

Crisis Tables

For each of the first three *Crisis* markers drawn during a turn, roll two dice, read them {highest}-{lowest}. Consult the **Wartime** table if the game's war status is *Limited* or *Global War* (5.6.3); otherwise, use the **Peacetime** table.

Peacetime - Crisis Event

- 6-6 LEAGUE OF NATIONS CONFERENCE.** No effect.
- 6-5 LOW COUNTRIES DECLARE NEUTRALITY.** A power with a cube in an ungarrisoned Benelux must perform an effectiveness check. If the check fails, remove the cube and retreat all non-land units from the area.
- 6-4 SCANDINAVIAN LEAGUE.** Powers with a cube in an ungarrisoned Denmark, Finland, Norway, or Sweden must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 6-3 BALKAN PACT.** Powers with a cube in an ungarrisoned Rumania, Turkey, or Yugoslavia must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 6-2 LITTLE ENTENTE.** Powers with a cube in an ungarrisoned Czechoslovakia, Rumania, or Yugoslavia must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 6-1 POLISH NON-AGGRESSION PACT.** A power with a cube in an ungarrisoned Poland must perform an effectiveness check. If the check fails, remove the cube and retreat all non-land units from the area.
- 5-5 PUBLIC SUPPORT.** Each **Democratic power** performs an effectiveness check, gaining a flag if successful.
- 5-4 CHINESE RESISTANCE.** Powers with a cube in an ungarrisoned Chinese country with no Chinese armies must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 5-3 POLITICAL CRISIS—MILITARY AGITATION.** Reduce **Japan's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 5-2 POLITICAL CRISIS—NAZI INFIGHTING.** Reduce **Germany's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 4-4 FAILED PUTSCH.** **Germany** chooses one controlled ungarrisoned country in its interest among those with the least resistance. Remove any cube and retreat all non-land units from the area.
- 4-3 POLITICAL CRISIS—PARLIAMENTARY PARALYSIS.** Reduce the **United Kingdom's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 4-2 POLITICAL CRISIS—ISOLATIONISM.** Reduce the **United States'** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 4-1 POLITICAL CRISIS—ENEMIES OF THE STATE.** Reduce the **Soviet Union's** effectiveness by 1 until the end of the turn. Reroll if already in effect.
- 3-3 ECONOMIC SETBACK.** If the next counter drawn from the action cup is a flag, offensive, unit, or upgrade marker, instead of playing it, return it to its power's force pool or available markers box.
- | | | |
|---|---|---|
| | CIVIL WAR ROLL 3-2 | CIVIL WAR ROLL 3-1 |
| 3-2 CIVIL WAR. Roll two dice and take only the highest result to determine the area affected (11.1). | 6+ Spain | 6+ Spain |
| 3-1 | 5 Austria | 5 Yugoslavia |
| | 4 Greece | 4 Rumania |
| | 3 roll on Revolt (Wartime 4-4) | 3 roll on Revolt (Wartime 3-3) |
| | 2 Czechoslovakia | 2 Ukraine |
| | 1 Benelux | 1 Hungary |
- 2-2 PUBLIC OPPOSITION.** Each **Democratic power** with commitment at rearmament or higher must perform a stability test.
- | | |
|---|--------------------------|
| | 6+ Japan & Soviet Union |
| | 5 Italy & France |
| 2-1 INTERNATIONAL INCIDENT. Roll two dice and take only the highest result. The powers indicated each gain a flag. | 4 Japan & United States |
| | 3 Germany & France |
| | 2 Italy & United Kingdom |
| | 1 Germany & Soviet Union |
- 1-1 CATAclysm.** Roll twice on the Crisis Table and implement both, sequentially. Reroll all further **1-1** results this Crisis.

Crisis Tables

For each of the first three *Crisis* markers drawn during a turn, roll two dice, read them {highest}-{lowest}.

Consult the **Wartime** table if the game's war status is *Limited* or *Global War* (5.6.3); otherwise, use the **Peacetime** table.

Wartime - Crisis Event

- 6-6 LEAGUE OF NATIONS CONFERENCE.** No effect.
- 6-5 PARTISANS.** The **Soviet Union** chooses an area without any power's land units and at least one Democratic or Fascist cube. The controlling power performs an effectiveness check. If it fails, remove all cubes and retreat all non-land units from the area.
- 6-4 RESISTANCE.** The **United Kingdom** chooses an area without any power's land units and at least one Fascist or Communist cube. The controlling power performs an effectiveness check. If it fails, remove all cubes and retreat all non-land units from the area.
- 6-3 NATIONALISTS.** **Germany** chooses an area without any power's land units and at least one Communist or Democratic cube. The controlling power performs an effectiveness check. If it fails, remove all cubes and retreat all non-land units from the area.
- 6-2 COMMUNIST COUP.** The **Soviet Union** must perform a diplomacy attempt against an ungarrisoned country of its choice (regardless of interest). If it fails and the country is uncontrolled, a diplomatic opportunity occurs (5.7) with only non-Communist powers eligible.
- 6-1 FASCIST COUP.** **Germany** must perform a diplomacy attempt against an ungarrisoned country of its choice (regardless of interest). If it fails and the country is uncontrolled, a diplomatic opportunity occurs (5.7) with only non-Fascist powers eligible.
- 5-5 NO SURRENDER.** Each active power with an opposing cube in any of their home areas increases their stability by one level (or gains one flag if stability is already steady).
- 5-4 POLITICAL CRISIS—FIVE-YEAR PLAN.** If the **Soviet Union** has a counter in reserve, return it to its force pool or available markers box.
- 5-3 POLITICAL CRISIS—MATERIEL SHORTAGES.** If **Italy** has a counter in reserve, return it to its force pool or available markers box.
- 5-2 POLITICAL CRISIS—INTERSERVICE RIVALRY.** If **Japan** has a counter in reserve, return it to its force pool or available markers box.
- 5-1 POLITICAL CRISIS—FÜHRER DIRECTIVE.** If **Germany** has a counter in reserve, return it to its force pool or available markers box.
- 4-4 CIVIL WAR (COLONIAL REVOLT).** Roll two dice and take only the highest result to determine the area affected (11.1).
- | | | | |
|----|--------------|---|-------------|
| 6+ | Jordan | 3 | Indochina |
| 5 | Egypt | 2 | Syria |
| 4 | North Africa | 1 | Philippines |
- 4-3 POLITICAL CRISIS—LABOR STRIKES.** If **France** has a counter in reserve, return it to its force pool or available markers box.
- 4-2 POLITICAL CRISIS—CRISIS OF CONFIDENCE.** If the **United Kingdom** has a counter in reserve, return it to its force pool or available markers box.
- 4-1 POLITICAL CRISIS—CONGRESSIONAL INVESTIGATION.** If the **United States** has a counter in reserve, return it to its force pool or available markers box.
- 3-3 CIVIL WAR (COLONIAL REVOLT).** Roll two dice and take only the highest result to determine the area affected (11.1).
- | | | | |
|----|-------|---|--------------------------|
| 6+ | Iraq | 3 | Libya |
| 5 | India | 2 | Both Java and New Guinea |
| 4 | Burma | 1 | Malaya |
- 3-2 CHINESE RESISTANCE.** Powers with a cube in an ungarrisoned Chinese country with no Chinese armies must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 3-1 CHINESE RESISTANCE.** Powers with a cube in an ungarrisoned Chinese country with no Chinese armies must perform an effectiveness check for each. If the check fails, remove the cube and retreat all non-land units from the area.
- 2-2 ASSASSINATION ATTEMPT.** The **Fascist power** with stability closest to collapse (each such power with lowest effectiveness, if tied) must perform a stability test.
- 2-1 CIVIL WAR.** Roll two dice and take only the highest result to determine the area affected (11.1).
- | | | | |
|----|------------|---|----------------|
| 6+ | Spain | 3 | Greece |
| 5 | Austria | 2 | Rumania |
| 4 | Yugoslavia | 1 | Czechoslovakia |
- 1-1 CATAclysm.** Roll twice on the Crisis Table and implement both, sequentially. Reroll all further **1-1** results this Crisis.