**Lend-Lease to Britain & Russia** (38.3.9, 38.5.6)

**Lend-Lease DRMs:**

**+1** if Total War is in effect.

**+1** if Bombay (a4106) is not an Allied Open Port – **Lend-Lease**

**to Britain only**.

**+1** if Calcutta (a4213) is not an Allied Open Port – **Lend-Lease**

**to Britain only**.

**-1** if Vladivostok (p5301) is an Allied Open Port ­– **Lend-Lease to**

**Russia only**.

**-1** if Petropavlovsk (p5810) is an Allied Open Port – **Lend-Lease to Russia only**.

**Aid to China** (38.3.8, 38.5.5)

**Aid to China DRMs:**

**+1** if Limited War is in effect.

**+1** for each of these hexes under Axis control: Lanchow (a5019)*,*

Ulan Bator (a5621), Urumchi (a5415) – **Soviet Aid to China only**.

**+1** for each of these hexes under Axis control: Lashio (a4216), Ledo

(a4515), Kunming (a4418) – **Western Aid to China only**.

Aid Table

**1**. 1 infantry step

**2**. 1 infantry step

**3**. 1 infantry step

**4**. Warlord Corruption: No Result

**5**. Warlord Corruption: No Result

**6**. Warlord Corruption: No Result

**Weather** (11)

**Central Area:** All Land hexes insideFormosa, Hong Kong, Kiangsu, Shanghai, Szechwan, Tibet, Yunnan.

**Desert Area:** All Land hexes inside Australia, Kansu, Mongolia, Sinkiang.

**North Area:** All Land hexes inside Aleutian Islands, Hopeh, Japan (including Karafuto and Kurile Islands), Korea, Manchukuo, Russia (including Kamchatka, Komandorski and Sakhalin).

**North Monsoon Area:** All Land hexes inside Burma, Ceylon, India, Indochina, Malaya, Nepal, the Philippines, Sarawak, Siam.

**South Area:** All Land hexes inside New Zealand.

**South Monsoon Area:** all Land hexes inside NEI (including its Dependents), Papua.

**Beachheads:** An All-Sea hex containing a Beachhead marker is considered to be part of the Weather Area that the Beachhead Hexside points to.

**Weather Effects on Combat:** See bottom of Combat Results Table.

**Mud:**

1. A ground unit in a hex with Mud cannot move *out* of a hex containing an EZOC. *No exceptions*.
2. A ground unit cannot attack a hex with Mud in the Blitz Combat Segment.
3. When attacked in a hex with Mud, the defender receives a one-column shift to the left.
4. A ground unit cannot conduct Exploitation into a hex with Mud.
5. An Air unit cannot be placed in a hex with Mud.
6. An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Mud.
7. During North Monsoon Mud, a support unit cannot be placed in an All-Sea Hex in the Bay of Bengal, Philippine Sea, or South China Sea Naval Zones, or the northern half of the Java Sea Naval Zone.
8. During South Monsoon Mud, a support unit cannot be placed in an All-Sea Hex in the Arafura Sea, Bismarck Sea, or SE Indian Ocean Naval Zones, or the southern half of the Java Sea Naval Zone.

**Storms:**

1. A ground unit in a hex with Storms must *stop* movement after moving *into* or *out* of an EZOC hex.
2. A ground unit cannot attack a hex with Storms in the Blitz Combat Segment.
3. An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Storms, *and* the Air unit is *adjacent* to that hex. It *does* if it is in the defending hex.

**Snow**:

1. A ground unit in a hex with Snow must *stop* movement after moving *into* or *out* of an EZOC hex.
2. In the Blitz Combat Segment, *only* Blitz-enabled Russian units can attack a hex with Snow.
3. An Air unit does *not* provide an Air Unit shift in combat if the defending hex is a hex with Snow, *and* the Air unit is *adjacent* to that hex. It *does* if it is in the defending hex.
4. During Turns in which the North Area is experiencing Snow:

* A support unit cannot be placed in an All-Sea hex in the Sea of Japan, Sea of Okhotsk, Northwest Pacific, North Pacific, or Gulf of Alaska Naval Zones.
* An Ice hex cannot be considered a Naval Base or Open Port.

#### **Political DRMs**:Apply modifiers in the *Option Card* and *Political Events Segments* only. Do **not** apply these DRMs in any other Segment.

**+1** for each VP in the Box occupied by the *Axis Tide* VP marker.

**-1** for each VP in the Box occupied by the *Allied Crusade* VP marker.

**-?** for the Political DRM based on the location of the Pacific UCSL marker.

**+/-1** If a Country with an Influence or Neutrality marker is selected.

**Political Events Tables** (2.1)

### Area Table: South Asia Area Table: North Asia Area Table: SE Asia Area Table: China Diplomatic Incident Table Surprise Attack Table Cabinet Crisis Table

**1**. Setback: No Result **1**. Setback: No Result **1**. Setback: No Result **1**. Setback: No Result **1**. Roll on Colonialism Table **1.** *Political Option: Axis* (37.29) **1**. *Gekokujo* (37.16)

**2**. India **2**. Manchukuo **2**. NEI (incl. Dependents) **2**. Kansu **2**. *Neutrality* (37.26) **2.** *LOC Damaged* (37.21) **2**. *Border Incident* (37.4)

**3**. Burma **3**. Mongolia **3**. Indochina **3**. Kiangsu **3**. *Coup D’etat* (37.10) **3.** *Japan Supports Nationalists* (37.20) **3**. *International Incident* (37.19)

**4**. Siam **4**. Sinkiang **4**. Malaya **4**. Hopeh **4**. *Free Passage* (37.15) **4.** *Bases Damaged* (37.3) **4**. *Cabinet Shuffle* (37.6)

**5**. Yunnan **5**. Korea **5**. The Philippines **5**. Szechwan **5**. *Border War* (37.5) **5.** *Carriers Caught* (§10.2, see note) **5**. *Power Shift* (37.30)

**6**. Setback: No Result **6**. Setback: No Result **6**. Setback: No Result **6**. Setback: No Result **6**. Roll on Colonialism Table **6.** *Widespread Attacks* (37.36) **6**. *Allies Support Resistance* (37.1)

Note: If not using *SK,* treat this as *Raiders Discovered* (37.33)

Lend-Lease Table

**1**. 1 infantry step

**2**. *Delay Reduction* (37.12, §10.3)

**3**. 1 infantry step

**4**. Convoys Scattered: No Result

**5**. Convoys Scattered: No Result

**6**. Convoys Scattered: No Result

**Minor Country Alignment Determination** (13.5)

When the alignment of a Neutral Minor Country must be determined, use this priority list.

**Priority 1:** If an option card, Political Event or Conditional Event specifies an Allied faction, it aligns with that faction.

**Priority 2:** If a Soviet or Western Influence marker is in the country, it aligns with that Allied faction.

**Priority 3:** If the country does not share a Border with any Soviet country, it aligns with the Western faction.

**Priority 4:** If Pre-War is in effect, the Axis player must choose which Allied faction it will align with.

**Priority 5:** If the country doesnot contain an Axis or Western Strategic Hex, it aligns with the Soviet faction.

**Priority 6:** If the country does contain an Axis or Western Strategic Hex, rolls one unmodified die. If the result is 3 or less, it aligns with the Western faction. If it is 4 or more, it aligns with the Soviet faction.

### Strategy Board Table Colonialism Table Bushido Table

**1**. *Military Aid* (37.22) **1**. Roll on Strategy Board Table **1**. *Home Defense* (37.17)

**2**. *Japan Supports Nationalists* (37.20) **2**. *Minor Country Politics* (37.25)**2**. *Failure (Command): Axis* (37.14)

**3**. *Neutrals Pressured* (37.27) **3**. Conflicting Plans: No Result **3**. Roll on Cabinet Crisis Table

**4**. Conflicting Plans: No Result **4**. Conflicting Plans: No Result **4**. *Allies Support Resistance* (37.1)

**5**. *Allies Support Resistance* (37.1) **5**. *Chinese Incident* (37.8) **5**. *Banzai!* (37.2, §10.1)

**6**. *Military Aid* (37.22) **6**. Roll on Strategy Board Table **6**. *Japan Supports Nationalists* (37.20)