

Changes since publication (for December 31, 2020)

STORM OVER ASIA

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Numbering:

- 21.11 If the Japanese army and naval garrisons are greater than required:

Japanese Aggression Index

22. JAPANESE AGGRESSION INDEX

Diplomatic Phase

23. DIPLOMACY

Lettering:

23.21 CHINESE REGIONS: The following Chinese regions may be selected as diplomatic targets, subject to the restrictions set out in 23.61. At the start of the game, flags are placed in each Chinese region as indicated on the mapboard (25.1), to reflect pre-game diplomatic activity.

- A. Northern China.
- B. Central China.
- C. Shanghai.
- D. South China Coast.
- E. Szechuan.
- F. Eastern China.
- G. Southern China.
- H. Yunnan.
- I. Shensi.

- 24. MILITARY COUNTERS
- 25. DIPLOMACY IN CHINA
- 26. WARLORDS

Numbering:

26.1 PLACEMENT OF WARLORD FLAGS:

26.11 PLACEMENT: Warlord flags may be placed in three ways:

26.111 RANDOM EVENTS:

A. NATIONALIST FLAGS: General random events 45 and 46 and Japanese diplomatic events 42, 43 and 44 replace a Nationalist flag with a warlord flag. When these random events are drawn, the Japanese player determines which Nationalist flag is replaced.

B. JAPANESE FLAGS: General random events 47 and 48 and Chinese random event 80 replace a Japanese flag with a warlord flag. When these random events are drawn, the Chinese player determines which Japanese flag is replaced.

26.112 WARLORD CARD DRAW: At the end of the diplomatic phase of each turn, one card is drawn from the Warlord Card deck, which consists of one card for each Chinese region:

A. If the indicated Chinese region contains three or fewer flags, a warlord flag is added to the region.

B. If the indicated Chinese region contains four flags:

- The warlord flag replaces a Nationalist flag.
- If there is no Nationalist flag in the region, the warlord flag replaces a Japanese flag.
- If there is no Nationalist or Japanese flag in the region, the warlord flag replaces a Communist flag.

C. The result of the Warlord Card draw is implemented in the indicated region regardless of any diplomatic activity or result in that region.

D. Once implemented, the Warlord Card drawn is set aside and is not returned to the Warlord Card deck until after the Warlord Card draw for the following turn. A Warlord Card for the same Chinese region may therefore never be drawn two turns in a row.

E. If a Chinese region is conquered by Japan, the Warlord Card for that region is removed from the Warlord Card deck and may not be drawn again unless the conquered Chinese region revolts.

26.113 JAPANESE DIPLOMATIC RESULTS: If Japan achieves a diplomatic result in a Chinese region in which it may not place a Japanese flag, it may place a warlord flag instead (25.51C).

26.2 CONVERSION OF WARLORD FLAGS:

26.21 CONVERSION: Warlord flags may be converted into other flags in three ways:

26.211 CHINESE DIPLOMATIC RESULTS: If the United Front exists, a Chinese diplomatic result may be used to replace a warlord flag with a Nationalist Chinese flag (25.51B).

26.212 UNITED FRONT SURPLUS: If there is a United Front surplus once all Communist flags have adhered to the United Front, China has the option of replacing one or more warlord flags with the equivalent number of Nationalist Chinese flags, up to the limit of the United Front surplus (32.72).

26.213 RANDOM EVENTS:

A. JAPANESE FLAGS: General random events 56 and 57 and Japanese diplomatic events 1, 2 and 3 replace a warlord flag with a Japanese flag. When these random events are drawn, the Japanese player determines which warlord flag is replaced.

B. NATIONALIST FLAGS: General random events 43 and 44 and Chinese random event 79 replace a warlord flag with a Nationalist Chinese flag. When these random events are drawn, the Chinese player determines which warlord flag is replaced.

26.22 UNITED FRONT EFFECTS: Each warlord flag conversion to a Nationalist flag, for any reason, including the two initial -1 warlord conversion modifiers (32.81A), reduces the United Front level by one (32.41C). Each Nationalist flag conversion to a warlord flag from a random event removes one such modifier, but otherwise the -1 modifiers are permanent.

27. DIPLOMACY IN SOUTHEAST ASIA

Russia and Manchuria

28. RUSSIA AND MANCHURIA

Britain

29. BRITISH COHESION

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30. CHINESE COHESION

31. CHINESE CIVIL WAR

32. THE UNITED FRONT

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33. JAPANESE ATTACKS

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35. COMBAT

36. COMBAT RESULTS

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37. JAPANESE CONQUESTS

The End of the Game

38. THE END OF THE GAME

Victory Determination

39. VICTORY DETERMINATION

STORM OVER ASIA

Transition to *A World at War*

1. *A WORLD AT WAR*

2. MAJOR POWERS AT WAR

3. MOBILIZATIONS

4. JAPANESE FORCE LEVELS

5. ECONOMICS

Clarification:

5.51 BRITISH BRP LEVEL: *Storm Over Asia* has the following effects on Britain's *A World at War* BRP level:

A. The economic value of India varies according to the level of British economic preparation research (6.910). Each higher result includes all lower results:

- **No economic preparation research:** The India box is worth 10 BRPs. The rest of India has no BRP value.
 - **Three steps of economic preparation research:** Calcutta is a British colony worth five BRPs.
 - **One economic preparation research result:** Dacca is a British colony worth five BRPs.
 - **Nine steps of economic preparation research:** Colombo is a British colony worth five BRPs.
 - **Two economic preparation research results:** The value of the Indian box is increased to 15 BRPs. This increases the BRP value of the Commonwealth portion of the British BRP base from 40 to 45 BRPs.
- B.** Britain's adds 5 BRPs for an economic interest in Thailand in the 1940 YSS if it had three or more flags in Thailand when *Storm Over Asia* ends (13.72A).
- C.** Britain adds 5 BRPs, rather than 10 BRPs, for Malaya in the 1940 YSS if Japan had three or more flags in Malaya when *Storm Over Asia* ends (13.62B).

6. RESEARCH

Consistency with counters:

6.95 AUSTRALIAN SHIPBUILDING: If Britain does not achieve at least three steps of *Storm Over Asia* Australian shipbuilding research, Australia may not repair or build ships in *A World at War*. Every three steps of *Storm Over Asia* Australian shipbuilding research increase Australia's *A World at War* shipbuilding abilities. Each higher result includes all lower results.

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E. AUSTRALIAN NAMED SHIPS:

- **Battlecruisers:** No more than three Australian two-factor battlecruisers (the *Australia*, *Gallipoli* and *New Zealand*) may be built.

Consistency with counters:

6.99 INDIAN SHIPBUILDING: If Britain does not achieve at least three steps of *Storm Over Asia* Indian shipbuilding research, India may not repair or build ships in *A World at War*. Every three steps of *Storm Over Asia* Indian shipbuilding research increase India's *A World at War* shipbuilding abilities. Each higher result includes all lower results.

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E. AUSTRALIAN NAMED SHIPS:

- **Battlecruisers:** No more than three Australian two-factor battlecruisers (the *Australia*, *Gallipoli* and *New Zealand*) may be built.

7. CHINA
8. FLAGS IN CHINA
9. CHINESE TERRITORY
10. NATIONALIST CHINESE FORCES
11. COMMUNIST CHINESE FORCES
12. *A WORLD WAR* CONQUESTS
13. SOUTHEAST ASIA

Clarification:

13.31 BRP GRANTS TO CHINA: The maximum BRP capacity of the Burma Road is increased or decreased as follows:

- A. +2 BRPs for each British flag in Burma.
- B. -2 BRPs for each Japanese flag in Burma.

14. RUSSO-JAPANESE RELATIONS

Substantive changes:

14.41 EFFECTS: If Japan declares war on a neutral Russia, the following effects apply, in addition to the normal effects of a declaration of war:

- A. RUSSIAN MOBILIZATIONS:** Russia mobilizes every turn, in accordance with *A World at War* rule 36.11B.
- B. RUSSIAN GROWTH RATE:** The Russian growth rate is unaffected by a Japanese declaration of war.
- C. SIBERIAN GARRISON:** Russia must maintain its starting Siberian garrison by rebuilding any lost units in Siberia or by rebuilding them in the Urals box and immediately deploying them to Siberia.
- D. ADDITIONAL RUSSIAN FORCES:** Russia may use additional forces in Siberia, in excess of its starting Siberian garrison, including forces from its Russian European garrison (*A World at War* rule 63.51).
 - Additional Russian forces are not required to remain in Siberia, and, if lost, may be rebuilt in European Russia, the Urals box or Siberia.

- Russian European garrison forces that remain in Europe are subject to the restrictions in *A World at War* rules 63.51A and B.

E. RUSSO-GERMAN TENSION EFFECTS: If Japan declares war on a neutral Russia, a -1 status RGT modifier applies each turn, starting in the turn in which Japan declares war, unless Japan is also at war with the Western Allies.

F. RUSSIAN DECLARATION OF WAR ON GERMANY: If Japan declares war on a neutral Russia, Russia may not declare war on Germany until one of the following conditions is met. If Russia is permitted to declare war on Germany, it may transfer forces from Siberia to Europe prior to actually declaring war (transition rule 14.41C).

- Japan has surrendered; or
 - If there is a Nazi-Soviet Pact, the RGT level, modified by the value of the current Japanese resistance level, is 50 or more. The value of the Japanese resistance level is subtracted from the RGT level, solely for the purpose of determining whether Russia may declare war on Germany.
 - If there is no Nazi-Soviet Pact, the Japanese resistance level is below ten.

15. UNITED STATES


16. *A WORLD AT WAR* RULE ADJUSTMENTS

See the A World at War update document.

17. VICTORY CONDITIONS

Unit and Counter Guide

Consistency:

	+1 support from medium Russian cohesion; +2 support from high Russian cohesion; +3 support from full Russian cohesion.
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