

A WORLD AT WAR Diplomatic Record Sheet

Axis: _____ Allies: _____ Date: _____

	1939	1940	1941	1942	1943	1944	1945	1946				
Bel/Lux.	(0)											
Bulgaria*	(+3)								Turn	RGT	USAT	USJT
Finland†	(0)								Sp 39			
France									Su 39			
Greece*	(0)								Fa 39			
Hungary*	(+6)								Wi 39			
Ireland	(-1)								Sp 40			
Italy									Su 40			
Norway	(-1)								Fa 40			
Rumania*	(+3)								Wi 40			
Spain	(0)								Sp 41			
Sweden*†	(0)								Su 41			
Turkey*	(0)								Fa 41			
Ukraine*	(+1)								Wi 41			
USAT									Sp 42			
Vichy France									Su 42			
Yugoslavia*†	(-1)								Fa 42			
Intelligence									Wi 42			
* Russian DPs may be placed in the country.									Sp 43			
† May not be named by Russia until Germany is at war with Russia.									Su 43			
Notes									Fa 43			
									Wi 43			
									Sp 44			
									Su 44			
									Fa 44			
									Wi 44			
									Sp 45			



Russo - German Tension Record



Axis: _____ Allies: _____ Date: _____

	1939				1940				1941				1942				1943				
	Spr	Sum	Fall	Win																	
Automatic ¹	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
Allied major powers at war	+																				
Russian mobilizations ²	+/-																				
Poland unconquered ³	+1																				
Axis penetration of the Balkans ⁴	+1																				
Axis ground units in Britain	+1																				
Japan has surrendered	+2																				
Axis territorial acquisitions ⁵	+																				
Axis expansion ⁶	+																				
No Nazi-Soviet Pact	-1																				
Rus. penetration of the Balkans ⁷	-1																				
Russian expansion ⁸	-																				
Current turn tension change																					
Tension level																					
Cohesion level																					
Russian mobilizations (5)																					

- Two or more Allied major powers at war with Germany: (+1); one Allied major power at war with Germany: (+2); no Allied major power at war with Germany: (+3).
- If Russia has fewer than 7 ICs, because it did not mobilize all its idle factory in Gathering Storm; +1 for the first Russian civilian factory mobilized (the mobilization allowed when RGT level = 10); +2 for the next mobilization; and so on.
- If the Nazi-Soviet Pact is in effect
- Axis have attacked or achieved a diplomatic result of "7" or more in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey: (+1).
- Axis control of Paris, London: (+2); Birmingham, Manchester: (+1).
- Axis gain control of one or more hexes in Finland (+1), Hungary (+2), Rumania (+2), Bulgaria (+2), Turkey (+6), Finnish border hexes (+2), Bessarabia (+2), one or more Persian hexes adjacent to Russia (+2); Axis control of eastern Poland (+4); Axis declare war on the Baltic States (+6), Effects are determined separately for each minor country and territory.
- If Russia has attacked or achieved a diplomatic result of "0" or less in Hungary, Rumania, Bulgaria, Yugoslavia or Turkey (maximum -1 per game turn). A Russian occupation of Bessarabia does not trigger this modifier.
- Each Russian declaration of war against a minor neutral: -1. Russian occupation of eastern Poland: -1. Russia gains control of one or more hexes in any territory west of the Nazi-Soviet Pact line except for Finland: Hungary (-4), Rumania (-4), Bulgaria (-4), Turkey (-12); for other minor countries, -2 for every five BRPs in the minor country. Effects are determined separately for each minor country.



U.S. - Axis Tension Record



Axis: _____ Allies: _____ Date: _____

	1939				1940				1941				1942				1943			
	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win	Spr	Sum	Fall	Win
Automatic	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
DPs and covert operations	+/-1																			
Allied major powers at war¹	+																			
Axis ground units in Britain	+1																			
Axis ground units in Russia	+1																			
Axis gains in Mediterranean²	+1																			
Japan and the U.S. at war	+1																			
If Japan has surrendered	+2																			
Axis offensive operations ³	+																			
Axis declarations of war ⁴	+																			
Axis bombing ⁵	+																			
Axis territorial acquisitions ⁶	+																			
German atomic attacks ⁷	+																			
Allied aggression ⁸	-																			
Allied bombing ⁹	-																			
British reinforcement of Asia ¹⁰	-																			
Post-election modifiers ¹¹	+																			
Current turn tension change																				
Actual tension level	-1																			
Random tension variation ¹²																				
Effective tension level																				
American mobilizations (12)																				

- Two or more Allied major powers at war with Germany: (+1); one Allied major power at war with Germany: (+2); no Allied major power at war with Germany: (+3).
- Axis control of any of Madrid, Gibraltar, any city in Egypt or any hex in Palestine, Transjordan, Iraq, Lebanon-Syria, Persia or Turkey (maximum +1 per game turn). Control of Lebanon-Syria solely as a result of a British attack and control of hexes by Axis partisans do not count.
- For every 15 Axis BRPs spent on offensive operations (a remnant of seven or fewer BRPs is ignored): (+1).
- Axis declarations of war against a major power: (+2); Axis declarations of war against a minor neutral: (+1).
- If 10 or more Western Allied BRPs are lost to Axis bombing: (+1 maximum each turn).
- Axis control of Paris, London, Moscow, Baku: (+2); Birmingham, Manchester, Gibraltar, Malta, Baghdad or any city in Egypt (+1 for each; capture of more than one Egyptian city does not trigger an additional modifier), Leningrad, Stalingrad, Maikop or Grozny: (+1); each IC captured by the Axis: (+1).
- Each German atomic attack against Britain: (+5); Each German atomic attack against Russia: (+3).
- Western Allied declaration of war on Italy, Russian declaration of war on Germany: (-2); Western Allied declarations of war against a minor neutral: (-2); Russian declarations of war against a minor neutral: (-1); Russian occupation of eastern Poland: (-1); each Russian subversion attempt: (-1); Western Allied mining of Norwegian waters without Norwegian permission: (-1).
- If 10 or more Axis BRPs are lost to Allied bombing: (-1 maximum each turn).
- 1 for every British, Canadian or South African ground or air factor sent to the Far East before the outbreak of war between Britain and Japan (EXCEPTIONS: Australian and Indian units returning to the Far East; the Chindit); if there are more than 10 British naval factors in India or the Far East before the outbreak of war between Britain and Japan: -1 for every five naval factors (round up) in excess of the 10-factor limit).
- Each major power other than the U.S. at war with Germany (+1) (This modifier supersedes the normal modifier for the number of major powers at war with the Axis); if the British resistance level at the end of the previous game turn was "0" or less (+2); if the Russian resistance level at the end of the previous game turn was "0" or less (+2).
- Die roll = 1: (-2); die roll = 2: (-1); die roll = 3,4: (-); die roll = 5: (+1); die roll = 6: (+2). Effects last until the next roll.