war on:	Belgium	-1 Sweden (Power that DoW Belgium or Netherlands -1 Sweden max.)
	Hungary	-2 Romania			Britain	-2 Poland
	Romania	-1 Hungary			Bulgaria	+1 Greece, +1 Romania, +2 Yugoslavia
	Sweden	+1 Finland			Denmark	-2 Sweden
	Turkey	-2 Bulgaria, -2 Greece			Estonia	-2 Finland
	Yugoslavia	-1 Bulgaria			Finland	-1 Bulgaria, -1 Hungary, -1 Romania, -3 Sweden & -1/turn (during war). May break Swedish alliance (26.4).
Transfers: <sup>1</sup>					France	-2 Poland, +1 Turkey
Albania to	Yugoslavia	+2 Yugoslavia				
Baku & Yerevan to	Iran	+2 Iran			Germany	+2 Poland
Banat to	Hungary	+2 Hungary			Greece	+1 Bulgaria, +1 Turkey, -1 Yugoslavia
	Romania	+1 Romania			Hungary	-1 Finland, +2 Romania, +1 Yugoslavia
Cyprus to	Turkey	-2 Greece, +1 Turkey			Netherlands	-1 Sweden (Power that DoW Belgium or Netherlands -1 Sweden max.)
	Greece	+2 Greece			Norway	-2 Sweden. May break Swedish alliance (26.1)
Estonia to	Finland	+2 Finland			Poland	-1 Hungary, -1 Romania, -1 Yugoslavia
Gibraltar to	Spain	+3 Spain			Portugal	+2 Spain
Krasnovodsk & Ashkabad to	Iran	+2 Iran			Romania	+1 Bulgaria, +2 Hungary, -1 Turkey
Lithuania to	Poland	+3 Poland			Soviet Union	-1 Bulgaria, +2 Finland, +2 Hungary, +3 Poland, +1 Romania, +2 Spain, +1 Turkey
Morocco (Fr) to	Spain	+2 Spain			Sweden	-3 Finland. May break Finnish (26.4) & Norwegian alliance (26.1).
Palestine to	Turkey	+1 Turkey			Turkey	+2 Bulgaria, +3 & +1/turn (during war) Greece
Portugal to	Spain	+2 Spain			Yugoslavia	+1 Bulgaria, -1 Greece, +1 Hungary
Rhodes to	Greece	+2 Greece		Soviet Union declares war on:	Finland	+2 Germany. May break Swedish alliance (26.4)
	Turkey	+1 Turkey			Romania	+2 Germany.
Slovakia to	Hungary	+2 Hungary				
	Poland	+3 Poland				
Syria to	Turkey	+2 Turkey				
Takes (loses) control:						
Soviet objective		+1 (-1) Iran				
Alexandria		+1 (-1) Iran				
Suez		+1 (-1) Iran				

<sup>1</sup> Territory must be conquered or allied (not colony, exceptions Rhodes & Sudtirol) (17.1, 17.13). Transfer may not occur if enemy ground units are present within the territory (17.14).

**KEY:** Rumors of War

## MINOR COUNTRY DIPLOMATIC STATUS (16.3)

Diplomatic Status	Space	Trace Supply	Flyover, SR Through	MP Unit Entry	MP SR Minor Units	Activate Minor Units	Stack Together	Transfer & Tribute	Attack from Minor	Notes
Hostile	1	No	No	No	No	No	No	No	No	Roll for DoW (16.31).
Neutral	2-4	No	No <sup>1</sup>	No <sup>1</sup>	No	No	No	No	No	
Friendly	5-7	Yes	Yes	No	No	No	No	No	No	
Client <sup>2</sup>	8-9	Yes <sup>2</sup>	Yes <sup>1,2</sup>	Yes <sup>1,2</sup>	No	No	No	No	No	
Ally	10	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Check for DoW (16.35) & end of influence (16.5).

<sup>1</sup> Vichy France allows entry as if client to US/British troops when attitude is A, German units when attitude is G (19.61). May enter when Vichy neutral without DoW, but may affect attitude (19.64).

<sup>2</sup> If fall out of client status, units must depart upcoming turn or become hostile. If >1 MP are not allied and both clients, no MP units may enter or trace supply (16.34).

## INFLUENCE ATTEMPTS (16.1)

BRIBERY (16.11)				COUNTER-BRIBERY (16.12)			
Marker in Space	Modified Die Roll			Marker in Space	Modified Die Roll		
	1-6	7	8+		1-6	7	8
1	0	0	+1	2	0	0	-1
2-8	0	+1	+1	3-9	0	-1	-1
9	0	0	+1	10 <sup>1</sup>	0	0	-1
+ 1 per BRP spent (max 4 BRPs)				+ 1 per 2 BRP spent (max 4 BRPs)			

<sup>1</sup> May not be moved out of 10 box if the minor has joined the war (16.15).

At peace US may spend 2 BRP/turn to influence Vichy (19.62).

ALLIANCES (5.2)							
Countries	Allied Conditions/Notes	SR allied unit w/ own SR	SR w/ ally's SURF, LC	Impulse activation	Stack together	Air/Naval support	Unit entry into territory
France & Britain (5.21)	Both are at war with the same power.	No	Yes	Naval <sup>3</sup>	No (ground only)	No <sup>1</sup>	When at war w/ same power
Germany & Italy (5.22)	Any time, or when at war with common MP.	No	Yes	HQ, GO, Naval <sup>3</sup>	Yes	Yes	Yes
United States & Britain (5.23)	United States enters war. US DoWs all MPs at war with Britain. If Britain at war w/ France US not required to ally with Britain (5.2). Alliance is theater specific.	Yes	Yes	HQ, GO, Naval <sup>3</sup>	Yes	Yes	Yes
United States & France (5.24) (not Vichy France)	United States enters war, elects to ally.	No	Yes	HQ, GO, Naval <sup>3</sup>	Yes	Yes	Yes
Soviet Union (5.25)	Once at war with any MP at war with Britain allied with Britain and any MPs allied with Britain unless USSR at war with Britain.	No	No	No	No (any units)	No <sup>1</sup>	No in USSR printed borders. No SR in USSR controlled territory.
Japan, Italy & Germany (5.26)	Once Japan and Germany at war with same MP, allied. Once Italy and Japan at war with same MP, allied.	No	Yes	GO (by map), Naval <sup>3</sup>	Yes	Yes	Yes
Minors allied to MP	5.55, 5.66, 7.6, 25.1	Yes; MP SR	Yes	Yes	Yes	Yes	Yes <sup>2</sup>
Soviet minor allies	5.55, 5.66, 25.1	Yes, MP SR	No	Yes	No	No	No in USSR printed borders. No SR in USSR controlled territory. <sup>2</sup>

<sup>1</sup> Naval units may always occupy the same sea zone.

<sup>2</sup> Subject to deployment limits (26.1).

<sup>3</sup> Air and ground units for sealift and amphibious assaults only (5.32).

See 5.53 & 5.54 for control determination of non-allied minors. Controlled (not allied) units can only activate by their own nation (5.59)

DEPLOYMENT LIMITS (26.1)		
Country	Units	Enter/Flyover Territory, Notes
Australia	CAV, 2-3 INF	Australia, British New Guinea. Also Netherlands East Indies (including New Guinea) and Malaya after 1942.
Austria	1	Any neighboring country.
Bulgaria	1	Greece, Romania, Turkey, Yugoslavia
Communist China	all	China, Manchukuo, Chosen. TAC cannot be used for Sea Control/Raiding.
Croatia	1	Germany, Hungary, Yugoslavia
Czechoslovakia	all	Any neighboring country, Soviet Union, France, Netherlands, Belgium
Finland	all	Estonia, Soviet Union, Sweden. Finnish units must remain within three hexes of a Finland hex.
Greece	2 (3)	Cyprus, Germany, Hungary, Rhodes, Romania, Soviet Union, Turkey (if at war w/ Turkey), Yugoslavia. Limit increased to 3 if at war with Turkey. [Greece includes unlabeled islands in Aegean & island w/ Suda Bay.]
Hungary	3 (all)	Poland, Romania, Slovakia, Soviet Union, Yugoslavia. Hungarian & Romanian units cannot stack; no deployment limits into each country if at war with each other. Hungarian and Slovak units cannot stack.
India (National Army)	all	Addu Atoll, Andaman Islands, Burma, Ceylon, Malaya, Sumatra, Thailand.
Indonesia	all	May not leave island of origin.
Italy (surrendered)	all	Republic of Salo: None; Co-belligerent: Germany
Jewish	1	None. Appears in British or American controlled city.
Manchukuo	1	China, Korea, Mongolia, Soviet Union
Mongolia	1	Germany, Soviet Union, and any country bordering Soviet Union
Nationalist China	all	China, Manchukuo, Chosen; if Britain at war with Japan also Burma, Thailand, French Indo-China. No TAC Sea Control/Raiding.
Netherlands	all	Borneo, Java, Sumatra, Celebes (& adjoining sea zones); only until European portion conquered by minor or at war with major power. If Java, Borneo, Sumatra and North Borneo are conquered the Dutch Colonial 1-3 INF are eliminated.
Norway	all	SURF unit may only enter sea areas adjacent to Norway. Ground unit limited to Norway.
Philippines	all	Mindanao, sea zones adjoining any Philippines hex
Poland	5	Estonia, Germany, Hungary, Latvia, Lithuania, Romania, Slovakia, Soviet Union.
Polish Exile	all	No restrictions.
Romania	7 (-, all)	Bulgaria, Soviet Union, Turkey, Yugoslavia. Hungarian & Romanian units cannot stack; no deployment limits into each country if at war with each other. After 1942 Romanian deployment limits decrease by one per year.
Siam	all but GAR	Burma, Malaya, French Indo-China, sea zones adjoining hexes of these countries. GAR may not leave Siam.
Slovakia	1	Germany, Hungary, Poland, Soviet Union, Yugoslavia. Hungarian and Slovak units cannot stack.
Spain	2	Algeria, France, Germany, Morocco, Poland, Portugal, Soviet Union, Tunisie
Republican	1	Algeria, Britain, France, Germany, Ireland, Italy, Morocco, Portugal, Spain, Tunisie
Unholy Crusade	1	Germany, Poland, Soviet Union (once allied, regular limits) (p. X).
South Africa	1	[Until Spring 1943 (18.3)]: Algeria, Egypt, Libia, Morocco, Palestine, Spanish Morocco, Syria, Trans-Jordan, Tunisie
Sweden	3	Denmark, Finland, Germany, Norway, Soviet Union
Switzerland	2	France, Germany, Italy
Trans-Jordan	1	Starts in Amman. Cyprus, Egypt, Greece, Italy, Libya, Palestine, Syria, Turkey
Turkey	7	Bulgaria, Cyprus, Egypt, Greece (if at war), Hungary, Libia, Rhodes, Romania, Palestine, Soviet Union, Syria, Trans-Jordan
Ukraine	all	Soviet Union, Poland, Romania. Independent Ukraine counts as Soviet Union for purposes of minor country deployment (p. 47).
Yugoslavia	2	Hungary, Romania, Poland, Soviet Union, Germany, Greece, Turkey
Communist	2	Pre-war Yugoslavia, Italy, Hungary, Germany
All others	all	May not leave country or adjacent sea zone except to enter hexes controlled by major powers at war with the minor.

### Minor Deployment Notes

Air units only count as deployment totals if based outside of the home nation.

A unit eliminated while out of supply counts against the number of units allowed outside of the country.

If MP DoW minor, the minor may enter the MP's country and any territory the MP controls, but limits still apply.

Territory transferred to a minor is considered part of the minor for purposes for deployment (17.13).

KEY: [Players Guide](#), [Rumors of War](#), [Daily Content](#)

US EUROPE				
Status	BRP Level <sup>1</sup>	SR/turn	BRP Transfer <sup>1</sup>	Movement Limits
1, 2	50	1	None	No Trans-Atlantic transfers. No units east of Eastern Seaboard off-map box.
3, 4	70	1	None	As above.
5, 6	90	2	3	As above.
7	130	3	5	Naval units only in Eastern Seaboard, Central & Western Atlantic off-map zones. No other US units east of Eastern Seaboard off-map box.
8	160	4	10	As above.
9	200	8	15 (max 40/yr)	As above.
10	230	9	20 (max 40/yr)	As above.
11	260	9	20 (max 40/yr)	As above.

US PACIFIC						
Status	BRP Level <sup>1</sup>	SR/turn	BRP Transfer		Philippine Limits <sup>4</sup>	Impulse
			Nat. China <sup>2</sup>	Britain <sup>3</sup>		
1, 2	25	2	None	None	3	None
3, 4	40	2	2, 10	None	6	None
5, 6	70	3	3, 10	None	9	None
7, 8	100	4	4, 10	5	12	None
9	120	5	4, 10	10	15	1
10	130	6	4, 10	10	None	1
11	140	7	4, 10	15	None	1

<sup>1</sup> Transfer limit per nation.

<sup>2</sup> Limit is raised to 10 per turn if Japan declares unlimited war on Nationalist China. Only 1 of 2 BRP transferred arrive. N/A if Rangoon enemy controlled and Calcutta not open (23.48).

<sup>3</sup> Only if Britain is at war with Japan or the Soviet Union. May transfer to Britain, France & USSR if that power is at war with Germany at Europe transfer levels (23.46).

<sup>4</sup> Factors of US units in addition to at start units. '39: 11 total factors

US may build units at all status levels, both theaters. Allowed builds may be constrained by Two-Ocean Navy and Conscription Pacific events.

DoW on US by MP immediately increases US BRP level for applicable map to highest level; no limits.



## US EUROPE ENTRY MODIFIERS

+3	Japan declares war on US. <i>House Rule:</i> Occurs Winter 41 in Europe only campaign (no Pearl Harbor events).
+2	Britain surrenders.
+1	Germany DoW's France or England (in effect in 39 scenario if 'Why Die for Danzig' not drawn). France surrenders or no French unit in mainland France (Vichy do not count). One or more German or Italian units are in any hex or hexes of the British Isles (except Eire). USSR surrenders. Italy declares war on France, Britain, or both. Any MP other than Britain or France DoWs Greece, Sweden or Norway without minor DoW major first (Max.1). Any MP other than Britain or France DoWs Belgium, Netherlands, or Luxembourg (Max 2). Any MP other than Britain or France DoWs Spain, Portugal, or Switzerland without minor DoW major first (Max. 1). Three or more minors (not counting Slovakia) are allied to Germany. Spain or Turkey is allied with Italy or Germany and at war with Britain. Japan DoWs Britain or France without DoW on US & without Britain or France DoW Japan or Siam first. Successful British propaganda (23.45). <i>House Rule:</i> Each turn starting Summer 42 in Europe only campaign (maximum = 11).
-1	Britain DoW on unallied, neutral minor nation (1 each, no limit). France DoW on unallied, neutral minor nation (1 each, no limit). Britain and France go to war with one another. Britain or France DoW unallied, neutral Italy (max. 1). Does not apply if Italy DoW minor.

## US PACIFIC ENTRY MODIFIERS

+3	Japan DoW's Britain or France. N/A if Britain or France DoW Siam. Japan DoW's China.
+2	Japan DoW on neutral (Pacific map) Netherlands. Does not apply once Netherlands allied to Britain (just Britain + 3 applies).
+1	Japan at limited war with China uses any chit other than Naval or Attrition in China. Japan occupies Vichy French Indo-China. US is at war with MP in Europe.
-1	Britain or France DoW Siam (maximum of "1"). Britain or France go to war with one another. Soviet Union and Japan are at war. Britain or France DoW Japan.

## JAPAN WAR WITH UNITED STATES, BRITAIN OR FRANCE

+2	Britain or France declares war on Siam.
+1	US declares war on Germany or Italy and Tripartite Pact chit has been drawn. For each embargo chit drawn.
-1	Britain and France declare war on one another.

## JAPAN WAR WITH SOVIET UNION

+2	Soviet Union declares war on Germany or Italy and Tripartite Pact chit has been drawn.
+1	Germany declares war on Soviet Union. Russo-Japanese Dispute chit is drawn and Japan wins.
-1	Russo-Japanese Dispute chit is drawn and Japan loses.

# SURRENDER

## BRITAIN (18.4)

*Check if enemy ground units occupy any city in Britain.*

- 6	London is enemy-controlled.
- 1	Each enemy-controlled city in Britain. All objective cities in India are enemy-controlled (Second World War).
+ 3	United States is in the war.

## FRANCE (19.1)

*Check for terms if enemy ground units occupy any city in French home nation.*

- 5	Enemy INF or ARM unit occupies a hex adjacent to Paris.
- 4	Paris is enemy controlled.
- 3	Any printed fortress hex in France is enemy-controlled.
- 1	Both Belgium & Netherlands have been conquered or at war w/ France. Sedan is enemy-controlled. Lyons is enemy-controlled. Marseilles is enemy-controlled. Italy and Germany are at war with France. French INF, ARM, CAV, or GAR units totaling 12 or more factors have been eliminated out of supply.
+ 1	British ground units totaling 10 or more combat factors are in France, The Netherlands, or Belgium.
+ 2	At least 10 British TAC factors are based in France. The Soviet Union is at war with Germany.

*Term acceptance: modified "1" or less (19.3).*

- 3	Peace with Honor terms offered. Britain has surrendered.
- 1	10 or more enemy INF, ARM, PARA in Britain. Italy at war with France. 9 or fewer French SURF in play on Europe map.
+ 2	Soviet Union at war with Germany.

## SOVIET UNION (22.3)

*Surrenders when all Soviet objective hexes are enemy-controlled (n/a GPW).*

## UNITED STATES (23.2), CHINA (both factions) (25.4)

*Does not surrender.*

## TURKEY (26.7), INDIA & AUSTRALIA (26.24)

*Surrender when all cities are enemy-controlled.*

## MINOR COUNTRIES (26.2)

*Surrender when the capital(s\*) is occupied (exception: Turkey) \*Switzerland*

## GERMANY (21.3)

*Check if enemy ground units occupy any city in Germany (including East Prussia).*

- 3	Berlin is enemy-controlled.
- 2	The "Hitler killed" marker has been drawn.
- 1	Each enemy-controlled German city (other than Berlin). Italy has surrendered to an enemy of Germany. Both Soviet and British or U.S. units are in Germany. Japan has surrendered.

## ITALY (20.2)

*Check if enemy ground units occupy any hex in mainland Italy (n/a Sicily or Sardinia).*

- 4	Roma is enemy-controlled.
- 3	Fewer than 9 Italian SURF factors remain in play (not on the turn record).
- 2	All hexes of Sicily are enemy-controlled. All hexes of Sardinia are enemy-controlled. Enemy ground units are in Sicily or mainland Italy. 12 or more enemy combat ground factors in mainland Italy. 5 or more combat factors of Italian INF, ARM, CAV, GAR, PARA eliminated out of supply.
- 1	Tripoli is enemy-controlled. Albania is enemy controlled. Greece is enemy controlled.
+ 1	Alexandria and Suez are controlled by Italy or a major power allied to Italy. France has surrendered.
+ 2	15 or more ground combat factors of a major power allied to Italy are present in mainland Italy. Leningrad and Moskva are controlled by Italy or a major power allied to Italy. Britain has surrendered.

## JAPAN (24.1)

*Check if enemy ground units occupy any city or nuclear strike in mainland Japan.*

- 4	One nuclear weapon has been used on a mainland Japanese city.
- 2	A nuclear weapon has been used on two or more mainland Japanese cities. Japan has fewer than 20 combined SURF, CV factors in play. Fewer than 15 BRPs are in the Japanese BRP pool.
- 1	Each enemy controlled city in mainland Japan. Okinawa is enemy-controlled. Two or more provinces of Manchukuo are enemy-controlled.

Enemy controlled cities destroyed by nuclear attack count as enemy controlled city for purposes of surrender. (Exception: Japan specific modifications).

## TRANSFER/TRIBUTE RECORD (5.5, 14.9)

[illegible]

\* Totals transferred may not exceed the BRP base value of the receiving country for the year and 40 BRP's/turn (14.91; exception 14.92).

## Country Specific BRP Transfer Notes

BRP Transfer	Notes
From US	Can transfer to Britain, France, or USSR if they are at war with Germany or Japan (14.94), even if US is at peace. Can transfer to Nationalist China (23.46) even if not at war with Japan. Total US limits while at peace may be restricted by entry charts. If a MP DoWs a country at peace, US cannot transfer to that MP for four turns or until in the war (14.94).
To Britain, France	US can transfer up to 20 BRP/turn to each country twice a year, or total in entry chart. After US transfer to Britain, British N. Atlantic raiding maximum increased from 5 to 20 BRPs (14.42). After US or British transfer to France, France Western Approaches raiding maximum increased from 3 to 5 BRPs (14.42). US cannot transfer to Britain if North Atlantic and Western Approaches solely enemy controlled.
To Soviet Union	Britain, France, and US can transfer to USSR twice/year if USSR at war with Germany in up to 20 BRP increments, limit of 40 BRP/country/year. Transfer to USSR via Atlantic requires Norwegian Sea & hex 2901 free of sole enemy control, and increases Norwegian Sea raiding maximum against USSR to 3 BRP. Middle East transfer by US or Britain requires Eastern Atlantic, all Med, and Aegean sea zones free of sole enemy control. If 3 or more hexes of 3120, 3219, 3220, or 3319 are enemy controlled Middle East transfer requires two turns & SRs to arrive (SR expended on the first turn only). US limits by entry charts.
To Nationalist China	US can transfer based on scenario or entry chart limits. If Japan at unlimited war with China, US can transfer 10 BRP/turn if Rangoon is not Japanese controlled. If controlled, US may spend 10 BRP to open Calcutta route if Calcutta is not Japanese controlled. Only 1 of 2 transferred BRPs arrive (23.48).
To Communist China	Soviet Union can transfer 4 BRP/turn. Only 1 of 2 transferred BRPs arrive.
To Comm. Yugoslavia	If Tito event in effect, Soviet Union may transfer 2 BRP/yr., US 8 BRP/yr., Britain 8 BRP/yr.
Between Axis powers	Japan and European ally transfers require Suez & Indian Ocean 1 or Arabian Sea friendly controlled by same power (14.91).

EUROPE OBJECTIVES (27.2)											
Objective	Hex	Controlled	Objective	Hex	Controlled	Objective	Hex	Controlled	Objective	Hex	Controlled
Alexandria	4027		Essen	1316		Madrid	0728		Roma	2024	
Antwerp	1016		Frankfurt	1417		Maikop	3712		Sevastopol	3315	
Astrakhan	4107		Genova	1622		Malta	2530		Slovenia <sup>3</sup>		
Athens	3024		Grozny	4110		Manchester	0615		Smolensk	2606	
Belgrade	2419		Istanbul	3213		Marseille	1424		Stalingrad	3605	
Berlin	1613		Kharkov	3109		Milano	1621		Stockholm	1606	
Birmingham	0616		Krakow	2214		Moskva	2803		Sudtirol <sup>3</sup>		
Breslau	2014		Leipzig	1615		Narvik	1301		Suez	4227	
Budapest	2217		Leningrad	2103		Paris	1019		Tripoli	2532	
Corsica <sup>1</sup>			London	0717		Ploesti	2817		Warsaw	2112	
Dardanelles <sup>2</sup>			Lvov	2413		Riga	2007		Yerevan	4413	
Dnepropetrovsk	3111		Lyons	1322							

<sup>1</sup> Italy only. Controlling all hexes of Corsica at the end of play counts as an objective for Italy (27.62).

<sup>2</sup> Soviet Union only. Controlling hexes 3120, 3219, 3220, and 3319 in Turkey at the end of play counts as an objective for the Soviet Union (27.63).

<sup>3</sup> Germany only. Annexing Sudtirol and Slovenia, and controlling them at the end of play, each counts as an objective for Germany (27.61)

PACIFIC OBJECTIVES (27.2)											
Objective	Hex	Controlled	Objective	Hex	Controlled	Objective	Hex	Controlled	Objective	Hex	Controlled
Batavia	2633		Fusan	1120		Osaka	1524		Saigon	3622	
Blagoveschensk	1405		Hong Kong	4816		Peiping	0112		Singapore	2827	
Bombay	1102		Invade US (event)			Pearl Harbor	5724		Taihoku	5618	
Brisbane	2737		Kirin	1411		Rabaul	3723		Taralam	4031	
Calcutta	2704		Kweilin	4712		Rangoon	3112		Tokyo	2024	
Colombo	1312		Manilla	4926		Sasebo	1021		Vladivostok	1813	
Darien	0713		Melbourne	off map		Shanghai	0219		Yokohama	1924	

### Objective Notes

US and Britain may not count objectives in neutral nations on which they declared war (27.64).

Objectives in nations that end the war neutral are not counted towards any nation's total (27.64).

Season/Year: \_\_\_\_\_

BRP Level: \_\_\_\_\_

<b>Notes</b>	
<b>Build, Scrap, Place</b>	<b>Operations</b>
<b>Sea Control</b>	
<b>Raiding</b>	
<b>Diplomacy/DoW</b>	
<b>SR, Tribute, Transfer</b>	
	<b>Repair, Eliminate, Return</b>

<b>COSTS</b>		
<b>Unit/Chit/Action</b>		<b>BRP</b>
Unit	INF, CAV, GAR	1 <sup>1</sup> + 1 per factor
	ARM, PARA, MAR	1 <sup>2</sup> + 2 per factor
	MTN	2 + 1 per factor
	TAC, SAC, JET	3 per factor
	SURF, CV, LSAC	4 per factor
	LC	3 per factor
	SUB	2 per factor
	FLEET TRAIN	15
Impulse	HQ, NAVAL, AIR	5
	GENERAL OFFENSIVE	15
	ATTRITION	2
Misc.	SEA CONTROL/RAIDING	1 - 5
	BEACHHEAD, AIRFIELD	5
	FORTRESS	15, 20

<sup>1</sup> "+1" cost new only; extra cost does not apply to USSR & Turkey

<sup>2</sup> "+1" cost new only

## Errata

Section	Rules Clarification/Change
4.32	A single airdrop can occur in exploitation only if one did not occur during regular movement. 13.12 explicitly states only 1 paradrop per HQ impulse.
6.72	Fleet Train range = 9
7.12	Based on second edition rules, it is believed the no SR in mountains restriction should be limited to no SR in desert mountains. [not confirmed]
8.1	ARM movement in jungle = 2 MPs
10.28	Change "Players may also build beachhead markers...beach hexes." to "coastal hexes."
21.2	German raiding in Norwegian Sea not available in winter if Iron Ore not available.
22.44	Add "No Trans-Siberian SR available."
24.31	Note entry card text applies to US, Britain, and France (not just US)
Pearl Harbor Event	Add three to French BRP base, reduce Soviet BRP base by eight (already in scenario book).

7/1/09: These charts reflect third edition Second World War rules

Special thanks to Doug McNair and the almighty Liz Fulda.

Does not include daily content Leaders variant.

Questions, comments and corrections to: Jeff Adams  
[jadams9857@gmail.com](mailto:jadams9857@gmail.com)