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DoD III Rules as of Jun 1, 2009

1. Introduction

Days of Decision III (“**DoD III**”) is Australian Design Group’s strategic level game about the politics and conflicts that created and sustained the Second World War. This game draws on our earlier game on the same topic (also called **Days of Decision**) but it is not just a new edition; it is a totally new game. **DoD III** contains 5 counter sheets: two copies of CS 13 and three copies of CS 17.

Days of Decision III is a complete game in itself. However, we have designed it deliberately to be playable with our international award-winning game about World War II, **World in Flames: The Final Edition** (“**WiFFE**”). You can do this either by playing **DoD III** with **World in Flames** from the start (in effect, replacing **DoD III**’s military system with the **World in Flames** units and rules) or by converting from **DoD III** to **World in Flames** at any time during the game.

When playing **DoD III** with **WiFFE**, these rules supercede the **WiFFE** rules except where specifically stated in these rules.

Days of Decision III is a game about politics and conflict during the volatile period 1936-1946. The start of this period saw the world coming out of depression, into the rise of fascism. The end of it saw much of the world in ashes and divided between two hostile ideologies. How did this come about? Now you find out.

You, as a leader of one of the 8 major world powers, must guide your country through these complex times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious.

These rules may look daunting to read, but the majority of them relate to the playing of options (see 8.7) which are not necessary to read until you desire to play that option (and even then the options themselves provide a brief summation of their effect).

1.1 Fractions

When playing this game, you will frequently have to perform calculations that result in a fraction. Unless otherwise stated, retain fractions until you have applied all relevant modifiers and then round to the nearest whole number (rounding positive halves up and negative halves down). For example, 3.25 rounds to 3, 4.5 becomes 5 and -3.5 rounds to -4.

1.2 Die Rolls

All die rolls in **DoD III** use a ten-sided die (d10).

2. Contents

This game comes in two varieties. For those with **DoD II**, the **DoD III** update kit comes with:

- one large (840 mm x 594 mm) full-colour game-board, “The Political Map”;
- one large full-colour “Status Display”, showing the current political status of minor countries. It also contains 20 International Political options and a number of charts and tracks;
- 1 x 200 counter sheet (CS13); and
- a rules booklet (you’re reading it), including the set ups and major power, war and treaty charts.

The **DoD III** game comes with:

- one **DoD III** update kit;
- 4 x 200 additional counter sheets (2 x CS13 & 2 x CS17);
- 8 full-colour major power option cards;
- 2 ten-sided dice; and
- box.

If any of these components are missing, please write to:

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and we will ensure that our quality control department (the family cat) expeditiously dispatches the rogue components to you.

The use of all these components is explained in the following rules.

2.1 The Counters

The counters provide all the tokens required to play. This picture describes them:

<insert Graphic>

2.2 The Map

You play **DoD III** on a map of the world. This is where the military and some of the political and economic aspects of the game occur.

The sea is divided into sea areas. These regulate naval movement and combat.

Land movement and combat is regulated by territories. In every case, a region is only a territory if it has a name. Large islands are usually territories and chains of islands are usually grouped into one territory. The Marshall Is. for instance, is one territory. Islands without a name are

only shown for interest and have no effect on play.

When playing with **WiFFE** you can disregard the **DoD III** map. All **DoD III** counters (economic markers, political effects, etc.) may be placed directly onto the **WiFFE** map but they do not effect **WiFFE**'s military aspects (e.g. stacking, ZoCs etc).

2.3 The Status Display

The Status Display includes a three-cornered network of hexagons, which regulates most of the game's politics. It is divided into three ideologies and a neutral zone. Each ideology has three factions, each a variant of that particular ideology.

Major powers can move around from faction to faction within their ideology and this will have an effect on their political actions. In the standard game, major powers cannot leave their ideology.

The Status Display also contains the International Political Options (IPOs) available for all major powers to play and the various charts and tables required for play.

2.4 Political Options

Each major power has their own individual options that allow the major powers to manipulate world events during this turbulent period. These are indicated on the major powers' option cards.

2.5 Treaty Chart

The treaty chart is used when making various types of overtures and deals from a major power to another major power or to a minor. In addition it contains each minor country's willpower and stability ratings.

2.6 War Chart

The war chart is used when declaring war on, or taking other aggressive action against, a major power or minor country.

If you are playing with **WiFFE** and the **America in Flames (AiF)** map, the Central American column is used when declaring war on Panama.

The stability and willpower of all other Central American countries (Costa Rica, El Salvador, Guatemala, Honduras and Nicaragua) is as per Central America but the US entry is only 10 in 1936/37, 9 in 1938/39, 8 in 1940/41 and 7 from 1942 onwards.

Add the Dominican Republic and Haiti to the war chart. Both country's Stability, Willpower, and minor effects are identical to Cuba's. Their US Entry values are 2 less

than Cuba's for each corresponding year.

[***place this on the War/Treaty chart, then delete last 3 paras***]

3. How to Set Up the Game

3.1 Choosing Major Powers

The world then, as now, was divided into major powers and minor countries. The eight major powers are (Nationalist) China, the Commonwealth, France, Germany, Italy, Japan, the Soviet Union (the USSR) and the USA.

Each player chooses one of the 8 major powers they would like to play. Each belongs to an ideology (either Democracy, Fascism or Communism).

The **Democrats** are:

Nationalist China (CH), The Commonwealth (CW), France (FR) & The USA (US)

The **Fascists** are:

Germany (GE), Italy (IT) & Japan (JA)

The **Communists** are:

The Soviet Union (USSR or RU) including the Communist Chinese (CC) forces.

You can play **DoD III** with up to 8 players (Communist China is always controlled by the Soviet player).

If you have less than 8 players, then one player takes control of more than one major power. The recommended groupings are:

2 Players:

- Germany, Japan & Italy
- USA, Nationalist China, Commonwealth, France & the Soviet Union

3 Players:

- Germany, Japan & Italy
- USA, Commonwealth, France & Nationalist China
- the Soviet Union

4 players (a):

- Germany
- Japan & Italy
- USA, Commonwealth, France & Nationalist China
- the Soviet Union; or

4 players (b):

- Germany, Japan & Italy
- Commonwealth
- USA, France & Nationalist China
- the Soviet Union

5 players:

- Germany
- Japan & Italy
- Commonwealth
- USA, France & Nationalist China
- the Soviet Union

6 players:

- Germany
- Japan
- Italy
- Commonwealth
- USA, France & Nationalist China
- the Soviet Union

7 players:

- Germany
- Japan
- Italy
- Commonwealth
- France & Nationalist China
- USA
- the Soviet Union;

3.2 Setting Up

Give each player a major power chart.

You may photocopy as many major powers' charts as you wish. Players use this chart to record information about their major power(s).

Also give each player their option card(s). Amazingly enough, the German player gets the German card, the Soviet the Soviet (RU) card and so on. There is no option card for the Communist Chinese because their options are played by the Soviet Union and Nationalist China.

Lay the game-board and the Status Display on the table. Break the counters from their frames.

Sort the counters by colour and type. The Democrat, Fascist and Communist initiative markers are not used in the standard game (you only use them if you are playing with **WiFFE**).

After you have sorted out your counters, put the major power and minor country political markers on their at-start positions on the status display.

Put one of your major power control markers under the political marker of each minor country that starts the

game allied to you (your major power's name will be listed in parentheses after the minor's). The number on the control marker doesn't matter here.

Put one of your control markers on the specified positions on the initiative track (Germany, Italy, Commonwealth, France, the Soviet Union, Japan, USA and China). Again, the number doesn't matter.

Put the 'last card' markers next to the initiative track.

Put your political effectiveness (PE) marker on your starting position on the political effectiveness track. Note the track is there merely as a convenience, a major power may have a PE greater than 9, or less than 0. Turn the USA & USSR political effectiveness (PE) markers face down (see 8.7.1 IPO 15).

Put your money markers on your starting position on the money track.

Set up all the major powers' initial army and naval points in the territories specified on the political map. The number on each army and naval counter is a combat factor. These counters are interchangeable and can be swapped at any time (e.g. two 2-factor and one 1-factor counter can be swapped with a 5-factor counter). If you are playing with **WiFFE**, you won't need the army and naval point counters. Instead, you should set up the **WiFFE** combat units as explained in 16.1.

Put your production multiple (PM) marker on the leftmost box of your production multiple.

Place a German '1' resource marker on a Rumanian, Swedish and Rhineland resource. The Rhineland begins the game as a German controlled territory, not as home country territory (see 8.7.2 GE 6).

Place a Commonwealth '1' resource marker on a Venezuelan resource.

Japan begins the game sending one build point to the USA while the USA is sending Japan two resources and two oil. The US must use its naval points to send these resources, and receive its build point, through the NE Pacific sea zone and the Central Pacific sea zone. Japan must use its naval points to handle the trade through the Sea of Japan. When playing with **WiFFE**, Japan and the USA must set up convoy points as per **WiFFE** 5.1.

Put an Italian and Soviet 1 marker in the French Flag box on the map, a French 1 marker in the Soviet flag box and another in the Italian Flag box (France has a level 1 treaty with Italy and the Soviet Union, but without any trade agreements in place, see 8.7.2 MP 3). France's treaties with both the Soviet Union and Italy are 6 turns old at the start of the Jan/Feb 1936 turn.

Set aside the ‘rebel’ markers, the Spanish Civil War marker and the Spanish Nationalist Political Marker for now.

Italy starts the game at war with Ethiopia, and Italy should note this on her major power chart. The Commonwealth starts the game controlling and directing Ethiopia. Italy and Ethiopia have been at war since October 1935 and Italy has one offensive into Ethiopia from Eritrea (**WiFFE**: Italy controls and may set up in any Ethiopian hex not occupied by an Ethiopian unit). For more information see 8.7.2 Option 4 and 16.1.

The Commonwealth commences the game with a Guarantee with the Netherlands (IPO 12) already in place.

The USA controls the Panama canal in all circumstances except when a major power at war with the USA controls Central America (**AiF**: Panama). The USA may close the passage as described in 8.7.2 MP 4. Control of the Panama canal is not (necessarily) the same as control of Central America (**AiF**: Panama), which occurs in the same manner as any other minor country.

You have now finished setting up and can start the game (unless of course it is time to pack up again!).

4. The Object of the Game

Your mission (if you decide to take it) is to have your ideology gain world control and for your own major power to be the most successful major power within that ideology. The game ends when:

- all the major powers in any one ideology have been conquered; or
- the major powers in one ideology together control as many objectives as their ideology needs; or
- it is the end of the Nov/Dec 1946 game turn (or, if two or more Democrats are at war with Germany then, 36 turns after the second Democrat came to war with Germany if this would be a later date).

There are 67 objectives on the map. These represent the major strategic, cultural and political centres of the world. They are: Aden, Amsterdam, Antwerp, Athens, Baghdad, Batavia, Belgrade, Berlin, Birmingham, Bucharest, Budapest, Buenos Aires, Calcutta, Canberra, Cape Town, Chungking, Colombo, Dakar, Delhi, Diego Suarez, Dutch Harbor, Gibraltar, Helsinki, Honolulu, Istanbul, Jerusalem, Kiel, Kiev, Kwajalein, Lan-Chow, Leningrad, London, Los Angeles, Madrid, Manila, Marseilles, Mexico City, Milan, Munich, Moscow, Oslo, Ottawa, Pago Pago, Panama, Paris, Port Arthur, Prague, Rabaul, Riyadh, Rome, Saigon, Sao Paulo, Shanghai, Singapore, Stockholm, Suez, Sverdlovsk, Taihoku, Teheran, Tokyo, Truk, Vienna, Vancouver, Vladivostok, Warsaw, Washington and Wellington.

At the start and during the game, each objective is controlled (if at all) by the major power that controls the territory it is in.

At the end of the game, add up the objectives controlled by each major power. Add objectives in neutral minor countries to the total of the major power with the closest home country capital city (even if occupied by an enemy Army/Naval Point (**WiFFE**: Unit)). If an objective is equidistant from 2 capital cities in terms of number of sea areas/territories (**WiFFE**: hexes and hexdots), count it as half an objective for each of them.

For each ideology, add the major power’s total and then subtract the ‘Total Needed’ as specified in the chart below from this total (the result could be negative). The ideology with the highest net total is the winner.

Major Power	Total Needed	Historical High point
China, Nat.	3	2
CW	23	22
France	7	7
USA	17	15
Democrat total	50	46
Germany	23	20
Italy	8	6
Japan	14	11
Fascist total	45	37
USSR & CC	17	15

If two or more ideologies are tied with the highest net totals, then both those ideologies have won.

Each major power within the winning ideology(s) now subtracts their total needed from their total number of objectives controlled. The player with the highest total is the winning player.

***Example:** In Jul/Aug 1945 the game ends after all Fascist powers are conquered. You add up the objectives under each major power’s control. Assume that the objectives controlled by the Democrats and Communists is the historical high point specified above.*

The Democrats need a total of 50 objectives, while the Communists need a total of 17. Both the Democrats and the Communists are 2 short of their total, so they have won jointly.

There were 2 Democrat players, one playing France and the Commonwealth and the other the USA and China. The French/Commonwealth player controls 28 objectives compared to the total needed of 30, while the US/China player controls 21 objectives compared to their needed total of 20. The Soviet player controls 15 compared to their total needed of 17. Therefore, the USA/China player is the overall winner of the game.

Option 4.1: (Bitter end) Play continues until all major

powers from two ideologies have suffered complete conquest. Victory cities are then tallied as above and the victor determined.

5. Sequence of Play

*[This explains that **DoD III** is played in turns and lists the steps you go through in each turn. Everything you will need to know is explained in more detail in the subsequent rules, so you could skip this rule for now and use it as a convenient summary of play.]*

Days of Decision III is played in a series of game turns. Each game turn involves a number of actions that occur in the following order:

A. Initiative (skip on turn 1 - Jan/Feb 1936)

1. Secretly allocate bid points for each major power under your control. All players reveal them simultaneously.
2. Add your positional modifier to your major power's bid.
3. Place major power markers on the initiative track in final bid order. If there weren't 8 (non-zero) bids, place one of the 'last card' markers next to the last (non-zero) bid.

B. Weather

1. Determine the turn's weather from the weather table.

C. Political Affairs - In initiative order (1st Initiative going first):

1. Choose either -
 - (a) an international option not already chosen this turn; or
 - (b) one of your own options.
2. Resolve your chosen option by -
 - (a) paying for it;
 - (b) placing one of your control markers on the map for each minor country effect;
 - (c) applying the US entry effect; and
 - (d) applying the 'Effects' section.
3. Activate one minor country of your choice (unless stipulated otherwise).
4. Roll the die to see if the political affairs step ends. If not, repeat 1 to 4 for your next bid (if you have more than one). If it ends, go to D below. Major powers may only play one option in the Jan/Feb 1936 turn.

5. If the step hasn't ended, and this was your last bid, the next major power resolves its bid (repeating steps 1-5).

D. Bonus Bid Points

1. Every major power that did not get to choose an option this turn earns bid points equal to its current modified political effectiveness. If you have a negative modified political effectiveness you must lose money equal to your negative modified PE. This can send you below your credit limit (see 10.2).

E. Military Affairs

1. When playing with **WiFFE** replace this whole section with the **WiFFE** rules with modifications as per 16.
2. In reverse initiative order, each major power announces any lend leasing (see 8.7.2 MP 3) it intends to do.
3. In reverse initiative order, each major power may perform surprise naval strikes and then move its remaining naval points.
4. In reverse initiative order, each major power resolves a naval combat in each sea area containing its own and enemy naval points.
5. In reverse initiative order, each major power may move its army points.
6. In reverse initiative order, announce any land combats you want to initiate.
7. All sides record commitments for all land combats.
8. Resolve the combats in initiative order.
9. Resolve ownership of resources and factories captured in combat.

F. Production

1. Calculate your major power's income.
2. You may buy bid points, army points and naval points (except the Communist Chinese whose points are bought by the Soviets or Nationalist Chinese), so long as you don't go beyond your credit limit.
3. After all production is done recalculate Naval ratios and their effects (see 8.7.1 IPO)

15). When playing with **WiFFE** this check is done at the end of reinforcement stage (see 16.3).

G. US Entry

- a. Adjust the US entry values of major powers that are at war with China, or are at war with a Democracy, or that conducted search and seizures.

H. Conquest

1. Determine conquest of territories, minor countries and major powers.

I. End of Turn

1. Check to see if the game has ended. If not, return naval points to a base. The next turn starts (repeat steps A to I).

6. Initiative

[In this step, you can make a bid with each major power under your control. The bidding determines the order in which major powers undertake political actions and their chances of success.]

Ignore this step on turn 1. Each major power may only play one option in the Jan/Feb 1936 turn.

Secretly bid for initiative for each of your major powers. You do this by choosing the appropriate bid markers from your bidding pool and covering them with your hand. Each bid must be a positive whole number.

You don't have to bid with your major power if you wish (put no points under your hand). Alternatively, it can bid for more than one option. If you want to do this, cover another political marker to the left of the bid. This is the number of options you want to play. When everyone is ready, reveal the bids. Add your current "Bid Mod." (see the Major Power Initiative tracks on the Status Display) to this number. Divide your total by the number of options you want to play, retaining fractions.

Example: As Germany, you bid 9 for two options and Germany is in the first initiative position. Germany's final bid amount would be 6.5 $((9+4)/2)$.

The major power with the highest final bid is ranked first and put into the first position on the initiative track, the second highest bid into the second position, and so on down to 8th (the worst) initiative. If bids are tied, rank them in accordance with their current modified political effectiveness. If still tied, they follow their order from the previous turn.

If one or more major powers did not bid, they are placed after all bidders even if they have a higher bid total (due to bid modifiers) than them.

Place the 'last card' marker next to the last major power that made a bid.

The political affairs step will automatically end (if it hasn't done so already) when this major power has finished.

Example: It is the second turn of the game. Germany, the USA and China do not bid. Japan wants to play 2 options and bids 6 points (covering both markers). All the other major powers bid for 1 option only. Italy and France bid 2 points each, the Soviets 3, and the CW and France bid 1 point each. Adding the Bid modifier, the total bid points for each major power are Italy and the Soviet Union +5, Germany (0+4), the CW (1+3) and France (2+2) +4, Japan +3.5 $((6+1)/2)$, the USA +1, and China 0.

Italy and the Soviet Union are tied for first, but as Italy has the higher PE, she is placed in the 1st position on the initiative track, with the Soviet Union 2nd. Germany, the CW and France are tied for third place. Germany did not bid and is thus relegated to the highest position of the non-bidders, 6th. The CW and France both have the same PE, so they are ordered by their last turn's position. Thus the CW is ranked 3rd and France 4th. Japan is 5th, the USA is 7th and China is ranked last (worst). Japan is playing a high-risk game. If she had bid for only 1 option she would have been first and guaranteed to play that option. Now she has a chance that she will fail to play any options (if Political Affairs finishes before her turn).

After deciding the new order, each Democrat (in reverse initiative order) has one chance to move down the order. If it made a bid, it must end above every major power that didn't make a bid.

Example: The Commonwealth is in second position, just after France and just ahead of Germany. The other Democrats decline the chance to move. Sensing that Germany will demand the Sudetenland this turn, the Commonwealth drops below Germany (leaving Germany in second position). She will be able to play CW 6 in response to the expected demand (now, if only she can persuade France to play 0(f)).

When we say someone's initiative is less than or lower than someone else's, we mean that they are in an earlier initiative position (e.g. 1st is less or lower than 2nd). Similarly, if your initiative is greater than or higher than someone else's, you are in a later (worse) position.

7. Weather

[In this step, you work out the weather for the turn. This

affects combat.]

Roll a die and cross-index it and the turn on the weather chart (see The Status Display). The result is the weather for the turn. The weather applies across the entire map.

Example: *It is Sep/Oct 1936. A '4' is rolled on the die, which you cross-index with the Sep/Oct column on the weather chart to find that the weather is fine.*

When playing with **WiFFE**, weather is not rolled for until the action stage (see 16.6).

8. Political Affairs

[When your major power has a turn in this step, you can select and resolve a political option. These options represent the myriad political choices available to world leaders during the critical years before and during World War II. Then you roll a die to see if political affairs end for the turn.

Each option has the principal effects explained on the card. It may also affect minor countries' attitudes toward your major power, cause a change in the USA's attitude to you, cost you money and, finally, could be a prerequisite for the play of some other option, even another major power's.]

8.1 The Status Display

8.1.1 Explanation

The status display regulates the political affinities of 8 major powers and 28 minor countries. Playing political options can move minor countries into and out of major power spheres of influence. The closer a major power is to a minor country, the more influence it exerts over it.

The display is divided into the 3 primary ideologies of the time: Fascism, Communism and Democracy. Each ideology is further divided into 3 factions, each representing the different shades of opinion within that ideology.

At the start of the game, only some of the 28 minors are set up on the status display. The remaining minors are assumed to be in the blue and gold hex in the middle of the display. You can position them on the display when they move (see 8.5).

8.1.2 Minor Country Political Control

All minor countries with a major power or other minor country in brackets after their name on the map are colonies belonging to that major power or other minor country (e.g. the Belgium Congo is a colony of Belgium) and are controlled for all purposes throughout the game

by that major power or minor country until conquered.

Their political status is always that of their controlling major power or minor country (e.g. they are at war and at peace with the same major powers and minor countries as their controller).

A major power cannot declare war on a colony. Instead, a declaration of war on the controlling major power or minor country brings all its colonies to war as well.

Political options may not directly target a colony, however an economic agreement (see 8.7.1 IPO 2) with a minor country may designate the resources in a colony of the minor country.

Colonies do not have a vote in the League of Nations (see 8.7.1, IPO 16) and may not be members of the League (they are represented by their controlling major power or minor country).

Any major power may control a minor country that does not have a political marker via a successful coup attempt (see 8.7.1 IPO 4).

China, Italy, Japan and the USA are only eligible to control minor countries with flags if they are listed under their respective flags on the Status Display. Germany, the Soviet Union, France and the Commonwealth may control any minor country.

No one controls a minor country in the neutral zone.

A minor country in an ideology is controlled by the closest major power allowed to control it, which is also in that ideology. A major power that is in the same *faction* as the minor country is always closer than a major power in another faction.

If two or more major powers are both in the same faction as the minor, then the closest is the major power closest in hexes (without tracing through any hex in another faction). If they are still tied, the major power with the lower initiative controls it.

If no one in the ideology is eligible to control it, the minor is not controlled.

The USA controls the Panama canal, even if another major power gains political or military control of Central America (**AiF**: Panama). Any major power that controls Central America (**WiFFE**: The hexes bordering the canal) may take control of the canal when they are at war with USA.

8.1.3 Political Control Effects During Peace

If your major power is **not** at war with any other major power and controls a minor:

- **2 factions away from your major power;** you control the minor country's League of Nations voting. When playing with **Leaders in Flames (LiF)** you also control who may rent the minor's convoy points (see 11.4).
- **1 faction away from your major power;** you gain the effects above plus your major power may use any resources and red factories in that minor country which are not committed to another major power (e.g. by economic agreement ~ see 8.7.2 MP 3 or Rumanian land claims ~ see 8.7.2 GE 14).
- **in the same faction as your major power;** you gain the effects above plus your major power may use any resources and red factories in that minor country except those committed to another major power in turns its initiative is less than yours. On turns your initiative is lower, the other major power does not receive any resources or factories that you use.
- **stacked with your major power;** you gain the effects above plus your major power may use any resources and factories (red and blue) in that minor country even those committed to another major power (it does not receive any resources or factories that you use).

8.1.4 Political Control Effects During War

If your major power *is at war with another major power* and controls a minor:

- **2 factions away from your major power;** you control the minor country for League of Nations voting and your major power may use any resources and red factories in that minor country which are not committed to another major power. When playing with **WiFFE** you may rebase to and stack in the minor country. You also control who may rent the minor's convoy points (see 11.4).
- **1 faction from your major power;** you gain the effects above plus your major power may use any resources and red factories in that minor country except those committed to another major power in turns its initiative is less than yours. On turns your initiative is lower, the other major power does not receive any resources or factories that you use.
- **in the same faction as your major power;** you gain the effects above plus your major power may use any resources and factories (red and blue) in that minor country, even those committed to another major power (it does not receive any resources or factories that you use). If you are allied with the minor country, your major power forces can also enter its territory, and you may trace supply (see 15.9)

through its territory (**WiFFE:** including using its capital as a secondary supply source).

- **stacked with your major power;** you gain the effects above plus you may be able to align an allied minor country provided you satisfy the prerequisites (see 8.7.1 IPO 5). If the minor country is also at war with a major power that you are at war with then, provided it is not in civil war (see 8.7.1 IPO 4), you may align the minor (as if IPO 5 had been played), at any time during the turn, without having to play IPO 5 (or implement any of its effects) even if the minor is hostile to you, you don't have an alliance with it, and it has alliances to other major powers.

If a minor country leaves your *faction*, or another major power gains control of it, your forces in that minor do not need to leave, but you may not move any more forces into it. When playing with **WiFFE** or if playing with 15.9, your forces inside the minor may trace supply out of the minor (**WiFFE:** including using its capital as a secondary supply source), but units outside the minor may not trace supply into or through the minor.

If the minor country leaves your *ideology*, or you cancel your alliance with the minor, or you come to peace with all other major powers, all your forces in that minor country are immediately moved to the nearest location controlled by your major power.

A major power may only declare war on a minor country which has another major powers' units in it if:

- a) all the major powers' units in the minor are at war with the minor; or
- b) the major power attempting to declare war is already at war with all major powers whose units are in the minor, excepting those belonging to major powers at war with the minor; or
- c) war occurs by Soviet Border rectification (see 8.7.2 RU 4); or
- d) war occurs by the Monroe Doctrine (see 8.7.2 US 8).

See 8.7.2, MP 4 for restrictions on the use of forces in such circumstances.

8.2 Option Selection

There are 20 international options and 78 major power options (each major power has 9 except Germany, which has 15). The description of the international options appears in 8.7.1 below.

There is a detailed description of each major power's

options in this rulebook. The rulebook supersedes any prerequisite and description information on the cards.

In initiative order (1st to 8th), each major power selects a political option, resolves its effects, activates a minor, and rolls for the end of political affairs. Major powers who did not bid cannot play an option. Place the second last card marker adjacent to the major power whose turn it is.

You may not select an option if the cost of that option would send you below your credit limit, unless you have at least a level 2 treaty with another major power(s) who is willing and able to pay the portion that goes beyond your credit limit (see 8.7.2 MP 3).

You can select an option either from the international option card available to everyone, or from your own major power card. You can't pick an option from another major power's card.

Some options on your own card can't be selected if they have been successfully played already (e.g. Germany can only reoccupy the Rhineland once). This is usually pretty obvious but we've printed the option number on a black background to make it absolutely clear.

Some options can only be selected if one or more prerequisites are satisfied (e.g. France can gear up its production if Germany's production multiple level (PML) is higher than hers is). These prerequisites are specified at the top of each option and in the option explanation.

Each option may only be chosen once per turn (e.g. only one player may play IPO 2 this turn and a player playing two options could not choose MP 0(e) and 0 (f) as those two options this turn).

Some options will require you to name a target minor country (e.g. who you are declaring war on).

You should note which option you selected (and any target country, if required) on your major power chart.

You may not play an option if you are unable to name a valid target country when it is your turn to play the option.

If you are required to play more than one option as your next choice (see 8.7.1 IPO 5, 9 & 10 and 8.7.2 MP 4) you must play the required options in the order that you acquired them.

8.3 Option Description

Each Option is composed of several parts. The following is an explanation of a typical option:

<insert graphic>

8.4 Resolving Options

8.4.1 Unsuccessful Options

Sometimes, you play an option that is not immediately successful because it requires the approval of another major power later on (e.g. Option 3 - will only succeed if the other major power agrees by playing its MP 0(f) this turn). The option is unsuccessful if the other major power fails to play the appropriate option for approval. In the case of IPO 3, the option is unsuccessful if the required die roll fails.

In such cases, the cost is only paid, and the minor country and US entry effects are only applied if the option succeeds. These effects are printed on a black background as a reminder.

8.4.2 Paying the Cost

First, spend the money necessary to play the option. The amount is shown on the money symbol at the right of the option. Although each option is marked in national currency, this is purely for historical interest. For all purposes, every currency has the same value. You spend money by reducing your major power's savings, or increasing its debt, or a bit of both. Show this by adjusting the position of your money markers on the money track.

The maximum debt you can have is your credit limit. If the cost, or portion that you intend to pay for (see 8.2 and 8.7.2 MP 3), of a particular option would take you beyond your credit limit, you can't pick that option, except MP 5 (see also 10.2). The initial credit limit for each major power is printed next to the money track.

8.4.3 Effect on Minor Countries

Next, resolve the minor country effects of playing the option. Place one of your control markers with the appropriate modifier onto the map for each effect on the option. The modifier goes into the relevant minor.

Example: If Germany plays an option listing a '-2' for Greece and a '+1' for Turkey, you would put a '-2' German modifier in Greece and a '+1' German modifier in Turkey.

Some options will state that minor country effects are specified on the war chart or treaty chart instead of, or as well as, on the option. If both apply, add them together.

Example: Germany plays GE 3, offering a major power pact to the Soviet Union (the infamous Nazi-Soviet pact). The option lists a '+1' for Finland. The treaty chart effect on Finland of a treaty with the Soviet Union is a '-2'. Therefore, if the Soviet Union accepts, the net effect of

Germany playing this option is to place a German '-1' marker in Finland.

Sometimes, you will have to modify the effects. This might be a modifier to only some results (e.g. IPO 5, to negative results only), it might halve the result (e.g. IPO 19 - when you embargo a major power, minors will react half as dramatically as if you had declared war) or apply the opposite effect (e.g. '-3' becomes '+3'). You might also have to multiply the net results (e.g. IPO 11 - by the number of treaty levels canceled).

Example: You are playing IPO 11 to cancel 3 levels of treaty with Italy. Assume you are allied to Austria. The treaty chart effect is the opposite of that given and there is to be a '-1' for each ally. So, for Austria, the listed effect is '+2'. The opposite effect is '-2'. Subtracting 1 because Austria is an ally gives a result of '-3'. This is applied three times for a final modifier of '-9'. For Czechoslovakia, the listed effect is '+1'. The opposite effect is '-1'. This is applied once for each treaty level for a total modifier of '-3'. The other minors are dealt with in the same way.

You must place one of your markers, even if the effect seems to relate only to another major power. For example, if the US plays IPO 3 to cancel a German alliance with Yugoslavia, you would place US markers in Yugoslavia and the other listed minors, not German ones. The only exception is IPO 17, which can apply to every major power.

If you already have a marker in the minor country, replace it with one equal to the sum of the old and new modifiers. If this requires a marker outside +/-9, you will need extra markers to get the correct total.

Example: Germany plays GE 4, declaring war on Czechoslovakia. GE 4 has a '-2' for Germany declaring war on Czechoslovakia. The war chart lists a '-9' modifier. So, there is a '-11' net modifier for this. If there is already a '-3' German marker in Czechoslovakia, the total modifier is '-14'. Germany could place a '-9' and a '-5', a '-8' and a '-6' or any other combination totaling '-14' inside Czechoslovakia.

8.4.4 US Entry

Next, you work out the US entry effect of playing the option. US entry is used to regulate the USA's march to war (see 8.7.2, US 4).

Each option will either list some US entry numbers or refer you to the US entry numbers on the war or treaty chart. Use the number for the relevant year.

Example: Germany successfully plays GE 4, declaring war on Poland in 1939. The US Entry effect on GE 4 in

1939 is '+6' which is added to the effect of declaring war on Poland as stated in the war chart, '+10' to give a total US Entry effect of '+16'.

The option might indicate that the result should be modified. For example, IPO 7 adds 2 if your major power is a Communist and subtracts 1 if it is a Democrat. The number required may also be modified if US 6 (see 8.7.2) has been played or if the Republicans (see 8.7.1 IPO 10) have been elected. Sometimes you are asked to use the opposite of the chart effect (e.g. IPO 3) or to double or halve the effect (e.g. IPO 5). This is done after adding any modifier.

Having worked out the modified US entry effect, the US player must record this turn's shifts in the relevant major power's column on their major power chart (retaining fractions). These shifts are either towards war with your major power (if the US entry effect is positive) or away from war (if it is negative).

Example: If the modified US entry effect is '-17' the USA is 17 shifts further away from war with this major power.

The US continues to record US Entry throughout the game.

8.4.5 Principal Effects

Finally, apply the principal effects listed on the option. These effects are explained in detail in the option summary (see 8.7).

8.5 Activating Minors

You *must* activate any one minor of your choice that you are eligible to control (see 8.1.2), unless none are available or you are stipulated otherwise (i.e. by MP 0(g), 4 or 5, see 8.7.2).

You may not activate a minor you are at war with, even if it is incompletely conquered. Only the 28 minors that have a political marker and contain at least one political effect marker are eligible to be activated.

You activate a minor by removing all the minor political effect markers (a.k.a. modifiers) in it and applying them, one by one, in any order you choose. You cannot combine modifiers of different nationalities.

Before any of the modifiers are applied, the activating major power may convert the negative modifiers of a major power at war with the minor being activated, to a positive modifier of any major power at war with that major power.

Example: Germany has declared war on the Netherlands. The Commonwealth and France are at war with

Germany. Germany has an accumulated '-11' to the Netherlands. The Soviet Union has the next political action and chooses to activate the Netherlands. She can convert the '-11' GE to either a '+11' CW or a '+11' FR or she can choose not to convert it, and try to gain control of it herself.

If a modifier is *positive* for a major power, move the minor's political marker towards that major power on the status display.

If a modifier is *negative* for a major power, move the marker away from that major power until it is eleven hexes away. At that distance negative modifiers do not effect the minor, unless it moves within eleven hexes again.

The status display 'wraps around'. If a marker is in one of the lettered edge hexes, it is adjacent to the other hex with the same letter and can enter it at normal movement costs.

The distance a marker moves depends on the size of the modifier.

Each hex entered costs different points depending on the hex entered. If it costs more points to enter a hex than that remaining for the modifier, the marker cannot enter that hex and ceases its movement in the current hex.

The cost of movement is 2 per hex moved into, modified by the following:

- -1 moving towards you in your ideology;
- +1 moving towards you in another ideology;
- -1 moving away from *every* major power at war with the minor;
- +1 moving towards *any* major power at war with the minor;
- +1 leaving a hex occupied by a major power that can control the minor;
- +1 crossing a boundary;
- +1 moving away from *any* allied major power.

All these modifiers are cumulative. The minimum movement cost is 1 per hex.

If a minor's political marker is eligible to move in two different directions, you choose which direction to move the marker.

Example: *It is the first turn of the game and Czechoslovakia has a +3 CW, a +4 German and a +1 French marker. It is France's go and she decides to spend the points in the following manner. First the +4 Germany marker is spent to move Czechoslovakia into the neutral zone (2 to move into the neutral zone, +1 to cross a boundary and +1 to move away from Czechoslovakia's ally). The 4 CW points are then allocated to move Czechoslovakia on top of the Belgium*

marker. This costs 2 (1 to move closer to the CW in the Democratic ideology +1 crossing a boundary). France then spends her 1 point to move Czechoslovakia back to its starting position.

If the Commonwealth had been moving Czechoslovakia she could have spent the Commonwealth points first to move Czechoslovakia 1 hex into the free market faction (+1 moving towards the CW in its ideology +1 for crossing a boundary and +1 to move away from Czechoslovakia's ally) then spent Germany's 4 points to move the marker 1 hex adjacent to the CW (3 to move towards Germany in another ideology +1 for moving away from Czechoslovakia's ally). Finally the 1 French point is wasted as the CW spends it attempting to move the Czech marker on to the Belgium hex which costs 2 (1 for moving towards France in its ideology +1 for crossing a boundary), a move France is not at all happy with.

Minor countries' political markers can end their move stacked with major power markers and with most other minor country markers. However, two minors cannot end together if either is hostile to the other unless they are stacked with a major power eligible to control them (see 8.1.2).

When all modifiers have been applied to the minor country, return all the markers to their respective owners.

8.6 Ending Political Affairs

After resolving your option, roll a die. Subtract 1 from the result for each option played previously to the current option, this step.

Option 8.6: You only subtract 1 from the die roll for each option apart from MP 0(g) that has been played this turn.

If 4 or more major powers are at war with each other, add 1 to the total. If every major power still in the game (i.e. not completely conquered) is at war with a major powers, add 2 to the total. If your modified die roll is less than or equal to 1, the political affairs are finished for this turn and later bids on the initiative track aren't resolved.

If it doesn't end, resolve your next option. If you have resolved your last option, play passes to the next major power. Move the last card marker one place to show who is the new current player.

Example: *Five major powers are at war with each other. You are in the 3rd initiative position, and the major power in 2nd place has already successfully played 2 options. Thus after you play your option, you roll a 6. 3 is subtracted from this number for the 3 previous options played (1 by the 1st player and 2 by the 2nd) and 1 is added since 5 major powers are at war. The final*

modified result is 4, so the major power in the 4th initiative position may now have a go.

If you are the last player to have bid (recorded by the use of the second 'last card' marker), and you have played your final option, political affairs end automatically.

Each major power that didn't get to play any political options in the turn receives bid points equal to its current modified political effectiveness, even if it didn't bid for an option. If you have a negative modified political effectiveness you must lose money equal to your negative modified PE. This can send you below your credit limit (see 10.2).

8.7 Political Option Explanation

8.7.1 International Policy Options

IPO 1 - New World Order: This option moves your major power's marker around the status display.

You receive a number of movement points based on your ranking on the initiative track (1st = 8; 8th = 1; etc.). Subtract 2 from this if you are in the Democratic ideology and subtract 1 if you are in the Communist ideology. You always get a minimum of 1 movement point.

Movement costs are:

- 1 point to enter a hex closer to all hexes of the centre faction of your ideology;
- 3 points to enter a hex further from all hexes of the centre faction of your ideology;
- 4 points to enter or leave an ideology (only possible if playing optional rule 15.2 or 15.3)
- 2 points in all other cases (including moving in the neutral zone ~ see 15.2 and 15.3).

In the standard game, major powers cannot leave their ideology, although they can change factions. Furthermore, you must end your movement in a hex that does not contain another major power.

You can move minor country markers with you when you move. They must start stacked with you. Each minor marker takes as many points to move as your major power marker (e.g.. for a major power to move with 2 minor countries, it would take 3 points to move 1 hex towards the center of your ideology).

You can't move in a way that would leave two minors hostile to each other in the same hex, unless they are stacked with a major power that is eligible to control them.

You gain the US entry Democracy benefit if you end your move closer to *every* centre hex of the Democratic ideology. It costs you the US entry Communism or

Fascism cost if you end your move closer to *any* centre hex of that ideology. These US entry effects are cumulative.

IPO 2 - Minor Economic Agreement: This option allows a major power to enter into an economic agreement with a minor, or to break an economic agreement it already has. This option may not be played against minor powers that are at war, or already in a civil war.

An agreement can be made with any minor country, provided it has resources or red factories available (i.e. they are not already committed to another major power through an economic agreement). To make an economic agreement, the major power's initiative must be less than or equal to the minor's willpower. Note that the minor's willpower is printed on the war chart.

Upon making an agreement, a major power places one of its factory/resource markers on a red factory or one or two resources the minor controls. If you place markers on two resources, the cost to play this option is doubled to 8 money.

The minor now provides the factory (use the major power's production multiple) or resource to the major power. Resource and oil points from multiple major powers, may be placed on the same resource/oil icon (hex in **WiFFE**), up to its capacity.

Instead of making an economic agreement, a major power can break another major power's economic agreement if the major power playing the option's initiative is less than the willpower of the minor and less than half the other major power's initiative. Remove the relevant factory or resource marker.

A major power may always break one of its own economic agreements.

When you break an agreement, remove the relevant marker(s) from its box (hex in **WiFFE**) in the minor. If you remove markers from two resources, the cost to play this option is doubled to 8 money.

If a major power declares war on a minor it has an economic agreement(s) with, then all the agreements between the major power and the minor are canceled.

IPO 3 - Minor Alliance: This option is essential for bringing a minor into a war on your side (see IPO 5). This option may not be played on a minor in a civil war, or that is at war, or that has been declared war on this turn. This option may only be played on the 28 minor countries that have political markers.

Each minor country may have up to two alliances at a time. They both may be with the same major power. Once

a minor country has 2 alliances, one of them must be broken before it can make another alliance. You can always break one of your own alliances.

To make an alliance, or to break another major power's alliance, roll 1 die:

- Add '1' to the result for each factory/resource marker you have in that minor.
- Add the minor's willpower. This is printed on the war chart.
- Subtract your initiative position.
- Subtract the distance in hexes on the status display between your major power's political marker and the minor's.
- Subtract '2' if the minor is hostile to you.
- Subtract '3' if you are trying to break an alliance.

If the result is more *than* '0', you succeed in making or breaking the alliance.

After successfully making an alliance with a minor, place any of your major power's markers under the minor country on the status display. You are now allied to that minor.

If you succeed in breaking another major power's alliance, remove its marker from beneath the minor's political marker.

Example: *Germany attempts to break the Commonwealth's alliance with Poland. Poland's willpower is 2 and it is hostile to Germany. Germany is in the first initiative position. Germany's die roll is '7'. She adds 2 to this for Poland's willpower, and another one for a German factory/resource marker in Poland.*

From this total of 10 she subtracts 3 because she is trying to break an alliance, a further 2 because Poland is hostile to her, 6 more because Poland's political marker is that many hexes away from Germany's and, finally, another 1 for Germany's initiative position. The final result is '-2' which is not more than 0, so Germany fails to break the alliance.

If someone declares war on one of your allied minors you have a *casus bellum* (see 8.7.2 MP 4) against that major power until the end of the political step (**WIFFE**: end of your first impulse of the next turn) following its conquest (either complete or incomplete).

If you have an alliance with a minor country when it is declared war on, and the minor is subsequently conquered (either completely or incompletely), then if you are not at war with all the major powers who declared war on the minor by the end of the next political step (**WIFFE**: end of your first impulse of the following turn), you suffer the following: Reduce your PE by 1 (regardless of how many major powers declared war on the minor), and place a -3

minor effects marker on every other minor with which you have an alliance with or a guarantee (IPO 12) to. You do not suffer double the effects if you have two alliances with the minor attacked, however guarantees and alliances are cumulative.

Example: *Germany declares war on Poland and conquers her in Sep/Oct 1939. The Commonwealth is allied to and has guaranteed Poland. If she is not at war with Germany by the end of the Nov/Dec political step, the Commonwealth will lose 2 PE and place a -5 in every other minor country she is allied to, or has a guarantee with.*

If you declare war on a minor you have allied, you suffer the above effects (PE loss and minor effects) immediately, not when the minor is conquered. After suffering the effects of declaring war on your allied minor, cancel all your alliances and/or your guarantee with the minor.

IPO 4 - Coup: This option is a more iffy way of gaining control of a minor. As with all desperate plans, it can easily backfire. A minor country can be couped and counter-couped any number of times.

You can play this against any minor country, not just those 28 which have a political marker. Your major power's initiative must be *less than or equal to* the minor's willpower. This option may not be played against minor powers that are at war, or already in a civil war.

Optional rule 8.7.1 IPO 4.1 Coups: Only the minor countries that don't have political markers on the status map may have IPO 4 played against them, except for Spain. If IPO 4 is played on Spain, without it being canceled by a coup cell, Spain automatically starts a civil war. After the civil war IPO 4 cannot be played against Spain again.

After you announce your coup target and pay for the coup attempt, anyone who has a cell in the target minor (by previously playing their option 0(e)) can neutralize your coup attempt by expending their cell. If more than one cell exists then the choice, to use it or not to use it, is made by the major powers that own the cells in reverse initiative order.

If your coup wasn't neutralized, roll a die. Subtract 1 from the result for each alliance the minor has with another major power, add 1 for each alliance you have, add the minor's stability factor (on the war chart - use the first number if there are two), and add the annual modifier (listed with the coup table). Find the modified result on the coup table (see the Status Display). The results are:

- **No effect**

- **Civil War**

If a major power currently controls the minor and has an army point (**WiFFE**: land unit) in the minor, the civil war result becomes “no effect”. Otherwise, a civil war has broken out. You will take control of the rebel forces, and are assumed to have played IPO 8 once, for purposes of control. The major power that would have rolled for any counter coup takes charge of the government forces and is assumed to have played IPO 7 once, for purposes of control.

Consult the civil war table (see the Status Display). Roll one die for the army points (**WiFFE**: land and aircraft units, including reserve units) and one die for the naval points (**WiFFE**: naval units). The results determine what part of the minor’s forces (including yearly additions, see 8.7.1 IPO 5, *Setting up the minor country*) are rebels. The remaining points (**WiFFE**: units) are the Government’s.

When playing with **WiFFE**, Current year and Reserve units are included in the set up (not reinforcements on the next turn). They are set up however face-down. The actual units are chosen randomly. If a unit is to be split 50/50, it goes to the protagonist whose directing major power has a lower initiative than the other directing major power. Now apply the same proportional results, by force pool types (land & air, naval), to the collection of all future force pool additions.

***Example:** A civil war has just commenced in Turkey. Germany controls the rebels and the CW controls the government. A die is rolled on the Civil War table once for land/aircraft units and once for naval units.*

A die roll of 8 for land/aircraft gives the Govt. forces 60% and the Rebels 40%. If Turkey would normally set up with 9 land and aircraft units and 1 naval unit, then 60% of 9 is 5 (rounded to the nearest whole number), so the Govt. receives 5 land/aircraft units (chosen randomly) and the rebels 4.

A die roll of 5 for naval units splits them 50/50. As there is only 1 unit, it goes to the player with the lower initiative, in this case Germany.

In **WiFFE**, the Spanish Nationalist and Republic each have their own force pools and the percentage rolled is of their own force pool. Naval units are split between the two sides. All remaining units (except SCS not placed on the **WiFFE** map) are available to be built.

***Example:** A Spanish Civil War breaks out in 1936. A die roll of 10 gives the Nationalists 30% of their available land/air units while the Government gets 70% of theirs.*

The Nationalists have 12 land/air units available in 1936. Thus 4 units are randomly chosen to be set up. The Republic has 11 land/air units available so they set up 8 of these. All chosen Reserve and 1936 units are set up face down.

For naval units, a 1 is rolled giving the Nationalists 70% of the 4 naval units. 3 of the naval units are randomly picked to be set up. The only naval unit not chosen is the Libertad, which is set up by the Republican player.

Each side’s remaining units except the SCS would be available as part of their respective force pools.

When playing with **WiFFE** 13.5.1 Option 48 (Oil rule) each side sets up with one saved oil.

The player with the lower initiative chooses whether they want to set-up first or let their opponent set-up first.

Set up each side’s army and naval points, using the controlling major powers army and naval points, (**WiFFE**: minor country’s units) in the territory that contains the minor country’s capital. Place a rebel marker on top of the Rebel forces (or Gov’t. marker on top of the Gov’t. forces).

When playing with **WiFFE**, whoever sets up first chooses 1 of their units and places it on any resource, factory, port, or city in the country (exception: the Belgian Congo and NEI territorial must set up in its territory). The other player then places 2 of their units on any of the above not occupied by the first player. The first player then places 2 more units as above, but not in any hex or land section containing enemy units, and so on until all units have been placed. Units may be stacked together provided the stacking limit is not exceeded. If there are no resource, factory, port or cities (apart from the Capital) available, the protagonist that sets-up in the Capital has won the civil war. After set up, the Government controls all hexes and land sections not containing rebel units.

If the minor country has no forces (e.g. Latvia) then the winner is the side that rolled the highest allocation of land forces on the Civil War Table (lowest initiative if a 5 or 6 is rolled).

After set up, the civil war continues until either the rebels or the government have surrendered (**WiFFE** this would occur in the Peace step), destroyed the other side’s army or gained enough offensive points to conquer its home country, see 9.5 (**WiFFE**: one side controls all the home country cities, ports, resources and factories). Control of any of the minor

country's territories is irrelevant to determining the winner of a civil war.

When playing with **WiFFE**, the normal **WiFFE** rules for movement and combat apply except that every resource, factory, port, and city counts as a supply source for Rebel and Government forces until the Civil War is over. Use the directing major power's action limits for the side it is controlling. These action limits *do* count against the major power's own action limits.

While a civil war is raging, no one gains resources or factories from the minor, regardless of control or any agreements with it. Resources and money (**WiFFE**: build points) may not be transported through a minor in a civil war (see 10.1.2) and MP 0(b), MP 0(e), IPO 2, IPO 3, IPO 4, IPO 5, IPO 12, IPO 16, IT 7, GE 7, GE 8, GE 9 and GE 10 may not be played on the minor.

If a major power declares war on a minor country in civil war, the government and rebel forces may defend together but may not attack together.

If the rebels win the civil war, the player who most recently directed them moves the minor's political marker on the status display. The marker moves exactly as far from the central hex of the neutral zone **but** in the opposite direction to where it started (e.g. if it started on the 'U' lettered hex on the *left*-hand side of the status display, it would move to the 'U' lettered hex on the *right*-hand side of the display).

Then, move it one hex towards the central hex for each turn that the civil war lasted. If it reaches the central hex, it stops there. Next, reverse all the minor country effect markers currently remaining in the country.

Future minor country effects on that minor are the opposite of that specified (e.g. +4 becomes a -4), except that a rebel government in the following countries does not reverse the effect to the minor itself in regards to the following options:

- All minors – IPO 17 and IPO 18.
- All minors, if they are the target of the political option only – IPO 2, IPO 3, IPO 4, IPO 7, IPO 8, IPO 12, MP 4, RU 4 and US 8.
- Bulgaria – GE 13 and GE 14.
- Czechoslovakia – CW 6, GE 8 and FR 8.
- Hungary – GE 13 and GE 14.
- Poland – CW 7 and GE 10.
- Rumania – FR 8, GE 13 and GE 14.
- Yugoslavia – FR 8.

This represents the fact that the Rebels despise (nearly) everything the original Government stood

for.

If the Rebels win the civil war in Spain, then also remove the Republican Spanish marker from the game and replace it with the Spanish Nationalist marker and use those modifiers on the war and treaty charts instead of applying the opposite effect of the Republican columns.

A minor country emerging from a Civil War keeps the army and naval points (**WiFFE**: units, including those on the production circle) the winning faction ended the war with, as its new starting forces.

See 9.5 for Civil War combat and 10.4 for Civil War production.

- **Counter coup**

A major power that is from another ideology and in the following order of precedence:

- (a) controls the minor, or
- (b) is allied to it, or
- (c) is closest to it on the status display, or
- (d) has the lowest (best) initiative position among the other major powers,

rolls 1 or 2 dice (indicated by the counter coup result) of political control instead of you. The major power that played the coup has been implicated; the US entry and the minor country effects half that of the war chart are applied, except for the minor subject to the coup (its effect is supplied by the 1 or 2 dice roll).

- **Coup**

You roll 1 - 3 dice (as specified by the coup result) of political control. Coups do not remove alliances to the minor.

When a coup or counter coup occurs, the total rolled on the dice is the political modifier marker(s) that the couping, or the counter couping, major power places in the minor provided the minor country is one of the 28 with a political marker.

Example: Germany attempts a coup against a neutral Yugoslavia in 1941. Yugoslavian willpower is 4 and Germany requires an initiative of 4 or less as a prerequisite. Germany has an initiative of 3 so she satisfies the prerequisite.

Yugoslavia has alliances with the Commonwealth and Italy, giving a -2 modifier. However, there is a +1 modifier for 1941 and a +2 stability (or lack of it!?) modifier, giving a net +1. Germany rolls a '3', being modified to a '4'. This results in a two-dice counter-coup.

Germany is implicated and suffers a US entry effect of +2. She now adds a +2 political control marker to Austria, a

+1 to the Baltic States and so on (assuming these countries still exist) but ignores the effect on Yugoslavia herself. The Commonwealth (being the only non-Fascist ally) now rolls 2 dice for political control. The result is '8' and the CW player places an '8' political marker in Yugoslavia

If the minor being rolled for is not one of the 28 which has a political marker, you follow the same procedure, except that the coup or counter coup dice total is compared to the second stability number (e.g. The '28' in Switzerland's '-3/27'). If this number is equaled or exceeded, the minor allies with you, and cancels any previous alliance it may have had. Record your new ally on your major power's chart. The minor is also considered to be stacked with you for control purposes (see 8.1.3 and 8.1.4). If the number is not reached, there is no effect.

Example: Germany attempts to coup Switzerland in 1941. Switzerland's stability modifier is -3, while the year modifier is +1, giving a net modifier of -2. Germany rolls a '10', which becomes an '8'. This results in 3 coup dice. Germany requires a '27' or better to get Switzerland on side (the second number). Unfortunately, Germany only rolls an '18', so that the end result is no effect. Note that it is not possible to counter coup Switzerland as you can't roll '27' or greater with 1 or 2 dice.

IPO 5 - Minor Joins In: If you are at war with a major power and your political marker is stacked with an allied minor country's, this option allows you to align that minor unless:

- a) you are ineligible to control it politically (see 8.1.2); or
- b) it is hostile to you; or
- c) it is also allied to another major power; or
- d) the minor is in a civil war.

If it is a minor without a political marker, you must have couped it successfully by playing IPO 4. Otherwise, the major power's political marker must be stacked with the minor's.

If the minor country has a political marker, remove it from the status display and place it in your major power (to show that it is yours). Remove all political effect markers from the minor. While the minor is aligned, political effect markers are not placed in the minor country and are effectively lost.

An aligned minor cancels all of its alliances (only possible if the minor is aligned by the control rules – see 8.1.4), except to the major power aligning it, and all of its guarantees. This cancellation occurs *after* any *casus bellum* (see 8.7.2 MP 4), potential PE loss and minor

effects are triggered due to a declaration of war on the minor.

Example #1: Poland is stacked with, and is allied only to, France. The Commonwealth also guarantees Poland. Germany declares war on France and France aligns Poland. The Commonwealth loses its guarantee with Poland, does not gain a *casus bellum* against Germany, and would not suffer PE loss or minor effects if Poland is conquered by Germany.

Example #2: Poland is stacked with, and is allied only to, France. The Commonwealth has guaranteed Poland. Germany declares war on Poland. France declares war on Germany and aligns Poland. The Commonwealth maintains its *casus bellum* versus Germany and is still at risk to lose PE and suffer the minor effects if it fails to declare war on Germany in time (see 8.7.1 IPO 3 & IPO 12).

All economic commitments (e.g. trade agreements ~ see 8.7.2 MP 3 and Support Rumanian land claims ~ MP 14) of aligned minor countries may be honoured, suspended or canceled at the discretion of the controlling major power. This must be decided immediately and cannot be altered while you control the minor. Adjust factory and resource markers as necessary.

Setting up the minor country

The major power directing the minor sets up its army and navy points on the map. The number of army and naval points each minor country starts with is specified on the map.

If the minor was previously at war (including civil war), use the total recorded at the end of the last war instead.

In either case you then add any extra points purchased with MP 0(b) as well as the yearly additions since the start of the game (or the last time the minor was at war, if applicable). These yearly additions are specified after the minor country's army and naval points on the map. If no number is specified, there are no yearly additions.

Example: Germany declares war on Spain in 1941. The Spanish Civil war ended in 1939 with a Nationalist victory. There were 24 Spanish army and 17 Navy points at the end of the war. Spain's yearly addition is +3 army points and +0 Navy points so Spain sets up with 30 army points and 17 navy points.

At least half of the combined total of the minor's army and navy points must set up in the minor's home country.

When playing with **WiFFE** set up the minor's units as per **WiFFE** 19.4 adding in any extra units previously built with MP 0(b).

Controlling the minor country

The minor is now considered just another one of your controlled territories. Furthermore, you may now use the minor's blue factories, in addition to the red ones. When playing with **WiFFE** all the effects of aligning a minor are used.

If the minor becomes completely conquered, pass its political marker to the conqueror. It is effectively out of the game until liberated (see 8.7.1 IPO 6).

Immediately upon your not being at war with any major power, all aligned minors are also no longer at war. Put the aligned minors' political markers back onto the status display in the same hex as yours, with an alliance marker to the MP it was aligned with.

Access to aligned minor's territories and use of its army and navy points is restricted by 8.7.2 ~ MP 3.

When playing with **WiFFE**, use of the aligned minor's units is as per **WiFFE** 19.4. Note that further restrictions may occur as a result of RU 4 border rectification (see 8.7.2).

Option 8.7.1 IPO 5.1: (Multiple align) When played you may align as many minors as you like. For each aligned minor apply all the effects of the card.

Option 8.7.1 IPO 5.2: (Reactionary align) If playing with **WiFFE**, a major power may play IPO 5 during the **WiFFE** declaration of war step, without having played it during the political step. All the requirements to play IPO 5 must still be satisfied.

A major power (or its level 2 or 3 treaty partner) must pay all monetary costs at the time the minor is aligned (see 10.2 spending). All normal political and US entry effects are applied immediately.

The major power must play IPO 5 with its next political option choice.

If it fails to get the option played on the next (or any future) turn and the major power declares a reactionary war (see 8.7.2 MP 4) and/or align minors during the following (or any future) turn, the major power would have to be play both options in the order that they occurred until all owed options are successfully played.

If the next option a major power owes is an IPO 5, and at its next political option choice, IPO 5 is unavailable, the major power must default to its next owed option, if it has any, or to any legal MP 0 option otherwise.

IPO 6 - Liberation: This allows you to liberate a minor country or a major power home country that was conquered (either completely or incompletely) or Vichied by another major power.

To do so, you must control the original home country's capital. Additionally, you must have a level 2 or 3 treaty with an incompletely conquered or Vichied major power you wish to liberate, (except when liberating your own major power of course).

When playing with **WiFFE** you may not liberate colonies (e.g. Egypt). Instead you may revert them (see 8.7.2 MP 3 Treaty Effects Level 1) or you may be forced to revert them (see 8.7.1 IPO 13).

When played on a minor country, you can immediately (or not at all) declare it on your side, even if it is hostile to you, without playing IPO 5. If you choose not to align the minor, place its political marker in the same hex as yours on the status display and put a flag underneath it to show that it is your ally.

If you declare the minor country on your side, set up the minor's army points as per 8.7.1 IPO 5.

When played on a major power that has been completely conquered, or had previously surrendered unconditionally, you may place its political marker next to yours on the status display. The rejuvenated major power has a political effectiveness of 0.

When playing with **WiFFE** you implement the effects from **WiFFE** 13.7.5.

IPO 7 or 8 - Loyalist or Rebel Support: These options allow you to support the government or the rebel faction in a minor country Civil War this turn.

The effect is to allow you to buy army and/or naval points in the Production Step (treat as lend leased for **WiFFE** purposes, except you don't have to ship it to the minor) for the side you supported. The maximum amount you can spend is the reverse of your initiative position (1st = 8 points, 8th = 1). You may add an additional 2 to this limit if you are playing IPO 7 and the minor is in your faction. You may add an additional 1 to this limit if you are playing IPO 8 and the minor is in a faction different from yours. You must spend at least 1 in support of the faction you chose.

You may also transfer up to 6 APs (1 unit in **WiFFE**) to their armed forces. When playing with **WiFFE** you must physically ship the unit to its destination. Upon reaching its destination it immediately becomes a part of the Government/Rebel forces and if destroyed goes into their force pool.

At the conclusion of the Civil War all the losing side's units that originally belonged to major powers are returned to their original major power's force pools. All the winning side's units that originally belonged to major powers may be returned to their original major power's

force pools at the option of the major power controlling the winning side. Units remaining with the minor are the minor's units from now on and are added to its set-up forces.

When playing with **WiFFE** 13.5.1 Option 48 (Oil rule) the Government forces, if you played IPO 7, or the Rebel forces, if you played IPO 8, may now trace to any oil controlled by its directing major power.

Initial control of forces was determined when the Civil War started (see IPO 4). Thereafter, the loyalists are controlled by whoever has played IPO 7 the most, counting the major power that initially took control of the government forces as having played IPO 7 once. The rebels are controlled by whoever has played IPO 8 the most, counting the play of IPO 4 (coup) as one play of IPO 8. With ties, control goes to the major power that controlled the side last turn.

IPO 9 - Spies: This option allows you to interfere with another major power's internal affairs, causing a potential variety of outcomes. Choose a target major power.

Roll a die and add the difference in initiative positions between your initiative position and the target power's initiative position. Subtract 1 if the target major power is at war with a major power. Subtract an additional 1 if the target major power is at war with you. Then compare the result to the effects listed below. You may reduce your result.

- 13+: The target must play IPO 1 at its next opportunity in a direction specified by you. However, you cannot force a major power to play it in a direction if it would violate the rules for IPO 1 (i.e. A major power can not play IPO 1 towards the center of an ideology if it already occupies one of the center hexes). Furthermore, a major power cannot be forced to leave its ideology, even if playing with optional rule 15.2 and/or 15.3, as a result of being forced to play IPO 1. If you are the target, one play of IPO 1 satisfies all IPO 9 effects on you.
- 11 - 12: The target must play option 0(f) at its next opportunity. The target's play of 0(f) entitles it to all the capabilities of playing 0(f) (i.e. it can use this to agree to a treaty, or as a 0(f) follow up to various major power options, etc.). Playing 0(f) once will satisfy all IPO 9 effect 13 - 14 and 11 - 12 requirements. It will also satisfy 15+ effect requirements if IPO 1 has been played previously in the turn.
- 9 - 10: The target must tell you what option it intends to play at its next opportunity and must attempt to play that option until successful, or that option is not available or forced to play another option.

- 7 - 8: No effect.
- 6 or less: You have been implicated. You now apply the war chart for both minor country effects and US entry. Furthermore, the target now has a *casus bellum* (see 8.7.2 MP 4) against you until the end of the following turn's political step.

If you are playing with 15.1 Hidden Option Play then don't roll the die. You get to implement the 13+ effect if your initiative position is at least 5 less than the target. You get to implement the 11 - 12 effect if your initiative position is 4 less than the target. If your initiative position is 3 less than the target you can implement the 9 - 10 effect. If your initiative position is greater than the target's you have been implicated and suffer the effects of the 6 or less result.

IPO 10 - Government Falls/Election Called: This can only be played on Democratic major powers. It forces them to hold an election. You must either name your own major power or a major power that has a higher initiative position than yours. You may not choose a major power that is at war with another major power, or a major power that doesn't need to hold an election in their current election time frame (see below), or the USA.

If you play the option against yourself, you do not need to hold an election until your next time frame for an election comes up.

Unless your election is late, or you are forced to have an election, or IPO 10 has already been played this turn, you must play IPO 10 to hold an election. Otherwise you may play option 0(c) to hold your election.

If your election is late, you are assumed to have had IPO 10 played against you (see below). Note if you go to war while still 'owing' an election (either by being late or by having had IPO 10 played against you previously) you must still hold that election.

If another major power plays IPO 10 against you, you must attempt to play your option 0(c) at every future opportunity until successful. If you bid for two or more options, you can play option 0(c) as any of them, not necessarily as the first. Once you play your option 0(c) you don't need to hold another election until your next time frame for an election.

If the USA does not successfully play IPO 10 (or 0(c) if IPO 10 has already been played this turn) in the relevant turn (N/D 1936, N/D 1940 or N/D 1944) then the Republicans win the election. While there is a Republican government, reduce all US entry effects by one (i.e. a +6 USE would become +5 and a -4 would become -3).

While democratic:

- France must hold an election once each year, while she is not at war with another major power.
- The Commonwealth, Italy, Japan and Germany must hold an election once every three calendar years (i.e. in 1936 -1938, 1939 - 1941, 1942 - 1944 and 1945 - 1947), while they are not at war with another major power
- the Soviet Union and China must hold an election once every five years, while not at war with another major power
- The USA must hold an election in Nov./Dec. of 1936, 1940, 1944, etc...

IPO 11 - Treaty Torn Up: This allows you to cancel one or more treaty levels that you have established with *one* other major power.

Fascists may not break a treaty during the first 3 turns following the signing, Communists during the first 4 turns and Democrats during the first 6.

Decide how many levels of treaty you wish to break and adjust the treaty markers on your respective home countries to reflect the new levels of treaty (if any).

If the other major power is in the same ideology as yours, your political effectiveness is reduced by 1.

If you break any treaty levels, you lose your trade agreement with that major power.

You still have a non-aggression pact with a major power even after a treaty is torn up. However, the garrison ratio is reduced (see 14.).

If a treaty is broken, and this leaves any of your army or naval points (**WiFFE:** units) illegally in another major power's territory, move them immediately to the nearest territory (**WiFFE:** hex/hexes) where they can base.

IPO 12 - Guarantee: This option allows you to guarantee the territorial integrity of a minor country without having to be allied to it. It is weaker than an alliance in that you cannot align a minor with this option, however a guarantee is almost never removed (see 8.7.1 IPO 5, 8.7.2 MP 5 and 12).

This option may not be played on a minor in a civil war, or that is at war, or that has been declared war on this turn. You may not play this option on a minor that you already have a guarantee with. To guarantee a minor, your initiative position must be lower than its willpower.

If someone declares war on one of your guaranteed minors you have a *casus bellum* (see 8.7.2 MP 4) against that major power until the end of the political step (**WiFFE:** end of your first impulse) following its conquest (either complete or incomplete).

If you have a guarantee with a minor country when it is declared war on, and that minor country is subsequently conquered (either completely or incompletely), and you are not at war with all the major powers who declared war on the minor by the end of the next political step (**WiFFE:** end of your first impulse of the next turn), the following affects take place: Reduce your PE by 1, and place a -2 modifier marker on every other minor you have guaranteed.

These effects are cumulative with those of an alliance. So, if you fail to declare war on a major power that has conquered an allied minor you have guaranteed, you will lose 2 PE and place a -5 in every other minor you have an alliance or guarantee with.

If you declare war on a minor you have guaranteed, you suffer the above effects (PE loss and minor effects) immediately, not when the minor is conquered. After suffering the effects of declaring war on your guaranteed minor, cancel all your alliances and/or your guarantee with the minor.

IPO 13 - Combined War Aims: This option gives you a measure of security at the cost of having to give up any allied territory that you liberate from enemy control.

If you are signing combined war aims, you must be at war with another major power and must name the major power(s) you want to combine with and those you want to combine against. Each combining major power must be at war with every major power you are combining against. You can also play this option to repudiate combined war aims you have already established.

To be successful, every other combining major power must agree by successfully playing its option 0(f) this turn. If any fails, the negotiations fall through.

When you want to surrender to another major power with combined war aims against you, you must surrender to every major power that has combined war aims with that major power against you.

Example: *The Soviet Union and the Commonwealth have combined war aims against Germany. The USA and France also have combined war aims against her. Germany could not surrender to the Soviet Union only. Instead she would have to surrender to both the Soviet Union and the Commonwealth. Similarly, she could not surrender only to France or only to the USA. If France had also combined war aims with the Soviet Union, Germany would have to surrender to all four since the two groups would then be linked.*

If you re-conquer a colony that at the start of the game belonged to a major power you are now combined with, you must immediately return control of it if you have the

required treaty levels to do so (see 8.7.2 MP 3). When playing with **WiFFE**, this also applies to hexes as well as colonies.

This option can also be used to repudiate combined war aims you have with a major power. You can choose to repudiate combined war aims with only one of several major powers each turn, but you must repudiate all combined war aims with that major power.

Example: *The Soviet Union, the USA and the Commonwealth have combined war aims against Germany and Italy. The Soviet Union decides to repudiate its combined war aims with the USA. It could not just repudiate its war aims against Germany. It would still have combined war aims with the Commonwealth. It could, of course, choose to repudiate its war aims with the Commonwealth in a future turn.*

If you have combined war aims against a major power that surrenders to you, your combined war aims against that major power are automatically canceled.

For additional effects, see 8.7.2 MP 5 ~ Surrender and 12. Conquest.

IPO 14 - Demand Vichy Territory: This option allows you to take control of *one* territory of a major power that has entered into a Vichy surrender (see 8.7.2 MP 5). The territory is transferred as if it were conquered by the demanding power. You may not play this option if the Vichy major power is hostile to you. You may not choose the Vichy home country. The US may only choose this option while at war with the major power controlling the Vichy major power.

You gain control of the territory by you rolling 1 or less on one die. You (cumulatively) modify this die by:

- 1 (**WiFFE**: -1/2) per sea area and territory between the territory being demanded and the Vichy home country;
- 1 each initiative position you are lower (better) than the controlling major power's;
- +1 each initiative position you are higher (worse) than the controlling major power's;
- +1 you are in a different ideology to the controlling major power;
- 1 you are the Vichy major power's original owner; and
- +1 you are at war with the controlling major power.

Example: *In a WiFFE game, the Commonwealth plays IPO 14 in an attempt to gain control of Vichy Indo-China. French Indo-China is 7 sea areas/territories away*

from German controlled Metropolitan Vichy France. The Commonwealth has the first initiative and Germany has the second. The CW needs to roll 4 or less (modified by -7/2 -1 +1 +1, a net -3). If Germany was going 3rd, or France was trying to gain control, the die roll required would only need to be a 5 or less.

If successful, remove all Vichy army and naval points in that territory. Move all the controlling major power's army and naval points to its home country. When playing with **WiFFE**, remove all the Vichy units (except territorial units) and place them in the owner's force pool. If the territory is taken over by a major power not in the installing major power's ideology move all the installing major power's units to the nearest hex they can stack in controlled by their major power.

IPO 15 - Naval Treaty: This is the option you would play to enter or repudiate (if you have previously entered) the restrictions imposed by the London Naval Treaty. At the start of the game no one is in the treaty (the Washington Naval Treaty had lapsed).

China never needs to check its ratio as it is not a naval power and is excluded from the Naval Treaty rules and ratio calculations.

At the end of any political affairs step in which a major power entered the Treaty, any other major power that successfully played its option 0(f) at any time during the current political turn, may also enter the Treaty. A major power joining the naval treaty through its 0(f) option does so for free and does not generate any US entry, or minor effects.

Each major power has a naval ratio that is determined by multiplying the major power's naval points by its naval multiple. When playing with **WiFFE**, multiply the naval multiple by the total number of on-map SCSs and CVs.

The naval multiples are:

Commonwealth, USA	1
Japan	2
France, Italy	3
Germany	4
The Soviet Union	5

Once three or more major powers subject to the Naval treaty rules (i.e. not China) are at war with major powers the Naval treaty rules are suspended. Turn over the -1 PE markers and no one is limited in ship builds. Furthermore, no one may play IPO 15. If the number of major powers, subject to the Naval treaty rules, at war with other major powers drops to two or less then re-implement the Naval Treaty rules as if everyone had repudiated them.

If the Naval Treaty rules have not been suspended then:

- The major power (or powers if tied) with the lowest naval ratio turns or keeps its PE marker face-down (i.e. to the -1 side).
- The major power (or powers if tied) with the second lowest naval ratio turns or keeps its PE marker face-down (i.e. to the -1 side) if it is not a member of the naval treaty and there isn't a tie for the lowest naval ratio. If it is a member of the naval treaty then turn or keep its PE marker face-up (i.e. to the non -1 side).
- All other major powers turn or keep their PE markers face-up (i.e. to the non -1 side).
- A major power in the treaty, and not at war with another major power and having the highest (or tied for the highest) naval ratio may not build naval points. When playing with **WiFFE** it may not build (either first or second cycle) or repair SUBs, SCSs, CVs, or AMPH; It may build TRSs & CPs.
- A major power not in the treaty is never limited in its naval builds.

IPO 16 - League of Nations: This option allows you to perform one of a variety of activities (your choice) related to peacekeeping and international finance. At the start of the game, China, the Commonwealth, France, Italy, the Soviet Union and all minor countries except Switzerland are members of the league.

This option can be used to:

- attempt to join the League;
- leave the League;
- try to increase your international credit limit;
- try to impose sanctions on another major power. These come in 3 forms;
 - apply a trade embargo; or
 - try to expel a member; or
 - try to achieve an 'enough is enough' declaration
- try to cancel a sanction currently in force.

If you are in the League already, you can't attempt to join it (obviously). If you aren't in the League, you can only play this option to try to join.

An attempt to leave or join the League may be played either on behalf of a minor country you control (regardless of whether you are in the league or not) or for your own major power. To have a minor country under your control enter or leave the LofN, you need a lower initiative than its willpower and the minor must not be in a civil war.

The minor country effect is only applied to the major power playing the option. The effect is +2 for every minor that voted for your proposal and -3 for every minor that voted against it.

The League votes for all actions except (b) leaving the league, which occurs simply by playing the option to leave either on your major power, or a minor country it controls.

Voting on an 'enough is enough' sanctions involves all League members. For all other votes, roll a die and compare it to the League councillors chart (see the Status Display). Each of the 6 countries specified that is a League member and each permanent Council member (all major powers in the league except China) votes on this issue *except* the subject of a sanctions vote.

You cast the votes of every minor you control who is eligible to vote. Uncontrolled minors always abstain. You always cast your own major power's vote and may abstain if you wish.

A major power cannot cast its own vote when it is the subject of a sanction proposal or not in the League, but can still cast the votes of any minors it controls.

Completely conquered countries may not vote. Aligned minors (IPO 5) may vote. Minors that have been absorbed (i.e. Czechoslovakia after GE 9 and Austria after GE or IT 7) may not vote.

Ignore all abstentions when counting votes, except when voting for sanctions. Non-sanction votes, including the cancellation of sanctions, succeed with a 2/3 majority of those countries actually voting.

If you successfully increase your international credit limit, you can go further into debt. Each time you play this option successfully, your credit limit increases by 10 money points. If you leave the League, your debt limit reverts to the starting limit. See 8.4.2 and 10.2 for how debt and credit limits effect the game.

Votes for sanctions may only be called against a major power that declared war on a major power or minor country with which it is still at war. Sanction votes require unanimous support to pass. If there is one or more no votes or abstentions, the proposal fails.

The US entry effect is only applied in a vote for sanctions. The effect is applied against every major power that votes in favor of sanctions regardless of whether the vote passes or fails.

If the league votes any sanctions against a major power for being at war with a minor, it may cancel the sanctions by immediately announcing peace with the minor. You must return all territory you control originally belonging to the minor, including removing offensives into the minor's territories. Then move all your forces in the minor's territory, to the nearest territory (**WiFFE**: hex) belonging to you.

If the minor is now no longer at war, then the major power directing or controlling the minor must remove from the map all the minor's army and navy points. Subtract the amount listed as the current year's reinforcement from the army point total and record these values as the minor's new army and navy point current year totals. Failure to announce peace causes the sanctions to come into effect.

If 'Expulsion' has been passed, you are no longer a member of the LofN.

While a trade embargo is imposed on you:

- (a) you may not trade with any major powers in the League. Your trade agreements with them remain in place but do not count towards your, or their, production while the sanctions last; and
- (b) you only receive half of the total resources and factories that you would normally receive from minor countries containing your resource or factory marker(s) or from political control (excluding those minor countries aligned with you); and

Example: Italy has trade agreements with the following countries: Spain ~ 2 resources, Iraq ~ 1 oil, and Greece ~ 1 resource. While trade sanctions are enforced Italy would only receive 2 resources (half of 4), one of which could count as an oil.

- (c) while you remain in the League, you can not play IPO 2 with LofN members, nor play your option 3 proposing a treaty or your 0(f) accepting a treaty with a LofN major power.

If 'Enough is Enough' is imposed, every major power in the League has a *casus bellum* (see 8.7.2 MP 4) against you for as long as you are at war with that country.

If your trading or economic agreement partner is not in the League of Nations you may trade with them normally. Aligned minors are unaffected by a trade embargo. Minors that you are trading with (see IPO 2 & IPO 5) that are aligned by another major power are affected by a trade embargo only if their controlling major power is also affected.

All sanctions last until canceled by vote, you withdraw from the minor as above, or 2 years after you come to peace with or have completely conquered the country that caused the sanctions to be imposed.

Example: Italy conquers Ethiopia in Mar/Apr 1936. A trade embargo was imposed on Italy in Jan/Feb 1936. It will last until Mar/Apr 1938 unless cancelled by vote earlier.

IPO 17 - The Credit Card: Any major power may play

this option but only if at least 4 options have already been played this turn.

The minor country effects apply to every major power that has an economic agreement with a minor country. Put one of your +1 modifiers into each minor with which you have such an agreement if you are 11 or more in *debt*. Put one of your -1 modifiers into each such minor if you are 11 or more in *credit* [this may sound strange, but if you are in credit, your trading partners are in debt, and they don't look kindly on having to pay up - just like some of our creditors].

Every major power in debt must pay interest and every major power with a surplus receives interest. The amount of interest you pay is 1 money point per every five in debt. For fractions of five, roll a die. If you roll less than twice the fraction, you must pay another 1 money in interest (e.g. if you were 16 money in debt, you would pay 3 money points interest and roll 2 or less to pay a 4th money point. If you rolled 2 or less, you would increase your debt to 20). If your debt is then over your credit limit, you will not be able to spend any money (and so couldn't play options that have a cost) until you are above your limit.

Every major power in credit receives 1 money point interest for each 10 money points in credit. For fractions of 10, roll a die. If you roll less than the fraction, you receive 1 additional money point (e.g. France is 17 points in credit, she receives 1 money point and rolls a die. If she rolls 7 or less, she would receive a second point).

IPO 18 - Free Trade vs. Protection: This option allows you to have your major power declare itself as a protectionist or a free trader.

At the start of the game, all major powers are protectionist, except the USA, which is a free trader.

The minor country effects vary according to whether you are changing to a protectionist or a free trader. Put one of your '+1' markers into each minor with which you have an economic agreement(s) if you become *protectionist*. Put one of your '-1' markers into each such minor if you become a *free trader*.

See 10.1.1 (Additions to Income) for the production bonus effects of free trader and protectionist status.

IPO 19 - Embargo: If you have a trade agreement with a major power and have a *casus bellum* (see 8.7.2 MP 4) against it you can impose an embargo against it. Choose the major power.

The USA may also embargo a major power without a *casus bellum* provided it is at war with any Democratic major power other than China.

Similarly, the USA may embargo a major power at war with China without requiring a *casus bellum* provided the US entry total against the aggressor is 30 or more (and the tension level is 7 or more if playing with option 15.10).

You can cancel up to half your current trade with the embargoed major power (minimum of 1 resource, factory or build point). The target can immediately reciprocate without having to play any option.

Optional rule 8.7.1 IPO 19.1: If playing with option 15.10, the USA may not play IPO 19 versus Japan, in regard to the starting trade agreement only. However, add **WiFFE** US entry options 13, 23 and 31 to the list available in 15.10.

IPO 20 - National Effort: If you are at war with another major power you may play National Effort. For this and the following 5 turns, your production is one PML higher than your stated level on your PM track. For the rest of the game you are one PML less.

Example: In May/Jun 1943 Germany plays National effort. Her current PM is 1.25. It increases to 1.5 for the remainder of the year. In Jan/Feb 1944, Germany plays her GE 2 to increase her PM to the 1.5 box. Her production until Mar/Apr '44 is now 1.75. From May/Jun '44 onwards for the rest of the game, German production is reduced to 1.25 (and even lower should Germany disarm (see 8.7.2 GE 1) in future).

8.7.2 Major Power Options

Use the description and prerequisites described in the rules here first, the ones on the back of the card second and the ones on the front of the card last if there are any discrepancies.

MP 0(a) - Increase Political Effectiveness: This option allows you to buy the chance to increase your political effectiveness. Roll one die for every 3 money points you spend. If you roll a 10 on any die increase your political effectiveness by one. Your PE can only increase by one regardless of the number of 10's you roll.

If you have been at war against another major power for at least five turns, or your unmodified political effectiveness has been negative for at least 3 turns, reduce the cost of this option to 2 per die. If both apply, reduce the cost to 1 per die.

MP 0(b) - Purchase A Minor Unit: This option may not be played on a minor in a civil war.

You may immediately spend up to 3 money points to give a minor country 1 to 3 extra army points. You must announce which minor is the recipient if that minor is at war.

You may keep the minor's identity secret if it is not at war. Note that minor on your major power chart. Announce it as soon as someone declares war on that minor or if it is aligned.

When playing with **WiFFE**, you may instead build or advance build one unit, if available, for a minor country. The unit may be any land or air unit (**PiF** option 28: and its pilot) in the minor's force pool. Neither the minor nor you have to be at war to use this option. You must pay all costs for building the unit. Place the unit on the production circle as being built this turn.

MP 0(c) - Hold Election: This is the option you play when you have failed to hold an election on time, or if IPO 10 has already been played this turn, or you are compelled to by the previous play of IPO 10 against you.

MP 0(d) - Build a Factory/Oil: You may build 1 factory (**WiFFE**: or 1 synth Oil plant). You may only build factories (**WiFFE**: or Synth Oil) with the play of this option.

While neutral, the factory (**WiFFE**: and synth oil) build cost is that stated on the major power's option card and takes 6 turn to build. While at war, each factory costs half the amount stated and takes 4 turns to build (**WiFFE**: the synth oil cost and time is that on the counter).

When the factory (**WiFFE**: or Synth Oil) is built, place it in any controlled territory (**WiFFE**: hex). If this territory (**WiFFE**: hex) is not the owner's home country (United Kingdom only for the Commonwealth) the owner must immediately pay the above build cost again to place it there.

MP 0(e) - Place a Coup Cell: This option may not be played on a minor in a civil war.

You may place a coup cell in a minor country for the cost stated on the major power's card. This can disrupt other players' attempts to start a coup in that minor. Note the minor on your major power chart.

MP 0(f) - Agree to a proposal: This is the option you play to respond to someone else's proposal (e.g. a treaty proposal, or a combined war aims proposal, etc.) or to join the London Naval Treaty (see IPO 15) if someone else has already done so this turn. You can respond (either agreeing or disagreeing) to any number of proposals made this turn with this one option. Unless otherwise specified it doesn't matter if you play the 0(f) before or after the proposal is made.

MP 0(g) - Increase Bid Points: This option gains you twice as many bid points as your current modified political effectiveness. You can only play this option if you only bid for one option this turn. You may not

activate a minor this turn.

Optional rule 8.7.2 MP 0(g): If you did not pick 0(g) last turn, you gain 3 times as many bid points as your current modified political effectiveness. If you picked MP 0(g) in each of the last two turns you only gain bid points equal to your modified political effectiveness.

MP 0(h) Intelligence campaign: If playing **WiFFE 22.1** (intelligence), you may convert bid points equal to one third of your political effectiveness (round all fractions up) into intelligence operations to use in the intelligence step (even if you are neutral). Neutral major powers subtract one from their intelligence die rolls. See 16.17 for when intelligence roles start.

MP 1 - Disarmament: This option reduces your army points and lowers your production multiple.

Your PML must be greater than 1, and you need at least 9 army points (9 build points of land or air units in **WiFFE**) to play this option.

Reduce your PML by one and remove 9 army points (9 build points of land or air units in **WiFFE**).

MP 2 - Gear Up: This option increases your production multiple by 1 level. It can only be played if you aren't already at your top level.

You may not gear up to a PML higher than your peacetime maximum (the peace symbol on your PM track) unless you are at war with another major power (exception USA, see 8.7.2 US 2 below).

The cost for a gear up that occurs on the year listed on your PML track is the cost on the card. The cost for a gear up that occurs later than the year listed is half the cost on the card.

The cost of a gear up that is up to one calendar year prior to the date shown is double the value on the major power's card, two years prior is triple, three years prior is quadruple and so on.

GE 2- German Gear Up: This option can only be played if:

- you are a Fascist; or
- the current year is greater than or equal to the year specified on the PM track; or
- the Commonwealth's, France's, the Soviet Union's or the USA's PML is above yours.

IT 2 - Italian Gear Up: This option can only be played if:

- you are a Fascist; or
- the current year is greater than or equal to the year specified on the PM track; or

- the Commonwealth's, France's, or Germany's PML is above yours.

JA 2 - Japanese Gear Up: This option can only be played if:

- you are a Fascist; or
- the current year is greater than or equal to the year specified on the PM track; or
- the Commonwealth's, the Soviet Union's or the USA's PML is above yours.

RU 2 - Soviet Gear Up: This option can only be played if:

- you are a Fascist; or
- the current year is greater than or equal to the year specified on the PM track; or
- the Commonwealth or Germany's PML is above yours; or
- Japan's, or the USA's PML is two or more above yours.

CW 2 - Commonwealth Gear Up: This option can only be played if:

- you are a Fascist; or
- the current year is greater than or equal to the year specified on the PM track; or
- Germany's, or the Soviet Union's PML is above yours; or
- any other major power's PML is two or more above yours.

FR 2 - French Gear Up: This option can only be played if:

- you are a Fascist; or
- the current year is greater than or equal to the year specified on the PM track; or
- Germany's PML is above yours; or
- Italy's or the Commonwealth's PML is two or more above yours.

CH 2 - Chinese Gear Up: This option can only be played if:

- you are a Fascist; or
- the current year is greater than or equal to the year specified on the PM track; or
- Japan's PML is above yours; or
- France's, the Soviet Union's or the Commonwealth's PML is two or more above yours.

US 2 - USA Gear Up: This option can only be played if:

- you are a Fascist; or
- the current year is greater than or equal to the year specified on the PM track; or
- all the other Democratic major power's production multiple levels are above yours; or
- any major power's PML is two or more above yours.

You may not gear up if you are at peace and at your

maximum peacetime production unless any non-Democratic major power's (not their controlled minor's) army or naval points (**WiFFE**: units, excluding convoy points) occupy any territory (**WiFFE**: hex) in North or South America.

MP 3 – Treaty: This option allows you to propose a treaty with a major power you aren't at war with. Your initiative position must be less than the other major power's.

You can't increase your treaty level with a major power if you already have the maximum level with it. The maximum level of treaty you can have with a major power in a different ideology (or in the neutral zone, see 15.2 & 15.3) is 2.

The other major power must respond by playing its option 0(f) agreeing with your proposal, in the same turn. The US entry and minor country effects only apply if the proposal is agreed to. If the other major power agrees, both of you increase your treaty level with each other by 1. Alter your markers in your respective flag boxes on the map to reflect the new level.

Optional rule 8.7.2 MP 3.1 Treaty: The US entry effect, usually applied only to the initiator of the treaty, may be split among the acceptor and the initiator if both major powers agree before the treaty is accepted and they are of differing ideologies. The ratio of the split is not limited, however the total of the US entry added to both countries must equal the amount required as if no split had taken place.

***Example:** In 1937 both Japan and the Soviet Union would like to make a treaty but neither of them is willing to take on the full US entry. They agree to make the treaty with each power taking half of the US entry. Japan offers the treaty and the Soviet Union accepts it, both add 9 to their US entry totals (7 on Japan's card + 11 on the treaty chart for the Soviet Union).*

You may also play this option to vary the trade agreement of an existing treaty and/or re-start a non-aggression pact (see 14.), even if you are already at the maximum treaty level with the other major power. If you do so, your treaty level does not change, it only costs 2 money and there are no US entry or minor political effects.

Instead, if the target accepts the changes by playing 0(f), the number of resources, oil and/or build points traded may be changed as permitted up to the maximums defined by your current treaty level.

Excepting for the initial US-Japan trade agreement, a neutral major power may not share a convoy line with another major power.

A major power may always use its own naval points (**WiFFE**: convoy points) to receive or send any resources or build points. The USA has further restrictions, see 8.7.2 US 3.

Having a treaty with another major power allows you to enter their territory in certain circumstances (see below) provided they agree to your units being there.

While you are not at war with another major power, your army and naval points (**WiFFE**: units) may not enter your treaty partner's home country, minor countries or territories.

Furthermore, your aligned minor's army and navy points may never enter your treaty partner's territories.

When playing with **WiFFE**, and neither of you are neutral, you and your treaty partner qualify as 'friendly' for purposes of determining supply (see **WiFFE** 2.4.2).

Treaty Effects:

Level 1 - All your current *casus belli* (see 8.7.2 MP 4) against each other are canceled except for the *casus bellum* generated by Germany recognizing the Ukraine (see 8.7.2 GE 12).

You may immediately negotiate a trade agreement (see below). You have a non-aggression pact with each other (see 14).

If you re-conquer a colony that at the start of the game belonged to your treaty partner, you may return control of it to your treaty partner (**WiFFE**: or a minor country hex to that minor country ~ see **WiFFE** 13.7.5 Reversion) at any time unless your partner has been completely conquered, or surrendered unconditionally. Reverting territory does not require any play of a political option.

If neither you nor your partner are neutral, you may lend lease up to 5 build points and/or 5 resources a turn to your treaty partner (see 9.1) and you may base up to 20 army points in your partner's non home country territories.

When playing with **WiFFE**, and neither of you are neutral, your units may also enter your partner's minor countries, territories, colonies and/or any hexes they have conquered, if you satisfy the Foreign Troop Commitment rule (see **WiFFE** 18.2). You may also lend lease aircraft to each other.

Level 2 - as per level 1 and:

You may not declare war on your partner unless you have a *Casus Bellum*.

You may immediately (re)negotiate a trade agreement.

You may pay part or all the cost of your treaty partner's options.

You have a *casus bellum* against every major power your treaty partner is at war with provided:

- 1) there are no outstanding *casus belli* between you and your treaty partner; and
- 2) your treaty partner has been at war with a major power from a different ideology for at least 6 turns; and
- 3) it is at least 6 turns after you and your treaty partner made the level 2 treaty.

A major power may liberate (see 8.7.1 IPO 6) a treaty partner's home country (**WiFFE**: or revert home country hexes, see **WiFFE** 13.7.5) provided they are not completely conquered (see 8.7.2 MP5).

If you are neutral but your partner isn't then you may lend lease up to 5 build points and/or 5 resources a turn to your treaty partner (see 9.1). When playing with **WiFFE**, you may also supply lend lease aircraft to your partner.

Provided neither you nor your partner are neutral:

- you may lend lease an unlimited number of build points and/or an unlimited number of resources a turn to your treaty partner (see 9.1);
- you may participate in the transport of your partner's resources (see 10.1.2);
- both you and your partner may base up to a total of 20 army and 10 navy points in each other's territories. When playing with **WiFFE** your units may enter any hexes controlled by your partner provided you satisfy the Foreign Troop Commitment rule (see **WiFFE** 18.2).

Level 3 – as per level 2 and:

You may not declare war on your partner.

You have a *casus bellum* against every major power your treaty partner is at war with.

If a major power declares war on your treaty partner, you may immediately counter by declaring war on the aggressor, regardless of any treaty levels or non-aggression pacts you have with the aggressor (the USA still needs to satisfy the conditions outlined in 8.7.2 US 4).

If you do so, you do not need to play your option 4, there is no PE shift, US entry or minor country effects. The aggressor would get any PML increase due to the

declaration of war (see 8.7.2 MP 4). When playing with **WiFFE**, the counter declaration of war must come in the major power's first available impulse after the triggering declaration of war.

If neither you nor your partner is neutral, you may base an unlimited amount of your major power army and naval points in each other's territories. When playing with **WiFFE**, you and your partner may now co-operate fully (see **WiFFE** 18).

Trade Agreements: Whenever a major power signs any level of treaty with another major power, a trade agreement may be put in place. All conditions of a trade agreement should be recorded for future reference.

If for any reason a major power is not able to satisfy its part of a trade agreement, it can't use the resources or build points it promised to its treaty partner. Its partner *can* still use the resources/build points it promised.

In addition, if Japan or the USA violate their initial trade agreement prior to its being canceled, even if due to the actions of a third party, then add the result of one die roll to the US entry value of the major power that violated the agreement. When playing with **WiFFE**, add two US entry chits to the Japanese entry pool if they are in default. Subtract two US entry chits if the USA is in default, if there aren't enough chits to remove then subtract 10 from Japan's US entry total.

If either partner of the trade agreement is neutral then:

- 1) a party cannot voluntarily take any action that would directly violate a trade agreement (e.g. not moving enough naval points into a sea area); and
- 2) the party that violated a trade agreement must at its first available opportunity re-establish the trade agreement. This includes being forced to reassign naval points or building them if necessary.

When playing with **WiFFE**, if at any time a neutral major power does not have sufficient convoy points in position to meet its obligations, then it can only take combined (or naval if allowed) actions and even then may only move convoy points during the naval step until it has met its obligations.

To put a trade agreement in place, you both negotiate trading resources and/or oil (if playing with 15.4 or **WiFFE** 13.5.1 Oil - option 48) for build points.

In order for a trade agreement to exist, goods must be promised, at least in one direction, from one major power to another. You cannot have a nothing for nothing trade agreement.

If playing with 15.4 or **WiFFE** 13.5.1 Oil - option 48 the limit on the number of oil resources that can be exchanged is half the limit on resources. You may trade half the limit in oil and the other half in regular resources.

You cannot trade away specific on map resources or build points from specific factories. When resources and factories of a major power are captured or isolated, the last resources and build points from factories taken are those traded to another major power.

The most resources or build points you can trade to another major power for each level of treaty signed is indicated on the 'may trade' row of the treaty chart.

If the two major powers signing the treaty do not have a written agreement prior to the treaty being signed (by the play of MP 0 (f)) and are unable to come to terms, the major power which played its MP 3 this turn can demand up to the maximum of resources (oil & other) or build points. In return, the other major power gets the maximum amount possible of the item not demanded. In this situation each receiver is responsible for overseas transport of the goods received.

The major power that played its MP 3 may also refuse to install a trade agreement in which case neither side gets anything.

When you are playing with **WiFFE**, the combined maximum amount of build points traded and lend leased to is subject to **WiFFE** 13.6.4.

Other Conditions: When signing any level treaty, you may set up any conditions, as long as they are written and approved by both major powers, where the political actions or political state (neutral or at war with a major power) of one partner will cause a change in the trade agreement. You cannot set up conditions based solely on a third party's actions.

These conditions could allow control of a minor's territories (not its home country) to be reverted to the other, after conquest. Upon transference of the territory any army or navy points (**WiFFE**: units) now illegally in your treaty partner's transferred territory are moved to the nearest territory (**WiFFE**: hex) they are allowed to be in.

Conditions relating to resources and build points cannot be breached. If either party breaches any other conditions, their partner has a *casus bellum* (until the two parties sign another treaty) even if the condition is again satisfied in the future.

Example: *Germany and the Soviet Union have a trade agreement whereby Germany is giving the Soviet Union 2 build points in exchange for 2 oil and 5 other resources. As a condition of their agreement, for each minor country*

that Germany aligns that has a border with the Soviet Union, the number of resources being sent to Germany is reduced by 1 starting with the non-oil resources.

*They could also agree that Eastern Poland is to be given to the Soviet Union after any German conquest of Poland and that Germany will not declare war on any other minor country adjacent to the Soviet Union. If Germany were to breach either of these two conditions, the Soviet Union would have a *casus bellum* against Germany until Germany and the Soviet Union again sign a treaty.*

US 3 - USA Treaties: The USA may not sign a level 3 treaty unless it is at war with a major power.

The USA may not use the special level 3 treaty counter declaration of war rule (see 8.7.2 MP 3) unless she also satisfies 8.7.2 US 4.

The USA may lend lease resources and build points without being at war with a major power. The USA may lend up to 5 resources a turn to a level one or better partner, and/or up to 5 build points to a level 2 or better partner (and China from level 1) that is at war with a major power.

The sum of resources and/or build points given, either by trade agreement or by lend lease, to any particular treaty partner while the USA is neutral, may not exceed 5 each per turn.

The USA may not use its naval points (**WiFFE**: convoy points) to ship resources or build points, either by trade agreements or lend lease, to any major power (except China) unless the USA is at war with a major power that the receiver is also at war with (**exception**: see 15.10). The USA may always use its naval points (**WiFFE**: convoy points) to receive resources or build points.

CH 3 - China Treaties: A Democratic Nationalist China may not make a level 3 treaty with any major power unless she currently has a level 3 treaty with the USA or the USA is no longer a democracy (see 15.3).

When playing with **WiFFE**, Nationalist China may only build one aircraft unit (see 16.1.2 and 16.9) until they have made a treaty with the USA.

MP 4 – ITS WAR!: This option may be played in one of two ways, to either close passages or to declare war on a major power or minor country.

Close Passages

You may only play this option if you are at your maximum peacetime PML or higher. After playing this option, passage through any restricted waterway that you control (see 9.2.1 or **WiFFE** 11.4.4) may be denied to any target major power's naval points (**WiFFE**: units)

with which you do not have a treaty and are not in your ideology. Your (level 3) treaty partners, unless similarly restricted, may still transport your units and provide supply across restricted waterways.

The cost, minor country and US entry effects for closing passages are half that of a declaration of war against the target major power.

Declaring War

You may not declare war on a major power in your ideology.

You may not declare war on a major power you have a level 2 treaty with, unless you have a *Casus Bellum* or are using the level 3 treaty counter declaration of war rule (see 8.7.2 MP 3).

If you have a non-aggression pact with another major power you may not declare war unless you are capable of breaking the pact (see 14.), or are using the level 3 treaty counter declaration of war rule (see 8.7.2 MP 3).

Each major power has additional restrictions on when and how they may declare war, see the individual major powers' option 4 below.

You may declare war on any number of countries with the play of one option. You pay the monetary cost of the card once for each declaration. You apply the minor country effects and the US entry effects of the card only once (per play of option 4). You apply the US entry of the war chart for each declaration.

You apply the minor country effects of the war chart for each declaration of war (except against multiple Central American countries if playing with the **America in Flames** map). You may not make any additional declarations if it would drive your money below your credit limit.

If you are playing with **WiFFE**, you delay the declaration(s) of war until the start of any of your impulses and then apply the effects (minor country, PE adjustments, US entry, etc.). You may still announce whom you are going to declare war against during the political step to prevent other major powers from playing IPO 3 or IPO 12 on the minor(s). If you do this you must declare war on the minor(s) you named in the political step on your first impulse. During the turn you may still make additional declarations, subject to your credit limit.

When you play your option 4 to declare war, you may not activate a minor country (see 8.5) this turn.

If you declare war on a major power, its PM is raised (if not already higher) to the PM containing the name of the major power declaring war (e.g. Germany declares war on France in 1939, France's PM is immediately increases

to 3/4).

If you declare war on a major power, your treaty level(s) with it is automatically cancelled without any IPO play. There is no additional cost, US entry or minor country effects for treaties cancelled in this way.

If you declare war on a major power, their political effectiveness increases by 1 (the USA's increases by 2), unless it is the result of a level 3 treaty counter declaration of war (see 8.7.2 MP 3).

While at war with a major power you automatically close passages.

When playing with **WiFFE**, a neutral major power may declare any type of impulse on the first impulse of war with a minor country that is guaranteed by or allied to a major power in another ideology. Furthermore, each ship moved does not count as a separate naval move, in that impulse.

Declaring war on a minor country

You may not declare war on a minor that is aligned to another major power, but a declaration of war on that major power brings you to war with all its aligned minors as well.

A major power may only declare war on a minor country which has another major powers' forces in it if:

- a) all the major powers' units in the minor are at war with the minor; or
- b) the major power attempting to declare war is already at war with all major powers whose units are in the minor, except those belonging to major powers at war with the minor; or
- c) war occurs by Soviet Border Rectification (see 8.7.2 RU 4); or
- d) war occurs by the Monroe Doctrine (see 8.7.2 US 8).

A major power may not declare war on a minor country unless an army point (**WiFFE**: a unit) under the major power's control is legally able to enter or attack a territory (**WiFFE**: hex) that the minor controls.

A major power may also declare war on a minor country, disregarding any preconditions, on the following turn (**WiFFE**: next impulse) if the major power is attacked by army/navy points (**WiFFE**: units) in the minor country.

If you declare war on a minor country you are allied to or have guaranteed, you suffer the PE loss and minor effects (see 8.7.1 IPO 3 and IPO 12) immediately, not when the minor is conquered.

After suffering the effects of declaring war on a minor country, cancel all the alliance, guarantees and economic agreements you have with the minor, if any.

If you declare war on a minor country fighting a civil war, the government and rebels call a cease fire (which will end if the major power comes to peace with the minor). They may not cooperate together, but both will fight you.

When a minor country has been declared war on (even one in a civil war), a major power must be allocated to direct the minor country and its forces (**WiFFE**: including its partisans).

The directing major power must be from another ideology to the major power declaring war that (in order):

- a) controls the minor (see 8.1.2);
- b) is allied to the minor;
- c) is at war with the major power declaring war;
- d) is closest to it on the Status Display; or
- e) has the lowest initiative.

A major power may decline to direct a minor country in which case another major power is selected, using the above criteria, to direct the minor. If all the major powers capable of directing the minor decline to do so, the minor then becomes completely conquered by the major power declaring war on it.

If the major power directing the minor country comes to, or is already at, war with the major power declaring war, the minor country may be immediately aligned (see 8.7.1 IPO 5) by the directing major power even if the directing major power is ineligible to control the minor country, the minor country is hostile, has alliances to other major powers and/or its political marker is not stacked with the directing major power. This occurs as if the major power played IPO 5, without having to play IPO 5 or implement any of its other effects (monetary cost, US entry and minor effects).

A major power that gains political control (see 8.1.2) of a directed (rather than aligned) minor country may itself elect to direct the minor country instead of the currently directing major power.

More than one major power may be at war with a minor country at the same time (see Conquest 12.).

If the directing major power itself declares war on the minor country, a new directing major power is chosen using the procedure specified above, unless all major powers are now at war with the minor country.

The directing major power now sets up the minor country units in the same manner as aligned minors (see 8.7.1 IPO 5).

See 9.2.1, 9.3.1 and 9.3.2 for movement restrictions on unaligned minors. When playing with **WiFFE**, see 16.6 and **WiFFE** 19.3 instead.

See 10.5 for production of unaligned minors. When playing with **WiFFE**, see also 16.9.

A major power may declare peace between its directed minor and the major power at war with it if the major power at war with the minor:

- a) controls no offensives into (**WiFFE**: hexes of) any territory originally belonging to the minor; and
- b) did not perform an attack against the minor's forces (**WiFFE**: units, including notional units) this turn.

If peace is declared and the minor is no longer at war, then remove from the map all the minor's army and navy points. Record these values as the minor's new army and navy point current year totals.

When playing with **WiFFE**, and you move (or already have) your forces inside a directed minor country (see 8.1.4, RU 4 and US 8), your forces are subject to the multiple states of war rule (see **WiFFE** 9.9).

Casus Bellum/Casus Belli

A *casus bellum* (reason for war) is a prerequisite for the Commonwealth and France to declare war on another major power (see CW 4 and FR 4).

It also serves to reduce the garrison ratio required to break a non-aggression pact (see 14.) and allows you to declare war on a major power you have a level 1 or 2 treaty with.

Finally, if you have one or more *casus belli* against a major power, apply half the US entry of the card and the war chart for declaring war on it.

A major power has a *casus bellum* against another major power if army/navy points that started the turn in the other major power's controlled territory attack it. The *casus bellum* exists through the end of the political step of the next turn.

When playing with **WiFFE** A major power has a *casus bellum* versus another major power if a hex or unit of the major power is attacked (including the initiation of a naval search) or moved into by any unit that started the impulse in the other major power's controlled territory. The *casus bellum* exists through the end of the major power's first impulse of the next turn.

You can also gain one or more *casus belli* against a major power by it declaring war on an allied (see 8.7.1 IPO 3) or guaranteed (see 8.7.1 IPO 12) minor country, spying (see 8.7.1 IPO 9), imposing a League of Nations 'Enough is enough' sanction (see 8.7.1 IPO 16), declaring war on a

treaty partner (see 8.7.2 MP 3) or Recognising the Ukraine (see 8.7.2 GE 11).

Reactionary War (WiFFE only)

When playing with **WiFFE**, you may declare war (or demand borderlands), during the **WiFFE** declaration of war step, without having played your MP 4, JA 6, or US 8 option during the political step. You still must satisfy all requirements to declare war (including political initiative position requirements).

You must not owe an election and you (or your level 2 or 3 treaty partners) must still be able to pay all monetary costs at the time you declare war (see 10.2 spending). All costs, political and US entry effects, based on the option being invoked, are applied when you declare war.

If you declare war without having played the appropriate option in this political step, you must choose MP 4 as your sole option in the next, and continue to do so in future turns, until you successfully play it.

If you again declare war while still owing an MP 4, you repeat the above (paying the cost, political and US entry effects). You will need to play your MP 4 twice (or more) in future political steps until all owed MP 4s are successfully played, before you may choose any other option to play.

GE 4 - Germany Declares War: Germany may only declare war on a major power if:

- a) she has a *casus bellum* against it; or
- b) her PM is 3/4 or higher; or
- c) a level 3 treaty partner is declared war on (see 8.7.2 MP 3).

Germany may declare war on a minor country if her PM is 3/4 or higher.

IT 4 - Italy Declares War: Italy may only declare war on a major power if:

- a) she has a *casus bellum* against it; or
- b) her PM is 3/4 or higher and her political initiative is less than the target; or
- c) a level 3 treaty partner is declared war on (see 8.7.2 MP 3).

Italy may only declare war on a minor country if she has a political initiative less than or equal to the minor's willpower and less than every major power allied to it.

JA 4 - Japan Declares War: Japan may only declare war on a major power if:

- a) she has a *casus bellum* against it; or
- b) she has previously played JA 8; or
- c) she is declaring war on China by playing JA 6; or
- d) a level 3 treaty partner is declared war on (see 8.7.2 MP 3).

Japan may only declare war on a minor if she has previously played JA 8, or the minor has no alliances, or Japan has a lower political initiative than every major power allied to the minor.

RU 4 - The Soviet Union Declares War: The Soviet Union may only declare war on a major power if:

- a) RU 6 has been played in a prior turn; and
- b) the Soviet Union has a common border (see 14.) with it; and
- c) the Soviet Union has a 3:2 garrison ratio (see 14.) on that common border.

This minimum garrison ratio is unaffected by time (**WiFFE**: and garrison entry chits). If the Soviet Union has a *casus bellum* or is the only major power not at war with another major power (excluding completely conquered major powers) then the minimum ratio is reduced to 1:1. If both apply, the ratio is reduced to 1:2.

This minimum ratio is in addition to the garrison ratio imposed by a non-aggression pact (see 14.).

If the Soviet Union declares war on China, then while they are at war, China controls the Communist Chinese army points (**WiFFE**: units).

The Soviet Union may only declare war on a minor country while at war with Germany or if RU 6 has been played previously.

Apart from border rectification disputes (see below) the Soviet Union may only declare war on a minor country allied to another major power if the Soviet Union's political initiative is lower than all the major powers allied to the minor.

Demand Border Rectification

The Soviet Union may also play MP 4 to make land claims against Rumania, Poland and/or Finland. The Soviet Union does not need to play RU option 6 to make land claims, but would need to have played it in order to go to war if the claims are denied.

A land claim may not be made against a minor country that is at war, aligned or completely conquered.

Multiple land claims may be made with the play of one option. The monetary cost of each claim is 3.

When playing with **WiFFE**, the Soviet Union may play this option at the beginning of one of her impulses as a Reactionary War option (see above).

In Poland's case Germany makes the decision to accept or deny the land claim and would direct Poland against the Soviet Union in case they go to war. If Germany goes to war with Poland while directing her, then the control of Poland is changed as per 8.7.2 MP 4.

In Rumania and Finland's case, when a land claim has been made, the major power controlling the minor, or if none, the major power who would direct it if a war starts, must decide whether to accept the claim or not.

If the minor allows the claim then the territory in dispute is transferred to Soviet control. For Rumania it is Bessarabia; and for Poland it is Eastern Poland; and for Finland it is considered to be 1 offensive into Finland. When playing with **WiFFE**, use the areas marked as such on the **WiFFE** map.

If the minor allows the claim, the US entry effect is equal to the treaty chart. Finally, place a Soviet -5 marker in the minor country.

If Rumania allows the claim, then Bessarabia becomes part of the Soviet home country until the Soviet Union no longer controls it (**WiFFE**: until the Soviet Union controls no hex in Bessarabia). At that point, Bessarabia again becomes part of Rumania.

If Rumania allows the claim then Germany must have played GE 13 or GE 14 before she may play IPO 5 on Rumania, Hungary or Bulgaria. Germany may still align these countries as a result of control (see 8.1.4) without having played GE 13 or 14.

If the minor refuses the claim and the Soviet Union has played RU 6 (Purge), the Soviet Union may go to limited war with the minor.

If the Soviet Union backs down and does not declare limited war then she may not make another land claim versus that minor. Place a Soviet -1 marker in the minor country. There is no US entry effect.

If the Soviet Union declares a limited war on the minor, the US entry and minor effects are half those of a normal declaration of war. There is no additional monetary cost.

If you are playing with **WiFFE**, the Soviet Union delays the declaration of limited war, or of backing down, until the start of any of her impulses. Upon declaring, apply the effects (minor country, PE adjustments, US entry, etc...). If the Soviet Union fails to declare limited war by the end

of the turn, then she has automatically backed down, and applies all such effects.

Limited war with the minor is identical to war with the minor except that the controlling or directing major power can surrender the disputed claim area and force peace with the Soviet Union if during any peace step:

- a) no offensives have been gained in any territory belonging to the minor's home country other than in the disputed territory, or in Finland's case no more than one offensive has been gained into Finland (**WiFFE**: No hex in the minor, outside the disputed territory, is Soviet controlled); and
- b) the controlling or directing major power is not at war with the Soviet Union.

CW 4 - Commonwealth Declares War: The Commonwealth may only declare war on a major power if:

- a) she has a *casus bellum* against it; or
- b) a level 3 treaty partner is declared war on (see 8.7.2 MP 3).

The Commonwealth may only declare war on a minor country if she has the first political initiative, or if the minor is allied to another major power and the Commonwealth has a lower political initiative than every major power allied to it.

FR 4 - France Declares War: France may only declare war on a major power if:

- a) she has a *casus bellum* against it; or
- b) a level 3 treaty partner is declared war on (see 8.7.2 MP 3).

France may only declare war on a minor country if it is allied to a major power, and France has a lower political initiative than every major power allied to it.

CH 4 - China Declares War: China may only declare war on a major power if:

- a) she has a lower political initiative and a *casus bellum* against it. Furthermore, China may only declare war on the Soviet Union after option CH 7 or RU 7 has been played; or
- b) a level 3 treaty partner is declared war on (see 8.7.2 MP 3).

If China declares war on a Communist Soviet Union then the Soviet Union maintains control of Communist Chinese army points (**WiFFE**: units). When playing with **WiFFE**: Communist China and the Soviet Union co-

operate if China declares war on a Communist Soviet Union.

China may only declare war on a minor country if she has a political initiative less than or equal to the minor's willpower and less than every major power allied to it.

US 4 - The USA Declares War: The US may only declare war on a Vichy major power if it has a *casus belli* against it. The US may only declare war on another major power if its modified US entry effect against that major power is 80 or higher.

If the US does not have 65 naval points (when playing with **WiFFE** use the requirements defined in **WiFFE** 13.3.2 US entry option 26) stationed in Hawaii, then the US needs a modified total of 100 or higher in order to declare war on China, the Commonwealth, the Soviet Union or Japan.

The modified total against a major power depends on the ideology of the major power being declared war on (the target):

Fascism = Target major power's US Entry + 1/2 all other fascists - US - 1/2 all other major powers.

Communism = Target major power + 1/2 all other communists - US.

Democrat = Target major power - US + 1/2 all other democrats - 1/2 all other major powers.

Example: *It is Nov/Dec 1939 and Germany has a total US Entry of +32, Italy +26, Japan +25, the Soviet Union +18, CW +12, France +10, China +4 and the US +8. The US desires to declare war on the Fascists, and as Germany has the largest Fascist total, the US player realizes that Germany will be the first Fascist she will be able to declare war on and thus decides to calculate the net German total = $32 + (26+25)/2 - 8 - (18+12+10+4)/2 = 32 + 25.5 - 8 - 22 = 27.5$. The US has a ways to go to reach that magic number of 90.*

A major power's US entry total is not factored into the US entry computation if that major power is in the neutral zone, has been completely conquered or has unconditionally surrendered.

The USA may declare war on certain minors by playing US 8.

The USA may otherwise only declare war on a minor country if the minor is allied to another major power and the USA is at war with that major power and the USA has a political initiative lower than every major power allied to the minor.

MP 5 - Surrender: This is the option you play if you

want to surrender to a major power. You may not surrender to a minor country but may come to peace with it (see 8.7.1 IPO 16 and 8.7.2 MP 4).

You may not activate a minor on the turn you play MP 5.

When you surrender to a major power you must surrender to every major power that has combined war aims with it. There is no additional monetary cost, US entry or minor effect for surrendering to multiple major powers.

There are four ways you can play the surrender option.

Unconditional Surrender

If you unconditionally surrender you are completely conquered and out of the game until liberated (see 8.7.1 IPO 6).

All your forces are removed from the game. All your territories are controlled by a major power you surrendered to who has the most army and navy points (**WiFFE**: unit's build point value) in that territory (the major power with the lowest initiative gaining control if equal) or nearest to that territory if no aggressor units actually occupy the territory.

Now reduce your PE by 1 (by 2 for the USA) for each major power surrendered to. Each major power that you surrendered to may add 1 PE.

See also 12.3 for other effects of complete conquest.

Conditional Surrender

Conditional surrenders are negotiated settlements between major powers at war. Acceptable terms of a conditional surrender may include:

- ceding control of home country territories, colonies, controlled and/or conquered minors (**WiFFE**: and hexes);
- adjusting the garrison ratio in a non-aggression pact (see 14.);
- paying reparations in the form of a trade agreement (but with no reciprocating resources or build points from the victor), limited as if a level one treaty was in place (see 8.7.2 MP 3);
- promising to play or not play particular options within specific time periods;
- opening or closing restricted waterways (see 8.7.2 MP 4) to specific major powers;
- trading extra political effectiveness, on a one for one ratio (even returning the 'automatic' loss/gain so neither major power gains or loses a PE);

- extending the restriction on declaring war after signing a non aggression pact to up to double the normal period (see 14.); and/or
- restricting the installing major power's play of IPO 14 against the surrendering major power (note this does *not* restrict any third parties).

If, for whatever reason, any of these conditions are agreed to and not met, the victor has a *casus bellum* with the surrendering major power while that condition remains unmet.

A major power accepts the offer of conditional surrender by playing its MP 0(f) during option play of the current turn. Only one country need play 0(f) if surrendering to several major powers due to combined war aims (see 8.7.1 IPO 13), though all of those countries must agree to the terms for 0(f) to be played.

If your conditional surrender is accepted, reduce your PE by 1 (by 2 for the USA) for each major power surrendered to. Each major power that you surrendered to increases its PE by 1.

You are now at peace with all the countries you successfully surrendered to, and a non-aggression pact is established (see 14) with them. Remove all offensives into each other's territories. See 12.3 for the other effects of peace.

Incomplete Conquest

If you control less than half the factories in your home country (or at least 1 offensive if your home country has no factories), you may play your MP5 to declare yourself incompletely conquered.

If you do, destroy all forces in your home country at war with any enemy major power that has offensives into your home country. If playing with **WiFFE**, see **WiFFE** 13.7.1 instead.

The conquering major power(s) now gain additional offensives into your home country in proportion to their current offensives there (this only matters in determining who will control your remaining factories and resources in your home country).

Example: *Germany controls North France and has 2 offensives into South France. Italy controls Savoy and has 1 offensive into South France.*

France now controls less than half her factories and plays MP5 to become incompletely conquered. South France requires 4 offensives to be conquered. The Fascists have, in total 3 offensives there. Both Germany and France increase their offensives by 33%, giving Germany 3 (2.67 rounded up) and Italy 1 (1.33 rounded

down), thus Germany gains control of the red factory in South France.

If playing with **WiFFE**, control of all home country hexes you still control goes instead to the major power with the nearest in-supply unit to the hex (lowest political initiative if tied).

See 12.3 for the other effects of incomplete conquest.

Vichy Surrender

If you do not control your home country's capital (The UK's capital in the case of the Commonwealth), you may play MP 5 as a Vichy Surrender. If you do, you must offer it to every major power at war with you.

Unless the enemy major powers have combined war aims against you (see 8.7.1 IPO 13), they must accept your Vichy Surrender. Even if they do have combined war aims, they may still accept your offer provided they all agree. They do not need to play their MP 0(f) to accept.

Reduce your PE by 1 (by 2 for the USA) for each major power surrendered to. Each major power that you surrendered to increases its PE by 1.

A new (Vichy) major power is created. It consists of the remainder of the home country that you still control. This territory becomes the Vichy's home country.

Now roll for the control of every other territory you control. If you roll more than 3 it becomes Vichy controlled. Subtract 1 from the die for each area this territory is away from your home country. Add 1 to the die for each 4 army/navy points (**WiFFE**: unit, each **SiF** unit counting half) you have in that territory. These modifiers are cumulative.

You retain control of all your other territories (and, in the case of the Commonwealth, all your other home countries and territories they control).

All enemy major powers retain control of their offensives (**WiFFE**: hexes), into your territory (including your home country). They lose all their offensives into other Vichy territories (**WiFFE**: and their units are moved to the nearest friendly controlled hex).

You must now choose one of those territories (or, in the case of the CW, one of your other home nations you still control) to be your new home country. You are still at war with all major powers you were at war with before the Vichy surrender and play on as normal.

Example: *London is German controlled. The CW player plays her MP 5 to Vichy surrender the Commonwealth. Germany retains all her offensives into Britain. Vichy Commonwealth controls Northern Ireland and the remainder of Britain.*

The CW player rolls for all other territories (excluding Australia, Canada, India etc.). Egypt has 4 CW APs and 7 CW NPs so 2 is added to the die roll Egypt is 3 areas from Britain. The CW player rolls a 3 modified to 4. Egypt becomes Vichy CW territory. Italy loses her offensive into Egypt.

After all territories have been allocated, the CW player chooses Australia as the United Kingdom's new home country, vowing eternal revenge against Germany.

If you now control no territories, you are out of the game until liberated (see 8.7.1 IPO 6).

Vichy units

Each major power may now destroy all your forces in territories it controls. If they do, Vichy France becomes hostile to that major power.

The major power occupying your capital now moves all your surviving army and naval points not in Vichy or your controlled territory, to the nearest Vichy territory.

Now halve the Army points in each Vichy territory. The remaining forces in Vichy territory are Vichy controlled.

Running Vichy

The Vichy major power is controlled by the major power controlling your former capital (in the above example, Germany).

The Vichy major power is in the ideology of its controlling major power. It starts at peace with all major powers. It does not participate in the political step. It does not have a vote in the League of Nations. Its PM is one less level than its controlling major power's.

It may only declare war on hostile major powers. It may do so without cost or the play of any option.

A Vichy Country becomes *hostile* to any major power that destroyed its units at set up or has one or more offensives (**WiFFE**: units) into the Vichy home country.

All major powers at war with the Vichy's controlling major power have a casus bellum against it.

Any major power may declare war on a Vichy major power by playing their MP 4. The US entry effect is that of declaring war on the original country (which may be halved due to a casus bellum). The minor country effects for declaring war on a Vichy major power are half those of declaring war on the original country. The monetary cost is the same as declaring war on any other major power.

While at war, the Vichy major power is aligned to its controlling major power.

If the Vichy major power is neutral, up to 10 army points of the controlling major power may base in each Vichy territory. If it is at war and there is at least one enemy offensive into a territory, then an unlimited number of the controlling major power's army points may base in that territory. If it is at war and hostile to any major power then the controlling major power may have an unlimited number of army and naval points in any territory.

The Vichy major power may use its resources and factories to produce Vichy naval points (*not* army points). It may also lend lease build points to the controlling major power if it is hostile to any major power. It may save build points.

Vichy Collapse

Any major power in the Vichy's ideology may collapse it without playing an option. The major power does so by moving one of their units into the Vichy home country and announcing Vichy collapse. If a major power does so while there are no enemy offensives into the Vichy home country, the Vichy major power is automatically collapsed.

Once collapsed, the Vichy home country no longer exists. The Vichy home country becomes conquered by the controlling major power. All other Vichy territories become controlled by the major power with forces in the territory (whoever has the most if more than one). You control all other Vichy territories.

Destroy all Vichy army points in its home country and any territory controlled by the ideology that collapsed Vichy. One third of all Vichy navy points in all such territories is destroyed, one third is controlled by the collapsing major power and one third are moved by you to the nearest territory you control.

You control all remaining (former) Vichy forces.

Liberating Vichy

If the original occupied home country is liberated (IPO 6) Vichy Country ceases to exist and the original country is once again a single major power. All its territory and army/naval points (**WiFFE**: units) are now controlled by you.

Combat with Vichy

If Vichy forces are involved in combat against solely non-hostile major powers, half the committed Vichy points, before combat resolution, are destroyed.

If playing with **WiFFE**, then where the above rules conflict with **WiFFE** 17., follow it instead, in the same manner for the major power surrendering, as happens to France in **WiFFE**, making all substitutions as above (e.g. Vichy home country for Metropolitan Vichy France, minor country or all territories on a map for

administration group, you for Free France, etc).

You may still only co-operate with other major powers in your ideology by signing a level 3 treaty with them.

Optional rule 8.7.2 FR 5.1: (Forcing Vichy France) While Paris is enemy controlled, that major power may install Vichy France. They do this by playing FR 5. They may not play FR 5 this turn if France has already played it *successfully* this turn.

The installing major power pays the cost of FR 5, but the rest of the effects are as if France had played it. France's go is skipped for the remainder of this political step (except for rolling to end the step).

Example: *Germany is at war with France and controls Paris. During this turn's political step Germany plays FR 5, paying the cost. All the effects are applied as if France had played FR 5. Germany activates a minor, then rolls for the end of the step. It doesn't. France's go is next and it is skipped except for France's roll to end this turn's political step.*

CH 5 (a) - Surrender Nationalist China: China may also play this option to surrender Nationalist China to the Communist Chinese. It may only be played during a Chinese Civil war. Playing CH 5(a) does not generate any US entry, minor effects or political effectiveness shifts. See 8.7.2 RU 7 & 12.3 for the effects of surrender.

RU 5 (a) - Surrender Communist China: The Soviet Union may also play this option to surrender Communist China to the Nationalist Chinese. It may only be played during a Chinese Civil war. Playing RU 5(a) does not generate any US entry, minor effects or political effectiveness shifts. See 8.7.2 RU 7 & 12.3 for the effects of surrender.

GE 6 - Occupy Rhineland: Germany can only play this option if France is not currently occupying the Rhineland and if Germany's initiative position is lower than France's.

After being played, you gain immediate control of the Rhineland as part of your home country (you can place reinforcements there). You also now control all the Rhineland's resources and factories. All French alliances with Belgium are broken - remove the French markers under Belgium's political marker.

If France or the Commonwealth come to war with Germany, she may occupy the Rhineland without playing this option. If she does so, GE 6 may never be played.

IT 6 - French Land Grab: Italy may only play this option if her PM is 3/4 or higher, her initiative is less than France's and France is not Vichied or conquered.

If Italy controls Savoy (**WiFFE:** all coastal hexes between Marseilles and the Italian border inclusive) this option automatically succeeds.

If Italy plays this option and does not control all of Savoy then France may accept this proposal by playing FR 7 this turn.

If Italy doesn't control all of Savoy and France fails to accept the offer, this option may be selected again, until the option is fulfilled either by French acceptance or Italian control of Savoy. The cost, US entry and minor effects are all implemented immediately upon the play of this option even if the offer fails.

Once successfully played, France must cede control of Savoy, Corsica and Tunisia (if French controlled) to Italy.

France and Italy are now at peace and there is a non-aggression pact between them. Italy and France remove all offensives (**WiFFE:** return control of all hexes) in each other's controlled countries (**WiFFE:** moving all their units in those countries to the nearest hex in which they can stack).

France must provide Italy with one resource a turn as a trade agreement, until her original home country is conquered or Vichied or she is at war with Italy again.

If Marseilles is now Italian controlled, its factory is red (**WiFFE:** even if already moved).

JA 6 - Peking Bridge Incident: Japan may only play this option if either Japan's initiative is less than China's or Japan has previously played JA 8.

Increase China's PML to 0.25 if not already. However, China does not increase her political effectiveness, and Japan does get to activate a minor.

Playing this option puts Japan in a limited war with China (**WiFFE:** you are at war with China). This is considered war for all purposes except that the winner of each battle receives only one-fifth of the usual number of offensives (**WiFFE:** and Japan (not China) is still restricted by **WiFFE** 9.1 for the first 12 turns of war, unless at war with another major power in the meantime).

When playing with **WiFFE**, you may play this option at the beginning of one of your impulses as a Reactionary War option (see 8.7.2 MP 4). If you play this option during the political step, you must declare (limited) war on China on your first impulse this turn. In either case you apply the effects (minor country, US entry, etc...) at the time war is declared.

RU 6 - Purge: The Soviet Union may not play this option if she is at war with Germany. When playing with **WiFFE**, the Tukhachevsky HQ and 3 Soviet INF units

must be in the Soviet Union.

Playing this option increases the Soviet Union's political effectiveness by 2. Remove 17 army points. When playing with **WiFFE** remove the Tukhachevsky HQ (and leader if playing with LiF) from the game and destroy the 3 best on map Soviet INF. The Yeremenko HQ is now added to the Soviet force pool from 1940 onwards.

CW 6 - Back the Czechs: The Commonwealth can only play this option if GE 8 (Demand Sudetenland) has been played this turn. France must also play FR 0(f) in support this turn for this option to be successful.

If CW 6 is successfully played, none of the effects in the Effects section of GE 8 are applied. Germany cannot replay GE 8. Czechoslovakia is now guaranteed by France and the Commonwealth.

FR 6 - Occupy the Rhineland: France can only play this option if Germany has not played GE 6 (Occupy Rhineland), and France's initiative position is lower than Germany's

After being played, France gains immediate control of the Rhineland. To show this, immediately move any number of French APs (**WiFFE:** land units) into the Rhineland. Move any German APs (**WiFFE:** units) into the nearest German controlled territory.

France now controls all the Rhineland's factories and resources. Note only the red factories in the Rhineland count for France's production.

All German alliances with Belgium are broken. Remove any German markers under Belgium's political marker.

France's occupation is considered withdrawn immediately upon there being no French forces in the territory. This does not require the play of an option.

In addition to the US entry effect stated on the card there is an additional '+3' US entry effect every turn France occupies the Rhineland while not at war with Germany.

CH 6 - Modernize Army: China may only play this option if her initiative position is less than both the Soviet Union's and Japan's. The USA must also play her US 0(f) this turn in support for this option to be successful (consider the monetary cost and US entry to be black filled).

If played successfully, add 15 Nationalist Chinese army points in the next production step.

When playing with **WiFFE** add all Nationalist Chinese land units dated for the following year to your force pool now and place 2 Nationalist Chinese INF on the production circle as if purchased this turn. Treat the force

pool entry date for all land units as if the date is one year less than the printed date.

When playing with **WiFFE** 11.16.5 Option 40 (Chinese attack weakness) the combat values of Chinese Nationalist units are not halved while attacking if either:

- At least half of the attacking units are Chinese white print units; or
- China plays an offensive chit in a land step. China is still entitled to all the benefits of playing the offensive chit.

US 6 - Revise Neutrality Act: The USA can only play this option if she is not at war with another major power. The USA can use this option to either pass or veto the Neutrality Act. The USA may not veto the Neutrality Act, if doing so would cause her modified political effectiveness to be below zero.

If the USA passes the act, increase her political effectiveness by one. All future US entry effects (everyone's) are reduced by 1 (min 0). E.g. -3 becomes -2, and +5 becomes +4.

If you veto the act, reduce your political effectiveness by one. All future US entry effects (everyone's) are increased by one, except that a 0 remains a 0. E.g. -3 becomes -4, and +5 becomes +6.

Multiple plays of US 6 have cumulative effects.

GE 7 - Anschluss: Germany can only play this option if:

- Italy has not played her option 7; and
- Germany's PM is 3/4 or higher; and
- Germany's initiative position is less than every major power allied to Austria; and
- Austria is not at war (incl. civil war), conquered, nor aligned by any major power.

After playing this option Austria becomes part of the German home country. When playing with **WiFFE** Austria no longer has an independent partisan value (see **WiFFE** 13.1).

Germany receives 7 army points in Austria (if playing with **WiFFE** 1 INF and 1 MTN unit, if available, arrive as German reinforcements next turn).

IT 7 - Italian Anschluss: Italy can only play this option if:

- Germany has not played her option 7; and
- Italy's PM is 3/4 or higher; and

- c) Italy's initiative position is less than every major power allied to Austria; and
- d) Austria is not at war (incl. civil war), conquered, nor aligned by any major power.

After playing this option, Austria becomes part of the Italian home country. When playing with **WiFFE** Austria no longer has an independent partisan value (see **WiFFE** 13.1).

Italy receives 7 army points in Austria (if playing with **WiFFE** 1 INF and 1 MTN unit, if available, arrive as Italian reinforcements next turn).

JA 7 - Manchuria Abandoned: Japan can only play this option if JA 8 has not been played and her initiative position is higher than China's.

Reduce Japan's PE by 1.

Japanese controlled Manchuria and China is now controlled by China. Move all Japanese army and navy points (**WiFFE:** units) in these areas to the nearest Japanese controlled territory (**WiFFE:** hex). When playing with **WiFFE**, all Manchurian territorials are added to the Chinese force pools, and all other Japanese Manchurian units are removed from the game.

If Japan reconquers Manchuria she does not get to use the blue factory. When playing with **WiFFE**, Japan would then add the Manchurian territorials back into her force pool immediately. Japan adds the MIL units to her force pool once she control their respective cities.

RU 7 - Chinese Civil War: The Soviet Union may only play this option if:

- a) she has played RU 6 (purge); and
- b) she has not played RU 8 or it has been 60 or more turns since she played RU 8; and
- c) Soviet PM is 1/2 or greater; and
- d) China is not at war with another major power; and
- e) the Soviet Union's initiative is less than half China's.

After playing this option, Communist and Nationalist China are at war with each other. The Soviet Union continues to control all Communist Chinese forces.

Nationalist China no longer builds Communist Chinese APs. When playing with **WiFFE** all Communist Chinese units are added to the Soviet force pool and Communist and Nationalist forces no longer share supply sources.

If playing with option 15.4 or **WiFFE 13.5.1**, Communist Chinese forces use Soviet oil, until the civil war is over.

Add the Communist Chinese resources and factories to Soviet production. Nationalist and Communist China do not gain any production multiple bonuses against each other (see 10.1).

One in 4 (or part thereof) APs built by the Soviet Union, to a maximum of 6, must be Communist Chinese APs. Additionally, the Soviet Union may directly purchase 5 Communist APs each turn. In **WiFFE** their units are produced at random along with the regular Soviet units, until the civil war is over and Communist China is not restricted from building aircraft.

If you are playing with **WiFFE** 11.16.5 option 40, Nationalist Chinese units are not halved when attacking any hex that contains a Communist Chinese unit.

If the Soviet Union declares war on China during the Chinese civil war, the Civil war immediately ends. All Communist Chinese APs (**WiFFE:** units) and production reverts to Nationalist Chinese control. When playing with **WiFFE**, all Communist units in the Soviet force pools are placed into the Nationalist Chinese force pools.

If Nationalist China declares war on a Communist Soviet Union, then the Soviet Union retains control of Communist Chinese army points (**WiFFE:** units). When playing with **WiFFE:** Communist China and the Soviet Union co-operate if China declares war on a Communist Soviet Union.

The Chinese civil war is over when one side is conquered or surrenders (see 8.7.2 CH 5(a) and RU 5(a)).

If Communist China wins the civil war, China becomes a Communist major power controlled by the Soviet player. The Soviet Union must now place the Chinese political marker in any hex next to it on the Status Display. All treaty levels and trade agreements/reparations with China, except any from the Soviet Union, are removed with no monetary cost, US entry or minor effects. Do not adjust China's PE, or money. China retains her League of Nation status.

When playing with **WiFFE**, after one side wins the Civil War, all Chinese units are treated as the same nationality (that of the victor) for all purposes. Place all the defeated Chinese units into the victor's force pools. All annual additions to the force pools are treated as if they are of the victor's nationality. If Communist China has won the civil war, remove Stilwell from the game.

CW 7 - Back Poland: The Commonwealth can only play this option if Germany has played GE 10 (Demand Danzig Corridor) this turn. France must also play FR 0(f)

this turn for this option to be successful.

If CW 7 is successfully played, none of the effects in the Effects section of GE 10 are applied. Germany cannot replay its option 10. Poland is now guaranteed by France and the Commonwealth.

FR 7 - Italian Land Grab: France may only play this option if Italy has already played IT 6 this turn, France controls (**WiFFE:** any hex of) Savoy and France's original home country has not been conquered or Vichied.

See 8.7.2 IT 6 for the effects of this card.

CH 7 - Chinese Civil War: China may only play this option if:

- a) RU 8 has not played or it has been 60 or more turns since RU 8 has been played; and
- b) China's initiative is less than half the Soviet Union's.

See 8.7.2 RU 7 for the effects of this card.

US 7 - Hawaii becomes the 49th State: The USA may only play this option if her PM is 1/4 or higher and at least half of her naval points (**WiFFE:** half the on map US naval units in build points, excluding convoy points) are located in Honolulu.

After playing this option, the Hawaiian islands are now considered part of the US home country except for the placement of reinforcements.

Naval point (**WiFFE:** naval unit, excluding convoy points) reinforcements may only arrive outside Honolulu while at least half the US naval points (**WiFFE:** half the on map US naval units in build points, excluding convoy points) are in Honolulu. Naval points (**WiFFE:** naval units) in Honolulu may not move if such movement would cause the restriction to be violated.

The required naval points (**WiFFE:** units) currently located there are allowed to leave, and future reinforcements are under no placement restrictions while the US is at war with Japan, the Soviet Union or the Commonwealth.

When the USA returns to peace with all these major powers, the US may only choose naval moves and must move as many naval points (**WiFFE:** naval units) as required as quickly as possible to Pearl Harbor until the restrictions are again satisfied.

GE 8 - Demand Sudetenland: Germany may only play this option if her PM is 3/4 or higher and Czechoslovakia is not in a civil war or conquered by, at war with, or aligned by a major power.

If CW 6 or FR 8 is not played successfully this turn, the Sudetenland becomes part of the German home country.

IT 8 - Occupy Albania: Italy can only play this option if Albania is not in a civil war or conquered by, at war with, or aligned to a major power; Italy's PM is 3/4 or higher; and her initiative is lower than the Commonwealth's.

Albania is an Italian colony from now on.

JA 8 - Tojo Takes Over: Japan may only play this option if either:

- b) Japan has previously played JA 7; or
- c) Japan's initiative is greater than any two of: Commonwealth, the Soviet Union, China and the USA.

Increase Japan's political effectiveness by 2.

Japan must move her political marker towards the centre of Fascism. Japan gets 8 movement points minus her initiative position. Japan may move minors she is stacked with, or become stacked with while moving (see 8.7.1 IPO 1). You must stop as soon as you reach one of the center hexes not already occupied by another major power.

RU 8 - Abduct Chiang Kai Shek: The Soviet Union can only play this option if she has not played RU 7 and her initiative is less than half China's.

After playing this option, China and the Soviet Union may not start a Chinese Civil war (8.7.2 CH 7 and RU 7 respectively) for 60 turns (10 years).

If China is already in a civil war then Chinese Nationalist and Communist forces cannot attack each other if China is at war with a major power.

CW 8 - India Independent: The Commonwealth may only play this option if she is not at war with another major power, and she controls India.

When played, India becomes a neutral minor country controlled by the Commonwealth rather than a Commonwealth home country.

Remove all army and navy points in India from the map (**WiFFE:** Indian units anywhere on map) and set them to one side.

When playing with **WiFFE**, remove all Indian units from the Commonwealth force pools and move all remaining Commonwealth units in India to the nearest friendly hex outside India.

While India is a minor country;

- see the War and Treaty charts for India's stability, willpower etc;
- the Commonwealth receives no production from India;
- India sets up with her set aside naval points and twice her set aside army points when declared war on or aligned (when playing with **WiFFE**, set up India's units as per any other minor country ~ see **WiFFE** 19.4);
- if the Commonwealth is in initiative position 6, she will build in Canada this turn (see 10.2);
- India's factory stacks count double for the rest of the game (irrelevant while neutral);
- No one may play IPO 2 or IPO 3 on India;
- MP 0(b) may be played on India;
- Commonwealth units may not enter India unless both countries are at war with the same major power or the Commonwealth is at war with India;
- a major power can declare war on the Commonwealth and/or India either separately or jointly; and
- the Commonwealth has guaranteed (see 8.7.1 IPO 12) India.

While independent, a separate declaration of war on India is as for any minor country. India and Indian units may suffer surprise if declared war on, even if the Commonwealth is already at war with the aggressor.

India rejoins the Commonwealth if she plays IPO 5 on India while both are at war with the same major power. When India rejoins the Commonwealth she does so as a full Commonwealth home country. All the above restrictions are removed.

FR 8 - Little Entente Backed: France may only play this option if either Germany has played GE 8 this turn or Germany has declared war on Czechoslovakia, Rumania or Yugoslavia in a previous turn.

The Commonwealth must also play CW 0(f) in support this turn for this option to be successful.

If played successfully on the turn that GE 8 is played, then none of the effects of GE 8 are applied. Germany cannot replay GE 8.

If played successfully, both the Commonwealth and France guarantee (see 8.7.1 IPO 12), if not already

guaranteed, those of Czechoslovakia, Rumania and Yugoslavia that are not in civil war, conquered, at war with, or aligned by, a major power.

CH 8 - Chiang and Mao Share Power: China may only play this option if RU 8 has been played and China is at war with a major power.

The Soviet Union must also play RU 0(f) in support this turn for this option to be successful.

Once successfully played, convert all Communist army points into Nationalist army points. Convert all territory owned by Communist China to Nationalist China. China no longer produces Communist army points (see 10.2). When playing with **WiFFE**, Communist and Nationalist forces can cooperate.

China may no longer play CH 7 and the Soviet Union may no longer play RU 7. Half the victory points Nationalist China earns belong to the Soviet Union instead.

US 8 - Monroe Doctrine Invoked: The USA must select *one* American minor country (Argentina, Bolivia, Brazil, Central America (any Central American country if playing with **AiF**), Chile, Colombia, Cuba, Ecuador, Mexico, Paraguay, Peru, Uruguay, or Venezuela) that is allied to one or more major powers all of which have a higher initiative than the USA.

The USA is now at war with the selected minor country.

When playing with **WiFFE**, the US delays the declaration of war until the start of any of its impulses and then applies the effects (minor country, US entry, etc...). The USA may still announce which minor country it is going to declare war against during the political step to prevent other major powers from playing IPO 3 or IPO 12 on the minor. If the USA does this it must declare war on the minor it named in the political step on its first impulse.

When playing with **WiFFE**, the USA may also play this option at the beginning of one of your impulses as a Reactionary War option (see 8.7.2 MP 4).

GE 9 - Czech. Rump Occupied: Germany may only play this option if it has successfully played GE 8 in a previous turn, Czechoslovakia is not in civil war, conquered, at war with, or aligned by, a major power.

Czechoslovakia is now a German colony. Remove the Czech marker from the Status Display. When playing with **WiFFE**, Czechoslovakia no longer has a partisan value (see **WiFFE** 13.1).

Increase the Commonwealth's political effectiveness by 3 if it is Democratic. Increase France's political effectiveness by 1 if it is Democratic.

Place 21 German army points in Czechoslovakia (if playing with **WiFFE** 2 German INF, an ARM, FTR-2 and LND-3 (and 2 pilots if playing with **WiFFE** 14.6 - PiF option 28), arrive as reinforcements in the next turn).

GE 10 - Demand Danzig Corridor: Germany may only play this option if its PM is 3/4 or higher, Poland is not in civil war, conquered, at war with, or aligned by, a major power.

If CW 7 is not successfully played in the same turn, the Danzig corridor becomes part of the German home country. Poland must supply Germany with a resource until a major power either declares war on or aligns Poland. The resource must be provided even if Poland is controlled by another major power.

GE 11 - Recognise the Ukraine: Germany may only play this option if either it controls Kiev, or if:

- a) Poland's political marker is stacked with Germany's on the Status Display or has been aligned by Germany; and
- b) Germany does not have a treaty with the Soviet Union; and
- c) Germany's initiative is at least 3 lower than the Soviet's.

Reduce Germany's PE by 2 and increase the Soviet Union's by 1.

The Ukraine becomes a German colony with Kiev as its Capital. All blue factories in the Ukraine (**WiFFE**: not yet railed out) become red for the rest of game.

Move all Soviet army and naval points in the Ukraine to the nearest friendly territory. When playing with **WiFFE**, if Germany is at war with the Soviet Union, the Soviet Union maintains control over all Ukrainian hexes she currently controls except Kiev. Move any Soviet units in Kiev to the nearest friendly hex. If Germany is not at war with the Soviet Union, Germany gains control over all Ukrainian hexes, move all Soviet units in the Ukraine to the nearest friendly hex.

Place 6 Ukrainian army points (**WiFFE**: 2 German INF, if available in the force pool) in The Ukraine (**WiFFE**: Kiev). When playing with the units from **Politics in Flames** the Ukrainian units are added to the German force pools and the units set up are Ukrainian INF.

The Soviet Union has a *casus belli* against Germany for the rest of the game.

GE 12 - Create the Waffen SS Corps: Germany may only play this option if its PM is 3/4 or higher.

Germany's national characteristic army bonus (see 9.3.3) increases by 1 for the rest of the game.

When playing with **WiFFE**, add all available SS units to Germany's force pools immediately. All future year SS units will be added normally (see **WiFFE** 4.1.1).

GE 13 - Support Hungarian and Bulgarian land claims: Germany may only play this option if GE 14 has never been played.

Italy must also play IT 0(f) in support this turn for this option to be successful.

If Rumania allows a Soviet land claim (see 8.7.2 RU 4) then Germany must play, or have already played, GE 13 or GE 14 before she may play IPO 5 on Rumania, Hungary or Bulgaria. Germany may still align these countries as a result of their being declared war on (see 8.7.2 MP 4) without having played GE 13 or 14.

Remove all German markers in Rumanian resource boxes. Remove all non-German markers in Hungarian and Bulgarian resource boxes. Place one German marker in each of the Hungarian and Bulgarian resource boxes.

Transylvania is now controlled by Hungary and South Dobruja is now controlled by Bulgaria.

GE 14 - Support Rumanian land claims: Germany may only play this option if GE 13 has never been played and Germany's initiative is lower than every major power allied to Rumania, Hungary or Bulgaria (if any).

If Rumania allows a Soviet land claim (see 8.7.2 RU 4) then Germany must play or have already played GE 13 or GE 14 before she may play IPO 5 on Rumania, Hungary or Bulgaria. Germany may still align these countries as a result of their being declared war on (see 8.7.2 MP 4) without having played GE 13 or 14.

Remove all German markers in Hungarian and Bulgarian resource boxes. Remove all non-German markers in Rumanian resource boxes. Place a German 2 marker in one of the Rumanian resource boxes.

While Rumania is aligned by Germany, Rumania's army points are no longer restricted in their movement by 9.3.1. (**WiFFE**: Rumania is no longer restricted by **WiFFE** 19.4 and all Rumanian units may leave Rumania).

While Hungary and/or Bulgaria is aligned by Germany, they may each never have more than 4 army points outside their respective home countries (**WiFFE**: they may each never have more than 1 unit outside of their respective home countries).

9. Military Affairs

In this step, you move your forces around the map and resolve any combats that occur. When playing with WiFFE, ignore this section and use WiFFE's combat system instead.

If no one is at war and everyone agrees, you can skip this step.

First, everyone announces their resource and money lending. Next everyone resolves naval actions. Lastly, everyone resolves land actions. Major powers perform actions in reverse initiative order (highest initiative first).

9.1 Lending Stage

Each major power announces any resources or build points that they intend to lend to their treaty partners this turn.

Except for the United States, a major power may not lend resources or build points unless they are at war with a major power (see 8.7.2 MP 3 and 8.7.2 US 3).

A major power may not be the recipient of lent resources or build points unless they are at war with a major power.

A major power may not lend and receive (excluding trade agreements) resources from the same major power in the same turn. This restriction also applies to lent and received build points. A major power may lend resources and receive build points lent from the same treaty partner in the same turn.

Resources and build points must be delivered to the recipient (see 10.1.2 and 10.1.3).

You may not lend specific on map resources. When resources of a major power are captured or isolated, the resources committed to be lent must be lent unless doing so would violate a trade agreement.

Lending resources and build points is restricted by your treaty level (see 8.7.2 MP 3).

9.2 Naval Actions

9.2.1 Naval Movement

Naval points can only be based in a territory adjacent to a sea area. Any number of naval points may base in such a territory provided the territory is controlled by the owner of the naval points, or its controlling major power, or by a treaty partner (see 8.7.2 MP 3).

A major power's aligned minor's navy points access to its treaty partners' territories is restricted as per 8.7.2 MP 3.

A minor country's naval points may only base in territory outside the minor's original control if the minor is aligned (see 13).

A major power can move its naval points from their base to any sea area or coastal territory up to 2 areas and/or coastal territories away (in wargame parlance they have 2 movement points).

Each coastal territory and/or sea area moved into must be adjacent to the one just left. Each territory entered must be friendly controlled. Furthermore, major power naval points can only enter territory controlled by one of its directed minor countries if it is also at war with the major power at war with the directed minor.

Naval points *can* move through sea areas containing enemy naval points.

After moving up to 2 areas/territories away, they end their move.

Example: A naval point in Italy could move to the Mediterranean and then to the Black Sea, the Indian Ocean, the East Atlantic Ocean or any coastal territory adjacent to the Mediterranean.

Some territories have 2 or more coastlines that are not contiguous (e.g. England borders both the East Atlantic Ocean and the North Sea, but is separated by Scotland). When naval points are based in these territories, they must be placed on a particular coast.

Because of the Kiel, Panama and Suez canals, Germany, Central America and Egypt have only one coastline for movement purposes (e.g. German naval points can move from Germany to either the Baltic Sea or the North Sea for 1 movement point, due to the Kiel Canal).

A major power can't move a naval point between:

- the Mediterranean and the Indian Ocean if the major power controlling Egypt has denied passage to (see 8.7.2 MP 4), or is at war with, it.
- the Baltic and the North Sea if the major power controlling any 2 of Copenhagen, Kiel and Oslo has denied passage to, or is at war with, it.
- the Mediterranean and the East Atlantic if the major power controlling Gibraltar has denied passage to, or is at war with, it.
- the West Atlantic and the NE Pacific if the major power controlling the Panama Canal has denied passage to, or is at war with, it.
- the Black Sea and the Mediterranean if Istanbul is neutral or the major power controlling Istanbul has denied passage to, or is at war with, it.

A major power controls the Panama canal if it controlled Central America (**AiF**: Panama) while at war with the

USA and still controls it now. Otherwise the USA controls the Panama canal.

Control of the Panama canal is not (necessarily) the same as control of Central America (**AiF**: Panama), which occurs in the same manner as any other minor country.

9.2.2 Naval Combat

After everyone has finished moving their naval points, a combat occurs in every sea area that contains naval points of major powers at war with each other. Naval points at peace with each other can't fight. The major power that moved first resolves all its combats, in any order it chooses, then the major power that moved second does so, and so on.

In each combat, each major power secretly decides how many of its controlled naval points in the area it wishes to commit to the combat. A minimum of one point must be committed, and the maximum is the number of points the major power controls in that area, minus 1 for each additional battle that could take place. Naval points committed in one battle, may not be committed to another in the same turn.

After the major powers have decided on their commitments, each reveals them. The winner is the side that committed the most, after adjusting for surprise (see 9.3.4) and national characteristics (see 9.3.3).

If the modified commitments were the same, the major power with the lower initiative is the winner.

If the winner's modified commitment is at least 10 times more than the loser's modified commitment, they lose nothing and the loser loses all their actual NP commitment.

If the winner's modified commitment is at least triple the loser's modified commitment but less than 10 times, they

- lose 25% of their actual commitment and the loser loses all their actual commitment; or
- lose 10% of their actual commitment and the loser loses half their actual commitment;

victor's choice.

If the winner's modified commitment is at least 150% of the loser's modified commitment but less than triple, they

- lose 50% of their actual commitment and the loser loses all their actual commitment; or
- lose 25% and the loser loses half their actual commitment;

losers choice.

If the winner's modified commitment is less than 150% of the loser's modified they both lose half their actual

commitment.

Optional rule 9.2.2: (Pursuit) The loser of a combat must lose NPs equal to one tenth of the winner's remaining uncommitted NPs (rounded down) committed in pursuit. Surviving committed units are lost first, followed by uncommitted units (if still required to satisfy the pursuit loss). Pursuing NPs are not available for other combats in the area, or to transport (or invade with) troops, and the pursuer must leave enough NPs uncommitted to fight any other battles that could occur in this area.

The loser must then retreat their remaining naval points to the nearest friendly territory.

When a major power has a combat against several other major powers in the same area, resolve them as separate combats. If it loses the first battle, it would suffer pursuit and retreat all surviving committed NPs before fighting the next. If it loses any battle, it must retreat after all battles involving this major power in this sea area.

***Example:** the Commonwealth has 20 naval points in the Mediterranean and France has 15. Italy, which is at war with both of them and moved first, has 40 points. Italy resolves the first combat and chooses to fight France. She commits 12 points (which is modified to 13) and France commits 5 (which is modified to 6).*

Since Italy's modified commitment is more than 150% but less than triple France's, France must decide whether she loses half her real commitment and Italy loses 25% of hers (3 NPs apiece) or France loses all her commitment (5 NPs) and Italy loses half of hers (6 NPs). Italy commits another 10 NPs in pursuit so France loses another NP and retreats to South France.

Now Italy fights the Commonwealth and commits 15 points (which is modified to 16). The Commonwealth commits 13 points (which is modified to 16). Neither major power's modified commitment is more than 150% so they both lose half their points committed. The Commonwealth has the lower initiative and wins the combat. Thus all the Italians in the sea area retreat to Italy. There is no pursuit as the Commonwealth only has 7 uncommitted NPs.

Naval points may not normally attack (or otherwise declare a combat against) naval points in a territory (however see surprise ~ 9.3.4).

9.3 Land Actions

9.3.1 Land Movement

After all naval actions are finished, major powers, again in reverse initiative order, can re-deploy their army points. An army point can move an unlimited distance

through territory controlled by its major power. An Army point may move through any treaty partner's territory it is allowed to base in (see 8.7.2 MP 3). However, it may not end its movement in a treaty partner's territory if it would exceed the maximum allowed by the treaty level (see 8.7.2 MP 3) nor may it end its turn in a directed (as opposed to controlled) minor country.

Only aligned minor units may enter a territory the minor country does not control (they can still enter sea areas freely). Only half the minor country's army points may be outside the minor's home country at the end of the land movement step (except Rumania ~ see 8.7.2 GE 14).

Your aligned minor country's army points are restricted in their movement into your treaty partners' territories, see 8.7.2 MP 3.

Army points may move through sea areas when transported by naval points. One (1) army point can move through a sea area for every 5 full naval points a major power, or its appropriate treaty partner (see 8.7.2 MP 3), has there.

Example: *After beating off the Commonwealth and French naval points, Italy is left with 13 naval points in the Mediterranean. This is enough to move 2 army points. Two Italian army points in Poland move to Germany, to Austria, to Italy, to the Mediterranean and then to Libya. If the Commonwealth wanted to move 5 APs from Canada to the United Kingdom, she must have a minimum of 25 naval points in the West Atlantic and another 25 in the East Atlantic after naval combat to do so.*

Army points may also move through sea areas to or from a beachhead (see 9.3.7 below) as if the beachhead were a territory. This is not considered an invasion.

Unless invading, army points moving by sea must end their movement in a friendly controlled territory in which they can be placed.

In order for army points to invade (i.e. declare a combat against) an enemy held territory, they must be moved into a sea area adjacent to the target territory. There must be at least 10 times as many naval points in that sea area (and every other sea area moved through) as the number of army points which are going to invade.

A major power can invade one territory using some of its (or its allies) naval points and transport other army points into another territory through the same sea area, provided you don't exceed your naval capacity in the sea areas being moved through.

Example: *The CW wishes to move 5 APs from Canada to England, while invading France with 3 APs from England via the East Atlantic. The CW will require a minimum of*

25 NPs in the West Atlantic and 55 (25+30) NPs in the East Atlantic after Naval Combat.

9.3.2 Land Combat

After everyone has finished moving their army points, all combats are declared in reverse initiative order (highest initiative first). A combat may be declared from a territory that a major power controls, or a sea area that contains its army points loaded on naval points, into a territory controlled by an enemy major power or minor country. A major power may not declare a land combat against a sea area.

Once a combat has been declared from one territory or sea zone into another territory, a second combat may not be declared between those two territories this turn. A territory that has had a combat declared against it may declare a combat against a different adjacent territory, when it is that controlling player's turn to declare combats.

After all combats are declared, each major power with army points in the territories involved must decide how many they will commit to each combat involving that territory (minimum 1).

Commitments to all combats must be recorded, and hidden from the other side(s) before any resolution takes place. A major power may not commit more army points than it has in a territory and each individual army point may only be committed to a maximum of one combat per turn.

Example: *the Soviet Union has a higher initiative than Germany so declares her combats first. She declares a combat from Bessarabia into Rumania. Later in the turn, Germany, who controls Rumania, may not declare a combat from Rumania into Bessarabia. Germany could declare a combat from Rumania into Bulgaria (assuming it was enemy controlled) or from Transylvania into Bessarabia. Germany declares a combat from Rumania to Bulgaria.*

After all combats have been declared, players commit army points. The German player must commit some points to each battle but the same point cannot be committed to both.

A side may not commit more points, including the national characteristic bonus (see 9.3.3), to a combat than the border limit printed on the map, except with surprise (see 9.3.4). There are no border commitment limits within a contested territory in a civil war (see 9.5).

If two or more major powers have army points in a territory, they combine their commitments if they are all at war with any major power in the enemy territory that

has committed army points to the combat.

Army points committed to a combat that does not involve army points with which they are at war with are ignored for all combat purposes.

Example: Continuing the above example, presuming that Italy is at war with France but not with the Soviet Union then any army points committed by Italy in the Rumania-Bessarabia combat will be included in the German total only if France commits an army point in the combat. France does commit points to the combat so all four major powers are included in the combat.

If two or more major power's combined commitment exceeds the border limit, reduce their commitment proportionally until it equals the border limit. This is done before any modification of the committed points.

Example: Germany commits 50 army points and Italy 40 across the Belgium-France border. As the total of 90 is greater than the border limit of 60, both sides reduce their commitment by one third (Germany 33 and Italy 27). These points would then be modified for National characteristic, surprise, weather and invasion (see below).

After all commitments are recorded, resolve all combats in initiative order. The major power with the lowest initiative chooses any combat involving a territory it controls, or a sea area that contains its army points loaded on naval points, regardless of who declared the combat. That combat is then resolved. The major power then chooses another combat involving its units and so on until all combats involving its units are resolved.

The major power with the second lowest initiative chooses a combat under the same stipulation as the first major power, except it may not choose a combat that has already been resolved this turn. This process continues until all combats have been resolved.

The winner of each combat is the side, which committed the most APs, after adjusting for national characteristics (see 9.3.3), surprise (see 9.3.4), weather (see 9.3.5), Maginot line (see 9.3.6) and invasion (see 9.3.7). If the modified commitments were the same, there is no winner.

If one side did not commit APs to this combat (due to having all their APs committed to other combats in the area), all its APs in the territory are destroyed, the other side automatically wins, takes no losses, and takes control of the area.

Otherwise, if the winner's modified commitment is at least 10 times more than the loser's modified commitment, they lose nothing and the loser loses all their actual AP commitment.

If the winner's modified commitment is at least triple the loser's modified commitment but less than 10 times, they

- lose 25% of their actual commitment and the loser loses all their actual commitment; or
- lose 10% of their actual commitment and the loser loses half their actual commitment;

victor's choice.

If the winner's modified commitment is at least 150% of the loser's modified commitment but less than triple, they

- lose 50% of their actual commitment and the loser loses all their actual commitment; or
- lose 25% and the loser loses half their actual commitment;

loser's choice.

If the winner's modified commitment is less than 150% of the loser's modified they both lose half their actual commitment.

The winning side's losses may be modified by the weather, see 9.3.5.

If two major powers combine their forces in one area into one combat, the losses are individually evaluated based on each major power's actual commitment.

Example: The Commonwealth (as a level 2 treaty partner with France) has 20 APs in France, while France has 85. Germany and Italy are at war with both. Germany controls Belgium. All major powers are at their 1940 PM.

The CW moved first but cannot initiate a battle except as part of a French battle initiation (since the French major power controls France). The French in their turn decide not to initiate a battle.

The Germans attack from Belgium, committing 30 points (which is modified to 39 due to Germany's national characteristic bonus). France commits 15(modified to 18) and the CW 6. Germany wins but by less than triple and so France chooses to lose 50% of their committed force, 8 (50% of 15), while the CW loses 3 points (50% of 5) for a total of 11. Germany also loses 8 points (25% of 30),

The winning side earns offensive points equal to:

winning side's modified commitment
losing side's modified commitment

Drop all fractions in the losing side's favor. For example, if the winning side had a modified 39 points committed and the losing side had 8 modified committed, the ratio would be 4:1 so the winning side would earn 4 offensive points.

The number of offensive points earned may be modified by the weather, see 9.3.5.

If more than one winning major power committed army points, then the major power that had the higher modified commitment gains the offensive(s). If each major power(s) had the same modified commitment then the major power with the lowest initiative gains the offensives.

Offensive points are indicated by putting political markers equal to the offensive points gained on the border between the two territories that fought. The owner of the markers shows who has gained the offensive points. If a major power already has offensive points across the same border, add the new ones to the old total.

Example: Germany attacks Northern France from Belgium and Italy attacks from Germany. Germany commits 31 points modified to 40. France commits a modified 9 points. Germany wins and chooses to lose 25% (8) and for France to lose all her committed APs. Germany's ratio was 4.44:1, which earns her 4 offensive points. In Italy's battle, Italy commits a modified 20 points and France commits a modified 17 points. Italy's commitment was not more than 150% of France's, so both sides lose half their entire commitments, a disaster for Italy! She mollifies herself with her 1 offensive point into Northern France.

If there are enemy offensive points across the same border then remove enough to equal the offensive points gained and only replace them with the major power's excess points, if any.

If there are enemy offensive points from multiple major powers that can be removed, then the major power that has gained the offensives decides the order in which they are removed.

A territory is conquered when there are no remaining defending APs in the territory or all the enemy offensive points on its borders add up to its conquest level. A territory may not have offensive points against it in excess of its conquest level.

An unaligned minor may not gain offensives into territories outside the minor's original control. However it may remove offensives gained into its own territories.

9.3.3 National Characteristics

Each major power has a National characteristic bonus in each PML on its PM track. The number in the black circle is the army bonus and the number in blue is the navy bonus. The Chinese also has a bonus in a red circle. That is the Communist Chinese's army bonus.

Add a major power's national characteristic bonus to the number of points it commits to a combat, so long as its total commitment is not more than doubled. So, if it

commits 3 points and its bonus is 5, only 3 would be added to its commitment.

Only one national characteristic bonus may apply per side per combat. If more than one major power committed points to this side's total, only the major power with the greatest number of committed APs or NPs includes its national characteristic to this combat. If equal amounts are committed, the major power with the lower initiative includes its national characteristic to the combat.

Example: Germany is attacking Belgium from the Rhineland. The Commonwealth commits 15 APs and France commits 17. All major power are at their 1940 PM. As the French are committing the most Democrat factors the French national modifier of 3 is added to their total making 28 (10+17+3).

The modifier applies before the modifications for weather and surprise.

A major power does not get a national characteristic bonus when they are invading (see 9.3.7).

9.3.4 Surprise

A major power that declares war on a minor country or major power in the current turn gains the benefit of surprise against them in the naval and land combat steps. Additionally if the major power declaring war is Japan, the USA or the Commonwealth (because of their use of carriers) then they may launch a surprise naval strike against enemy naval points in a land territory.

If a minor country that has been declared war on is automatically aligned with its controlling major power (see 8.1.4), it suffers the effects of surprise and it does not gain the benefits of surprise if the controlling major power declares war on the major power that declared war on the minor.

Example: Germany declares war on Poland. The Commonwealth, who has an alliance with Poland, uses the *casus bellum* to declare war on Germany. Additionally the Commonwealth automatically aligns Poland. Germany gains the benefit of surprise vs. the Polish forces. They do not gain the benefit of surprise vs. the German forces even though they are represented by Commonwealth army and naval points. Other Commonwealth forces do gain the benefit of surprise vs. German forces this turn.

Surprise naval strikes occur before the major power's normal naval movement. Surprise naval strikes may not be made if the weather is rain or blizzard.

A surprise naval strike may only effect naval points of the minor country or major power that has been declared war on. A surprise naval strike may not effect any naval

points at sea (i.e. they have to be in a land territory). A surprise naval strike may effect any land territory, or the appropriate coast of a land territory, adjacent to the sea area the striking naval points are in.

Naval points conducting a surprise naval strike may move to any sea area up to 3 areas away. For every 3 Japanese or 3 US or 5 Commonwealth naval points committed to a strike, 1 enemy naval point is destroyed. Naval points that moved during the naval strike step must be returned to base after the strike and may not be moved during the major power's naval movement.

A major power gaining the benefit of surprise doubles its commitments (including national characteristic modifiers) in naval and land combats that involve any naval points or army points of the surprised minor country or major power. The border limit on land commitments applies before the doubling effect. The loss percentage is applied to the actual forces committed, not the doubled value.

Example: *Germany (with a PM of 1) declares war on Yugoslavia and attacks with 21 APs modified to 30. Yugoslavia commits 6. Germany's commitment is doubled to 60, giving her a 10:1 ratio, so she takes no losses and earns 10 offensive points. If Yugoslavia had committed 7 points, the ratio would be 8:1 so Germany would take 25% losses. The 25% is applied to the 21 points actually committed (i.e. 5).*

9.3.5 Weather Modifiers

If the weather is snow or blizzard, army points cannot invade. If the weather is rain or blizzard, naval points may not launch a surprise naval strike.

Weather does not effect naval combat.

The Soviet Union is not affected when attacking in snow or blizzard. For all other major powers, during snow weather, add 50% to the committed APs (including national characteristic modifiers) of the major power that did not initiate this combat. In blizzard and rain, double their commitment. The border limit on land commitments applies before the 50% or doubling of APs. Losses are still based on the actual commitment.

Example: *Germany attacks Yugoslavia in blizzard and commits 55 APs (modified to 60). Yugoslavia commits 12 points doubled to 24 for the blizzard. 60 to 24 is less than 3:1 so Yugoslavia decides to lose half her commitment (6) and, Germany loses 14 (25% of 55).*

Offensives won are similarly halved in non-fine weather.

Example *Continuing the above example, Germany only gains 2 offensives into Yugoslavia (half of 55/12). If Yugoslavia had committed 32 points, she would have won the battle but won no offensives (half of 64/60 is less than*

1).

9.3.6 Maginot Line

The Maginot line is a series of extensive and elaborate fortifications built by France to protect against a German invasion. It is considered to be in the territory of France and it borders the territories of Germany and the Rhineland. The Maginot line ceases to exist and no longer provide a benefit if the territory of France is conquered.

The Maginot line may not be used in a land combat from the Rhineland to France if there are any offensive points from France into the Rhineland. The Maginot line may not be used in a land combat from the territory of Germany to France if there are any offensive points from France into the territory of Germany.

If a land combat is declared from the territory of Germany and/or the Rhineland into the territory of France then the army points in France committed to the combat(s) may use the Maginot line. If multiple major powers' army points are to be committed, the major power with the higher commitment decides whether or not to use the Maginot line. France, if involved, decides in the case of a tie. Otherwise the major power with the lowest initiative decides.

When using the Maginot line, no offensives can be gained into the territory from where the combat was declared (Germany and/or the Rhineland).

The modified point commitment from the territory of France is treated as if it were double what was actually committed (even if that would be more than could otherwise be committed across the border). The loss percentage is applied to the points actually committed.

Example: *Germany attacks France across the Maginot line. Germany and France are at their 1938 PM. Germany commits 9 APs modified by national characteristics to 17, France commits 11 APs and announces she is using the Maginot line.*

Her 11 APs are modified to 13, then doubled to 26. France wins by less than triple so Germany decides to lose half her commitment (5) and France loses a quarter of hers (3). Even though France has won, she does not gain any offensives into Germany.

9.3.7 Invasions

Treat an invasion of a territory from an adjacent sea area as if it were a separate combat from an adjacent territory. However, there is no border limit. No invasions are allowed if the weather is snow or blizzard.

Army points at sea but not committed to a combat are returned to their territory of embarkation (the invasion

was a feint).

The maximum number of army points the major power controlling the territory may commit, after including its national characteristic bonus (see 9.3.3), is equal to the greater of a) The number of army points the invader(s) has in the sea area from which the attack was declared; or b) 20 army points.

The invader(s) does not get a national characteristic bonus (see 9.3.3).

Two or more major powers in the same sea area combine their army points into one commitment if attacking from one sea area, as per any other attack from one territory into another. However, they also must both be at war with the major power that controls the territory and they must have a level 3 treaty with each other. If they do not, only the major power with the lowest initiative may invade that territory (the other(s) must invade another territory or retreat back to the territory of embarkation).

Example: *The US and CW both want to invade continental Europe (controlled by Germany) from the North Sea. They are both at war with Germany but they only have a level 2 treaty with each other. The CW (with the higher initiative) moves and attacks before the US player and decides to attack France and Belgium. The US player may only retreat or attack (if enemy controlled) Germany, the Netherlands, Denmark, the United Kingdom or Norway.*

If the invasion fails, all remaining attacking army points are returned to their territory of embarkation (e.g. If an invasion of Australia from the UK fails, return the remaining invading units to the UK).

After the invasion gets ashore (which it does by gaining at least one offensive point), move all remaining invading army points from the adjacent sea area into the invaded territory.

A beachhead has now been established, put a political marker on top of the invading points to show how many offensive points the beachhead has. Until it is removed, the beachhead is treated exactly as if it were an adjacent territory. Remove it when the invaded territory has been conquered or when the beachhead has been conquered. A beachhead is conquered when it is reduced to 0 offensive points.

The border limit between a beachhead and the territory is 20 times the number of offensive points it has gained, to a maximum of 100.

Example: *The CW and the USA have been building up to D-DAY for 3 years. 400 US and Commonwealth Naval points are based in the UK to ship their combined*

invasion force to France. They have a level 3 treaty with each other, so they can transport each other's units, and combine their forces when invading the one territory. All major powers are at their top PML.

In their respective naval moves, the US move 250 naval points into the North Sea and the CW moves 150 points into the East Atlantic Ocean (this stops Germany attacking each force piecemeal which could occur if they both moved their forces into both areas).

The entire German navy (14 NPs) sorties from Belgium via France (not via the North Sea since the UK controls London) into the East Atlantic Ocean (it would be pointless to move the Navy into the North Sea as the US would simply have committed 180 naval points guaranteeing victory at no loss regardless of the German commitment).

The CW, intending to minimize losses, commits 19 NPs, modified to 28 (keeping above 150% of whatever commitment the German player may make). The German player, figuring the CW will do precisely this, commits 6 NPs modified to 10. The Germans decide that the CW loses 5 NPs (25% of 19) and the Germans 3 (50% of 6). The CW bemoans the fact that she could have got 10:1 if only she had been gutsier, and the remaining German NPs are retreated to France.

25 CW and US APs now move from the UK to the North Sea and another 13 US APs move into the East Atlantic (there are only 131 uncommitted CW NPs in this sea area after combat). The German player only has 26 APs in France, 35 in Germany and 15 APs in Belgium and the Netherlands.

The Commonwealth (whose turn is before the US) launches a nuisance attack on Belgium commits 4 APs (unmodified as invaders do not receive a National Characteristic modifier). Germany commits 10, which is modified to 19. Germany decides to lose 1 AP (10% of 10), while the CW loses 2 (50% of 4), returning the other 2 to the UK.

The CW then attacks France from the North Sea, committing (with US permission) all remaining 21 APs to the battle. The German player commits 23 APs, modified to 28, winning the battle but resulting in both sides losing half their committed APs. The remaining 10 US and Commonwealth APs are returned to the UK.

Finally, the US commits 11 APs from the East Atlantic into an invasion of France. Germany commits her remaining 3 APs in France, for a modified total of 6, to this battle. Germany loses all 3 committed APs, while the CW and US lose 6 (50% of 11). The Allies have also won 1 offensive point into France.

The remaining 5 US APs from the battle are placed on the North French coast with a US 1 control marker placed on top. The 2 US APs that did not take part in the invasion return to the UK

The Invasion is a success! The boys are ashore. Future turns will prove whether the Allies can stay ashore, reinforcing the beachhead by moving army points from the UK via naval points in the North Sea faster than the Germans can reinforce their forces in France to kick them back into the sea.

9.4 Capture of Resources and Factories

A resource or factory is captured when the *total* number of offensives into that territory equals or exceeds the value (in the red circle) in the resource or factory box in that home country. Each time this value is exceeded, another resource and/or factory is captured.

Each other resource or factory box is conquered when the total number of offensives into that territory equals or exceeds the value (in the red city-like symbol) in the resource or factory box.

All these captures are cumulative. The major power with the least offensives gets their conquered factories and resources first (highest initiative if tied).

Example: *Germany has 13 offensives into Russia and Italy 7. Italy conquers 3 blue factories, 1 red factory and 1 (non-oil) resource.*

Germany has conquered 7 blue factories (Italy and Germany's combined offensives equal 20, which equals 10 blue factories less the 3 in Italian control) 1 red factory, 2 oil and 2 other resources. Germany has also conquered Leningrad and Moscow.

When resources and factories of a major power are conquered, the last resources and factories taken are those traded to another major power.

9.5 Minor Civil Wars

In a Minor Civil War, forces from both the government and rebel forces often exist within one territory. Forces in a contested territory may not declare an attack into a neighbouring territory, they must win control of the contested territory first.

In a contested territory, use the control marker from the major power controlling the government or rebel forces to indicate offensive points gained.

Place the marker on top of the government or rebel army points in that territory. The value of the marker states how

many offensive points the government or rebels have gained. Note if control of the government or rebel forces should be transferred due to political option play, then exchange the appropriate control marker(s) to indicate the new controlling major power(s). The values of the markers remain unchanged.

The two sides start the war with offensives equal to half that required to conquer the territory. Where this is an odd number, the directing major power with the lower initiative gains the spare offensive.

Every time one side wins offensives into the territory, the other side loses them. The civil war is over when one side has gained enough offensives to conquer the territory, or when one side has no forces remaining (even immediately after set up). Resources and factories in a contested territory are captured when one side gains enough offensive points to do so.

Example: *The Spanish Civil War commences in July 1936. Spain is conquered when one side has 4 offensives into Spain. Thus both the Nationalists and Republicans start the war with 2 offensives into Spain.*

The Nationalists declare a battle in Spain and win 1 offensive. The Nationalists increase their offensives to 3, while the Republicans are reduced to 1. If the Republicans lose one more battle the Nationalists will have won the war.

10. Production

[In this step, each major power earns income, which is added to its current savings (or used to reduce its debt). If it is above its credit limit, it can spend money (build points) to purchase new army points, naval points and bid points until it reaches its credit limit.]

10.1 Income

Each useable factory that receives a resource (see 10.1.2) makes one production point. Income, in money points, is determined by multiplying this value by the major power's production multiple. Unless you are playing with 15.4 (or WiFFE 13.5.1), there are no differences between oil and other resources. The term 'money' and 'monetary cost(s)' are interchangeable with the term 'build points'.

After calculating a major power's total income, add it to the money track. If it is in debt, reduce that first.

The total number of resource points available to a major power equals the sum of the resource points in:

- the major power's controlled territories;
- minor countries containing the major power's resource marker (exceptions: control ~ see 8.1.3 &

8.1.4; civil war ~ see 8.7.1 IPO 4 & 10.4; and minor countries at war ~ see 8.7.2 MP 4 & 10.5);

- minor countries it controls ~ see 8.1.3 & 8.1.4 (exceptions: civil war ~ see 8.7.1 IPO 4 & 10.4; and minor countries at war ~ see 8.7.2 MP 4 & 10.5);
- the amount traded or lent from another major power;
- less the amount traded or lent to another major power; and
- less the amount lost to enemy advances;

that is successfully transported to its factories (see 10.1.2)

The total number of factories available to a major power to produce with equals the sum of:

- all factories the major power starts the game with;
- factories that are gained by option play (e.g. GE 6);
- red factories that have been captured or conquered;
- minor country red factories containing the major power's factory marker (exceptions: control ~ see 8.1.3 & 8.1.4; civil war ~ see 8.7.1 IPO 4 & 10.4; and minor countries at war ~ see 8.7.2 MP 4 & 10.5);
- red factories controlled by a minor country the major power controls ~ see 8.1.3 & 8.1.4 (exceptions: civil war ~ see 8.7.1 IPO 4 & 10.4; and minor countries at war ~ see 8.7.2 MP 4 & 10.5); and
- minor countries' blue factories that have aligned with the major power (see 8.7.1 IPO 5) or are closely controlled (see 8.1.3);
- less those factories lost to enemy advance.

A major power's production multiple is equal to the value specified on its PM track (see the Political Map). Increase the PM by one level this turn:

- if one or more land combats were declared against a major power's home country territory (not Siberia and only the UK counts for the commonwealth) this turn;
- if you have played IPO 20 this year (see 8.7.1);
- of the Soviet Union while it is at war with Germany or the USA;
- of the USA while it is at war with any major power; and
- of the USA while it is at war with all major powers (excluding Vichy major powers) from another ideology (but only if there is more than one). This bonus is applied only once, even if the USA is at war with all major powers from two ideologies.

If you increase production more levels than the rightmost box, add +0.25 to your PM for each level foregone.

Example: It is 1943 and the US is at PML 6 (PM = 1.25). The US is at war with all Fascist major powers and the Western USA is invaded this turn. Her actual PM is 2 this turn.

IPO 20 can also require you to decrease your PM by a level (see 8.7.1). If this means your current PML is off the left end of the PM track you have a PM of 0 this turn.

Retain any fractions until after the free trader/protectionist bonuses (see below and 10.1.1 and 8.7.1 IPO 18) have been added, then round to the nearest whole number as normal adding that number to your current total on the money track.

Neutral minor countries, unless at war (see 8.7.2 MP 4 and 10.5), or in a civil war (see 8.7.1 IPO 4 and 10.4) do not receive any income.

When playing with **WiFFE**, see 16.9 for additional rules.

10.1.1 Additions to Income

Each major power will receive additional income based upon its protectionist and free trader status and that of its trading partners.

During each production step, every *protectionist* receives additional build points, or a fraction thereof, equal to its production multiple, including bonuses.

During each production step, *every* major power receives additional build points, or a fraction thereof, equal to the sum of the production multiples, including bonuses, of the free traders it both has a treaty and a trade agreement with (e.g. Japan does *not* receive the USA's PM at the start of the game).

In order for a major power to receive a free trader bonus from its trading partner, a portion of the trade (one resource, or oil, or money, in at least one direction) with its partner must have been successfully transported to the other major power.

While a major power's home country is not its original home country it does not receive a protectionist and can not give away a free trader bonus. It is still eligible to receive other major powers' free trader bonuses.

Example: The only free trader is the USA. Everyone else is a protectionist. The USA's production multiple is 1/2. She has a treaty with the Commonwealth, who also has a PM of 1/2, and Germany who has a PM of 1. Germany adds its own production multiple (being a protectionist) to the USA's (since Germany has a treaty with a free-trader) for a total of 1.5. This is added to her other production of 15 for a total of 16.5 (rounding to 17). The Commonwealth adds her 1/2 to the 1/2 she gets from the USA and to her other 7.5, for a total of 8.5 (rounding to 9). The USA gets nothing because she is not protectionist nor has a treaty with a free trader.

A major power may also gain income if the credit card option (8.7.1 IPO 17) has been played during the turn and

it was in credit at the time. The interest it would have earned from this will have been added to the money track. Of course if it was in debt at the time it may have had to pay interest instead.

10.1.2 Getting Resources to Factories

In order to be used, resources must be transported to a territory containing a factory (see 10.1). Each factory can only use one resource (see 10.1). In order to transport a resource to a factory, the resource must trace a path from the territory it is located in to the territory containing the factory.

You may trace resources through all territories:

- you control;
- controlled by another major power provided that major power gives its permission or there is a level 2 or 3 treaty (see 8.7.2 MP 3) between the major powers; and
- controlled by a neutral minor country.

Resources may also be traced overseas. A resource can be traced through a sea area for every 10 full naval points a major power (or its controlled minor) has there. These naval points cannot have been used to transport army points or other resources this turn. A treaty partner can help participate in the transportation of resources if both major powers are at war (see 8.7.2 MP 3).

Example: There are 50 CW naval points in the West Atlantic Ocean, 30 in the Mediterranean Sea and 64 in the East Atlantic Ocean. However, 40 of the naval points in the East Atlantic were used to transport 8 APs to France. Thus only 24 NPs are available in the East Atlantic to transport resources to factories. Thus even though the number of NPs in the West Atlantic is enough to transport 5 Canadian resources to the CW, only 2 can be transported due to the East Atlantic bottleneck. No resources can be traced from the Mediterranean via the East Atlantic to the United Kingdom, as the East Atlantic naval points have all been used this turn.

A resource may be traced overland both before and after it traces overseas, but it may not trace overseas a second time.

Factories cannot be transported to resources.

When playing with **WiFFE**, use the transportation of resources rules in **WiFFE** 13.6.1 and 13.6.4 with the modifications listed in the bullets above.

10.1.3 Lend Lease and Trade Agreements

During the production step, major powers transport the build points and resources that were lent by another major power or are being received due to a trade agreement (see

8.7.2 MP 3). These resources are transported exactly as in 10.1.2.

Build points may only be transported to the recipient major power's controlled factories or to the territory containing the major power's home country capital. This is subject to the same restrictions on transporting as resources (see 10.1.2).

The maximum number of build points that may be delivered to a territory is the greater of:

- a) one build point for each factory in the territory; or
- b) ten build points to the territory containing the major power's home country capital.

Naval points transporting resources and build points for lend lease may not have been used to transport army points or other resources this turn.

Lend leased and traded resources successfully transported are added to the recipient's resource total. Lend leased and traded build points successfully transported are added to the recipient's money total.

All resources and build points lend leased or traded to another major power are subtracted from the lender's total regardless of whether they are successfully transported or not.

When playing with **WiFFE**, Lend lease is subject to **WiFFE** 13.6.4.

10.2 Spending

If a major power's money marker is above its credit limit it may spend build points/money (either for political options, bid points and army and navy points) as long as it does not go below its credit limit. The only times a major power may 'voluntarily' spend below its credit limit are:

- due to having a negative modified political effectiveness (see 5.D.1).
- to play its MP 5 to surrender.
- when a political option is played that takes effect later in the political step. Note that the major power must still be able to afford the option at the time it plays it.

Example: China, with a credit limit of 10, currently has -8 money and plays CH 3 to the USA, CH 3 costs 2 so she may play the option at this time. Before the USA accepts, another major power plays IPO 17 (the Credit Card) causing China to lose 2 money. The USA may still play her 0(f) and China's money would now be -12.

1 money point buys 1 army point, or 1 naval point, or 1 bid point.

Any bid points a major power buys are immediately added to its bid point total.

Reduce the major power's money track total by the amount it has spent.

***Example:** The Commonwealth has a surplus of 5 money points. It has an income of 7, leaving a total surplus of 12. The Commonwealth's current credit limit is 10. Therefore, the Commonwealth may spend up to 22 money points (12+10).*

The Commonwealth decides to keep a reserve for next turn's option play, and only spends 16 money, leaving her -4 (12-16). She can buy 16 bid points, 16 army points, 16 naval points, or any combination adding up to 16. The Commonwealth decides to buy 5 bid points, 4 naval points and 7 army points.

While China is not experiencing a civil war, and both Communist and Nationalist China exist, one of every 3 (or part thereof) army points built by China must be a Communist army point. If China is experiencing a civil war then one of every 4 (or part thereof) army points built by the Soviet Union, to a maximum of 6, must be a Communist Chinese army point.

A major power's army and naval points must be placed in its home country. In the case of the Commonwealth, the location of placement depends on her initiative position this turn:

1st-3rd: The United Kingdom
4th: Australia
5th: Canada
6th: India
7th: Sth. Africa
8th: New Zealand

Example (continuing the previous): As the CW's initiative position is 6th this turn, the 7 army and 4 naval points must be placed in India.

If the Commonwealth home country designated to receive army and navy points has been conquered, use the home country of the next higher initiative position. Repeat if the home country of the next higher initiative position has also been conquered. If New Zealand has been conquered then proceed to the United Kingdom and continue the process.

If a major power's home country is conquered (all of them in the Commonwealth's case), it may place reinforcements in any territory it controls. However, no more than 6 total army points, navy points or combination thereof may be placed in any one territory of a conquered

major power.

There is no delay in the arrival of army and naval points. There is no restriction (subject to money of course) on how many of each a major power can build (exception: signing the London Naval Treaty - see 8.7.1 IPO 15).

When playing with **WiFFE**, see **WiFFE** 13.6.5 instead for purchasing units with the proviso that membership of the London Naval Treaty may restrict the building of naval units (see 8.7.1 IPO 15).

10.3 Recalculate Naval Ratios

After all major powers have finished spending, recheck the naval ratios and the PE modifiers, unless the London Naval Treaty has been suspended (by three or more naval powers at war with major powers, see 8.7.1 IPO 15).

When playing with **WiFFE**, ignore this check during this stage. The ratios are rechecked at the end of the **WiFFE** reinforcement stage (see 16.3).

10.4 Production of Minors in a Civil War

This section does not apply to the Chinese Civil War (See 8.7.2 RU 7).

At the start of the civil war, all resources and factories are split between the two protagonists. If there are an odd number of factories or resources, the remaining factory/resource is controlled by the Govt. forces. The controlling major powers indicate control by placing a resources/factory marker in the relevant resources/factory boxes in the minor country.

During production, each protagonist in a minor country civil war receives build points equal to 2 times the sum of resources and factories under their control.

When playing with **WiFFE**, each side in the civil war instead receives 1 build point for each home country city, resource and factory it controls. They may not build units more than 2 years ahead (see **WiFFE** 13.6.5).

If playing with **WiFFE** 14.6 ~ **PiF** option 28, each side builds and keeps track of their own pilots.

Build points may not be saved and must be used immediately to purchase army and/or navy points (**WiFFE**: units) to be placed in their respective stacks inside the minor country.

When playing with **WiFFE**, each side in the civil war may not build convoy points, offensive chits (see **WiFFE** 16.) or repair factories (see **WiFFE** 22.2).

10.5 Restrictions on Unaligned Minors

A major power may direct a minor country's units without that minor country being aligned (see 8.7.2 ~ MP4).

A directing major power may not transport resource or build point overseas using unaligned minor's naval points (**WiFFE**: convoy points).

A directing major power may not use the unaligned minor's factories and resources for the major power's production unless it is also controlled (see 8.1.2).

Such a minor may instead build (or save build points until it can afford to build) its own army or navy points (**WiFFE**: units) with its own production.

Each directed minor country has a production multiple of 1 and do not get any bonuses.

The directing major power can also use its factories with the minor's resources, and the minor's factories with its resources, but not its own factories with its own resources, to boost the minor's production. A major power using its own factories to help a minor loses them for its own production.

***Example:** Germany declares war on Poland. If Poland is only directed by a major power it would produce 2, as that is the number of resources it has. The major power directing Poland could send 1 resource to Poland's 3rd factory to give Poland a production of 3.*

Alternatively, the major power could ship the 2 polish resources to its own factories and ship its own resources to the 3 polish factories. If the major power's PM was 0.75, that would give Poland 4.5 build points (3 + 2 x 0.75) rounded to 5. This would reduce the major power's production by 3 resources and 2 factories.

An unaligned minor may not build major power convoy points, or offensive chits (**WiFFE** 16 – Option 61). Additionally, if playing with **WiFFE** 14.6 – **PiF** option 28, the minor builds and keeps track of its own pilots.

11 US Entry

[In this step the US adjusts US Entry based on events that occur outside of 8.7.1 and 8.7.2, option play]

11.1 Search & Seizure

A major power can stop major powers it is not at war with from transporting resources, build points and lend lease overseas to major powers it is at war with.

To do this it must have naval points in the sea area after

naval combat, and the major power it is not at war with must have naval points in the sea area transporting the goods to a major power it is at war with.

If a major power executes a search and seizure, all goods being shipped through this sea area to the major power it is at war with are automatically lost. For each individual search and seizure performed roll one die. On a roll of 1 or 2, add 2 to the searching major power's US entry. Increase the amount that would be added to its US entry by 1 for each full year it has been at war with the recipient.

11.2 War with a Democratic major power

All non-Democratic (except Vichy) major powers now at war with a Democratic major power are subject to a US entry effect of 1 die roll each turn. Consult the 'War with a Democrat' table on the Status Display. Add 1 to the die roll for each full 6 turns they are at war. Add the result to each major power at war with a Democratic major power.

If Japan is only at limited war with China (see 8.7.2 JA 6), subtract 1 from the die roll.

***Example:** It is Sep/Oct 1939 and Britain and France have just declared war on Germany, while Japan has been at limited war with China since Jul/Aug 1937. The US rolls a '1' on one die for Germany. It is the first year at war so the die is unmodified. German US entry is 1 less.*

Japan has been at limited war for 13 turns, so 1 is added to the die roll of '6' to give a modified total of 7 This adds 1 to Japan's total.

The US records these effects in the German and Japanese columns for the Sep/Oct 1939 turn on the US's major power chart.

Optional rule 11.2: All non-democratic major powers (except Vichy) now at war with a major power that has a level 2 treaty with the USA are also subject to a US entry effect of 1 die roll each turn in the same manner as above. If the major power with the level 2 treaty with the USA is also democratic there would be two rolls per turn.

11.3 Offensives into China

Each major power that gains an offensive (**WiFFE**: captures a city) into China suffers the same US entry effect as 11.2 for each one. You do *not* subtract 1 from this die roll due to you being at limited war via JA 6.

***Example:** We are playing with **WiFFE** and Japan has captured Nanking in 1937, the first year of war. The Chinese player rolls a 10. As this is the first year of war, the die roll is unmodified giving Japan a US entry effect*

of +3.

Note: If you lose offensives (**WiFFE**: cities) into China you do not get the rolls of US entry back. Thus you cannot afford (at least in US Entry terms) to let China successfully counterattack any of your hard fought gains.

12. Conquest

[In this step determine if a conquest (territory or minor country or major power) has occurred and implement the effects of such if it has.]

12.1 Conquest of a Territory

Each city in a territory is conquered when the *total* number of offensives into that territory equals or exceeds the city value (in red, 1 if no value marked). The major power with the most offensive points into the territory controls all the cities.

Example: *Germany has 15 offensives and Italy 4. Between the two of them they have now conquered Leningrad (German controlled since Germany has the most offensives into Russia).*

A territory is conquered when all its cities, resources and factories have been conquered or captured (see 9.4). The major power with the most offensive points on the territory's borders conquers the territory. It now controls it (subject to combined war aims restrictions).

If two or more major powers have the same highest number of offensive points, the conqueror is the major power amongst them with the lowest (better) initiative. Remove all offensives from the newly conquered territory into other territories.

You also remove all the offensive points into the conquered territory from the major power that conquered the territory and from any major power not at war with the conquering major power.

Any army points belonging to a major power that are now not allowed into the conquered territory (see 8.7.2 MP 3) must be moved to any adjacent friendly territory. If there is no such territory, all points are lost.

Example: *The Commonwealth is at war with France and Germany, France is also at war with Germany and Italy. Italy has a level 3 treaty with Germany. During the military step, the Commonwealth establishes a 1 offensive beachhead in France. Italy has 1 offensive into France from Spain, and Germany has all the remaining offensives needed to conquer France from Belgium and Germany. Germany conquers France and the German and Italian offensives are removed. The Commonwealth offensive (the beach head) remains as they are at war*

with Germany. Remaining French army points in France must now be moved to Southern France.

Naval points move to the nearest friendly coastal territory even if that means moving overseas. They still may not cross sea borders prohibited to them (see 9.2.1). If there is no friendly territory to which they can base, the naval points are lost.

Example: *The USA conquers France previously held by Germany. Germany has a treaty with Italy. German army points in France must move to Belgium, The Rhineland, Savoy, Italy or Germany (assuming that they are still controlled by Germany or Italy). Germany's naval points must move to Belgium (the nearest friendly coastal territory). The USA now controls France unless it has combined war aims with France, in which case France controls it.*

12.2 Conquest of a Minor Country

A minor country is incompletely conquered if its home country has been conquered, but the minor or its controlling major power still controls at least one of the minor's original territories (e.g. Iceland in Denmark's case).

A minor country is completely conquered if it or its controlling major power controls none of the minor's original territories.

When playing with **WiFFE**, the minor country is incompletely or completely conquered as per **WiFFE** 13.7.1.

12.2.1 Incomplete Conquest of a Minor Country

If a minor is incompletely conquered, the minor's political marker is kept on the Status Display and the minor retains its League of Nation voting rights. The minor also remains at war with the major power(s) conquering it.

When playing with **WiFFE**, the controlling or directing major power must choose a new home country for the minor as per **WiFFE** 13.7.1 except that a home country of the controlling major power may only be chosen as the minor country's new home country if it is aligned.

12.2.2 Complete Conquest of a Minor Country

If a minor country is completely conquered remove its marker from the Status Display. It does not retain its League of Nation voting rights.

If a minor country is not aligned at the time of its complete conquest, its NPs (**WiFFE**: naval units) become controlled by the major power that last directed it.

12.3 Conquest of a Major Power

A major power is completely conquered when it controls no territory on the map. It is incompletely conquered if its home country has been conquered, but it still controls at least one territory.

A major power may also declare itself conquered by the play of its option MP 5 (see 8.7.2).

When playing with **WiFFE**, see **WiFFE** 13.7.1 to determine conquest.

When a major power is conquered (either completely or incompletely), apply the US entry and minor country effects stated on the conquered major power's 5 card.

Each time the major power's home country is conquered or surrendered (UK only in the case of the CW), that major power loses 1 political effectiveness for each enemy major power with offensives (**WiFFE**: units) into the home country and each such enemy major power gains 1 political effectiveness. This is in addition to the effect of surrender (see 8.7.2 MP5).

Complete conquest

If the major power is completely conquered, move its political initiative marker to a position lower than all major powers not completely conquered.

The major power is out of the game until liberated (see 8.7.1 IPO 6). Its US entry total is no longer included (see 8.7.2 US 4) until liberation.

Keep the major power's political marker on the Status Display solely for reference purposes when activating minor countries. The completely conquered major power's minor effects can still move minors on the display. It does not count for increasing the cost of moving minors stacked with it, and another major power may occupy the hex it is in.

Incomplete conquest

The incompletely conquered major power must announce a new home country from one of her remaining controlled territories. She now fights on. This major power can be again incompletely conquered if her new home country is again conquered.

Effects of Peace

At the end of Political option play all major powers now no longer at war with another must reduce their PML to their peacetime maximum.

All their aligned minor countries are placed back on the Status Display, with an alliance marker, under its controlling major power. All other alliances and guarantees from other major powers to the minor are

cancelled. Remove from the map the minor's army and navy points recording the totals for the next time they are aligned.

Additional **WiFFE** effects also apply to major powers not at war with other major powers (see **WiFFE** 9.6, 10.1, 10.2, 13.4, 13.6, 13.7 and 22.1).

When playing with **WiFFE** use all the additional effects of conquest described in **WiFFE** 13.7.1.

13. End of Turn

Check the victory conditions to see if the game is over. If the game is over determine a winner.

In reverse initiative order, each major power must return its controlled and directed naval points at sea to a base. This is done exactly like a naval move in reverse – naval points end at a base instead of starting there. If they have no base within range, the naval points are destroyed instead. See 9.2.1 for naval point basing restrictions.

14. Non-Aggression Pacts & Garrison Ratios

A non-aggression pact may come into play in a number of ways (see 8.7.2 MP 3, MP 5 & IT 6).

A major power may immediately break a non aggression pact if one of its territories (**WiFFE**: hexes) or army or navy points (**WiFFE**: units) is attacked or moved into by any unit that started the impulse in a territory (**WiFFE**: hex), or was transported by an NP (**WiFFE**: unit), belonging to the major power it has the non-aggression pact with.

If any of these actions occur, you break the pact simply by announcing that the pact is now broken. If it does so it may, but doesn't have to, apply all the effects of 8.7.1 IPO 11 (cost, US entry and minor country effects).

Apart from the above, once a non-aggression pact is in effect between two major powers they may not declare war on each other for a specified amount of time, (exception: level 3 treaty, see 8.7.2 MP 3) 3 turns if Fascist, 4 turns if Communist and 6 turns if Democrats. These limits recommence when a treaty is re-negotiated.

A major power may only break the pact and/or declare war on another major power with which it has a non-aggression pact if it *exceeds* a modified garrison ratio of 3:1 in army points in all territories that border territories controlled by the other major power (known as a common border). If there isn't a common border, a major power may not break the pact.

The modifications are:

- all Communist major powers ~ increase their ratio by 1 against all major powers;
- each *casus bellum* (see 8.7.2 MP 4) a major power has with that major power ~ decrease the ratio by 1 (i.e. 3:1 becomes 2:1 and 1:1 becomes 1:2);
- all the other major powers are either completely conquered, or at war with other major powers ~ decrease the ratio by 1;
- tearing up *all* levels of a treaty reduces the ratio by 1 for both major powers; and
- after each 6 turns from the time that the major powers may declare war on each other, reduce the ratio by 1.

Example: *the Soviet Union signs a level 1 treaty with Germany in Sep/Oct 1939. As she is a communist, she cannot declare war for the following 4 turns.*

In Jul/Aug 1940 the Soviet Union requires 4:1 to declare war on Germany (up a level as she is Communist). In Jul/Aug 1941 the ratio is reduced to 3:1.

The US enters the war in Nov/Dec 1941. As all other major powers are now at war, the Soviet Union's ratio improves to 2:1. the Soviet Union rips up the treaty with Germany (IPO 11), reducing the ratio to 1:1.

As the Soviet Union has more than 1:1 in army factors against Germany on their borders she can at last declare war on Germany. She immediately attempts to play her option 4 against Germany.

When playing with **WiFFE**, entry chits are chosen to add to the defensive and offensive garrison ratios (see **WiFFE** 13.2) with the following changes:

- a major power may only draw an entry chit(s) if the major power it has a non aggression pact with is not in its ideology;
- a major power may only draw an entry chit(s) if it is in an ideology;
- the common border is as per **WiFFE** 9.5;
- Germany may draw up to 2 chits a turn in total to be placed on her common borders;
- the Soviet Union, Commonwealth, and the USA may draw up to 1 chit a turn to be placed on all their common borders; and
- All other countries may only draw 1 chit every other turn to be placed on their common borders.

15. Optional Rules

15.1 Hidden Play

Instead of only choosing an option when play gets to a major power, each major power chooses an option secretly before any bidding. Record the selected option on

the major power's chart. Also record any target country the option requires and any other discretionary elements necessary (e.g. how many levels of treaty are being canceled if IPO 11 is played, or who the major power is combining with and against if IPO 14 is played).

After all major power's have recorded their selected option(s), bidding and ranking of major powers proceeds as normal (see 6.).

If a major power chooses an international option this turn that is played by another major power before the major power's turn, it may not play an option at all, except it may play option 0(c) if its choice was IPO 10.

However the major power gets to activate a minor country (see 8.5), and still rolls to end the political affairs step (see 8.6) as usual.

If the major power hasn't played any other option (e.g. bidding for multiple options) by the end of political affairs, it still earns bid points equal to its political effectiveness.

15.2 Leaving Your Ideology

The normal rules permit a major power to move around within its ideology but not to leave it. If playing with this optional rule, that restriction no longer applies to the Commonwealth, France, Italy, Japan or China. The USA must remain a Democrat, Germany must stay a Fascist and the Soviet Union must stay a Communist. All others can change ideologies by playing IPO 1 moving towards your chosen new ideology.

Use the normal major power political marker movement rules (see IPO 1), with the exception that a major power can move the minors it stacks with to the borders of an ideology but must leave them behind when it crosses into the neutral zone. Once in the neutral zone it may not move any minors it is stacked with.

A major power that leaves an ideology reduces all level 3 treaties to level 2.

A major power in the neutral zone can only play IPO 1.

A major power may not enter an ideology if it is at war with a major power in that ideology.

While in the neutral zone, a major power's production is halved [*Design note: this represents the political instability inherent in such a major change in political direction*].

When a major power leaves an ideology, subtract its unmodified number of victory cities needed to win from the 'Total Needed' for the ideology it is leaving (see 4.).

When a major power enters an ideology from the neutral zone, add 2 to the current number of victory cities listed under 'Total Needed' it needs to win (see 4.). Note that this increase is cumulative if the major power were to enter a new ideology more than once during the game.

When a major power joins a new ideology add its modified number of victory cities needed to win to the 'Total Needed' for its new ideology (see 4.).

15.3 Totally Wild

If playing with this optional rule, all major powers can leave their ideology, and join others as specified in 15.2 above.

If the USA leaves the Democratic ideology she is still restrained by 8.7.2 US 4 but the calculation becomes:

Target major power + 1/2 all other major powers in that ideology - US - 1/2 all other major powers in the USA's ideology.

Victory (see 4.) is modified as per 15.2 but with the additional change that when Germany, the Soviet Union or the USA enters an ideology from the neutral zone, add 4 (instead of 2) to the current number of victory cities listed under 'Total Needed' it needs to win (see 4.).

15.4 Oil War

Each oil you control allows you to freely move up to 50 army or naval points or a combination of both, that is not greater than 50, this turn (see 9.2.1 and 9.3.1).

These points may only be moved if they can trace a path free of enemy units from the oil to the points being moved. If tracing overseas, it may be traced through areas containing enemy points provided the sea area also contains friendly points.

Oil used to move units cannot be used for production.

All points not supplied oil can only move a maximum of one area this turn.

If playing with **WiFFE**, use **WiFFE** 13.5.1 instead of this rule.

15.5 Treaty with the Devil

A major power may sign a level 3 treaty with any major power from another ideology if a major power from the third ideology is at war with both major powers, and has at least one offensive point (**WiFFE**: any in supply enemy unit) in either of the two major powers' home countries.

Whenever the enemy major power no longer has any offensive points (**WiFFE**: any in supply enemy unit) in either home country, the level 3 treaty with major powers from differing ideologies automatically regresses to a level 2 treaty. This is not considered a breaking of the treaty (see 8.7.2 IPO 11).

15.6 Austrian Tension

Historically Austria caused a great deal of tension between Germany and Italy and it is doubtful that either would have moved without the other's permission. To reflect this, neither IT 7 nor GE 7 can be played, unless the other major power agrees and plays its 0(f) this turn. This is in addition to the other prerequisites.

15.7 Ultra

Provided the CW and/or the USA have an initiative less than Germany and/or Japan, they decide whether they will move and attack with their forces before or after Germany and/or Japan this turn.

15.8 The Trans-Siberian Railway

The capacity of the Trans-Siberian railway is relatively limited. Thus, only 30 APs per turn may move between Russia and Siberia. The attack limit across their borders remains unaffected.

15.9 Supply

Each major power must trace supply from their army points back to its home country or to a home country of a level 3 treaty partner in order to declare a land combat from a given territory.

A minor's army points may trace supply to their controlling major power's home country or the minor's home country.

A major power may trace supply across all territories controlled by the major power. A major power may trace supply across a politically controlled minor only if the major power has army points in the minor or is allowed to move army points into the minor (see 8.1.4).

A major power may trace supply across a territory controlled by a level 1 or greater treaty partner with that partner's permission.

A major power may trace supply across a sea area if there are no naval points belonging to a major power at war with the major power tracing supply in the area.

15.10 WiFFE US Entry (WiFFE only)

Entry & Tension Pools

Create a US entry pool for each major power, including the USA (see **WiFFE**: 13.3).

Create a tension pool for each non-Democratic major power, including major powers leaving the Democratic ideology (see 15.2 & 15.3).

Entry Chits

Use the **WiFFE** 1939 and 1940 entry chits to create a common entry chit pool for 1936 ~ 1940. Use the normal dated entry chit pools from 1941 onwards. Use **WiFFE** 13.2 if the chit pool is emptied recording the 'known' US entry, and returning half the chits in the entry and tension pools as well as the offensive and defensive markers.

When a major power plays a political option multiply the standard **DoD III** US entry value (after all modifications ~ see 8.4.4) by three.

For every ± 10 US entry, randomly select 1 chit. If there is any remaining value roll a d10. If the roll is less than or equal to the value another chit is randomly selected.

In all cases, US 6 (see 8.7.2) and/or a Republican US government (see 8.7.1 IPO 10) will affect the roll for US entry chits and not the value of the chits themselves.

If the US entry values are positive, the chit is selected from the common chit pool and added to the appropriate major power's entry pool. However, if a non-Democratic major power is required to add a chit, the USA player may instead move a chit from that major power's entry pool to its tension pool.

If the US entry values are negative, the chit is selected from the appropriate major power's entry pool and returned to the common chit pool. If there are no chits in the appropriate major power's entry pool, a chit is randomly selected from the common chit pool and its value subtracted from the major power's 'known' US entry. This chit is then returned to the common pool.

A major power that is completely conquered or that unconditionally surrenders moves all entry and tension chits back to the common chit pool.

A major power with chits in its tension pool that becomes a Democratic major power moves those chits into its entry pool.

WiFFE US Entry options

The only **WiFFE** US entry options that may be chosen are 1, 4, 11, 16, 20, 22, 24, 25, 26, 28, 29, 32, 33, 34, 36, 38, 40, 41, 43, 44, 46 and 50. If playing with optional rule 8.7.1 IPO 19.1 US entry options 13, 23 and 31 are added

to the list.

LiF US entry options

If playing with **Leaders in Flames (LiF)**, use the rules in **LiF** 5.3.3 to implement actions 10, 11, 12, 16, 44 and 45.

LiF entry action 10 and 12 have minor country effects equal to half of China's war chart.

LiF entry action 11 has minor effects equal to half of the Soviet Union's war chart. **LiF** entry action 16 has minor effects equal to half of Yugoslavia's war chart.

For **LiF** entry action 12 (Japan's use of poison gas revealed) the minor effect may only be applied once per turn.

LiF entry actions 44 and 45 have no minor effects. A major power may only rent convoy points from a controlled minor if the controlling major power agrees.

If a Democratic major power rents convoy points, the chit is removed from the entry pool of the closest on map Fascist major power to the minor from whom the convoys are being rented. If the pool is empty use **LiF** 5.3.3.

Implementing Options

When implementing options, change the term 'Axis' to 'non-Democratic' and change the term 'Allied' to 'Democratic'.

These actions do not require any political option play and are played during **WiFFE**'s US entry step as usual. Each action is free (although a major power still has to pay for rented convoys ~ see **LiF** 5.3.3).

A US entry option may only be chosen against a major power if the US's modified US entry against that major power is at least equal to the value required to play that option and that major power is at war with a Democratic major power. Options may also be played against Japan while she is at limited war with China (see 8.7.2 JA 6) but only if another fascist major power is at war with a democratic major power.

Where an option is specified against Japan, it can also be played against the CW and China while they are not democratic.

Where an option is specified against Germany or Italy, it can also be played against the CW, France or the Soviet Union while they are not democratic.

A US entry option that is not directed against a specific major power may only be chosen if the US's entry level against every major power in one non-Democratic ideology, one of whose members is at war with a

democratic major power, is at least equal to the value required to play that option.

Finally, if the option is to support a major power, it can only be played if that major power is democratic and has a level one treaty with the receiving major power.

Example: The US want to play US entry option 16, Gift of Destroyers to Commonwealth. To do this, the US entry against Germany, Japan and Italy, or the Soviet Union, must be 11 or greater and the Commonwealth must be democratic, at war with a major power in that ideology, and have a level 1 treaty with the USA.

Furthermore, the USA may only play US entry option 4 if Paris is democratically controlled.

Finally, US entry options 22 & 34 do not increase production by themselves. Instead, and in addition to all other prerequisites, the US major power cannot play US2 to gear up from a PM of 1/4 until US entry option 22 is played. She cannot play US2 to gear up from a PM of 1/2 until US entry option 34 is played.

US Entry actions

Ignore the US entry effects in 11. above. Instead use the following:

Search and Seizure: use the search and seizure rules in **WiFFE** 13.3.3 and 13.6.1. Change the term 'Axis' to 'non-Democratic' and change the term 'Allied' to 'Democratic'.

Offensives into China: While China is a Democratic major power, each time a major power at war with China takes control of any Chinese city currently controlled by China, the US player rolls for an entry chit as per **WiFFE** 13.3.3 effect #10 (#9 with **LiF**).

War with a Democratic major power: for every major power that has conquered or is at war with a Democratic major power, the US rolls a d10 every turn. On a 3 or less the US adds, face down, an entry chit to that major power's US entry total.

The die roll is modified by -1 for each 3 turns a major power has been at war with the Democrat.

If Japan plays JA 6, thus being at limited war with China, the die roll required is half the above (e.g. 2 instead of 3 for the first year at limited war, 3 the second and so on).

Close the Burma Road: In order to play this US entry action you must have a lower initiative position than China and any major power she has a treaty with.

The Burma Road may be reopened by the USA playing US entry 24 (see 15.10).

You do not roll for any other **WiFFE** US entry actions (they are covered by the **DoD III** US entry rules).

US Entry value

The base US entry versus a major power is calculated by adding the major power's 'known' US entry to the value of the chits in the major power's entry pool.

The modified US entry value versus a major power is calculated as follows:

- Versus a Communist = Target major power's base US entry + (1/2 x the total of all other Communists' base US entry) - the USA's base US entry - (1/2 x the total of all other Democrats' base US entry).
- Versus a Fascist = Target major power's base US entry + (1/2 x the total of all other Fascists' base US entry) - all Communists' base US entry totals - the USA's base US entry - (1/2 x the total of all other Democrats' base US entry).

The base US tension value versus a major power is calculated by adding the value of all the chits in the major power's tension pool.

The modified US tension value versus a major power is calculated as follows:

- Versus a Communist = Target major power's base US tension + (1/2 x the total of all other Communists' base US tension).
- Versus a Fascist = Target major power's base US tension + (1/2 x the total of all other Fascists' base US tension) - All Communists' base US tension.

Declaring War

The USA may declare war on a major power by playing US 4 and rolling successfully on the **WiFFE** 'It's War Chart'. The roll on the 'It's War Chart' is not made until the **WiFFE** portion of the turn, and it may be attempted once per impulse per target major power.

The USA may also attempt to declare a reactionary war (see 8.7.2 MP 4) without having to play US 4 during the political portion of the turn. If the US attempts a Reactionary war, and all the attempted rolls on the 'It's War Chart' fail then the USA does not owe a US 4 reactionary declaration of war.

Unlike **WiFFE**, separate rolls are required when attempting to declare war on Germany and Italy.

The following modifiers to the die roll on the 'It's War Chart' replace those indicated in **WiFFE** 9.4:

- -2 versus a major power if it conquered the United Kingdom from a Democratic Commonwealth.
- -2 versus a major power if it conquered a Democratic Nationalist China.

- -1 versus a major power with a unit in an unconquered Democratic Nationalist China.
- -1 If the USA is already at war with any major power in the same ideology.
- +2 versus a major power with an unconquered home country on the Pacific map (e.g. China, Commonwealth, the Soviet Union and Japan at the start of the game) if US entry option 26 has not been played.
- +3 to the die roll if the USA PM is 3/4 or higher.

If the US fails an entry roll, remove one tension and one entry chit from the target major power's tension pool and entry pool respectively and return them to the common entry pool.

If there are no chits in the major power's entry pool or tension pool to pick, then pick a chit from the common chit pool and add it to the US entry pool.

15.11 Adding US Entry (WiFFE only)

If not playing 15.10, you may still play one of the **WiFFE** US entry options specified in 15.10 (except 22 & 34) during any **WiFFE** US entry step provided

- all the conditions in **WiFFE** 13.3.2 are adhered to;
- the option chosen is directed either to assist a democratic major power that has a (any level) treaty with the US and is at war with a non-democratic major power; or against a major power at war with a democratic major power; and
- the modified US entry (see 8.7.2 US4) against the enemy major power is 50% greater than the US entry level required to choose this option. Where no enemy major power is specified, the US entry level against every (non Vichy) major power in the ideology at war with a democratic major power (US player's choice if more than one) is 50% greater than the US entry level required.

Options may be played against Japan if she is at limited war with China (see 8.7.2 JA 6) only if another fascist major power is also currently at war with a democratic major power.

Half the number in parenthesis to the right of the US entry option is added to the USA's entry total.

Example: *The US decides they want to choose US entry option 11, US east coast escorts. They can only choose the option when Italy, Germany or the Soviet Union is at war with a Democratic major power and the US entry level against that major power (any if all are at war) is more than 17. 4 US entry is added to the US's total.*

If the US instead had gone for entry option 25 (repair

Western Allies ships), she would have needed a total of 38 or more against every major power in one ideology one of whose members is at war with a Democratic major power that has a level one treaty with the USA.

When you go to war with a major power (or all major powers in an ideology), you may choose every unchosen option aimed against that major power (or all unchosen options) as usual (see **WiFFE** 13.3.2).

16. Playing with World in Flames

DoD III can be played in conjunction with **World in Flames** from the start of 1936. In effect, this lets you use the **World in Flames** military rules in place of those explained in rules 9. However, there are some other minor rules changes (in addition to those interspersed throughout the rules) necessary and these are explained here.

Set aside all army and naval points. The **World in Flames** combat counters are used instead.

All references to the USSR and the Soviet Union in **WiFFE** and **DoD III** refer to the same major power. Please consider the terms interchangeable for the purposes of the game.

16.1 Total War: 1936~1946

This is not the end. This is not the beginning of the end. It's the beginning of the beginning. Now is the moment that Fascism unleashes her claws. Can you tame the tiger?

First turn: Jan/Feb 1936

No. of turns: 66

Maps used: All

Initiative: Fascists +2, Communists +1, Democrats 0.
You *do* roll for initiative on the first turn (see 16.5).

Last weather modifier: Nil.

War status: All major powers are at peace with all other major powers and minor countries except Italy is at war with Ethiopia.

Set Up: Refer to the **DoD III** set-up chart below and **WiFFE** 24.

Entry Chits: Optional, see 15.10 above.

Reserves: No major power has called out their reserves.

Control: As specified on the **WiFFE** maps except that Austria and Czechoslovakia are neutral minor countries;

the Rhineland (all hexes in Germany west of the Rhine) is a neutral territory;

Ethiopia is a minor country directed by the Commonwealth;

Italy controls all hexes in Ethiopia more than one hex from Addis Ababa;

all Japanese controlled hexes in China and Hainan are Nationalist Chinese controlled home country hexes; and

Lan Chow and all adjacent hexes are communist controlled.

Intelligence points: None.

Off-map production: NA.

At start Naval Treaty values: Classic ~ USA 10; USSR 15; Germany 16; France 18; CW 19; Italy 21; Japan 26.

Deluxe ~ Germany 16; USSR 20; USA 21; CW 33; Italy 39; France 42; Japan 44.

CLiF ~ USA 31; USSR 35; Germany 40; France 51; CW 64; Italy 69; Japan 78.

Special Rules: Remove Yeremenko, all SS units and all Italian Ethiopian territorials from the game. Japan and the USA start with a trade agreement (see **WiFFE** 5.1).

Special Victory conditions: None (see 4.).

Historical objectives: Nat. China ~ 4, CW ~ 23, France ~ 7, Germany ~ 0, Italy ~ 0, Japan ~ 0, USA ~ 17 and USSR (incl. Communist China) ~ 16.

16.2 Sequence of Play (WiFFE 3)

The **DoD III** political step is played before any of the **WiFFE** steps.

16.3 Reinforcement Stage (WiFFE 4)

If the Naval treaty rules have not been suspended (see 8.7.1 IPO 15), then after all reinforcements are placed, recheck the naval ratios and the PE modifiers (see 8.7.1 IPO 15).

If playing with the LiF leaders

The leader reinforcement rules, described in **LiF** 4.1, are modified as follows:

- The leader rules are based on three sides, corresponding to ideologies, instead of two as in **WiFFE**.
- Franco is only added to the 'cup' immediately upon Nationalist Spain coming into existence.
- Mannerheim and Franco are considered neutral leaders, until Finland and a Nationalist Spain are politically controlled by a major power. While each country is so controlled, the corresponding leader is considered to be a leader of its controlling major power for vetoing purposes.
- See **LiF** 4.0 for rules on when to start Leader

reinforcement.

16.4 Lending Stage (WiFFE 5)

Lending resources and build points (money) is restricted by a major power's treaty level (see 8.7.2 MP 3 and 8.7.2 US 3) in addition to normal **WiFFE** rules. Also see 10.1.2 and 10.1.3 for rules regarding transportation of resources and build points.

16.5 Ideological Initiative (WiFFE 6)

Major power initiative for purposes of the political step has already been determined. This has no effect on the conduct of military affairs. For purposes of determining the order of actions in the military step, use a variant of the **World in Flames** initiative rules modified to include 3 ideologies, not 2.

The ideological initiative track is on the Status Display. During **WiFFE**'s Initiative stage, each ideology rolls one die. The major power that rolls the die is the major power from each ideology that is lowest on the initiative track.

Example: Germany is 1st in initiative, Italy is 2nd, the USSR is 3rd, France is 4th, the Commonwealth 5th, Japan 6th, the USA 7th and China 8th. For this turn Germany would roll for the Fascists, the Soviet Union for the Communists and France for the Democrats.

Add the box the ideological initiative marker is in to that ideology's roll.

The ideology that went first the previous turn loses all ties. The ideology that went last the previous turn wins all ties. For the first turn, the Fascists win all ties and the Democrats lose all ties.

A major power rolling the die may demand a re-roll if its ideology is in the +1 or +2 box. The ideology that came last in the roll has first choice, and if that ideology decides not to re-roll, the ideology that came second has second choice to re-roll.

The initiative can only be re-rolled once. If a major power demands a re-roll, move its ideology's initiative marker down one box on the track. All ideologies now re-roll the die.

After resolving initiative, the ideology that has the second highest initiative can elect to have their impulse after the ideology with the lowest initiative. The ideology that is highest in initiative then chooses where in the initiative order it wishes to move.

Example: The Fascists win the initiative, the Democrats are second and the Communists last. France decides that the Democrats will have their impulse after the

Communists. Germany then decides that the Fascists will have their impulse after both other ideologies. The Communists therefore, must have their impulse first.

When playing with **WiFFE** 22.1 (Option 63) Intelligence, and a major power chooses to secretly roll the next initiative roll, it may keep the roll for its ideology or pass it to one of the two other ideologies.

After an ideology is completely eliminated from the game (e.g. the Soviet Union is completely conquered and the Communist Chinese control no units or home country cities) then use the standard **WiFFE** system for initiative.

16.6 The Action Stage (WiFFE 7-11)

An unaligned minor's convoy points belong to the minor, not the directing major power, until the minor is aligned or completely conquered (see 12). Use a marker to differentiate them from the major power's.

Major Power units may not enter hexes controlled by their directed minor countries, until aligned (see IPO 5).

The forces of an unaligned minor count against its controlling or directing major power's action limits.

Neutral major powers directing a minor country may pick other actions apart from a combined action (see **WiFFE** 10.0). However the number of movements or attacks that the major power itself may do is still limited as if it had picked a combined action.

A major power directing a minor may not have the minor's land or air or naval units move into any hex outside the minor's original control (they may move into sea zones/boxes), until the minor is aligned (see 8.7.2 MP 4).

A major power controls passage through a restricted waterway if it can pass through that waterway as defined in **WiFFE** 11.4.4. References to 'the other side' should be changed to 'a major power from another ideology.'

Germany may deny passage through the Kiel Canal at any time to anyone. A major power may not deny any other passage to a major power that is not at war with it, or a major power it has a treaty with, unless it plays MP 4 against that major power.

A major power gains control of a minor's restricted waterway only if the minor is aligned or the waterway is taken militarily.

Use the **WiFFE** rules regarding multiple states of war except where modified below and in 8.7.2 MP 4.

During naval combat, if major powers from two ideologies are at war with a major power from a third,

combine the two ideologies fleets for the naval combat.

If major powers from all three ideologies are at war with each other, you fight a three way naval battle.

***Example:** The Soviet Union, Japan and the USA are all at war with each other. The Commonwealth is at war with Japan, but not the Soviet Union. Japan moves a fleet into a sea area containing naval units of the other 3 major powers. Japan then initiates a naval search in the sea area. The USA and the Commonwealth are one side, Japan is another and the Soviet Union is the third.*

When such occurs each side rolls their respective search roll. If only one side finds, then it chooses one of the other sides to find. Then it goes on to pick which boxes and one round of naval combat continues as normal. If two sides find, then they conduct one round of naval combat amongst themselves.

If all three sides find then the side with the highest number of surprise points may elect to engage or avoid. If it chooses to avoid, the other two sides conduct one round of naval combat. If it chooses to engage, it decides which side (or both if it prefers) will be included in this combat round.

If there is a tie for the highest number of surprise points, then the side that initiated the naval must engage, and gets to choose which of the other two sides (or both if it prefers) will be involved in this round of naval combat.

***Example:** Continuing the above example, all 3 sides roll a search roll. Each side rolls well enough that some of their units find. The Soviet side has zero surprise points with regards to both the Japanese and the US/Commonwealth. The Japanese have two surprise points versus the Soviets and zero versus the US/Commonwealth.. The US/Commonwealth have three surprise points versus the Soviets and one versus the Japanese side.*

Since the US/Commonwealth have the most surprise points, they decide to attack only the Fascists (Japan) this round.

After one round of combat, each side (even the one not involved) may elect to abort from the sea area as per **WiFFE** 11.5.11. Then, if two or more sides still remain continue on to the next search roll.

16.7 Last Impulse test (WiFFE 12)

This is identical to the procedure in **WiFFE** except:

- a) You use **DoD III's** Impulse track (see the Status Display) rather than **WiFFE's**;

- b) each ideology rolls for the end of turn after its turn;
- c) you move the impulse marker after each ideology has had its turn; and
- d) passing modifies the die by -1 only if all major powers in the ideology pass.

After the end of the impulses, adjust the ideological markers on **DoD III**'s initiative track as follows:

(a) if an ideology had more impulses than both of the others, move its marker one space towards the -1 box. If it is already in the -1 box, it remains there and the other ideology's markers move one space towards the +2 box.

(b) if an ideology had fewer impulses than both of the others, move its marker one space towards the +2 box. If it is already in the +2 box, it remains there and the other ideological markers move one space towards the -1 box.

16.8 US Entry (WiFFE 13.3)

Unless playing with option 15.10, **WiFFE** US entry is replaced by the **DoD III** US entry rules.

16.9 Production (WiFFE 13.6)

Use the production rules in **WiFFE** 13.6, except as modified by the DoD production rules (see 10.), and as follows:

- Money (and debts) are still kept track of on the money track. When playing with **WiFFE** 13.6.8 option 31, saved build points bought by money are still represented on the map; and
- Nationalist China may only build one aircraft unit until they have made a treaty with the USA or Soviet Union.

If playing with the **AiF-WiFFE** supergame rules, the following replaces the supergame's Atomic research rules.

Each major power may start researching the bomb from the turn that major power and its level 3 treaty partners have a sum of 10 or more research sites on-map, or Jan/Feb 1945, whichever comes first.

The standard cost of each research roll is *increased* throughout this campaign to 25 build points each, less 1 for each research site a major power and its level 3 treaty partners have on-map. They still cost a minimum of 5 per research roll even if a major power and its level 3 treaty partners have more than 20 sites. The cost of a research roll(s) may be divided amongst level 3 treaty partners. A major power may deny another major power's offer to help pay for a research roll if it so chooses.

Research points are kept track of individually by major powers. If a major power is the sole payer for a research roll(s), disregarding the fact that it may have benefited from its allies' research centers, it may keep the results to itself. Otherwise the results are shared amongst level 3 treaty partners.

Any major power may build research sites from the turn the USA is at war with *all* Fascist major powers not completely conquered.

Non-Democratic major powers pay 30 build points for each site, and the Democratic major powers pay 25 build points for each site. Reduce the cost of each site by 1 (minimum cost 10) for each on-map site that major power, and any of its level 3 treaty partners, have. They take 3 turns to build.

Each major power may only contribute towards the cost of 1 research site per turn. When they arrive as reinforcements, they must be placed in the home country of the major power that contributed the most to its cost.

Research sites may be destroyed in the same manner as factories (if playing **WiFFE** option 30) *after all* other targets in the hex have been destroyed.

The research sites on the **AiF** maps are ignored.

16.10 Conquest (WiFFE 13.7.1)

Use the **DoD III** conquest rules (see 12. above) instead of **WiFFE**.

16.11 Allied Support (WiFFE 13.7.2)

Ignore this step unless playing with **DoD III** 15.10.

16.12 Mutual Peace (WiFFE 13.7.3)

Major powers may only come to mutual peace by playing their MP 5 (see 8.7.2), except Italy and France who can do it through play of IT 6 and FR 7.

16.13 Vichy Declaration (WiFFE 13.7.4)

This step is ignored (Vichy declaration is now one form of surrender ~ see 8.7.2 MP 5).

16.14 Liberation (WiFFE 13.7.5)

The effects of liberation occur upon the playing of IPO 6. Hexes and countries may be reverted subject to the treaty rules (see 8.7.2 MP 3) and combined war aims (see 8.7.1 IPO 13).

16.15 Surrender (WiFFE 13.7.6)

This step only applies to minors (including minors that are involved in a civil war). The effects of major powers' surrendering occur upon the playing of 8.7.2 MP 5.

16.16 Victory Check (WiFFE 13.8)

Use the **DoD III** rules (see 4. above) to determine if the game has been won. If it hasn't, apply the **WiFFE** final reorganisation rules, and then have another game turn.

16.17 Intelligence (WiFFE 22.1)

The Intelligence rules are based on three sides, corresponding to ideologies, instead of two as in **WiFFE**. They are not used until at least three major powers are at war with other major powers.

If a major power is the only major power in its ideology it receives two intelligence operations at no cost.

If the Democrats tie for the highest roll they are assumed to have out-rolled the other ideologies by one.

If the Fascists and Communists tie for the highest roll they have both out-rolled their opponent by one (i.e. they both get to collect 1 intelligence point per multiple).

17 Converting to World in Flames

DoD III can be played with or without **World in Flames**. Another option is to convert to playing with **World in Flames** after a certain point. Playing this way is a good choice if you want to get to the main event (World War II) as quickly as possible. You can convert at the end of any turn provided all players agree.

17.1 Converting Army and Naval Points

First, you place all available **World in Flames** units into the relevant force pools (see **WiFFE** 24.1.5).

If you are not at war with another major power, you now must remove all your reserve units from the game and subtract their build point total from your on map army points. You choose which territories to subtract these army points from.

If there aren't sufficient army points on the map to cover the cost of all reserve units, those reserve units not paid for are set aside. They will not be set up on the map when you are next at war, instead going into your force pools at that time.

Next, in each territory in which you have army points, you must replace them with **World in Flames** land or aircraft (except NAV) units that have a build point cost equal to the number of army points. You can have units worth less build points than the army points they replace if you wish.

You may (if you wish) replace army points in *your home country* with units on the production circle as if you had built them during this turn. So, if you replace five army points with a LND, you could put it three turns ahead on the spiral. This is important in determining your gearing limits for the next turn. If you put nothing on the spiral, your limit will be only 1 of each type in the first turn.

If playing with **Planes in Flames**, you must also pay for pilots. The aircraft purchased may only be randomly chosen from those available in this or previous years. If you build more units than this, you must pay the extra cost for building ahead (see **WiFFE** 13.6.5).

In each territory in which you have naval points, you must replace them with **World in Flames** naval and/or naval aircraft units that have a build point cost equal to the number of naval points. You may have units worth less build points than the naval points they replace if you wish.

You may replace naval points in *your home country* with units in the construction pool, or on the production circle as if you had built them during this turn. Those in the construction pool cost only the first cycle cost of production, not the cost for both cycles. Those on the production circle cost the first cycle cost if you place them face-down and both cycle costs if you place them face-up.

Example: Germany could replace three naval points in Germany by putting the Prinz Eugen in the construction pool or face down five turns ahead on the spiral. Alternatively, Germany could replace eight points in Germany with the Prinz Eugen on the WiFFE map or face up five turns ahead.

Although you choose the type of unit to be built, the actual unit chosen from the specific force pool is randomly chosen.

If a force pool contains no units, you may build ahead provided you pay the extra cost (see **WiFFE** 13.6.5).

Your major power's points in a minor country that you control (other than those you have conquered) must be that minor country's units if possible. Excess points can be your major power's.

17.2 Converting Offensive Points

The player in the highest (worst) initiative position chooses a territory with offensive points into it to be converted. Each player with offensive points into the territory converts a point in initiative order. Then they do so again and continue until all their points are used up. Then the player in the next highest initiative position selects a territory to convert and so on.

Offensive points into a territory are converted into control of hexes in that territory. Each offensive point converts into an 8 movement point advance into the territory as if a motorised unit was moving in fine weather.

Pick a hex in the territory adjacent to a hex you control, then a second adjacent to the first, then a third adjacent to the second, and so on. Count the movement point cost of each hex taken (including terrain but not weather). You stop when you have expended up to 8 movement points.

Each hex containing a fort or fort hexsides cost double normal terrain costs for the purposes of this calculation.

You can always take 1 hex with an offensive, even if it would cost more than 8 movement points (e.g. a swamp).

After the end of the advance, any hex or group of hexes wholly surrounded by your controlled hexes also becomes yours (even if they contained enemy cities). This means that you can only take most coastal hexes by advancing through them because they usually can't be surrounded by hexes you control.

After each advance, the defender has a one hex counter attack. You can take any hex in the territory adjacent to a hex or land section you control. It needn't be one of the hexes just taken. If this leaves an enemy hex or group of hexes surrounded by hexes controlled by you, they also become yours.

You can take an off-map box's land section by the expenditure of 5 offensive points. The defender does not get a chance to recapture the land section.

Example: Germany has one offensive point into France as well as controlling Germany and Belgium when the players decide to convert to World in flames. The German player takes the 3 French coastal hexes from Calais to Rouen, W1531, W1430, Paris, W1230 and W1130. These 8 hexes are all clear, so the total movement point cost is 8.

All hexes in the isolated region (including Lille) become German controlled. The French now get to counter-attack a hex adjacent to a hex they control, and decide to recapture Paris.

If you don't have enough offensive points to conquer a country, you can't take control of the last hex necessary to conquer that country (even if possible with the number of offensive points you have, as it is in France, for example).

If you can't apply your offensive points because you don't control any hex adjacent to the target territory, all those offensive points are lost.

To convert an invasion, select an initial hex in the invaded country that is on the coast of the sea area you invaded from. If there are two **World in Flames** sea areas where there is only one **DoD III** sea area, you can pick either. The first offensive point is converted from this hex. All offensive points converted from a beachhead only have 6 hex advances, not the normal 8. The counter attack is still one hex.

To convert a civil war, set-up the remaining army points as if the civil war had only commenced (see IPO 4), except that all resources, factories and cities conquered to date remain under the control of the protagonist who has gained offensive points against the other.

17.3 Setting Up

After all conversions players, in reverse initiative order, must set up their units. If units are in a territory adjacent to another in which you have converted offensive points into hexes, the units can be set up in either area.

Example: Germany has converted its army points in East Poland and Bessarabia into land and aircraft units. It has converted its offensive points into the Soviet Union and the Ukraine into control of hexes. It can set up one or more of its Bessarabian units in the Ukraine instead. Those in East Poland can set up in the Ukraine or the Soviet Union instead.

Minor country units must observe the limit on how many can leave their home country and which territory they can enter.

17.4 Rule Effects after Conversion

Now you start playing the game from this point using the modified sequence of play explained in 16.2.

18 Player's Notes

Having read the rules, you are probably saying, "What does all that mean?" **Days of Decision** was bad enough (many called it "Daze of Decision"). It had some 4 million possible outcomes. **Days of Decision III** has some hundred trillion possible outcomes ("Just Great" I hear you groan).

Don't despair. The good thing about **Days of Decision III** is that it breaks down into sub-systems, each of which can be discussed in an attempt to optimize your game play. These players' notes go through these sub-systems, providing help that will hopefully clear the fog.

Grand Strategy

At the start of the game, it is the Fascists who set the tempo. They can gear up virtually at will, and (except for Italy) can declare war on countries without a *casus bellum*. At least initially, they also have a superior political effectiveness.

However, the Fascists cannot act with impunity. The Democrats and Communists control the majority of the World's resources, and a rash gear up or declaration of war can have the Democrats goose-stepping into Berlin by 1938.

The best approach to take is to decide on a long-term strategy. What are your goals? Who amongst your opponents is the most trustworthy to have a treaty with? Who are your likely enemies?

The answers to these questions differ with each game. As the Soviet Union, you have good reason to fear Germany, but what if the aggressive players in your group are playing the USA, China and Japan. Will they get together in an unholy alliance to rip Siberia off you? Maybe a Nazi-Soviet Pact is not such a bad idea after all. Don't forget however, that although you will have greater security, so will your treaty partner. Signing a treaty might mean that you could never go to war with that major power for the rest of the game.

The following will give you some guidance as to your best long-term goals.

Ideologies, the 3-legged chair

The major powers are split up into three ideologies, making the political situation inherently unstable. Of course 2 ideologies can gang up on a third and possibly beat it, but that will leave you facing the other successful ideology. If the forces are unbalanced, the Cold War can quickly become Hot (yes, you are allowed to try out Patton's fantasy scenario if you wish, provided you leave at least a small portion of the third ideology unconquered).

Your best bet is to not trust either of the other ideologies at all. Particularly as the Soviet Union (as she is in the smallest ideology, strength wise), a good dose of Stalin's paranoia may just save your country.

Always remember Lincoln's dictum "One war at a time". Try to tie up treaties with major powers you distrust, or ones you want trade agreements with. Then concentrate

with all your available forces against one (hopefully weaker) foe (why send a thousand when ten thousand do the job ten times better).

By subtle negotiation with your potential partners (and foes), you should be able to minimize the possibilities of a two front war.

Economic Imperatives

Of the three factions, the Fascists start the game with the weakest position having few resources for their vast factory network. Before gearing up, the Fascists must sign minor economic agreements and major power trade treaties to build up their resources. This will allow your factories to maximize their production.

Be careful about when you gear-up. It will usually trigger a gear-up by your adversaries. For example, as Germany, do not gear up unless you have a higher initiative than the CW, or the CW is so high up that she is unlikely to play an option this turn. This guarantees you a one-turn head start at least as against the CW gear-up.

The other ideologies have the reverse problem. Too many resources and not enough factories (or gearing limits). Even though it also helps the Fascists, a trade agreement with them can benefit you.

Alternatively, if you want to be devious, you could propose an agreement with the Fascists. If they accept, you then demand resources from them (trading them for factories). It may hurt you but could cripple the Fascists. If you are the Soviet Union, be careful of this option, as it weakens the Communists and the Fascists, leaving the Democrats in an even stronger position.

If you do decide that it is time for some major power pacts, it is far better to have a couple of level 2 or 3 treaties with major powers that you believe will support you, rather than a broad scattering of level 1 treaties. If you do get attacked, you want your allies to pitch in as soon as possible, and that usually requires a level 3 treaty. If you suddenly find you need allies, you could be conquered before your treaties are in place.

The major powers in each ideology should assist each other to an extent. After all, you have no chance of winning if your ideology doesn't win. Having said that, it is pointless helping an ally at your expense. You must get something from each deal.

It is possible for Germany to be at war with the Soviet Union, without any Democrats being at war with Germany. If this happens in your game, and you are the Democrats, you probably should help the Soviet Union any way you can. As they are from another ideology, Germany declaring war on the Soviet Union is not a

casus bellum to you (that requires a level 3 treaty). You can however infuse a massive amount of support each turn and should take advantage of this until you are at war with Germany (if you are playing the optional “Treaty with the Devil” rule, this may not take too long).

If you play with people who blackmail you into doing things (“Do what I want or I will make sure we lose”), short of playing with others, play the “Totally Wild” scenario, and motor on out to another ideology, crush that player, and then get on with the game.

The Status Display and manipulating minors

This is the heart of the minor country control system. Initially, the array of possible minors you can control may appear overwhelming. However, many of the minor countries are difficult to control because they don’t like you or remain unaffected by what you do.

Secondly, some major powers are larger and more important than others are. These are the minors that you should concentrate on (do you really care as the Soviet Union, that Chile is condemning you in their Parliament).

Decide which countries are critical to you and which are not. Of the important minors, try to structure your strategy to maximize the number of them that like you. If you find that you cannot bend the most important of them to your will, consider an invasion to make them more amenable.

When actually moving the minors, pick those that maximize your benefits. For example, if Yugoslavia has an enemy’s (or potential enemy’s) +1 on it while it is still in its at start position, the activation of it will remove that +1 without it moving (hexes cost 2 movement points in the neutral zone).

Another good move is to activate a minor with a lot of negative modifiers to a major power from another ideology. If you grab it before the 3rd ideology does, you should be able to move it towards you rather than them.

Finally, you can set-up ‘Ping-Pong’ zones, where you get rid of negatives to you, by positioning yourself and another major power from the same ideology at opposite ends of the ideology and bounce the minor between you.

The only problem with this strategy is that the other major powers will see what is going on and will do anything to get positive modifiers to them, so that the minor slips out of your grasp.

US Entry

The US is potentially the most powerful country in the world. However, she is reluctant to get involved in foreign wars.

You as a major power must decide whether you believe it is better to have the US in as soon as possible, or whether it is better to try to weaken your opponents by conquering their controlled minors (or those with economic agreements with them).

For example, the Soviet Union could be good, on the assumption that the US’s targets are the Fascists, or the Soviet Union could invade the Balkans cutting off the vital Rumanian oil fields to Germany. Unfortunately, if you get it wrong, you might find the US at war with you (even while all other major powers are at peace).

As the US, you should be constantly negotiating your Allies actions, particularly as you come closer to war with one or more major powers. For example, if Germany gears up (increasing US Entry) and this gets close to the magic number of 60, try to persuade your Allies not to respond until you are at war with Germany. After all, there’s nothing worse than spending the whole game on the sidelines, while your so-called allies are more rapacious than Genghis Khan.

I hope these strategic hints help you with the big picture. Now for some tactical hints.

Initiative

The first action you must decide upon in a turn is how much to bid for the initiative. This is not as easy as it looks. Initiative controls nearly all facets of the game and a lesser (better, with 1st being best) initiative usually gives you more muscle than your opponents (even down to who controls minor countries and their resources).

Having said that, you should not repeat what one of my playtesters did. Playing France, he spent so much money buying bid points and playing options that he forgot to build up his army. France was conquered the turn Germany declared war on her, and French dreams of world domination were brutally shattered.

The best bet is to alternate periods of frenetic activity followed by periods of calm where you build up your stock of bid points cheaply (playing option 0(g) for example). By keeping a reserve of bid points, you can almost guarantee playing those options that are crucial (e.g. a declaration of war when you get those magic *casus belli*).

You should also cooperate with your ideological partners in alternating when you go for those high bids. There’s nothing more depressing than being gazumped by your so-called ally.

The other good reason to alternate high bids is that you want some of the major powers in your ideology to “use up” the popular International Political Options this turn

(e.g. the minor economic agreement option - IPO 2), thus denying their use to other major powers.

In any event, provided your PE is above 0, you should always bid 1 as a minimum (provided you have 1), as this gives you at least a chance of playing an option, and if you successfully play 0(g), you will get triple your money back. As well, if you bid 0, you will lose much of the benefit of your "Add to Bid" modifier (as you must be placed after all major powers that did bid, irrespective of your modified bid).

Democrats have the special ability to drop down the order of initiative. As this will dramatically reduce your chances of playing an option, this ability should not be used unless you are pretty certain that you will need to respond to another major power's actions this turn.

Movement, Combat and Initiative

This is one of those many cases when initiative can have far reaching ramifications.

Basically, if you get to react to your opponent's move, you can set up for an attack where they are weakest. For example, if the CW is forced to move first, she must split up her naval points to cover many possible attacks from her enemies when it is their turn.

Spending a couple of bid points extra, could, in these circumstances save you a fortune in destroyed army and naval forces.

If you do get to react to your enemy's moves, try to move your forces so that you will be attacking a weakly held territory. In this way you will quickly advance towards the enemy's Capital, maximizing the numbers of resources and factories you deny the enemy, while having them for your own use.

If you are forced to move first, you'll need extra naval points placed in the sea areas in which you are trying to transport resources. Furthermore, you should move army points so that your territories are as evenly defended as possible. If you leave weak territories they will just be attacked.

When fighting a battle at sea, offensive points are ignored. Thus, provided you are happy to lose control of the sea area this turn, commit low (but above 10:1), in the hope that the enemy will commit a large force, lose some of it and have little left for pursuit. These hit and run raids can do damage out of all proportion to the forces committed, much as the tiny Kriegsmarine sunk enemy tonnage far out of proportion to its size (or lack of it).

Conclusion

Never give up (unless every territory is conquered). The

more it looks like you are going down to some rapacious enemy, the more concerned the neutral major powers will be. When disaster is looming and all else fails, squeal long, loud and plaintively.

Good Luck and Good Gaming!

19 Designer's Notes

Well 14 years (off and on) of hard work has at last produced the game that was the most difficult I have ever had to design.

American and Australian designers tend to pick their favourite topic (Battle of the Bulge, Railways, or 1936 politics!?!), and then try to think up systems that will work.

European designers tend to think up a system that is clean and fun, and then think up a topic that will fit (e.g. a trading game set in Ali Baba's time that has been recently re-released is a rehash of an old insurance trading game). The latter methodology tends to produce games that are a lot of fun (e.g. Kremlin, Six-Day Race or Britannia), if on rather obscure and bizarre topics (e.g. Kremlin, Six-Day Race or Britannia).

I got the worst of all possible worlds. Not only was my topic chosen for me (due to the success of **DoD I**), but also I was straitjacketed with the systems I could employ, as the game had to conform to **World in Flames**. This, probably more than any other reason, is why this game has taken so long to produce. I hope you are pleased with the result.

The base for commencing the re-design of **Days of Decision** started with her predecessors, **DoD I & DoD II**. Some of **DoD I's** good points were the ability to play options that have a historical effect on minors, while still giving you a large range of options.

Unfortunately, DoD I also had some shortcomings, the three most notable being:

- (a) DoD I ended at the start of General War. After all the machinations in preparing for war, the big day arrives, the curtain goes up and the game is over;
- (b) there were only 2 ideologies (the Fascists and the Allies), which could not at all represent the argy-bargy that occurred between the Communists and the Democrats (after all they nearly went to war with each other); and
- (c) the options were too limited (only 4 million possible outcomes).

The solution to (a) was easy in concept (play on, play on and play the game), but difficult in execution. You

couldn't just continue the game with the options provided in DoD I, as there just weren't enough.

If I had used the approach taken in DoD I (1 card has 1 action to one country), there would have been 1000 options, it would have cost a fortune, taken a truck to drive home, and (surely not least?) have been totally unplayable (imagine how long it would have taken just to look at your options).

But I also wanted to maintain the personality in the politics. Without personality, you lose the feeling that you are the leaders of a major power trying to cajole the leaders of lesser powers that yours are the right policies. Once you lose that role-playing feel, you soon lose interest in the game, as you realize you could be playing Hamburger wars for all the feel you get from the game.

The solution chosen was to have a set of cards that have the actions on them, and a separate treaty/war chart when applying those actions to a country. This 2-dimensional approach allows a large number of actions to happen (even a German military pact with Siam, or a coup in Ecuador) without a large number of cards required.

This solution also solved (c), as there are now trillions of options with only 8 more options than DoD I (98 to 90)!

The solution to (b) was to add a 3rd ideology. Again, this is easy in concept, but again difficult in execution. The original spokes system was unsatisfactory, as there were only ideological modifiers, not major power ones.

The solution used is the device found in **DoD III** (the status display). It was the fourth one tried, after first attempting to use spokes, circles and wheels within wheels. The result (hopefully) is an aesthetically pleasing display that trimensionally shows the political status of minors.

The next great hurdle was to produce a game that did not have a lot of mechanistic functions taking up time in tedium, rather than in decision making (which is hopefully more fun for players).

As an example, an earlier version of the game had you moving all minors on the display as you play an option. This resulted in little movement (most of the +/-1's were ignored) taking up a lot of time.

Now that you only place control markers in the minors when you play an option, and then only resolve those markers for one minor, the system is faster and cleaner with no loss in realism. It also requires much more decision making, as you must decide which minor is the optimal one to activate.

The only loss is that you only take "snapshots" of the position of the countries, and you could be missing out on

vital resources and factories until you get to activate that minor. In playtesting, this was found not to be a problem, as players quickly work out which minors will benefit them now, and activate them accordingly.

The minors who tend to be activated less are those that have not been impacted much or those minors that are not very important. This self adjusting system means that there is usually the same number of control markers on the map throughout the game, while at the same time not having wild swings in minors' movement when they do move (unless they are declared war on).

The actual conversion of **DoD III** to **World in Flames** was the easiest of the problems to solve, once the money points were made equivalent to build points. Now you can convert from **DoD III** to **WiFFE** whenever you like. Just keep in mind that the combat systems are radically different between the two games, and if you convert to **WiFFE** during the game, you may have a radically different position to that you would have, if you played with **WiFFE** from the start.

Next, many of the exceptions and special rules included in **DoD I** (e.g. The Spanish Civil War or Vichy France) have been standardized and streamlined. This streamlining has dramatically reduced the rules problems or contradictions inherent in any reasonably sophisticated game (i.e. those with lots of rules).

One of the hardest areas was the requirement to create **DoD III** based on **DoD II** but upgraded to **World in Flames** final standard. This meant not only changes to all the **WiF** rules that have changed since **WiF5**, but even things as fundamental as what shaped dice to use.

After all these changes, I believe that **DoD III** is the complete game that **DoD I** never was and **DoD II** aspired to be. I hope you find it as enjoyable as I do (anyone for a game?). After 14 years hard-work, I just pray you don't play **DoD III** only to say "Its OK, but not as good as **DoD I**".

20 Historical Notes

One thing that has always surprised me is how few games there are on the politics leading up to World War II. Similarly, I have noticed that there were never any essay questions in history classes about this subject. I can only conclude that the reason for this is a general belief that Hitler was a monster determined on World domination and it was only the moral fortitude of the Allied powers that saved the world for democracy.

Well, of course this is childish gibberish, as even a cursory review of history will show. I mean, wasn't it the British Prime Minister who, in 1938, signed away

Czechoslovakia's independence with his now infamous "Peace in our time". Czechoslovakia had an army the equal of Germany's and fortifications and defensive terrain better than France's vaunted Maginot line. Furthermore, wasn't it the Soviet Union who, in 1939, signed a non-aggression pact with Germany (Communists and Nazis?) that allowed Germany to attack Poland and France unhindered by the Soviet Union?

Anyone who is interested in this period in history must be puzzled by these anomalous facts and should be interested in finding out their causes. But no, there is a deafening silence by nearly all historians.

One of the few historians to have tackled this ticklish subject is A. J. P. Taylor in his excellent book "The Origins of the Second World War". I suspect that one reason for this silence is that anyone who tries to go against the "Hitler madman" orthodoxy is accused of being a closet Nazi. Not only was A. J. P. Taylor accused of this, but his book was also used, by real live Neo-nazis, to prove that Hitler wasn't such a bad chap at all. A. J. P. Taylor had to write a foreword to his second edition defending his position.

Of course Hitler was evil, the world's greatest ever mass murderer, to murder 20 million Soviet citizens and all Jews, Gypsies, homosexuals, mentally and physically handicapped, etc, etc, that displeased him but this does not explain the origins of World War II. It only explains his twisted view of perfection.

As well as being evil, this was just stupid. If he hadn't persecuted so many of his people, including some of the brightest scientists in the world (e.g. Albert Einstein) then Germany may well have made the first atom bomb and then we would have seen evil in action that beggars description.

The real reason that the "Hitler Madman" orthodoxy was propagated by the victorious powers was due to the Nuremberg trials held at the end of the war. All the major Allied Powers were represented at these trials and they agreed amongst themselves that they would not accuse each other of complicity in allowing Hitler room to almost destroy them.

They were also very selective in what constituted a war crime. German occupation policy in Europe was a war crime, Japanese treatment of POWs was a war crime, and gassing Jews was definitely a war crime, but bombing cities full of civilians wasn't.

Well of course it was a war crime in 1940 when Germany was bombing London and Coventry, but perhaps not so much in 1945 when Americans and British were bombing Berlin, Dresden and Tokyo.

The victorious Allies therefore accused a procession of German and Japanese generals (not Italians, as they were Allies by then and therefore, by definition, could not have had anything to do with the war's cause) of carefully defined crimes against humanity. These Generals stated that they were just following orders. This suited everybody, even the German people themselves, as they weren't guilty, they had just been duped by Hitler.

And where was Hitler? Dead in his bunker. Where were all the files? Destroyed by Allied bombing and the Allied advance. Everyone was happy. A few German and Japanese Generals were hanged, everyone else was absolved of blame and we could now all get back to the terrifying game of power politics between the former allies (the USA vs. the Soviet Union).

And now, having not learnt much from the last war, we are poised for the next, facing a catastrophe that would dwarf the evil of the 50 million murdered in the last, and possibly exterminate the human species. We who do not learn from history are condemned to repeat it.

Anyway, I hope the following will give a different perspective as to the origins of the Second World War.

When Hitler became Chancellor in 1933, he was placed in charge of a nation that was doubly crippled. Firstly, Germany was still in the depths of what came to be known as the "Great Depression" and secondly was hobbled by the terms of the Treaty of Versailles.

This treaty was put in place by the victorious Allies from the First World War and was supposed to destroy Germany as a major power for all time. Of course this could only be achieved by continual occupation. The French recognized this and, at Versailles, suggested that Germany should be broken up into its pre-1870 principalities. This would have stopped a World War with Germany (although, the power vacuum that this would have created in Central Europe may well have led to a war between Britain and France or the Soviet Union against both these countries).

In any event, Woodrow Wilson, the US President refused to countenance this and so France decided on huge reparations from Germany to make her pay for the war. Wilson did not believe that reparations would solve anything but acquiesced to French determination. A Reparations Commission was established to determine the final amount due. This gave the message to Germany that they were to continue paying until told to stop.

The USA (always against reparations) waived its rights to reparations and in fact provided loans to Germany. However the USA insisted on the redemption of loans loaned to France and England during the war. This led to the farcical situation of German money being repatriated

to France and the Commonwealth and from there to the USA, which was promptly returned to Germany in the form of a loan (not unlike the current third world debt problem). Meanwhile, the Germans blamed all their ill fortune on reparations, and the people of France were disgruntled as their taxes were increased to pay for the war loans that their leaders told them were going to be repaid by Germany. If ever there was a bad treaty, Versailles was it.

Due to all of this, any German leader who promised to repudiate the Treaty of Versailles was bound to be popular. Furthermore, by the time that Hitler became Chancellor, France had basically given up trying to enforce the Treaty of Versailles. France had briefly occupied the Rhineland in 1923, but this had cost the French treasury a fortune and achieved nothing. Every time France threatened to throttle Germany, Germany threatened to die (by succumbing to revolution). As the greatest threat to the Allies was Communist domination of Central Europe, this German threat was always more potent than the French threat.

So when Hitler started to renounce the terms of the treaty, the Allies did nothing. In January 1935, according to the terms of the treaty, an election was to be held in the Saar. The voters of the Saar voted overwhelmingly to join the Reich. This proved to Hitler the superiority of German nationalism. By May 1935, Hitler announced the repudiation of all limitations of German re-armament. Then in late 1935, Mussolini invaded Abyssinia (modern day Ethiopia). The League of Nations "condemned" Italy but did nothing. This proved to the Fascist powers that the League was a toothless tiger.

In March 1936 Hitler took the gamble of occupying the Rhineland. General Gamelin, the French Chief of Staff stated that of course the Germans could be ejected from the Rhineland, but then proceeded to list a large number of objections. In the end, the Allies took no action. This response to German aggression started to become the norm. The reason being that, by now, many French and Britons thought that the Treaty of Versailles was a bad treaty and believed that Germany should regain much of her territory lost in the First World War (a total of 13.5% of her pre-1914 boundaries was given to other countries).

In the next two years, Germany frantically re-armed. Although the Allies were aware that this was happening, they did not react as vigorously due to lack of money and will. This was not such a bad thing as one of the main causes of the First World War was the arms race between the major powers.

Then in 1938, the action began to speed up. In February, Schüschnigg, the Austrian Chancellor, requested a meeting with Hitler to discuss evidence he had of Nazi interference in Austrian affairs. Hitler, ever the

opportunist, agreed to the meeting and then began to bully Schüschnigg, firstly to make Seyss-Inquart (an Austrian Nazi) the Interior Minister (in charge of Police) and also insisted that Austria was to coordinate foreign policy with Germany. In return, Hitler would transfer Austrian Nazi agitators to "the residence of the Reich". This agreement of 12 February was not the end of Austria, merely a further step in the "evolutionary solution" which would result in Austrian incorporation into the Reich.

When Schüschnigg returned to Austria, he repudiated the agreement and stated that he would hold a snap plebiscite on the future of Austria. This was a slap in the face that Hitler would not tolerate. On March 12, 1938 Germany invaded Austria to the tumultuous cheers of the people of Austria. On the 10th April 1938, Hitler held an election of the incorporation of Austria into the Reich. This Anschluss was submitted for approval to the people of Austria and approved by 99% of the population, a true reflection of Austrian feeling towards Germany. Hitler did not provoke this crisis but did take advantage of the opportunity it opened up to him.

The occupation of Austria left Czechoslovakia militarily compromised. Her fortifications faced Germany, not Austria. Hitler decided to take advantage of this in his, by now, usual way. This was to rant about the unfairness of the German people being down-trodden and how he had better get his own way or else there would be trouble. The Allies responded in their usual way by being sympathetic to German complaints, but insisting that there must be a better way than violence. They could hardly say anything else, as the democracies had been telling their people for the last 20 years that the First World War was the "war to end all wars".

So, instead of putting pressure on the Germans, the British started putting pressure onto Czechoslovakia. Finally, on 30 September 1938, an agreement was signed between Britain and Germany (Czechoslovakian representatives were excluded) to partition Czechoslovakia. Benes, the Prime Minister of Czechoslovakia could only acquiesce. Hitler was not to know it, but this really was the last concession the Allies were willing to make (the Allies had said this about every concession).

In March 1939, the rump state of Czechoslovakia was finally dismembered by Germany, Poland and Hungary. Although this was the natural dissolution of an internally weakened state (the Czechs started fighting the Slovaks), the British and French thought that this was treachery of the highest order. At last, they began to act.

In April, the British signed a military alliance with Poland, quickly followed by further agreements with Rumania and Greece. Although the agreement with

Poland was to include money for armaments, the British changed this to financial credits. Then the credits were allowed only to buy British arms. The Poles then asked for tanks and planes but the British had none to spare until 1941. In the end, not one penny of British military aid reached Poland before the German invasion.

The rest, as they say, is history. In August, Hitler started trumpeting his claims for Poland. Stalin, terrified that France and Britain was trying to get Germany to declare war on the Soviet Union in the hope that they would destroy each other (not an unhappy notion for the French and British leaders it must be admitted), came to a non-aggression pact with Hitler. This pact would partition Poland and move the Soviet border 400 kilometers to the west. This was an excellent bargain for Stalin that guaranteed that Germany would be at war with Britain and France before she would be at war with the Soviet Union.

Hitler was sure that the Allies would back down like they always had. This time Britain (with France dragging along behind) was not going to back down. This political game of 'chicken' resulted in the British and French declaration of war on Germany and the commencement of the Second World War.

The irony of all this was that for Hitler, supposedly bent on world domination, ended up in a war that he did not want to fight, allied to a country he had publicly written he wanted to destroy.

Hitler had no coherent plan for world domination. He did intend to create Lebensraum (Living Space) in the East but even this did not go so far as the complete destruction of the Soviet Union. This he never achieved. He certainly had no intention of conquering Western Europe (which, except for Britain, he did achieve). In 1935 he in fact confirmed the Western European borders while repudiating those in the East. The final irony of all was that it was the Allies that declared war on Germany and not the other way around.

Ever since, appeasement has unfairly become a dirty word. A little more appeasement prior to the First World War may well have averted it. A little less prior to WWII may have averted it.

Perhaps the lesson of all this is to negotiate honestly and from a position of fairness. Do not constantly contradict yourself in negotiations, and when you have reached your final position make this known to the people you are negotiating with. Many statesmen from many countries were at fault and "caused" the Second World War. Perhaps, if we have the courage and honesty to negotiate as equals amongst the major powers of today, there will not be a third.

Since writing this essay in **Days of Decision I**, some commentators have called my views "Appeasement". Anybody who knows me knows that appeasement is not one of my qualities. My answer to them is "dogmatic determinism" can be far more dangerous than appeasement, and better than both of these is consistency.

To sum up my views, I can say it no better than D.C. Large, who, at the end of his book "Between Two Fires" said:

"Sensible caution regarding the 'use' of the Munich legacy - or any historical legacy - seems definitely in order. The alleged great lessons of Munich have been used to discredit all sorts of bargains and compromises, intelligent or not. Munich has been turned into a rhetorical blunt instrument with which to pulverize political flexibility. Its primitive exploitation, indeed, illustrates the dangers of simplistic metaphorical and symbolic thinking, which is essentially non-rational and polemical. Is the situation in Nicaragua, for example, really illuminated by references to Munich? Does not this alleged analogy obscure the complexities of both cases? And if one has erred in the past, does one necessarily profit from taking the opposite action ever after? Must we behave like the proverbial cat, that having once sat on a hot oven, will never sit on an oven again, not even a cold one? To be more specific: most of us agree that Chamberlain's policy in 1938 was misconceived, but can we afford simply to take the opposite tack in our present, nuclear era?"

To illustrate this point, let us take a present case (where my "nuke 'em till they glow" critics do not have the benefit of hindsight), say Kazakhstan.

Kazakhstan is a member of the nuclear club. Many former Soviet intercontinental ballistic missiles were stationed there. They have now all supposedly been dismantled and returned to Russia but rumours have surfaced that the president keeps a couple in his garage, just for 'a rainy day'.

Should we appease Kazakhstan or nuke them. Do we even know who their leaders are or what are their policies? How can anyone apriori pronounce judgment on how we should act towards Kazakhstan because France and the Commonwealth appeased Hitler some 56 years ago. Even the thought of it is preposterous, but not to our armchair generals. To them politics is just the continuation of war after you have run out of bullets.

Thank you for your kind attention to my ravings, and I guess if I am saying anything, think before you act, take heed of history but do not become a slave to it. I hope that **Days of Decision III** helps in its own small way with these tasks.

21 Glossary

Aden - The territory named Aden in **DoD III** is Aden, Oman, Trucial States and Yemen in **Africa Aflame and Asia Aflame**.

Aligned – a minor country joined in the war on your side

Area - Sea Area

AP - Army Point(s).

Build point - one build point equals one money.

British East Africa - The territory named British East Africa in **DoD III** is Kenya, Nyasaland, Tanganyika and Uganda in **Africa Aflame**.

China - The territory named China in **DoD III** includes China (except North China – See below), Occupied China and Hainan in **World in Flames**.

China, North - The territory named North China in **DoD III** includes all **World in Flames** hexes in China in an arc west, north-west and north-east of A0735 inclusive. Note that the only cities included in this region are Lan-Chow, Kashgar and Urumchi.

Colonies - minor countries controlled by a major power at the start of the game.

Control, enemy - territory belonging to a major power or minor country with which you are at war

Control, friendly - territory belonging to you; a major power with which you have a treaty (and, if moving units into your treaty partner's territory, a level 2 or 3 treaty); and territory belonging to a minor country that you have conquered, aligned, or you are allied to it and your political marker is stacked with its marker.

Control of minor country - A minor country in an ideology is controlled by the closest major power allowed to control it, which is also in that ideology (see 8.1.2). Alternatively, while it is aligned to a major power, it is controlled by that major power.

Control, Major Power - The home country, all territory with the major power's initials after it on the map and all conquered and controlled minor country and major power territories, less those territories conquered by another major power.

CW - The Commonwealth

Directed minor country - The major power required to run the affairs of an unaligned minor (e.g. being declared war on, or a civil war commencing in, etc).

Display, the - The Status Display.

Enemy major power – Major power you are at war with.

Forces – Army or Navy points (**WiFFE**: units).

Germany - The home country territory named Germany in **DoD III** comprises both East and West Germany in **World in Flames**.

Home country - The territory containing the name of the minor country or major power. If its name is on the border of two territories (e.g. USA) both territories are that nation's home country. The Commonwealth has 6 home countries (The United Kingdom, Canada, South Africa, India, Australia and New Zealand). Unless otherwise specified in the rules, all references to the home country territory of the Commonwealth refer to the United Kingdom only.

Hostile minor – a minor country is hostile to all countries specified on the back of its minor political marker.

Hostile Vichy – a Vichy major power is hostile to you if you destroyed their forces on setup or you now have offensives (**WiFFE**: units) in their home country.

Italian East Africa - The territory named Italian East Africa in **World in Flames** includes Ethiopia, Eritrea, French Somaliland, British Somaliland and Italian Somaliland, in **DoD III**.

Initiative, highest (worst) - 8th position on the major power Initiative Track.

Initiative, lowest (best) - 1st position on the major power Initiative Track.

Major Power - There are 8 major powers in the game: China, The Commonwealth, France, Germany, Italy, Japan, the Soviet Union and the USA.

Map, the - The Political Map.

Minor Country - All territories with a name in red. Some minor countries control other minor countries.

Money - your production points multiplied by your production multiple is how much money you get each turn.

Neutral - A major power or minor country not at war with a major power.

Neutral Zone - that part of the Status Display outside the 3 ideologies.

NP(s) - Naval Point(s).

PE - Political Effectiveness.

Peacetime Maximum – Your maximum PM while not at war with another major power.

Player - You or the people you are playing with.

PM (Production Multiple) - the large number in each production multiple level on the PM track.

PM Track - the track on the map showing your current production multiple.

PML (Production Multiple Level) - each box on each PM track is a PML, with the leftmost box being PML 1.

Production point - each resource that reaches a useable factory produces a production point each turn.

Rhodesia - The territory named Rhodesia in **DoD III** is Northern Rhodesia, Rhodesia and Bechuanaland on the **Africa Aflame** map.

Russia –The territory named Russia in **DoD III** is the European (except for The Ukraine) portion of the Soviet Union in **World in Flames**.

Savoy - The territory named Savoy in **DoD III** is all the coastal hexes from Marseilles to the Italian border inclusive in **World in Flames**.

Siberia - The territory named Siberia in **DoD III** is the Asia and Pacific map hexes of the Soviet Union in **World in Flames**.

South France - The territory named South France in **DoD III** is the Vichy portion of France in **World in Flames**.

Territory - Land area. In **WiFFE** terms it represents a country or territory.

UK - United Kingdom.

USA, Eastern - The territory named Eastern USA in **DoD III** is all hexes in the USA within 3 hexes of Charleston in **World in Flames**.

USA, Western - The territory named Western USA in **DoD III** is all hexes in the USA within 3 hexes of Seattle in **World in Flames**.

Vichy Surrender - Conditional surrender

You - your major power

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