

Global War Campaign Game

Italy

Starting BRP Level: _____ (Base + Libya 5)
Growth Rate: Increasing from 10% to 20% (see 35.31A)
Mobilizations: _____
Starting Construction Limit: _____
Replacements: 6 **Airbases:** 2
Basic RP Allocation: 2 **Basic DP Allocation:** 2

Germany

Starting BRP Level: _____
Growth Rate: Increasing from 10% to 50% (see 35.31A)
Mobilizations: _____
Starting Construction Limit: _____
Replacements: 8 **Airbases:** 4
Basic RP Allocation: 8 **Basic DP Allocation:** 3

		Germany															
		Air							Military						Naval		
	Yr	Jets	NAS	AAF	Int	Str B	Air T	NAT	2-6	4-6	5-6	1-3	3-3	1m3	Subs	Adv S	SBP
At Start																	
Unbuilt																	
FP add.																	
Product.																	
Product.																	
Product.																	
Product.																	
Product.																	
Product.																	
Product.																	
Product.																	
Product.																	
Product.																	
Maximum		[4]							[2]	[12]	[6]	[9]	[40]	[4]		[6]	

		Italy										
		Air			Military					Naval		
	Yr	NAS	AAF	NAT	2-5	1-3	2-3	3-3	1m3	Subs	SBP	
At Start												
Unbuilt												
FP add.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Maximum					[4]	[10]	[6]	[5]	[1]			

Global War Campaign Game

Japan

Fall 1939 BRP Level: 40 (Base: 70, China: 20)

Growth Rate: 50%

Mobilization: Add 10 BRPs to the Japanese BRP base and level, and 20 BRPs of units to the Japanese force pool, in Fall 1939 and during three additional Japanese mobilizations.

Fall 1939 Construction Limit: 26

Airbases: 3

Basic RP Allocation: 6

1		Air							Military							Naval				
		Jets	NAS	AAF	Int	Str B	Air T	NAT	1-3	2-3	3-3	1-2	2-2	3-2	1m2	1n2	Tr	ASW	Subs	SBP
9	At St		[10]	[10]				3	[2]	[2]		[20]	[10]	[5]		[1]	[20]		1	3
3	Fall		2[12]						1[3]	1[3]				3[8]	1[1]				1[2]	
9	Win																			
1940 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
0	Win																			
1941 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
1	Win																			
1942 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
2	Win																			
1943 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
3	Win																			
1944 Pr.																				
1	Spr																			
9	Sum																			
4	Fall																			
4	Win																			
1945 Pr.																				
1946 Pr.																				
Maxim.																				
									[3]	[3]	[3]	[30]	[15]	[20]	[2]	[3]				

Global War Campaign Game

France

Starting BRP Level: _____ (Base + Morocco: 5; Algeria: 5; Tunisia: 5; Lebanon/Syria: 5; French Indochina: 10)

Growth Rate: Increasing from 10% to 30% (see 35.31A)

Fall 1939 Construction Limit: _____

Replacements: 4 **Airbases:** 2

Basic RP Allocation: 3 **Basic DP Allocation:** 2

Britain

Starting BRP Level: _____ (Base: + 40 Commonwealth base; Burma: 10; Calcutta: 5; Dacca: 5; Egypt: 5; Hong Kong: 5; Malaya: 10; Palestine: 5; Singapore: 5)

Growth Rate: Increasing from 10% to 40% (see 35.31A)

Mobilizations: _____

Starting Construction Limit: _____

Replacements: 8 **Airbases:** 3 (Europe) 1 (Pacific)

Basic RP Allocation: 6 **Basic DP Allocation:** 3

		France					Britain																	
		Air		Military			Naval	Air							Military					Naval				
	Yr	AAF	3-5	1-3	2-3	SBP	Jets	NAS	AAF	Int	Str B	Air T	NAT	2-5	4-5	1-3	3-4	1m3	1c3	Tr	ASW	Subs	SBP	
At Start																								
Unbuilt																								
FP add.																								
Product.																								
Product.																								
Product.																								
Product.																								
Product.																								
Product.																								
Product.																								
Product.																								
Product.																								
Maximum			[3]	[3]	[18]									[4]	[3]	[3]	[8]	[3]+C	[1]					

		Canada			S. Africa		Australia				India	
		Military		Naval	Military		Air	Military		Naval	Military	
	Yr	4-5	3-4	SBP	3-4	1-3	AAF	2-2	1-2	SBP	2-2	1-2
At Start			[1]	1	[1]	[3]		[1]	[3]	1	[4]	[4]
DoW +4			1[2]				2[2]	2[3]	1[4]			
Dow +6		1[1]										
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Product.												
Maximum		[1]	[2]		[1]	[3]	[2]	[4]	[7]	1	[5]	[7]

Up to three factors of Australian infantry (one 2-2 and one 1-2; or three 1-2s) and three factors of Indian infantry may be added through production once Britain and Japan are at war or in Spring 1942, whichever is earlier.

Global War Campaign Game

China

Fall 1939 BRP Level: 10 (Base: 40, minus 20 for Chinese cities under Japanese control)

Growth Rate: 0%

1939 Spending Limit: 10

Fall 1939 Construction Limit: 6

Airbases: 1 **Replacements:** 10 **Basic RP/DP Allocation:** 0

Russia

Fall 1939 BRP Level: 80 (Base: 20 ICs: 70; Ukraine: 10)

Growth Rate: Increasing to 50% (see 35.31B)

Mobilization: Five additional ICs, as per the RGT Table.

Fall 1939 Construction Limit: 30

Airbases: 3 (Europe) 1 (Pacific)

Basic RP Allocation: 6 **Basic DP Allocation:** 3

		Russia												
		Air					Military						Naval	
	Yr	Jets	AAF	Int	Str B	Air T	3-5	4-5	5-6	1-3	2-3	3-3	1m3	SBP
At Start														2
Unbuilt														
FP add.														
Product.														
Product.														
Product.														
Product.														
Product.														
Product.														
Product.														
Product.														
Product.														
Product.														
Maximum							[8]	[6]	[6]	[20]	[14]	[36]	[3]	2

	N. China			C. China		
	Military			Military		
	1-2	2-2	1p2	1-2	2-2	1p2
	[8]	[8]	[2]	[4]	[4]	[1]
Spr 1940	2[10]					
Spr 1941	2[12]					
Spr 1942						1[2]
Spr 1943						1[3]
Spr 1944						1[4]
Spr 1945						1[5]
Spr 1946						1[6]
Maximum	[12]	[8]	[2]	[4]	[4]	[6]

Global War Campaign Game

United States

BRP Level: 100 (Base: 100) **Growth Rate:** 50%

Fall 1939 Construction Limit: 33

Replacements: 12 **Airbases:** 3 (Europe) 3 (Pacific)

Basic RP Allocation: 1 per 10 combined U.S. tensions

Basic DP Allocation: 1 per 10 USAT levels

American mobilization: Each turn add 25 BRPs to the U.S. BRP base and level and 20 BRPs of units to the U.S. force pool.	USAT:	10	20	30	35	40	45	50	50	50	50	50	50
	USJT:	10	20	30	35	40	45	50	50	50	50	50	50

		<i>Air</i>								<i>Military</i>						<i>Naval</i>			
		Jets	NAS	AAF	Int	Str B	Str B	Air T	NAT	5-6	1-3	2-3	3-4	1m3	1n3	ASW	Subs	SBP	SBP
1	At St		[10]	[3]		[1]		[1]	4		[4]	[1]	[2]		[1]	[1]	[1]	1	1
3	Fall										1[5]	1[2]				1[2]	1[2]		
9	Win																		
1940 Pr.																			
1	Spr		8[18]	2[5]											1[2]				
9	Sum																		
4	Fall																		
0	Win																		
1941 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
1	Win																		
1942 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
2	Win																		
1943 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
3	Win																		
1944 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
4	Win																		
1945 Pr.																			
1	Spr																		
9	Sum																		
4	Fall																		
5	Win																		
1946 Pr.																			
Maximum										[12]	[10]	[10]	[30]	[6]	[6]				