

# A WORLD AT WAR Diplomatic Record Sheet

Axis: \_\_\_\_\_ Allies: \_\_\_\_\_ Date: \_\_\_\_\_

	19	19	19	19	19	19	19				
Albania											
Austria											
Bel/Lux.								<b>Turn</b>	<b>RGT</b>	<b>USAT</b>	<b>USJT</b>
Bulgaria*								Spr 19			
Czechoslovakia								Sum 19			
Finland*								Fall 19			
France								Win 19			
Greece*								Spr 19			
Hungary*								Sum 19			
Ireland								Fall 19			
Italy								Win 19			
Norway								Spr 19			
Poland								Sum 19			
Rumania*								Fall 19			
Spain								Win 19			
Sweden*†								Spr 19			
Turkey*								Sum 19			
Ukraine*								Fall 19			
USAT								Win 19			
Vichy France								Spr 19			
Yugoslavia*†								Sum 19			
<b>Intelligence</b>								Fall 19			
* Russian DPs may be placed in the country.								Win 19			
† May not be named by Russia until Germany is at war with Russia.								Spr 19			
Yugoslavia may be split into Croatia and Serbia in some games.								Sum 19			
<b>Notes</b>								Fall 19			
								Win 19			
								Spr 19			
								Sum 19			
								Fall 19			
								Win 19			



# Russo – German Tension Record



Axis: \_\_\_\_\_ Allies: \_\_\_\_\_ Date: \_\_\_\_\_

		19				19				19				19				19			
		Spr	Sum	Fall	Win																
Automatic	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
Allied major powers at war <sup>1</sup>	+																				
Russian mobilizations <sup>2</sup>	+/-																				
No Nazi-Soviet Pact	+1																				
Poland unconquered <sup>3</sup>	+1																				
Axis penetration of the Balkans <sup>4</sup>	+1																				
Axis ground units in Britain	+1																				
Japan has surrendered	+2																				
Axis territorial acquisitions <sup>5</sup>	+																				
Axis expansion <sup>6</sup>	+																				
Rus. penetration of the Balkans <sup>7</sup>	-1																				
Russian expansion <sup>8</sup>	-																				
Current turn tension change																					
Tension level																					
Cohesion level																					
Russian mobilizations (5)																					

- Two or more Allied major powers at war with Germany: (+1); one Allied major power at war with Germany: (+2); no Allied major power at war with Germany: (+3).
- If Russia has fewer than 7 ICs, because it did not mobilize all its idle factories in Gathering Storm; +1 for the first Russian civilian factory mobilized (the mobilization allowed when RGT level = 10); +2 for the next mobilization; and so on.
- If the Nazi-Soviet Pact is in effect
- Axis have attacked or achieved a diplomatic result of “7” or more in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey: (+1).
- Axis control of Paris, London: (+2); Birmingham, Manchester: (+1).
- Axis gain control of one or more hexes in Finland (+1), Hungary (+2), Rumania (+2), Bulgaria (+2), Turkey (+6), Finnish border hexes (+2), Bessarabia (+2), one or more Persian hexes adjacent to Russia (+2); Axis control of eastern Poland (+4); Axis declare war on the Baltic States (+6), Effects are determined separately for each minor country and territory.
- If Russia has attacked or achieved a diplomatic result of “0” or less in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum -1 per game turn). A Russian occupation of Bessarabia does not trigger this modifier.
- Each Russian declaration of war against a minor neutral: -1. Russian occupation of eastern Poland: -1. Russia gains control of one or more hexes in any territory west of the Nazi-Soviet Pact line except for Finland: Hungary (-4), Rumania (4), Bulgaria (-4), Turkey (-12); for other minor countries, -2 for every five BRPs in the minor country. Effects are determined separately for each minor country.

## Russian Purge Table - 9.23

Purges	European situation
+1	If two or more major powers are at war with the European Axis.
+2	If one major power is at war with the European Axis.
+3	If no major powers are at war with the European Axis.
+4	If Germany and Russia are at war.
+1	If the Nazi-Soviet Pact is not in effect.
+ #	One additional purge for Axis control of any hexes in Finland, the Baltic States, Poland, Rumania and Turkey (+1 for each).

**Explanation:** Russia’s purge level increases by the indicated number of purge events each turn in *A World at War* until Russia has a total of 30 purge events and Russia reaches full cohesion. Stalin is then considered to have consolidated his hold on power. The purge level increases for the number of major powers at war with the European Axis are determined by the situation at the start of each game turn; purge level increases for Germany and Russia being at war and Axis control of minor countries adjacent to Russia are triggered if the indicated situation exists at the start of a turn or arises in the course of a turn. Allied major powers which have not yet gone to war with an Axis major power or which have surrendered are not counted as being at war.



# U.S. - Axis Tension Record



Axis: \_\_\_\_\_ Allies: \_\_\_\_\_ Date: \_\_\_\_\_

		19				19				19				19				19			
		Spr	Sum	Fall	Win																
<b>Automatic</b>	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
DPs and covert operations	+/-1																				
<b>Allied major powers at war<sup>1</sup></b>	+																				
<b>Axis ground units in Britain</b>	+1																				
<b>Axis ground units in Russia</b>	+1																				
<b>Axis gains in Mediterranean<sup>2</sup></b>	+1																				
<b>Japan and the U.S. at war</b>	+1																				
<b>If Japan has surrendered</b>	+2																				
Axis offensive operations <sup>3</sup>	+																				
Axis declarations of war <sup>4</sup>	+																				
Axis bombing <sup>5</sup>	+																				
Axis territorial acquisitions <sup>6</sup>	+																				
German atomic attacks <sup>7</sup>	+																				
Allied aggression <sup>8</sup>	-																				
Allied bombing <sup>9</sup>	-																				
British reinforcement of Asia <sup>10</sup>	-																				
Post-election modifiers <sup>11</sup>	+																				
Current turn tension change																					
Actual tension level																					
Random tension variation <sup>12</sup>																					
Effective tension level																					
American mobilizations (12)																					

1. Two or more Allied major powers at war with Germany: (+1); one Allied major power at war with Germany: (+2); no Allied major power at war with Germany: (+3).  
2. Axis control of any of Madrid, Gibraltar, any city in Egypt or any hex in Palestine, Transjordan, Iraq, Lebanon-Syria, Persia or Turkey (maximum +1 per game turn). Control of Lebanon-Syria solely as a result of a British attack and control of hexes by Axis partisans do not count.  
3. For every 15 Axis BRPs spent on offensive operations (a remnant of seven or fewer BRPs is ignored): (+1).  
4. Axis declarations of war against a major power: (+2); Axis declarations of war against a minor neutral: (+1).  
5. If 10 or more Western Allied BRPs are lost to Axis bombing: (+1 maximum each turn).  
6. Axis control of Paris, London, Moscow, Baku: (+2); Birmingham, Manchester, Gibraltar, Malta, Baghdad or any city in Egypt (+1 for each; capture of more than one Egyptian city does not trigger an additional modifier), Leningrad, Stalingrad, Maikop or Grozny: (+1); each IC captured by the Axis: (+1).  
7. Each German atomic attack against Britain: (+5); Each German atomic attack against Russia: (+3).  
8. Western Allied declaration of war on Italy, Russian declaration of war on Germany: (-2); Western Allied declarations of war against a minor neutral: (-2); Russian declarations of war against a minor neutral: (-1); Russian occupation of eastern Poland: (-1); each Russian subversion attempt: (-1); Western Allied mining of Norwegian waters without Norwegian permission: (-1).  
9. If 10 or more Axis BRPs are lost to Allied bombing: (-1 maximum each turn).  
10. -1 for every British, Canadian or South African ground or air factor sent to the Far East before the outbreak of war between Britain and Japan (EXCEPTIONS: Australian and Indian units returning to the Far East; the Chindit); if there are more than 10 British naval factors in India or the Far East before the outbreak of war between Britain and Japan: -1 for every five naval factors (round up) in excess of the 10-factor limit).  
11. Each major power other than the U.S. at war with Germany (+1) (This modifier supersedes the normal modifier for the number of major powers at war with the Axis); if the British resistance level at the end of the previous game turn was "0" or less (+2); if the Russian resistance level at the end of the previous game turn was "0" or less (+2).  
12. Die roll = 1: (-2); die roll = 2: (-1); die roll = 3,4: (-); die roll = 5: (+1); die roll = 6: (+2). Effects last until the next roll.



# U.S. - Japanese Tension Record



Axis: \_\_\_\_\_ Allies: \_\_\_\_\_ Date: \_\_\_\_\_

	1939		1940				1941				1942				1943			
	Fall	Win	Spr	Sum	Fall	Win												
Automatic	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
Japanese mobilizations <sup>1</sup>	+																	
Oil embargo <sup>2</sup>	+1																	
Japan controls French Indochina	+1																	
Germany and the U.S. at war	+1																	
Japan at war with Russia <sup>3</sup>	+																	
Japanese shipbuilding increase <sup>4</sup>	+ #																	
Japan launches a 3+factor ship	+1	+1					+1	+1		+1			+1					
Japanese fortification construction	+1																	
Japanese offensive operations <sup>5</sup>	+																	
Japanese bombing <sup>6</sup>	+																	
Japanese declarations of war <sup>7</sup>	+																	
Paris captured by Axis	+2																	
British surrender	+5																	
Russia declares war on Japan	-2																	
Post-election modifiers <sup>8</sup>	+																	
Current turn tension change																		
Actual tension level																		
Random tension variation <sup>9</sup>																		
Effective tension level																		
Japanese mobilizations (4)		M1																
American mobilizations (12)																		

1. Each Japanese mobilization, beginning in the turn in which it occurs (the Japanese automatic Fall 1939 mobilization is not counted): (+1).
2. If an oil embargo against Japan is in effect.
3. Germany and Japan at war with Russia: (+2).
4. For the first Japanese shipbuilding increase: +1; for the second: +2; for the third: +3; and so on.
5. For every 15 Japanese BRPs spent on offensive operations (a remnant of seven or fewer BRPs is ignored): (+1).
6. Japanese bomb China or the India box: (+1).
7. Japanese declaration of war on Britain: (+4, or the USJT level automatically goes to 20); Japanese declaration of war on Russia: (+2).
8. Each major power other than the U.S. at war with Japan (+1); Japanese air units bomb the Australia box (+1); if Australia has surrendered (+1).
9. Die roll = 1: (-2); die roll = 2: (-1); die roll = 3,4: (-); die roll = 5: (+1); die roll = 6: (+2). Effects last until the next roll.