

Changes since publication (for December 31, 2021)

STORM OVER ASIA

Correction:

Resources

A community of *Storm Over Asia* players exists to help new and experienced players learn the game. The *Storm Over Asia* website is at: www.stormoverasia.org.

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. THE MAPBOARD
5. COUNTERS
6. TILES
7. SEQUENCE OF PLAY

Random Event Phase

8. RANDOM EVENTS
9. SELECTING RANDOM EVENTS
10. SUPPORT LEVELS

Income Phase

11. NATIONAL INCOME

Economic Phase

12. ACTIVITY COUNTERS
13. ECONOMIC PHASE

Industrial Segment

14. FACTORY CONVERSION AND MOBILIZATION

Research Segment

15. RESEARCH
16. RESEARCH EFFECTS

Substantive change:

16.16 INTELLIGENCE RESEARCH:

...

B. ESPIONAGE:

- ...
- If a spy ring is not eliminated by a counter-intelligence result or an enemy spy ring in a subsequent turn, it may be reactivated for one turn,

no sooner than four turns after it was last activated, with the same effects as the turn in which it was placed.

Clarification:

16.21 China may research military (Chinese army, Chinese air, elite units, fortifications, partisans), economic (China Lobby, National Unity, economic preparation, Burma Road, Sinkiang Road) and intelligence (KMT, covert operations, espionage, counter-intelligence) projects, with the following effects:

...

I. BURMA ROAD:

- ...
- Chinese Burma Road results allow additional aid in the turn in which they are achieved, and allow additional research in the turn after a result is achieved.

Clarification:

16.21 China may research military (Chinese army, Chinese air, elite units, fortifications, partisans), economic (China Lobby, National Unity, economic preparation, Burma Road, Sinkiang Road) and intelligence (KMT, covert operations, espionage, counter-intelligence) projects, with the following effects:

...

J. SINKIANG ROAD:

- ...
- Chinese Sinkiang Road results allow additional aid in the turn in which they are achieved, and allow additional research in the turn after a result is achieved.

Consistency with substantive change:

16.21 China may research military (Chinese army, Chinese air, elite units, fortifications, partisans), economic (China Lobby, National Unity, economic preparation, Burma Road, Sinkiang Road) and intelligence (KMT, covert operations, espionage, counter-intelligence) projects, with the following effects:

...

K. KMT:

- ...
- Each time China draws the KMT 0 counter, or the KMT 1 or KMT 2 counter, that replaces it from KMT research, China gains one additional step of KMT research. This research step is applied to KMT research in same manner as a step from a research random event. Once China has achieved a 6-step KMT result, additional draws of these KMT counters have no beneficial research effect.

Construction Segment

17. MAINTENANCE
18. UNIT CONSTRUCTION
19. SHIPBUILDING

Renumbering:

19.34 ADDITIONAL ACTIVITY COUNTER: If Japan increases its shipbuilding rate it adds a 1 activity counter to the Japanese activity counter pool that may only be used for shipbuilding (12.31C).

Japanese Garrisons

20. JAPANESE GARRISONS
21. JAPANESE GARRISON EFFECTS

Japanese Aggression Index

22. JAPANESE AGGRESSION INDEX

Delete cross-reference:

22.21 DETERMINING THE JAI: The JAI is determined each turn, based on the following:

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D. UNITED FRONT: +1 if the United Front existed at the end of the previous turn (32.31C. 32.77).

Spelling:

22.25 RANDOM EVENTS:

A. OFFSETTING RANDOM EVENTS: Offsetting positive and negative random events immediately cancel one another and are removed in the turn in which one or both events occur.

Diplomatic Phase

- 23. DIPLOMACY
- 24. MILITARY COUNTERS

Clarification:

24.21 MECHANICS:

...

C. TIMING - COMBAT: Military counters used for combat are placed in the following sequence. Japan announces its attacks once its military counters are placed, before China and Russia place their military counters (33.13). China and Russia do not commit to attacking when they place their military counters (EXCEPTION: Russia must attack Manchuria if it placed military counter there), and decide on attacks in China after Japan has resolved its attacks (35.21). Military counters used for diplomacy in a Chinese region may also be used for combat in that Chinese region:

- 25. DIPLOMACY IN CHINA
- 26. WARLORDS
- 27. DIPLOMACY IN SOUTHEAST ASIA

Russia and Manchuria

- 28. RUSSIA AND MANCHURIA

Clarification:

28.31 PURGE EFFECTS: Russian purge cards have the following effects:

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D. GREAT PURGE:

- One Russian military counter is eliminated; if no Russian military counter exists, this effect does not apply.

			Global Game			
The additional military counter from a Russian garrison surplus in <i>Gathering Storm</i> may not be eliminated by a Great Purge.						

- Russia must pay one additional tile point for maintenance for each surviving military counter.
- The cost of building Russian military counters is increased by two tile points per military counter. The activity counter cost of building Russian military counters is not affected by this additional cost.
- Russia may not conduct diplomacy in China.
- Russia may not conduct Chinese research.
- A Great Purge does not prevent Russia from using its military counters.

Britain

- 29. BRITISH COHESION

China

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

The China Incident

- 33. JAPANESE ATTACKS
- 34. CHINESE AND RUSSIAN ATTACKS

Combat

- 35. COMBAT
- 36. COMBAT RESULTS

Clarification:

36.23 COMMUNIST CHINESE DIPLOMATIC RESULTS: If Communist China wins a civil war combat, its diplomatic results are implemented as follows. Japanese flags may not be eliminated (36.22C).

A. Communist flags are placed, if possible.

B. If the Chinese region contains four flags, but not all of them are Communist or Japanese:

- a Nationalist flag is eliminated.
- if there is no Nationalist flag in the region, a warlord flag is replaced by a Communist flag.

C. Once the region contains four Communist or Japanese flags, in any combination, any remaining Communist Chinese diplomatic results are applied to adjacent regions. If there is no United Front, Japan decides where the surplus Communist flags are placed; if there is a United Front, China decides.

Japanese Conquests

- 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
- 6. RESEARCH

Substantive changes, clarifications:

6.93 AUSTRALIAN NAVAL AIR TRAINING: If Britain does not achieve at least one level of *Storm Over Asia* Australian naval air training, Australia begins *A World at War* with no naval air units and the Western Allies may not produce Australian naval air units in *A World at War*. Naval air units from *Storm Over Asia* Australian naval air research are added to Australia's initial forces as allowable builds at the start of *A World at War*.

A. NAVAL AIR SQUADRONS: Each level of *Storm Over Asia* Australian naval air training research adds one naval air squadron to Australia's force pool:

- One level, indicated by a ①, adds one naval air squadron.
- Two levels, indicated by a ②, add a second naval air squadron.
- The first *Storm Over Asia* Australian naval air training result adds a third naval air squadron.
- Four levels, indicated by a ④, add a fourth naval air squadron.
- Five levels, indicated by a ⑤, add a fifth naval air squadron.
- The second *Storm Over Asia* Australian naval air training result adds a sixth naval air squadron.

B. NAVAL AIR TRAINING RATE: The maximum Australian naval air training rate in *A World at War* is one (*A World at War* rule 42.43D).

- The first *Storm Over Asia* Australian naval air training result generates one point towards Australian naval air training production in *A World at War*.
- Nine steps of *Storm Over Asia* Australian naval air training result generates a second point towards Australian naval air training production in *A World at War*.
- The second *Storm Over Asia* Australian naval air training result gives Australia a naval air training rate of one in *A World at War*.

C. CONSTRUCTION: Australian naval air squadrons may be constructed using Australian, British or American naval air training rates:

- The Australian naval air training rate may be used to build Australian naval air squadrons.
- Until the U.S. is at war with Japan, Britain may use its naval air training rate to build Australian naval air squadrons.
- If the U.S. is at war with Japan, the U.S. may use its naval air training rate to build Australian naval air squadrons.

D. GENERAL:

- Australian naval air squadrons have the same Air Nationality DRM as British naval air squadrons.
- Australian naval air squadrons may operate only in the Pacific theater and may not be used in the European theater.
- Australian naval air squadrons may only operate from land or from Australian CVLs.

7. CHINA
8. FLAGS IN CHINA
9. CHINESE TERRITORY

Clarification:

9.53 CONSTRUCTION RATE:

A. Communist China may build:

- One infantry factor per turn for each region it controls at the end of *Storm Over Asia*.
- One infantry factor per turn for each Chinese region it controls at the end of *Storm Over Asia* that contains a key economic area (Central China, Northern China, Shanghai, the South China Coast, Szechuan).
- One infantry factor and one partisan per turn if China achieved a Sinkiang Road result (6.810).

10. NATIONALIST CHINESE FORCES

Substantive change:

10.21 GROUND UNIT FORCE POOL: Nationalist China's ground unit force level is the total of the following:

A. **CORE FACTORS:** Nationalist China's core ground unit force pool of **four ground factors**.

B. **CONTROLLED CHINESE REGIONS:** For each Chinese region under Nationalist Chinese control, Nationalist China adds **four ground factors** to its force pool, plus an **additional four ground factors** for each Chinese region under Nationalist Chinese control that contains a key economic area (Central China, Northern China, Shanghai, the South China Coast, Szechuan).

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11. COMMUNIST CHINESE FORCES

Substantive change:

11.21 INFANTRY UNITS: Communist China's infantry force level is the total of the infantry factors from the following:

A. **CORE INFANTRY FACTORS:** Communist China's core force pool of **four infantry factors**.

B. **CONTROLLED CHINESE REGIONS:** For each Chinese region under Communist Chinese control, Communist China adds **four infantry factors** to its force pool, plus an **additional four ground factors** for each Chinese region under Communist Chinese control that contains a key economic area (Central China, Northern China, Shanghai, the South China Coast, Szechuan).

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Substantive change, clarification:

11.51 UNIT CONSTRUCTION: Communist China may build:

A. One infantry factor per turn for each Chinese region it controls at the end of *Storm Over Asia*.

B. One infantry factor per turn for each Chinese region it controls at the end of *Storm Over Asia* that contains a key economic area (Central China, Northern China, Shanghai, the South China Coast, Szechuan).

C. One infantry factor and one partisan per turn if China achieved a Sinkiang Road result (9.53).

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.

11.53 If Communist China loses control of a Chinese region in *A World at War*, Russia must pay the cost of the Chinese Communist unit construction associated with that region (transition rule 12.31, *A World at War* rule 79.52).

12. A WORLD WAR CONQUESTS

Consistency with substantive change:

- 12.1 CONQUEST
- 12.2 **NO** CHINESE FORCE POOL EFFECTS
- 12.3 COMMUNIST CHINESE CONSTRUCTION EFFECTS

Substantive change:

12.2 **NO** CHINESE FORCE POOL EFFECTS:

12.21 KEY ECONOMIC AREAS: The conquest of Chinese key economic areas (Canton, Chungking, Peking, Nanking or Shanghai) in *A World at War* affects the Chinese force pools as follows:

A. JAPANESE CONQUESTS:

- The Japanese conquest of a Nationalist-controlled Chinese key economic area reduces the Nationalist Chinese force pool by four infantry factors. One 2-2 and two 1-2 infantry units are removed from the Nationalist Chinese force pool.
- The Japanese conquest of a Communist-controlled Chinese key economic area reduces the Communist Chinese force pool by four infantry factors. One 2-2 and two 1-2 infantry units are removed from the Communist Chinese force pool.

B. CHINESE CONQUESTS:

- The Nationalist conquest of a Japanese-controlled Chinese key economic area increases the Nationalist Chinese force pool by four infantry factors. One 2-2 and two 1-2 infantry units are added to the Nationalist Chinese force pool.
- The Communist conquest of a Japanese-controlled Chinese key economic area increases the Communist Chinese force pool by four infantry factors. One 2-2 and two 1-2 infantry units are added to the Communist Chinese force pool.

12.22 OTHER CHINESE REGIONS: Conquests of Chinese regions that do not contain key economic areas in *A World at War* have no effect on the Nationalist or Communist Chinese force pools.

13. SOUTHEAST ASIA

Clarification:

India	
	If Japan achieves surprise, all Western Allied air and naval units in India, Burma, Malaya and Singapore are inverted in the Japanese turn of attack and in the following Allied player turn.

14. RUSSO-JAPANESE RELATIONS

15. UNITED STATES

Consistency:

15.25 ECONOMICS:

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C. 1940 YSS:

- A 1940 YSS is conducted for the U.S. and Japan, even if war has not yet broken out in Europe.
- The American BRP base first grows during the 1940 YSS, at a growth rate equal to the effective USAT or USJT level, whichever is higher, at the end of the preceding winter game turn, regardless of when war in Europe breaks out.
- RPs generated from the American BRP total and American BRP base growth in the 1940 YSS are counted in the Western Allied RP totals for 1940, and are assigned in the first turn of *A World at War* if war breaks out in 1940.
- **D. WAR IN 1941 OR LATER:** In the unlikely event that war breaks out only in 1941 or later, the U.S. and Japan conduct a 1941 YSS and American RPs and DPs generated in both the 1940 YSS and the 1941 YSS are counted in the initial Western Allied RP and DP totals.

16. *A WORLD AT WAR* RULE ADJUSTMENTS
17. VICTORY CONDITIONS