

11.5 NAVAL COMBAT

Air-to-Sea	1	2	3	4	5	6-7	8-10	11-13	14-16	17-20	21-24	25-29	30-35	36-42	43-50	51-60	61+		
Sub & ASW	1	2-3	4-5	6-7	8-10	11-14	15-19	20-25	26-32	33-40	41-49	50-59	60-71	72-85	86-100	101-120	121+		
Anti-air & Surface	1-2	3-5	6-9	10-14	15-20	21-28	29-38	39-50	51-64	65-80	81-98	99-118	119-142	143-169	170-200	201-240	241+		
Enemy Bombers	Enemy Ships	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA	X D A AA		
1	0-1	- - - -	- - 1 -	- - 1 -	-1/6 - - 1 -	- 1 2 -1/5	- 2 1 -1/4	1 - - -1/3	1 1 - -1/2	1 1 2 1/1	1 2 - -2/5	2 - - 1/2	2 1 - 1/4	2 2 - -2/3	3 - - 2/2	3 1 - 2/2	3 2 - -3/5	4 - - 2/3	4 1 - 2/4
2	2	- - - -	- - 2 -1/6	- 1 1 -1/5	- 1 3 -1/4	- 2 3 -1/3	1 - 2 -1/2	1 1 2 1/1	1 2 - -2/5	2 - - 1/2	2 - 2 1/3	2 1 2 -2/3	3 - - 2/2	3 1 - -3/5	3 2 1 -3/5	3 3 1 2/3	4 1 1 2/4	4 3 1 3/3	
3	3-4	- - 1 -1/6	- - 2 -1/5	- 1 2 -1/4	- 2 1 -1/3	1 - 1 -1/2	1 1 1 1/1	1 1 3 -2/5	1 2 2 1/2	2 - 2 -2/4	2 1 2 1/4	2 2 1 2/2	3 1 2 -3/5	3 2 1 2/3	4 1 1 -3/4	4 1 2 2/4	4 3 2 3/3	5 3 2 -4/5	
4-5	5-7	- - 1 -1/5	- 1 - -1/4	- 1 3 -1/3	- 2 3 -1/2	1 - 3 1/1	1 1 2 -2/5	1 2 - 1/2	2 - - -2/4	2 1 1 1/3	2 2 3 -2/3	3 - 2 -3/5	3 2 1 2/3	4 - 2 -3/4	4 2 - 2/4	4 3 3 2/5	5 3 1 -4/5	5 4 3 3/4	
6-7	8-11	- - 1 -1/4	- 1 - -1/3	- 2 - -1/2	1 - - 1/1	1 1 - -2/5	1 1 3 1/2	1 2 2 -2/4	2 1 - 1/3	2 2 2 1/4	3 - 2 2/2	3 1 3 2/3	4 - 1 -3/4	4 1 3 2/4	4 3 1 2/5	5 2 2 3/3	5 4 2 3/4	6 3 1 3/5	
8-10	12-16	- - 1 -1/3	- 1 1 -1/2	- 2 1 1/1	1 - 1 -2/5	1 1 1 1/2	1 2 - -2/4	2 - - 1/3	2 1 2 1/4	3 - 2 -2/3	3 1 1 -3/5	3 2 2 -3/4	4 1 2 2/4	4 2 2 2/5	5 1 2 3/3	5 3 3 -4/5	6 2 1 3/5	6 4 3 4/4	
11-14	17-22	- - 2 -1/3	- 1 1 1/1	- 2 2 1/1	1 - 2 1/2	1 1 2 -2/4	1 2 1 1/3	2 - 2 1/4	2 2 1 1/5	3 1 2 2/2	3 2 1 2/3	4 - 2 2/4	4 2 1 2/5	4 3 3 3/3	5 2 3 -4/5	6 1 1 3/4	6 3 2 3/5	6 5 4 4/4	
15-19	23-29	- - 2 -1/2	- 1 2 1/1	- 2 3 -2/5	1 1 - 1/2	1 1 3 1/3	1 2 3 1/4	2 1 1 1/5	2 2 3 -2/3	3 2 - -3/5	3 2 3 -3/4	4 1 2 2/5	4 3 2 3/3	5 1 3 -4/5	5 3 2 3/4	6 2 2 3/5	6 4 3 4/4	7 4 2 4/5	
20+	30+	- - 2 1/1	- 1 3 -2/5	1 - - 1/2	1 1 1 -2/4	1 2 1 1/4	2 - - 1/5	2 1 2 -2/3	3 - - 2/2	3 2 2 2/3	4 - - 2/4	4 2 - 3/3	5 1 - -4/5	5 4 3 3/4	6 1 3 3/5	6 3 3 4/4	7 3 2 4/5	7 5 4 5/5	

Surprise Points
Your pts. = your highest involved modified sea-box + opponent's unmodified search roll

Spending Points
Avoid combat ~4
Choose combat type ~4
Select enemy target ~3 each
Increase your column on the naval combat chart ~2 per column
Decrease your opponent's column ~2 per column
Increase your air-to-air combat value ~2 per point
Decrease your opponent's air-to-air value ~2 per point
Increase your anti-aircraft fire ~2 per column
Decrease your opponent's anti-aircraft fire ~2 per column

10.2 ALLOWABLE ACTIVITIES

STEPS	ACTION				
	Naval	Air	Land	Comb.	Enemy
Declare war	✓	✓	✓	✓	
Port attack	(a)	✓	(b)	(c)	
Combat air patrol ¹	✓	✓	✓	✓	✓
Escorting aircraft ¹	✓	✓	✓	✓	✓
Intercepting aircraft ¹	✓	✓	✓	✓	✓
Naval air	(a)	✓	(b)	(c)	
Naval movement	✓			(d)	✓ ²
Embarkation	✓	✓ ³	✓ ³	✓	
Naval transport	✓			✓	
Naval interception	✓			✓	✓
Naval combat	✓	✓		✓	✓ ⁴
Naval air interception	✓	✓	✓	✓	✓
Strategic bombardment	(a)	✓	(b)	(c)	
Ground strike	(a)	✓	(b)	(c)	
Rail movement		(e)	(e)	(f)	
Land movement			✓	(g)	
Air transport	(a) ⁵	✓ ⁵	(b)	(c) & (g)	
Debarcation	✓ ⁶		✓	(g) ⁶	
Invasions			✓	(g) & (h)	
Paradrop	(a) ⁵	✓ ⁵	(b)	(c) & (g) ⁷	
Land attacks			✓	(h)	
Shore Bombardment	✓	✓	✓	✓	(Opt) ⁸
Ground support	✓	✓	✓	✓	✓
Rebasing aircraft	(a)	✓	(b)	(c)	✓ ²
Air re-supply	(a)	✓	(b)	(c)	
HQ reorganisation	✓	✓	✓	✓	
TRS re-supply (opt.)	✓	✓	✓	✓	

Allowable Activities Notes:

- ✓ = unlimited actions allowed.
 - = action not allowed.
 - (a)-(h) = the activities limits table states how many of these activities each major power can do, depending on its action type.
- These missions occur during every air mission except rebase, naval air and naval air interception.
 - Only allowed when a unit's base is overrun (see 11.11.6).
 - Only possible if a co-operating major power (that chose a naval or combined action) embarks your unit.
 - Only in sea areas your opponent moved a unit into, and only if they did not try to initiate combat there.
 - This is only possible if your ATRs are carrying units of a co-operating major power that chose a land or combined action.
 - Units transported directly into port debark free.
 - A paradrop into an enemy occupied hex will also require a land attack (either alone or in conjunction with other units) - see (h) below.
 - Unlimited if you are playing with defensive shore bombardment - see 11.16.2.

Major Power Activities Limits Notes:

- Incompletely conquered major powers halve their action limits until liberated.
- An air mission is the flight of 1 aircraft unit. You may perform any number of "air" missions. The total number of other air missions your major power can do depends on which action type you chose.
- A naval movement is the movement of 1 task force - see 11.4.

10.2 MAJOR POWER ACTIVITIES LIMITS¹

Major power	Air Missions ²			Naval Moves ³		Rail Moves ⁴		Land Moves ⁵	Land Attacks ⁶
	Naval (a)	Land (b)	Comb. (c)	Comb. (d)	Air/Land (e)	Comb. (f)	Comb. (g)	Comb. (h)	
Germany	2	4	6	1	3	1	6	3	
Italy	2	1	3	1	1	1	2	1	
Japan	2	2	4	2	2	1	3	1	
USA ⁷	3	4	7	3	4	1	4	2	
CW ⁷	3	2	5	2	2	1	3	1	
USSR	1	3	4	1	3	1	5	2	
China	1	1	2	1	1	1	2	1	
France	2	2	3	1	2	1	3	1	

- You can only rail land units or factories in a Land action. You can only rail aircraft units in an Air action. You can rail either in a Combined action. It costs 1-4 rail moves to move 1 unit depending on the distance moved, see 11.10.
- A land move is the movement of 1 land unit - see 11.11.
- A land attack is an attack against 1 enemy stack by any number of units - see 11.16.
- When playing a 2 map campaign, the USA and the CW halve their action limits, from the moment they are at war with Japan.

WORLD IN FLAMES

14.3.2 AIR COMBAT

Dice Roll	Air-to-Air Combat Value											
	-9	-7,8	-5,6	-3,4	-2	-1	0	+1	+2,3	+4,5	+6,7	+8
2	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX
3	AA	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX
4	DA	AA	AA	DX	DX	DX	AX	AX	AX	AX	AX	AX
5	-	DA	DA	AA	AA	DX	DX	DX	AX	AX	AX	AX
6	AC	-	DA	DA	DA	AA	AA	DX	DX	DX	AX	AX
7	AC	AC	-	-	DA	DA	DA	AA	AA	DX	DX	DX
8	DC	AC	AC	AC	-	-	DA	DA	DA	AA	AA	DX
9	DC	DC	DC	AC	AC	AC	AC	-	-	DA	DA	AA
10	DC	DC	DC	DC	DC	DC	DC	AC	AC	AC	-	-
11	DC	DC	DC	DC	DC	DC	DC	DC	DC	AC	AC	AC
12	DC	DC	DC	DC	AC	AC	AC	AC	AC	-	-	DA
13	DC	DC	AC	AC	AC	-	-	-	DA	DA	AA	AA
14	AC	AC	AC	-	-	DA	DA	DA	AA	AA	DX	DX
15	AC	AC	-	DA	DA	DA	AA	AA	DX	DX	DX	DX
16	AC	-	DA	DA	AA	AA	DX	DX	DX	DX	DX	AX
17	-	DA	AA	AA	DX	DX	DX	DX	DX	AX	AX	AX
18	DA	AA	DX	DX	DX	DX	DX	AX	AX	AX	AX	AX
19	AA	DX	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX
20	DX	DX	AX	AX	AX	AX	AX	AX	AX	AX	AX	AX

Air-to-Air Combat Notes:

- Each player rolls 2 dice. Inactive side attacks first.
- Attacks greater than +8 count as +8
- Attacks less than -9 count as -9
- DX - Defender (player not rolling) destroys own front fighter or bomber
AX - Attacker (dice-roller) destroys defender's front fighter or bomber
DA - Defender aborts own front fighter or bomber
AA - Attacker aborts defender's front fighter or bomber
DC - Defender clears through any one bomber
AC - Attacker clears through any one defending bomber
"- " No effect

14.6.4 Pilot Deaths (PiF Option 28)

- ~ Pilot survives if shot down over friendly territory
- ~ Pilot survives (unless shot down in a sea area without a naval unit or port)
- ~ Pilot dies

Combat Choice

- Your choice if you spend 4 surprise points.
- You can choose naval air if you have aircraft included.
- You can choose sub combat if you have a SUB included and your opponent has any convoy points included.
- If not 1-3 above, it is a surface combat.

Anti-aircraft Notes:

- 2/4 ~ Add up the value of the highest 2 of 4 dice
- 3/5 ~ Add up the value of the lowest 3 of 5 dice
- AA losses (owner's choice)
Each 10 pts - destroy 2 carrier planes or 1 other bomber
Remaining 5 pts - destroy 1 carrier plane or abort 1 other bomber
Each remaining point - abort 1 air-to-sea factor.

11.7 STRATEGIC BOMBARDMENT

Die Roll	Strategic Bombardment Factors							
	1	2-3	4-6	7-9	10-13	14-18	19-24	25+
1	-	-	-	-	-	-	-	1
2	-	-	-	-	-	-	1	1
3	-	-	-	-	-	1	1	2
4	-	-	-	-	1	1	2	2
5	-	-	-	1	1	2	2	3
6	-	-	1	1	2	2	3	3
7	-	1	1	2	2	3	3	3*
8	1	1	1	2	3	3	3*	4*
9	1	1	2	3	3	3*	4*	4**
10	1	2	2	3	3*	4*	4**	5**
11	2	2	3	3*	4*	4**	5**	5***

NOTES:

- # - Number of production pts. and/or oil lost this turn.
- * - 1, 2 or 3 factories and/or oil destroyed (option 30).
- +1 to die if not intercepted.

LAND COMBAT NOTES:

- Priority when choosing Land CRT:
 - Defender chooses table if the terrain effects chart says so
 - If not, the attacker chooses if the attacker either:
 - has more ARM (AsA & MiF option 2: DIVs counting as 1/2) than the defender (AsA option 3: including defending anti-tank), or
 - has more MECH than the defender and the defender has no ARM or anti-tank.
 - In every other case, the defender chooses.
- Losses expressed as attacker/defender. Furthermore:
 - * - Attacker stays face-up;
 - R - Retreat remaining defending units;
 - S - Remove remaining defending units that could retreat. They arrive as reinforcements in the next game turn. Destroy units that cannot retreat; and
 - B - 'S' result plus breakthrough.
 Attacker can convert an 'S' or 'B' to an 'R' result.

COMBAT CHARTS

11.16.5 LAND COMBAT

BLITZKRIEG TABLE

Die Roll	Combat Odds								
	1-2	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1
1	2/-	2/-	2/-	2/-	1/-	1/-	1/1	1/R	
2	2/-	2/-	2/-	1/-	1/-	1/1	1/R	*/B	
3	2/-	2/-	1/-	1/-	1/1	-1/1	-1/R	*/B	
4	2/-	1/-	1/-	1/1	-1/1	1/R	*/B	*/1B	
5	1/-	1/-	1/1	-1/1	1/R	-1/R	*/B	*/1B	
6	1/-	1/-	-1/1	1/R	-R	*/B	*/1B	*/2B	
7	1/-	-1/1	1/R	-R	-1/R	*/B	*/1B	*/2B	*/2B
8	1/-	1/R	-R	-1/R	*/B	*/1B	*/2B	*/2B	*/2B
9	-1/1	-R	-1/R	*/B	*/1B	*/1B	*/2B	*/2B	*/2B
10	1/R	-1/R	*/B	*/1B	*/1B	*/2B	*/2B	*/2B	*/2B
11	-R	*/B	*/1B	*/1B	*/2B	*/2B	*/2B	*/2B	*/2B
12	*/B	*/1B	*/1B	*/2B	*/2B	*/2B	*/2B	*/2B	*/2B
13+	*/1B	*/1B	*/2B	*/2					

13.1 PARTISAN TABLE

DIE	AFFECTED COUNTRIES							
1	Greece	Spain	Finland	France	Ireland	Manchuria	Japan	India
2	Norway	UK	Hungary	Iraq	Yugoslavia	Australia	Canada	China
3	Belgium	Spain	Finland	France	Yugoslavia	Indo-China	USA	USSR
4	Norway	Siberia	S. Africa	Turkey	Netherlands	S. America	Korea	Burma
5	Sweden	Italy	Bulgaria	Poland	Yugoslavia	Siam	USA	USSR
6	Greece	UK	Finland	Persia	S. Arabia	S. America	Japan	China
7	Norway	Spain	Hungary	Poland	C. America	S. America	Malaya	USSR
8	Greece	Siberia	S. Africa	France	Yugoslavia	Philippines	Canada	India
9	Sweden	Italy	Rumania	Turkey	C. America	Australia	USA	China
10	Norway	Spain	Finland	France	Yugoslavia	NEI	Japan	USSR

Notes: 1. C. America ~ Central America, Cuba, Haiti and Mexico.
2. S. America ~ Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Paraguay, Peru, Uruguay and Venezuela.

~ affects aggressor/conqueror ~ affects controller/conqueror

US ENTRY CHARTS

13.3.2 US ENTRY OPTIONS

1 Chinese build aircraft (Ja) (3)	28 Start strategic bomber production (5)
4 Intern French CV (6)*	29 North Atlantic escorts (Ge/It) (8)*
7 Occupy Greenland & Iceland (Ge/It) (9)*	30 Lend Lease to USSR (Ge/It) (11)*
9 Resources to China (Ja) (4)	31 Oil Embargo (Ja) (9)*
11 US East Coast escorts (Ge/It) (7)	32 US refutes Naval War zones (9)
13 Embargo on strategic materials (Ja) (5)	33 Close Panama Canal (8)
15 Resources to western Allies (Ge/It) (6)	34 Pass War Appropriations Bill (13)* †
16 Gift of destroyers to CW (7)	36 CW reinforces Pacific (Ja) (15)
17 Lend-Lease to China (Ja) (5)*	38 Arm merchantmen (9)*
19 Resources to USSR (Ge/It) (8)*	40 US reinforces Guam (Ja) (12)*
20 US land-based air escort (Ge/It) (6)	41 US reinforces the Philippines (Ja) (13)
22 Gear up production (9) †	43 CW reinforces NEI (Ja) (17)*
23 Freeze Japanese assets (Ja) (7)*	44 US occupies Nth Ireland (Ge/It) (13)
24 Re-open Burma Road (Ja) (4)	46 US may advance build units (12)
25 Repair western Allies ships (5)	48 US may declare war on any minor (18)
26 Relocate fleet to Pearl Harbor (Ja) (6)	50 Unrestricted naval warfare (22)*
27 Lend Lease to western Allies (Ge/It) (9)*	? US declares war on a major power (25)

NOTES FOR US ENTRY OPTIONS:

Result (eg '4') means roll less than or equal to # for the US to place a chit into a US tension pool from a US Entry pool. Each 10 is an automatic chit.

(Ja), (Ge/It) - Place the chit in this tension pool from the corresponding entry pool. The US player may choose the entry and tension pools if not designated.

* - pre-requisite required.

† - may only be chosen if tension is at least half required entry level (i.e. 11 and 17 respectively).

9.4 IT'S WAR CHART

TEN-SION	US ENTRY								
	<25	25-27	28-30	31-34	35-38	39-43	44-48	49-54	55-60
0-5	may not declare war								
6-10	1	1	2	3	2	2	1	0	0
11-16	0	2	3	4	3	3	2	2	1
17-23	0	0	2	3	4	5	6	5	3
24-31	0	0	0	2	3	6	7	6	5
32-40	0	0	0	0	1	3	6	8	7
41-50	0	0	0	0	0	1	4	6	9
51+	0	0	0	0	0	0	2	4	8

Die roll modifiers (cumulative):

Against Germany/Italy: -2 if UK conquered;

Against Japan: -1, if Japanese units are in an unconquered China; -2 if China is conquered; & +2 if US fleet is not in Pearl Harbor (opt. 26).

Against any: -1 if at war with any major power; & +3 if option 34 not chosen.

13.3.3 US ENTRY ACTIONS 1

Action	Die
1. Japan occupies Indo-China (Ja) ²	12
2. Japan and USSR sign neutrality pact (Ja)	3
3. Japan militarizes Marshalls (Ja)	6
4. China conquered (Ja) ³	35
5. Japan occupies Madagascar (Ja) ²	15
6. Japan forces closure of Burma Road (Ja)	5
7. Italy declares war on CW or France or both (Ge/It)	7
8. Axis conquers (or Vichies) France (Ge/It) ⁴	18
9. Japan declares war on USSR (Ja)	7
10. Japan occupies Chinese city (Ja) ⁵	4
11. Japan declares war on the USA (Ja) ³	45
12. Germany or Italy or both declare war on USA or China (Ge/It) ^{3 & 6}	55
13. Germany or Italy or both declare war on USSR (Ge/It) ⁶	8
14. Axis conquers USSR (Ge/It)	23
15. Axis invades the United Kingdom (Ge/It)	15
16. Axis conquers United Kingdom (Ge/It) ³	35
17. Axis conquers other CW Home Country ⁵	12
18. Axis occupies Gibraltar (Ge/It), Singapore (Ja) or Suez ⁵	8
19. Axis align minor ~ Siam (Ja); other (Ge/It) ⁵	3
20. Axis declares war on 7: Poland, Spain, Turkey or any American country ⁵	12
Belgium, Finland, Rumania, Sweden or Switzerland ⁵	8
Other minor ⁵	3
21. Allies support attacked minor (Ge/It) ^{5 & 8}	7
22. CW or France or both declare war on Italy (Ge/It) ^{6 & 9}	-12
23. Allies conquer Italy (Ge/It)	-18
24. CW or France or both declare war on Japan (Ja) ^{6 & 9}	-26
25. CW or France or both declare war on Germany (Ge/It) ^{6 & 9}	-9
26. USSR controls East Poland (Ge/It)	-7
27. USSR controls Nazi-Soviet Pact areas (Ge/It)	-4
28. USSR declares war on Japan (Ja)	-17
29. USSR declares war on Germany or Italy or both (Ge/It)	-35
30. Allies align minor (Ge/It) ⁵	-5
31. USSR declares war on (Ge/It): Poland, Spain, Turkey or any American country ⁵	-25
Belgium, Finland, Rumania, Sweden or Switzerland ⁵	-18
Other minor or Vichy France ⁵	-9
32. Other Ally declares war on (Ge/It): Poland, Spain, Turkey or any American country ⁵	-17
Belgium, Finland, Rumania, Sweden or Switzerland ⁵	-12
Other minor or Vichy France ⁵	-5
33. Japan declares war on the CW, France or Netherlands (Ja) ^{3 & 5}	28
34. Japan executes a search and seizure (Ja) ⁵	2
35. Other Axis major power executes a search and seizure (Ge/It) ⁵	2
36. Allied major power executes a search and seizure ⁵	-2

NOTES FOR US ENTRY ACTIONS:

Positive result (eg '4') means roll less than or equal to # for the USA to place a chit in a US Entry pool from the common entry pool. Each 10 is an automatic chit.

Negative result (eg '-4') means roll less than or equal to # for the USA to remove a chit from the US Entry pool and place it back in the common entry pool. Each 10 is an automatic chit.

Axis - Germany, Italy and Japan

Allies - China, Commonwealth, France, the USA and the USSR

(Ja), (Ge/It) - Place or remove the chit into or from this entry pool from/to the common entry chit pool. The US player may choose in which entry pool to place or remove the chit if not designated.

- Each action is only rolled once per game unless otherwise specified.
- May only be chosen after Vichy government installed.
- The USA also picks 1 extra chit a turn for each action (except conquests by surrender). It must go into the marked entry pool.
- Rolled again if Axis collapses Vichy France (see 17.4).
- Rolled once per city, major power, neutral minor country or search.
- If both major powers declare war on the same major power in the same impulse, only roll once. In all other cases, roll once for each declaration of war. If it is an Axis declaration of war, any chits are placed in that Axis major power's entry pool.
- Place chit in Ja pool if Japan declares war, the Ge/It pool otherwise.
- Requires 4+ Allied corps or armies (not units of the minor itself).
- China may not declare war on any major power.

8. WEATHER CHART

Die Roll	ZONE	GAME TURN					
		J/F	M/A	M/J	J/A	S/O	N/D
1	ARCTIC	R	B	Sn	F	F	F
	N. TEMPERATE	F	B	St	F	F	F
	MEDITERRANEAN	F	Sn	R	F	F	F
	N. MONSOON	F	R	St	F	F	F
2	N. MONSOON	F	St	St	F	F	F
	S. MONSOON	F	St	**	F	F	F
	S. TEMPERATE	F	St	**	F	F	F
	S. TEMPERATE	F	St	**	F	F	F
3	ARCTIC	R	B	St	F	F	F
	N. TEMPERATE	R	Sn	R	F	F	F
	MEDITERRANEAN	F	St	R	F	F	F
	N. MONSOON	F	R	St	F	F	F
4	S. MONSOON	F	R	*	R	*	F
	S. MONSOON	F	St	*	R	*	F
	S. TEMPERATE	F	St	*	R	*	F
	S. TEMPERATE	F	St	*	R	*	F
5	ARCTIC	Sn	Sn	F	F	F	R
	N. TEMPERATE	St	St	F	F	F	R
	MEDITERRANEAN	F	R	F	F	F	F
	N. MONSOON	R	R	F	F	F	F
6	S. MONSOON	R	*	St	F	F	F
	S. MONSOON	R	*	St	F	F	F
	S. TEMPERATE	F	F	F	F	F	F
	S. TEMPERATE	F	F	F	F	F	F
7	ARCTIC	Sn	St	F	F	R	Sn
	N. TEMPERATE	Sn	St	F	F	R	St
	MEDITERRANEAN	F	R	F	F	F	R
	N. MONSOON	F	R	F	F	F	R
8	S. MONSOON	St	*	R	F	F	R
	S. MONSOON	St	*	R	F	F	R
	S. TEMPERATE	F	F	F	F	F	F
	S. TEMPERATE	F	F	F	F	F	F
9	ARCTIC	B	R	F	F	St	B
	N. TEMPERATE	Sn	F	F	F	R	Sn
	MEDITERRANEAN	Sn	F	F	F	R	St
	N. MONSOON	St	F	F	F	St	St
10	S. MONSOON	St	**	F	F	F	**
	S. MONSOON	St	**	F	F	F	**
	S. TEMPERATE	R	F	F	F	F	R
	S. TEMPERATE	R	F	F	F	F	R
11	ARCTIC	B	F	F	R	Sn	B
	N. TEMPERATE	B	F	F	F	St	B
	MEDITERRANEAN	Sn	F	F	F	St	Sn
	N. MONSOON	R	F	F	F	R	R
12+	S. MONSOON	St	**	F	F	R	**
	S. MONSOON	St	**	F	F	R	**
	S. TEMPERATE	R	F	F	F	R	R
	S. TEMPERATE	R	F	F	F	R	R

WEATHER NOTES:

F-Fine, R-Rain, St-Storm, Sn-Snow, B-Blizzard

* - Add 1 to the next impulse's weather roll

** - Add 2 to the next impulse's weather roll

*** - Add 3 to the next impulse's weather roll

② - Impulse marker advances # of boxes after each side's impulse

8.2 WEATHER EFFECTS

RAIN	Supply range 2 European map hexes Land units, terrain costs x 2 Land Attacks, -1 odds level Aircraft air-to-sea, tactical and strategic factors halved -1 shore bombardment if in sea-box section with ** +1 to search roll.
STORM	Supply range 2 European map hexes No invasions allowed Land units, terrain costs x 2 Land Attacks, -2 odds level You can't fly any air missions, except rebases Naval-air combat not allowed No shore bombardment +1 to search roll and CVs & NAVs do not help.
SNOW	Supply range 3 European map hexes No invasions allowed Land Attacks, -2 odds level † Aircraft air-to-sea, tactical and strategic factors halved -1 shore bombardment if in sea-box section with ** +1 to search roll.
BLIZZARD	Supply range 2 European map hexes No invasions allowed Land units, terrain costs x 2 Land Attacks -3 odds levels † You can't fly any air missions, except rebases Naval-air combat not allowed No shore bombardment +1 to search roll and CVs & NAVs do not help.

WEATHER EFFECTS NOTES:

† - No effect in snow and only -1 in Blizzard if half or more of the attacking land units are MTN, ski troops, Soviet white print, Finnish, Norwegian or Swedish units. If so, the first loss must be one of these.

1. A desert hex in blizzard counts as snow. In Storm, it counts as rain. In all other weather, it is fine.

13.6.3 PRODUCTION MULTIPLES (a), (b)

Major Power	1939	1940	1941	1942	1943	1944	1945
Germany	0.75	0.75	1	1.25	1.5	1.5	1.5
Italy	0.5	0.75	1	1.25	1.5	1.5	1.5
Japan	0.75	1	1	1.25	1.5	1.5	1.5
USA	0.25	see note (c)					
CW/France	0.5	0.75	1	1.25	1.5	1.5	1.5
USSR (d),(e)	0.25	0.5	0.5	0.75	1	1.25	1.5
China	0.25	0.5	0.5	0.75	0.75	1	1

Production Multiples Notes:

- +0.25 if enemy made any land attacks in your home country (not Siberia and only UK counts for the CW) *this turn*;
- +0.25 while an in-supply enemy land unit is in your home country (not Siberia, and only UK counts for the CW).
- +0.25 ~ US entry opt. 22; +0.25 ~ US entry opt. 34; +0.25 ~ war; +0.25 ~ total war; +0.25 each 6 turns after US entry opt. 34.
- +0.25 from 1942 onwards if Minsk or Kiev are Russian controlled.
- +0.25 from 1943 onwards if Leningrad, Moscow and Stalingrad are Russian controlled.

13.6.1 & 13.6.2 FACTORIES & RESOURCES

Country	Fac	Res	Country	Fac	Res
Algeria		1/-	Italy (& Sardinia)	8/3	4/-
Argentina	1/1	-1	Japan	9/5	1/-
Australia	-1/1	3/-	Korea	-1/1	1/-
Austria	-1/1	-1	Malaya		2/-
Belgian Congo		1/-	Manchuria	1/1	3/-
Belgium	1/1	1/-	Mexico	-1/1	1/2
Bolivia		1/-	Netherlands	1/-	1/-
Brazil	1/1	1/-	Neth. East Indies		-4
Br. Guyana		1/1	New Caledonia	1/-	1/-
Bulgaria		1/-	Norway		1/-
Burma		-1	Persia		-3
Canada	1/1	5/1	Peru		1/-
Chile		3/-	Philippines		1/-
China (& Hainan)	10/4	11/-	Poland	2/1	2/-
Colombia		-1	Portugal		1/-
Cuba		1/-	Rumania	1/-	-3
Cyprus		1/-	Saudi Arabia		-1
Czechoslovakia	1/2	1/-	Senegal		1/-
Finland		1/-	S.Africa & NRhod.		3/-
Formosa		1/-	Spain	2/2	4/-
France	10/4	6/-	Sweden	1/1	3/-
Germany	13/6	8/1	Turkey	1/1	2/-
Greece		1/-	United Kingdom	13/4	2/-
Hungary	-1/1	1/-	USA	28/12	24/17
India	1/1	4/-	USSR	22/7	20/10
Indo-China		1/-	Venezuela		-6
Iraq		-2	Yugoslavia	2/-	2/-

Note: Factories - Blue/Red; Resources - Other/Oil.