

DAYS OF DECISION III

Impulse No.

16.7 IMPULSE TRACK (WiF only)

Start turn 1	2	3	4	5	6	7
NA	NA	NA	NA	NA	NA	NA
14	13	12	11	10	9	8
2	2	1	1	0	0	0
15	16	17	18	19	20	21
2	3	3	4	4	5	5
28	27	26	25	24	23	22
9	8	8	7	7	6	6

Die roll or less to end the action stage (-1 from roll if all major powers in an ideology pass)

Advance the impulse marker a number of spaces after each ideology's impulse, depending on the weather (see WIFFE 8.2.8).

7. WEATHER TABLE

Die	J/F	M/A	M/J	J/A	S/O	N/D
1	R	F	F	F	F	F
2	R	F	F	F	F	F
3	S	F	F	F	F	R
4	S	R	F	F	F	R
5	S	R	F	F	R	R
6	S	R	F	F	R	S
7	B	S	F	F	R	S
8	B	S	F	F	R	S
9	B	S	R	F	R	B
10	B	B	R	F	S	B

F: Fine
R: Rain
S: Snow
B: Blizzard

11.2 WAR WITH DEMOCRAT

Die	US Entry
< 3	-1
3-5	0
6-8	+1
9-11	+2
12-13	+3
14	+4
15+	+5

modifiers:
+1: per year at war
-1: JA 6

16.5 IDEOLOGICAL INITIATIVE (WiF Only)

-1	0	+1	+2
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May ask for a re-roll

CHARTS

8.7.1 CIVIL WAR TABLE

Die	Govt/Rebels
1	30/70%
2	30/70%
3	40/60%
4	40/60%
5	50/50%
6	50/50%
7	50/50%
8	60/40%
9	60/40%
10	70/30%

8.7.1 COUP TABLE

Die	Effect
< 4	No effect
4	Counter Coup (2 dice)
5	Counter Coup (1 die)
6	Coup (1 die)
7	Coup (2 dice)
8	Coup (3 dice)
9+	Civil War

Coup modifiers:
-2: 1945
-1: 1943/44
+1: 1941/42
-1: allied to another
+1: allied to you
+/- stability (see War chart)

8.7.1 LEAGUE COUNCILLORS

Die	Temporary Councillors
1	Austria, Brazil, China, Finland, Spain, Turkey
2	Argentina, Belgium, China, Norway, Portugal, Turkey
3	Baltic States, Chile, Ireland, Netherlands, Rumania, Yugoslavia
4	China, Hungary, Persia, Sweden, Turkey, Venezuela
5	China, Czechoslovakia, Greece, Iraq, Mexico, Poland
6	Belgium, Bulgaria, Czech., Denmark, Saudi Arabia, Siam
7	Austria, China, Ireland, Netherlands, Portugal, Sweden
8	Argentina, Brazil, Bulgaria, Denmark, Finland, Spain
9	Baltic States, Czech., Hungary, Poland, Turkey, Yugoslavia
10	Belgium, China, Chile, Greece, Rumania, Venezuela