

Germany

Global War Campaign Game

Naval Repair - Captured shipyard													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
Waiting for Repair Place damaged ships waiting for repair here.													

Naval Construction - Kiel													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
Waiting for Repair Place damaged ships waiting for repair here.													

Starting Naval Units: *PB2: Graf Spee, Lutzow, Scheer; CA4; DD6, one submarine.*

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p>
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European Axis Oil Reserve



Italy

Global War Campaign Game

Naval Construction - Genoa													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
Waiting for Repair Place damaged ships waiting for repair here.													

Naval Construction – Trieste													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	
Level	Spring			Summer			Fall			Winter			
5													
4													
3													
2													
Launch													
Waiting for Repair Place damaged ships waiting for repair here.													

Starting Naval Units: CA12; DD9, one submarine.

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Japan

Global War Campaign Game

Naval Construction - Tokyo												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
5												
4												
3												
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Starting Naval Units: CV: Akagi, Kaga, Soryu; CVL: Ryujo, Zuiho; BB4: Mutsu, Nagato; BC3: Haruna, Hiei, Kirishima, Kongo, BB3: Fuso, Hyuga, Ise, Yamashiro; CA26; DD12; one submarine, 20 transports. One additional submarine may be built in Fall 1939.

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: 10 AAF, 10 NAS, two 2-3 armor units, two 1-3 armor units, five 3-2 infantry units, 10 2-2 infantry units, 20 1-2 infantry units, one 1-2 marine unit.</p> <p>Deployment limits: Five AAF, two 2-3 armor units, two 1-3 armor units, three 3-2 infantry units, three 2-2 infantry units and three 1-2 infantry units start in Manchuria.</p> <p>Fall 1939 allowable builds: Two NAS, one 2-3 armor unit, one 1-3 armor unit, three 3-2 infantry units, one 1-2 airborne unit.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Japanese Oil Reserve



Britain

Global War Campaign Game

Naval Construction - Canada													Naval Construction - Glasgow												
Rate	1	2	3	4	5	6	7	8	9	10	11	12	Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24	Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter			Level	Spring			Summer			Fall			Winter		
2													5												
Launch													4												
Waiting for Repair Place damaged ships waiting for repair here.													3												
Naval Construction - Australia													2												
Rate	1												Rate	1											
Capacity	2												Capacity	2											
Level	Spring			Summer			Fall			Winter			Level	Spring			Summer			Fall			Winter		
2													Launch												
Launch													Waiting for Repair Place damaged ships waiting for repair here.												
Waiting for Repair Place damaged ships waiting for repair here.																									

Starting Naval Units: *CVL:* *Courageous, Furious, Glorious; BB4:* *Nelson, Rodney; BC3:* *Hood; BB3:* *Barham, Malaya, Q. Elizabeth, Ramilles, Resolution, Revenge, Royal Oak, Royal Sovereign, Valiant, Warspite; CA34; DD14; one submarine, one ASW, 39 transports.* CA2 and DD1 begin the game in Asia.

Isolated Units	Allowable Builds
Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Place unbuilt air and ground units here.
Minor Country Infantry Units One infantry unit per minor country may be rebuilt at no BRP cost.	<p>Commonwealth forces (at start): Canada: One 3-4 mechanized infantry unit; South Africa: One 3-4 mechanized infantry unit and three 1-3 infantry units; Australia: One 2-2 and three 1-2 infantry units; India: Four 2-2 and four 1-2 infantry units.</p> <p>Deployment limits: Two AAF, one 2-3 armor unit, three 1-2 infantry units, two replacements start in Asia. Commonwealth units start in their mapboard boxes or in Asia.</p> <p>Commonwealth forces (additional): Canada: One 3-4 mechanized infantry unit four turns after the outbreak of war; one 4-5 armor unit six turns after the outbreak of war. Australia: Two 2-2 and one 1-2 infantry unit and two AAF in Fall 1940.</p>

Western European Oil Reserve



France

Global War Campaign Game

Naval Construction - Lorient												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
5												
4												
3												
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Naval Construction - Marseilles												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
5												
4												
3												
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Starting Naval Units: *BB3: Bretagne, Lorraine, Provence; CA10; DD9.*

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>Deployment limits: One 1-3 infantry unit must remain in Lebanon-Syria and two 1-3 infantry units must remain in French North Africa or Libya.</p>
<p>Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

United States

(Europe)

Global War Campaign Game

Naval Construction - Atlantic												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
	13	14	15	16	17	18	19	20	21	22	23	24
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl
Level	Spring			Summer			Fall			Winter		
5												
4	<i>Indiana (BB4)</i>			<i>Massachusetts (BB4)</i>			<i>Washington (BB4)</i>					
3												
2										<i>Wasp (CV)</i>		
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Starting Naval Units (Atlantic): *CV: Yorktown; BB3: Colorado, Idaho, Mississippi, New Mexico; New York, Texas; CA14; DD6; one ASW. One additional ASW may be built in Fall 1939.*

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: One strategic bomber, two 3-4 mechanized infantry units, six replacements.</p> <p>Deployment limits (Europe): One strategic bomber, two 3-4 mechanized infantry units and six replacements start in the Atlantic U.S. box.</p> <p>Fall 1939 allowable builds: One 2-3 infantry unit, one 1-3 infantry unit.</p> <p>Spring 1940 allowable builds: Two AAF, eight NAS, one 1-3 marine unit.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

United States (Pacific)

Global War Campaign Game

Naval Construction – Pacific												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
	13	14	15	16	17	18	19	20	21	22	23	24
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl
Level	Spring			Summer			Fall			Winter		
5												
4	<i>South Dakota (BB4)</i>			<i>Alabama (BB4)</i>			<i>North Carolina (BB4)</i>					
3												
2												
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

Starting Naval Units (Pacific): CV: *Enterprise, Lexington, Saratoga*; BB3: *Arizona, California, Maryland, Nevada, Oklahoma, Pennsylvania, Tennessee, West Virginia*; CA14; DD12; *one submarine, one additional submarine may be built in Fall 1939.*

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p style="text-align: center;">Place unbuilt air and ground units here.</p> <p>At start: Three AAF, 10 NAS, one air transport, one 2-3 infantry unit, four 1-3 infantry units, one 1-3 marine unit, six replacements.</p> <p>Filipino units: Two 1-2 infantry units.</p> <p>Deployment limits (Pacific): See scenario for details.</p>
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China

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p style="text-align: center;">Place unbuilt air and ground units here.</p> <p>At start: Eight 2-2 infantry units, eight 1-2 infantry units, ten replacements, two 1-2 partisan units.</p> <p>Spring 1940 allowable builds: Two 1-2 infantry units.</p> <p>Spring 1941 allowable builds: Two 1-2 infantry units.</p> <p>Communist China: Four 2-2 infantry units, four 1-2 infantry units, one 1-2 partisan unit; add one 1-2 partisan unit 1942-1946.</p>
<p style="text-align: center;">Communist Chinese Units</p> <p>Two infantry factors and one partisan may be rebuilt at no BRP cost.</p>	

Russia

Global War Campaign Game

Naval Construction - Leningrad										
Rate	1									
Capacity	2									
Level	Spring	Summer	Fall	Winter						
5										
4										
3										
2										
Launch										
Waiting for Repair Place damaged ships waiting for repair here.										

Naval Construction - Sevastopol										
Rate	1									
Capacity	2									
Level	Spring	Summer	Fall	Winter						
5										
4										
3										
2										
Launch										
Waiting for Repair Place damaged ships waiting for repair here.										

Starting Naval Units: BB2: Gangut, Petropavlosk, Sevastopol; CA12; DD9.

Six naval factors must start in both Leningrad and the Black Sea; CA6 and DD3 begin the game in Vladivostok.

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>Deployment limits: Five AAF, two 3-3 armor units; two 3-2 infantry units, four 2-2 infantry units, four 1-2 infantry units start in Siberia.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Russian Oil Reserve

