

# WORLD IN FLAMES™

## 13.1.1 PARTISAN TABLE

DIE	AFFECTED COUNTRIES										
1	Greece	Spain	S. Africa	France	C America	M East	Manchukuo	Japan	India		
2	Norway	UK	Hungary	Iraq	Yugoslavia	Baltic St	Australia	USA	China		
3	Belgium	Spain	Finland	France	Yugoslavia	Portugal	Indo-China	Japan	USSR		
4	Norway	Spain	S. Africa	Turkey	Netherlands	Siberia	S America	Korea	China		
5	Sweden	Italy	Bulgaria	Poland	Yugoslavia	Iran	Philippines	USA	USSR		
6	Greece	UK	Finland	Iraq	Afghanistan	Canada	S America	Japan	Malaya		
7	Norway	Ireland	Germany	Poland	C America	Siberia	Africa	Siam	USSR		
8	Greece	Spain	Hungary	France	Yugoslavia	Portugal	S America	NEI	India		
9	Sweden	Italy	Rumania	Turkey	Afghanistan	Iran	Australia	Burma	China		
10	Norway	Austria	Finland	France	Yugoslavia	Canada	Africa	USA	USSR		

Notes: **Baltic St** ~ Latvia, Lithuania & Estonia; **C America** - Central America, Cuba, Haiti & Mexico; **S America** ~ Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Paraguay, Peru, Uruguay & Venezuela; **M East** ~ Israel (Patif only), Palestine (WIF only), Jordan, Syria & Saudi Arabia; **USSR** ~ Russia, Ukraine & Byelorussia; **Africa** ~ whichever of Germany or the CW has the initiative this turn selects one African minor country.

2) "France" means "Occupied Japan" while a Vichy government exists (see 17.1).

3) From Jan/Feb '43 roll 2 dice. If a country is selected twice, halve its garrison value this step.

Green square ~ affects aggressor/conqueror  
Red square ~ affects controller/conqueror

## 13.3.2 US ENTRY OPTIONS

- |  |  |
|--|--|
| 1 Chinese build aircraft (Ja) (3)            | 29 North Atlantic escorts (Ge/It) (8)*             |
| 4 Intern French CV (6)*                      | 30 Lend Lease to USSR (Ge/It) (11)*                |
| 7 Occupy Greenland & Iceland (Ge/It) (9)*    | 31 Oil embargo (Ja) (9)*                           |
| 9 Resources to China (Ja) (4)                | 32 US refuses naval war zones (9)                  |
| 11 US east coast escorts (Ge/It) (7)         | 33 Close Panama Canal (8)                          |
| 12 Selective Service Act (4)                 | 34 Pass War Appropriations Bill (13)* †            |
| 13 Embargo on strategic materials (Ja) (5)   | 35 Fireside chat (5)                               |
| 14 Edward R. Murrow reporting (Ge/It) (3)    | 36 CW reinforces Pacific (Ja) (15)                 |
| 15 Resources to western Allies (Ge/It) (6)   | 37 Atlantic bases transferred to USA (Ge/It) (12)* |
| 16 Gift of destroyers to CW (7)              | 38 Arm merchantmen (9)*                            |
| 17 Lend-lease to China (Ja) (5)*             | 39 Call up National Guard (15)                     |
| 18 Occupy Azores (Ge/It) (8)                 | 40 US reinforces Guam (Ja) (12)*                   |
| 19 Resources to USSR (Ge/It) (8)             | 41 US reinforces the Philippines (Ja) (13)         |
| 20 US land-based air escort (Ge/It) (6)      | 42 US guarantees the Pacific (Ja) (19)*            |
| 21 Reflag merchant ships (6)                 | 43 Allies access the NEI (Ja) (17)*                |
| 22 Gear up production (9) †                  | 44 US occupies Nth Ireland (Ge/It) (13)            |
| 23 Freeze Japanese assets (Ja) (7)*          | 45 Military manoeuvres (15)                        |
| 24 Re-open Burma Road (Ja) (4)               | 46 US may build ahead its units (12)               |
| 25 Repair western Allies ships (5)           | 48 US may declare war on any minor (22)            |
| 26 Relocate fleet to Pearl Harbor (Ja) (6)   | 50 Unrestricted naval warfare (25)*                |
| 27 Lend lease to western Allies (Ge/It) (9)* | 39 Mining Norwegian Coast (Ge/It)                  |
| 28 Truman committee formed (5)*              | ? US declares war on a major power (25)            |

### NOTES FOR US ENTRY OPTIONS:

Roll ≤ no. to place a chit into a tension pool from an entry pool. Each 10 is an automatic chit. (Ja), (Ge/It) ~ Place the chit in this tension pool from the corresponding entry pool.  
\* ~ pre-requisite required † ~ may only be chosen if tension is at least half required entry level

## 9.4 IT'S WAR CHART

TEN-SION	US ENTRY									
	<25	25-27	28-30	31-34	35-38	39-43	44-48	49-54	55-60	61+
0-5	may not declare war									
6-10										
11-16	1	1	2	3	2	2	1	1	0	
17-23	0	2	3	4	3	3	2	2	1	
24-31	0	0	0	2	3	6	7	6	5	
32-40	0	0	0	0	1	3	6	8	7	
41-50	0	0	0	0	0	1	4	6	9	
51+	0	0	0	0	0	0	2	4	8	

NOTES FOR IT'S WAR: Against Germany/Italy: -2 if UK conquered  
Against Japan: -1, if Japanese units are in an unconquered China; -2 if China is conquered; & +2 if US fleet is not in Pearl Harbor (US entry option 26)  
Against any: -1 if at war with any major power; & +3 if US entry option 34 not chosen.

## 13.3.3 US ENTRY ACTIONS<sup>1</sup>

Action	Die
1. Japan occupies Indo-China (Ja) <sup>2</sup>	12
2. Japan and USSR sign neutrality pact (Ja)	3
3. Japan militarizes Marshalls (Ja)	6
4. China conquered (Ja) <sup>3</sup>	25
5. Japan aligns Madagascar (Ja) <sup>2</sup>	15
6. Japan forces closure of Burma Road (Ja)	5
7. Italy declares war on CW or France or both (Ge/It)	7
8. Axis conquers (or Vichies) France (Ge/It) <sup>4</sup>	18
9. Japan declares war on USSR (Ja)	7
10. Japan occupies Chinese city (Ja) <sup>5</sup>	4
11. Japan declares war on the USA (Ja) <sup>3</sup>	45
12. Germany or Italy or both declare war on USA or China (Ge/It) <sup>3 &amp; 6</sup>	55
13. Germany or Italy or both declare war on USSR (Ge/It) <sup>6</sup>	8
14. Axis conquers USSR (Ge/It)	23
15. Axis invades the United Kingdom (Ge/It)	15
16. Axis conquers United Kingdom (Ge/It) <sup>3</sup>	35
17. Axis conquers other CW Home Country <sup>5</sup>	12
18. Axis controls Gibraltar (Ge/It), Singapore (Ja) or Suez <sup>5</sup>	8
19. Axis align minor ~ Siam (Ja); other (Ge/It) <sup>5</sup>	3
20. Axis declares war on: Poland, Spain, Turkey or any American country <sup>5</sup>	12
Belgium, Netherlands <sup>8</sup> , Rumania, Sweden or Switzerland <sup>5</sup>	8
Other minor <sup>5</sup>	3
21. Allies support attacked minor (Ge/It) <sup>5 &amp; 9</sup>	7
22. CW or France or both declare war on Italy (Ge/It) <sup>6</sup>	-18
23. Allies conquer Italy (Ge/It)	-24
24. CW or France or both declare war on Japan (Ja) <sup>6</sup>	-26
25. CW or France or both declare war on Germany (Ge/It) <sup>6</sup>	-9
26. USSR controls East Poland (Ge/It)	-7
27. USSR controls Nazi-Soviet Pact areas (Ge/It)	-4
28. USSR declares war on Japan (Ja)	-17
29. USSR declares war on Germany or Italy or both (Ge/It)	-35
30. Allies align minor (Ge/It) <sup>5</sup>	-5
31. USSR declares war on (Ge/It): Poland, Spain, Turkey or any American country <sup>5</sup>	-25
Belgium, Netherlands, Rumania, Sweden or Switzerland <sup>5</sup>	-18
Other minor or Vichy France <sup>5</sup>	-9
32. Other Ally declares war on (Ge/It): Poland, Portugal, Spain, Turkey or any American country <sup>5</sup>	-17
Belgium, Netherlands, Rumania, Sweden or Switzerland <sup>5</sup>	-12
Other minor or Vichy France <sup>5</sup>	-5
33. Japan declares war on the CW, France or Netherlands (Ja) <sup>3 &amp; 5</sup>	28
34. Japan executes a search and seizure (Ja) <sup>5</sup>	2
35. Other Axis major power executes a search and seizure (Ge/It) <sup>5</sup>	2
36. Allied major power executes a search and seizure <sup>5</sup>	-2
37. Japanese unit first enters any hex or sea area on the European Maps (Ja) Americas map(s) (Ja)	12 24
38. Closing Suez Canal	-8
39. Mining Norwegian Coast (Ge/It)	-4

### NOTES FOR US ENTRY ACTIONS:

If you roll ≤ the number, place a chit in a US Entry pool from the common entry pool if the number is positive, or vice versa if it is negative. Each 10 is an automatic chit.  
(Ja), (Ge/It) ~ Must place or remove the chit into or from this entry pool from/to the common entry pool.

- Each action is only rolled once per game unless otherwise specified
- May only be chosen after Vichy government installed
- The USA also picks 1 extra chit a turn for each action (except conquests by surrender). It must go into the marked entry pool
- Rolled again if Axis collapses Vichy France (see 17.4.5)
- Rolled once per city, major power, neutral minor country or search
- If both major powers declare war on the same major power in the same impulse, only roll once, otherwise roll for each declaration of war. The second roll only costs half if the other major power is already at war with that major power.
- Place chit in Ja pool if Japan declares war, the Ge/It pool otherwise
- Except Japan (see US entry action 33)
- Requires 4+ Allied corps or armies (not units of the minor itself)

## 8. WEATHER CHART

Die Roll	ZONE	GAME TURN						
		J/F	M/A	M/J	J/A	S/O	N/D	
1	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	R	B	Sn	F	F	F	F
		F	B	R	F	F	F	F
		F	Sn	R	St	F	F	F
		F	R	St	St	F	F	F
2	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	R	B	St	F	F	F	F
		F	B	St	F	F	F	F
		F	R	St	F	F	F	F
		F	St	R	F	F	F	F
3	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	R	St	R	F	F	F	R
		F	Sn	R	F	F	F	R
		F	R	St	F	F	F	R
		F	R	St	R	F	F	R
4	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	Sn	St	F	F	F	R	St
		R	St	F	F	F	R	St
		F	R	F	F	F	R	St
		F	R	F	F	F	R	St
5	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	Sn	St	F	F	R	St	St
		R	St	F	F	R	St	St
		F	R	F	F	R	St	St
		F	R	F	F	R	St	St
6	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	Sn	St	F	F	R	St	St
		R	St	F	F	R	St	St
		F	R	F	F	R	St	St
		F	R	F	F	R	St	St
7	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	Sn	R	F	F	R	St	St
		R	R	F	F	R	St	St
		F	R	F	F	R	St	St
		F	R	F	F	R	St	St
8	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	B	R	F	F	R	St	St
		St	F	F	F	R	St	St
		F	F	F	F	R	St	St
		F	F	F	F	R	St	St
9	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	B	R	F	F	R	St	St
		Sn	F	F	F	R	St	St
		F	F	F	F	R	St	St
		F	F	F	F	R	St	St
10	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	B	F	F	F	St	B	St
		Sn	F	F	F	St	St	St
		F	F	F	F	St	St	St
		F	F	F	F	St	St	St
11	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	B	F	F	F	St	B	St
		B	F	F	F	St	St	St
		R	F	F	F	St	St	St
		St	F	F	F	St	St	St
12+	ARCTIC N. TEMPERATE MEDITERRANEAN N. MONSOON S. MONSOON S. TEMPERATE	B	F	F	F	St	B	St
		B	F	F	F	St	St	St
		R	F	F	F	St	St	St
		St	F	F	F	St	St	St

### WEATHER NOTES:

F-Fine, R-Rain, St-Storm, Sn-Snow, B-Blizzard  
\* - Add 1 to the next impulse's weather roll  
\*\* - Add 2 to the next impulse's weather roll  
\*\*\* - Add 3 to the next impulse's weather roll  
② - Impulse marker advances # of boxes after each side's impulse

## 8.2 WEATHER EFFECTS

WEATHER	EFFECTS
<b>RAIN</b>	Supply range 2 European map hexes Land units, terrain costs x 2 Land Attacks, -1 odds level Aircraft air-to-sea, tactical and strategic factors halved -1 shore bombardment if in sea-box section with ** +1 to search roll
<b>STORM</b>	Supply range 2 European map hexes No invasions allowed Land units, terrain costs x 2 Land Attacks, -2 odds level You can't fly any air missions, except rebases Naval-air combat not allowed No shore bombardment +1 to search roll and CVs & NAVs do not help
<b>SNOW</b>	Supply range 3 European map hexes No invasions allowed Land Attacks, -2 odds level † Aircraft air-to-sea, tactical and strategic factors halved -1 shore bombardment if in sea-box section with ** +1 to search roll
<b>BLIZZARD</b>	Supply range 2 European map hexes No invasions allowed Land units, terrain costs x 2 Land Attacks -3 odds levels † You can't fly any air missions, except rebases Naval-air combat not allowed No shore bombardment +1 to search roll and CVs & NAVs do not help

**WEATHER EFFECTS NOTES:**  
A desert hex in blizzard counts as snow. In Storm, it counts as rain. In all other weather it is fine.

† ~ No effect in snow and only -1 in Blizzard if half or more of the attacking land units are Winterised (MTN, SKI, Finnish, Norwegian, Swedish and/or white print Soviet units).

## 13.6.3 PRODUCTION MULTIPLES (a)

Major Power	1939	1940	1941	1942	1943	1944	1945
<b>Germany/Italy</b>	0.75	0.75	1	1.25	1.25	1.5	1.5
<b>Japan</b>	0.75	1	1	1.25	1.25	1.5	1.5
<b>USA (b)</b>	0.25	0.25	0.25	0.25	0.5	0.75	1
<b>CW/France</b>	0.5	0.75	1	1.25	1.25	1.5	1.5
<b>USSR (c)</b>	0.25	0.5	0.5	0.75	1	1.25	1.5
<b>China</b>	0.5	0.75	0.75	1	1	1	1

### Production Multiples Notes:

(a) +1 build point for each of your major power corps sized land units destroyed while in supply in its home country (any for the CW)  
(b) +0.25 ~ for each of US entry options 22 & 34, war and total war  
(c) +0.25 ~ from Jan/Feb 1942, or the turn Germany declares war on the USSR, whichever comes first

## 13.6.1 RESOURCES & 13.6.2 FACTORIES

Country	Fac	Res	Country	Fac	Res
Algeria		1/-	Iraq		-/2
Argentina	1/1	-/1	Italy (& Sardinia)	8/3	4/-
Australia	-/1	3/-	Japan	9/5	1/-
Austria	-/1	-/1	Korea	-/1	1/-
Belgium Congo		1/-	Malaya		2/-
Belgium	1/1	1/-	Manchukuo	1/1	3/-
Bolivia		1/-	Mexico	-/1	1/2
Brazil	1/1	1/-	Netherlands	1/-	1/-
Brit. Guiana		1/1	Neth. East Indies		-/4
Bulgaria		1/-	New Caledonia		1/-
Burma		-/1	Norway		1/-
Canada	1/1	5/1	Peru		1/-
Chile		1/-	Philippines		1/-
China (& Hainan)	10/4	11/-	Poland	2/1	2/-
Colombia		-/1	Portugal		1/-
Cuba		1/-	Rumania	1/-	-/3
Cyprus		1/-	Saudi Arabia		-/2
Czechoslovakia	1/2	1/-	Senegal		1/-
Dutch Guiana		1/-	S Africa & N Rhod.		3/-
Finland		1/-	Spain	2/2	4/-
Formosa		1/-	Sweden	1/1	4/-
France	10/4	6/-	Swedey	1/1	2/-
Germany	11/8	8/1	United Kingdom	13/4	2/-
Greece		1/-	USA	28/12	24/17
Hungary	-/1	1/-	USSR (Europe)	17/6	8/4
India	1/1	4/-	USSR (Siberia)	6/2	12/6
Indo-China		1/-	Venezuela		-/6
Iran		-/3	Yugoslavia	2/-	2/-
<b>Total</b>				<b>129/66</b>	<b>138/56</b>

Note: Factories - Blue/Red; Resources - Other/Oil.