

Changes since publication (for June 30, 2021)

STORM OVER ASIA

Introduction

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7. SEQUENCE OF PLAY

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11. NATIONAL INCOME

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12. ACTIVITY COUNTERS
13. ECONOMIC PHASE

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Typo:

- 14.6 EFFECTS OF MOBILIZATIONS

Research Segment

15. RESEARCH

Clarification:

15.24 RESTRICTIONS: Research points may be assigned to any eligible project, subject to the following restrictions. Each turn:

A. ONE RESEARCH POINT PER PROJECT: No more than one research point may be assigned to each project.

B. RESEARCH POINTS TO DIFFERENT STAGES OF PROJECTS: For Japan, China and Britain:

- Its first, fourth, seventh and tenth research points must be assigned to the first three steps of a project (clear cells). If there are more such research points than there are available clear cells, the remaining research points may be assigned to light grey cells or, if there are insufficient light grey cells, to dark grey cells.
- Its second, fifth and eighth research points may be assigned to any of the first six steps of a project (clear or light grey cells). If there are more such research points than there are available clear or light grey cells, the remaining research points may be assigned to dark grey cells.
- Its third, sixth and ninth research points may be assigned to any steps of a project (clear, light grey or dark grey cells).
- The Japanese, Chinese and British research record sheets include these restrictions, which apply to each major power's automatic research point allocations and supplemental research points from activity counters used for research.

16. RESEARCH EFFECTS

Construction Segment

- 17. MAINTENANCE
- 18. UNIT CONSTRUCTION
- 19. SHIPBUILDING

Consistency:

19.63 RESTRICTIONS: New Japanese naval construction is limited by the counter mix, which restricts the maximum number of ships of each type that may be built. In addition, the following restrictions apply:

A. AIRCRAFT CARRIERS: Japan may build 3-factor carriers (CVs) and 4-factor carriers (CVBs) as set out below. Japan may not build 2-factor carriers (CVLs) in *Storm Over Asia*.

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B. 3-FACTOR BATTLESHIPS OR BATTLECRUISERS: Japan may build 3-factor battlecruisers and 4- and 5-factor battleships as set out below. Japan may not build 2-factor battlecruisers in *Storm Over Asia*.

Japanese Garrisons

- 20. JAPANESE GARRISONS
- 21. JAPANESE GARRISON EFFECTS

Japanese Aggression Index

- 22. JAPANESE AGGRESSION INDEX

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- 23. DIPLOMACY
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Russia and Manchuria

- 28. RUSSIA AND MANCHURIA

Typo:

28.23 COMPOSITION OF THE PURGE CARD DECK:

Britain

- 29. BRITISH COHESION

Typo:

29.5 DETERMINING THE BRITISH COHESION LEVEL:

China

- 30. CHINESE COHESION

Spelling:

30.6 DETERMINING THE CHINESE COHESION LEVEL:

- 31. CHINESE CIVIL WAR
- 32. THE UNITED FRONT

Clarification:

32.74 UNUSED SURPLUS: If there is a United Front surplus once all Communist flags have adhered to the United Front, and not all of that surplus is used to replace warlord flags with Nationalist flags (32.72), China's support level is increased by +1 for every five levels (round down) of unused United Front surplus, provided no warlord flags remain on the mapboard. These support increases and their associated tile points (11.62A) occur when the United Front level is determined (32.21).

The China Incident

33. JAPANESE ATTACKS
34. CHINESE AND RUSSIAN ATTACKS

Combat

35. COMBAT
36. COMBAT RESULTS

Japanese Conquests

37. JAPANESE CONQUESTS

The End of the Game

38. THE END OF THE GAME

Typo:

39.92 RUSSO-JAPANESE CONFLICT: The results of combat between Russia and Japan in Manchuria and Siberia in *Storm Over Asia* are tracked and the cumulative total has the following effects:

A. JAPANESE ADVANTAGE: +1 VP for each +3 favoring Japan in Russo-Japanese combat results (round up).

B. RUSSIAN ADVANTAGE: +1 VP for each +3 favoring Russia in Russo-Japanese combat results (round up).

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
6. RESEARCH

Substantive change:

6.76 CHINESE PUPPETS: Without any Japanese *Storm Over Asia* Chinese Puppets research, Japan may not produce Chinese occupation policies in *A World at War*. If Japan conducted Chinese Puppets research in *Storm Over Asia*:

...

D. A second Japanese *Storm Over Asia* Chinese Puppets result:

- Gives Japan a Chinese occupation policies result in *A World at War*.
- Generates a third point towards Chinese occupation policies production in *A World at War*.
- Adds a third Wang infantry factor to Japan's At Start forces in *A World at War*.
- Allows Japan to build two Wang infantry factors each turn in *A World at War*.

...

6.77 INDIAN SUBVERSION: Without any Japanese *Storm Over Asia* Indian subversion research, Japan may not produce Indian subversion in *A World at War*. If Japan conducted Indian subversion research in *Storm Over Asia*:

...

D. A second Japanese *Storm Over Asia* Indian subversion result:

- Gives Japan an Indian subversion result in *A World at War*.
- Generates a third point towards Indian subversion production in *A World at War*.
- Adds a third Indian National Army infantry factor to Japan's At Start forces in *A World at War*.
- Allows Japan to build two Indian National Army infantry factors each turn in *A World at War*.

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Clarification, renumbering:

6.912 CODEBREAKING: The U.S. starts *A World at War* with three blank Magic cards and four Magic codebreaking cards (one submarine warfare, ASW, tactical and strategic card). The composition of the U.S. Magic card deck is affected by British *Storm Over Asia* codebreaking research as follows:

A. The first British *Storm Over Asia* codebreaking result adds a Magic wild card to the American Magic card deck.

B. Nine steps of British *Storm Over Asia* codebreaking research, as indicated by a "★", give the Western Allies a one RP credit towards the production of an additional American Magic card.

B. The second British *Storm Over Asia* codebreaking result adds a submarine warfare, ASW, tactical or strategic card, as decided by the Western Allied player, to the American Magic card deck.

C. Intermediate British *Storm Over Asia* codebreaking results, indicated by a circled number on the *Storm Over Asia* Japanese research record sheet, generate one or two research points towards a codebreaking production result in *A World at War* (① or ④ = one RP; ② or ⑤ = two RPs).

7. CHINA
8. FLAGS IN CHINA
9. CHINESE TERRITORY
10. NATIONALIST CHINESE FORCES
11. COMMUNIST CHINESE FORCES

Clarification:

11.52 If Communist China's construction rate is at least one infantry factor per turn, it may defer construction of a 1-2 infantry unit for one turn in order to rebuild a 2-2 infantry unit in a subsequent turn. This happens automatically if Communist China has no unbuilt 1-2 infantry units.

12. *A WORLD WAR* CONQUESTS
13. SOUTHEAST ASIA
14. RUSSO-JAPANESE RELATIONS

Error in implementing previous substantive change:

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:

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E. RUSSO-GERMAN TENSION EFFECTS:

- A -1 status modifier applies each turn, starting in the turn in which Japan declares war on a neutral Russia, unless Japan is also at war with the Western Allies.
- A -1 status modifier applies each turn for every 20 BRPs of additional Russian forces in Siberia (round up).

15. UNITED STATES

Typo:

- 15.3 AMERICAN SHIPBUILDING
16. *A WORLD AT WAR* RULE ADJUSTMENTS
17. VICTORY CONDITIONS