

Minor Countries

82. MINOR COUNTRIES

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82.1 STATUS OF MINOR COUNTRIES:

82.11 CATEGORIES: At any given time, every minor country falls into one of the following categories:

- A. Neutral.
- B. Independent.
- C. BRPs attributed to a major power.
- D. Hexes controlled by a major power.
- E. Associated with a major power.
- F. Allied to a major power.
- G. Conquered by a major power.
- H. A colony of a major power.
- I. Commonwealth (Canada, South Africa, Australia and India).

82.12 FALL 1939: In Fall 1939, the only European minor countries involved in the war are Poland, which becomes allied with Britain if it survives the Fall 1939 turn, and the British and French European colonies. Italian (Albania, Libya) and Russian (Ukraine) colonies enter the war along with Italy and Russia, respectively. Other minor countries may enter the war either by being invaded by a major power or as a result of diplomacy.

82.13 COMMONWEALTH: In Fall 1939, Canada, South Africa, Australia and India are at war with Germany. Commonwealth units are treated as British units for all purposes, with the following exceptions:

A. DEPLOYMENT RESTRICTIONS: South African, Australian and Indian units are subject to certain deployment restrictions.

B. CONSTRUCTION: Commonwealth units must be constructed in their home countries.

C. ATTRITION AND AIR LOSSES: Commonwealth units are treated as separate nationalities when taking attrition losses (14.522), when allocating air losses (19.61A) and when recombining air squadrons into factors (23.14).

D. BRITISH SURRENDER: Commonwealth units remain in the British force pool following a British surrender (59.513B).

82.2 MINOR COUNTRY BRPs:

82.21 DIPLOMATIC RESULT REQUIRED: A major power may obtain minor country BRPs diplomatically as set out in the diplomatic tables:

A. After a diplomatic result of “7” (Axis) or “0” (Western Allies, Russia):

- 5 BRPs for all European minor countries, except
- 10 BRPs for Spain, Turkey and Vichy France.

B. After a diplomatic result of “8” (Axis) or “-1” (Western Allies, Russia):

- 10 BRPs for all European minor countries, except
- 20 BRPs for Spain, Turkey and Vichy France.

82.22 BRPs ADDED: When such diplomatic results occur, the major power immediately adds the prorated value of the minor country BRPs it acquired to its BRP total. If the diplomatic result is later reversed or the minor country is conquered by another major power, the prorated value of the minor country BRPs at that time is deducted from the BRP level of the major power which initially obtained the BRPs for the minor country.

82.3 CONTROL OF MINOR COUNTRY HEXES:

82.31 DIPLOMATIC RESULT REQUIRED: A major power may obtain control of the hexes in a European minor country after a diplomatic result of “8” (Axis) or “-1” (Western Allies, Russia). All hexes in the minor country, except for hexes occupied by units belonging to another alliance faction, are deemed to have come under the control of the alliance faction which obtained the diplomatic result at the start of the player turn in which the diplomatic result occurs.

82.32 TEN-FACTOR LIMIT: After a diplomatic result of “8” (Axis) or “-1” (Western Allies, Russia), no more than ten foreign naval/ground/air factors may be in that minor country at the end of any movement, combat or redeployment phase.

A. EXCEPTIONS: The limit for Axis units in Finland is five factors and only one armor unit (86.23); Axis units in Vichy colonies which have been attacked by Britain and the U.S. (77.61) do not count against this limit (77.64).

B. SUPPLY COUNTS AGAINST THE LIMIT: Units which trace supply through such a minor country count towards the limit:

- No more than 10 factors (five for Finland) may be supplied by tracing a supply line through the minor country.
- For each factor supplied by tracing a supply line through the minor country during the initial supply determination phase, the limit on the number of factors that may be in the minor country at the end of the subsequent movement, combat and redeployment phases, and which may be supplied by tracing a supply line through the minor country during the post-combat supply determination phase, is reduced by one.
- Supplying units in the minor country itself does not affect the limit; the supply line must be traced through the minor country into another country.

C. BELGIUM AND LUXEMBOURG: Belgium and Luxembourg are considered to be a single minor country for the purposes of this rule.

D. ALLIED UNITS: Major and minor ally units of the controlling major power may also enter such countries, subject to the normal geographical restrictions on minor allied units and the diplomatic limit on the number of factors permitted in that minor country.

E. ATTACKS PERMITTED: Attacks may be launched from the minor country’s territory.

82.321 APPLICATION OF LIMITS: Diplomatic limits on the number of factors which may be supplied, move and redeploy in and through a controlled minor country are applied as follows:

A. SUPPLY: The limit on supplying units in or through a controlled minor country applies to both full and partial supply, including partial supply from the controlled minor country’s capital. Units in a controlled minor country must be supplied before units outside the controlled minor country are supplied by tracing a supply line through the controlled minor country. If a player wishes to give priority to units outside the controlled minor country, he must voluntarily eliminate excess units in the controlled minor country.

B. MOVEMENT AND REDEPLOYMENT: The limits on units in a controlled minor country are applied at the end of the movement, combat and redeployment phases. The test is simply that you can never look at the mapboard at those times and see more than the permitted number of ground and air factors in the country. Such limits may not be exceeded, even by units forced to retreat by an enemy attrition - excess units are eliminated.

C. COUNTERS EXEMPT: There is no limit on the placement of airbases, rocket bases, railheads and forts in a controlled minor country or the supply of such counters through a controlled minor country.

82.322 LIMITS ON AXIS FORCES IN FINLAND: No more than five Axis naval/ground/air factors may enter or trace supply through Finland, even after Finnish association, activation or if Finland has been conquered by the Allies. No more than one Axis armor unit is permitted. Finnish and Swedish units do not count against this limit.

82.33 REVERSAL OF RESULTS: If a subsequent diplomatic die roll reverses a hex control result for a minor country, control of hexes not garrisoned by the major power changes immediately. If the minor country remains neutral, any foreign units in the country may no longer attack out of the country, are automatically considered to be in at least partial supply, and must be removed by the end of their player turn immediately following the diplomatic die roll. Units which do not leave by the end of their next

redeployment phase are eliminated. If the minor country associates or allies with the enemy, 82.56 applies.

82.34 ATTACKS ON GARRISONED MINOR COUNTRIES: If a major power has units in a minor country which is attacked by another major power with which it is at war, association, but not activation as a minor ally, is automatic and immediate. Both the major power units inside the minor country and other units controlled by the major power may then assist the minor country in repelling the attack. A major power with which it is not at war may not attack a garrisoned minor country without also declaring war on the garrisoning major power.

82.35 ATTACKS ON MINOR COUNTRIES CONTROLLED BY THE ATTACKER: A major power may declare war on a minor country it controls, including minor countries in which that major power has units.

82.351 DECLARATION OF WAR PREVENTS ACTIVATION: If a major power declares war on a potential minor ally, that minor country may not later associate or ally with that major power or any of its major power allies.

82.352 DEPLOYMENT OF MINOR COUNTRY UNITS: If a major power attacks a minor country in which the major power already has units, the minor country's forces deploy according to 82.56.

82.36 SUBVERSION PERMITTED DESPITE GARRISON: A German garrison does not prevent Communist subversion of an otherwise eligible minor country.



82.4 ATTACKS ON MINOR COUNTRIES:

82.41 DECLARATION OF WAR REQUIRED: A major power may attack a neutral minor country or enemy units in a neutral minor country, including a minor country which is economically penetrated or controlled by an enemy alliance faction, only if it first declares war on that minor country (50.22) (EXCEPTIONS: Russian border wars - 66.2, 67.2; Britain and the U.S. may attack Vichy colonies without a declaration of war on Vichy France or the Vichy colony - 77.61).

82.42 DECLARATION OF WAR UNNECESSARY: A major power may attack a minor country which is associated with, allied to, or has been conquered by an enemy alliance faction without declaring war on the minor country.

82.5 DEPLOYMENT OF EUROPEAN MINOR COUNTRY FORCES:

82.51 MINOR UNITS NOT NORMALLY DEPLOYED: European minor country units are not deployed on the mapboard until they are attacked or associate with or ally to a major power after a diplomatic result. Once deployed, minor country units remain on the mapboard until eliminated.

82.52 DEPLOYMENT IN RESPONSE TO ATTACK: When a major power declares war on a minor country, the forces (if any) of the minor country are deployed by Britain or the U.S. if the minor country is attacked by the Axis, and by Germany if the minor country is attacked by the Allies. Minor country units which are already on the board, such as Vichy French units, remain on the hexes they occupy (EXCEPTION: If Germany declares war on Finland or Rumania after a border war with Russia, Britain redeploys the Finnish or Rumanian units - 66.27).

82.53 TIMING: An attacked minor country's forces are set up immediately after all declarations of war have been made by the attacker for that turn.

82.54 MANDATORY DEPLOYMENT IN CAPITAL: At least one minor country ground unit must be deployed in an attacked minor country's capital. This deployment requirement applies only to the initial setup of the minor country.

82.55 STACKING PROBLEMS: Minor country ground and air units which cannot legally deploy because of the presence of garrisoning or enemy units in all available hexes in their country are eliminated.

82.56 ENEMY UNITS IN A MINOR COUNTRY: If a minor country is attacked by a major power which already has units in the minor country as a result of an earlier diplomatic agreement, all major power units in the minor country at the moment war is declared are automatically in at least partial supply for the turn of the invasion. If the attacking major power, or an ally of that major power, has ground units in the minor country's capital, those ground units are placed on a hex of the owning major power's choosing adjacent to the minor country's capital. The minor country's forces are then deployed. If the minor country's units were deployed before the attacker's declaration of war, they are not redeployed (EXCEPTIONS: Rumania - 66.27; Finland).

82.6 MINOR COUNTRY FORCE LEVELS:

82.61 MINOR COUNTRY FORCE TABLE: The forces available to each minor country are set out in the British Commonwealth Table and the Minor Country Forces Table:

British Commonwealth - 82.61						
Canada						
	Army		Air		Naval	
	4-5	3-4	AAF		Ship.	
At Start	-	1	-		1	
Fall 1940	-	1[2]	-		-	
Spring 1941	1	-	-		-	
South Africa						
	Army		Air		Naval	
	3-4	1-3	AAF		-	
At Start	1	3	-		-	
Australia						
	Army		Air		Naval	
	2-2	1-2	AAF		CA	DD
At Start	1	3	-		2	2
Fall 1940	2[3]	1[4]	2		-	-
India						
	Army		Air		Naval	
	2-2	1-2	AAF		CA	DD
At Start	4	4	-		-	-
Japan may build two Indian partisans if it has achieved an Indian Subversion production result.						
The Australian and Indian infantry force pools may each be increased by up to three infantry factors of any denomination (one 2-2 and one 1-2; or three 1-2s) in any Allied player turn following the outbreak of war between Britain and Japan or in Spring 1942, whichever is earlier.						

Minor Country Forces Table - 11.23, 82.61									
European Theater									
	Army			Air	Naval		Partisans		
	2-3	1-3	2-5	AF	CA	DD	Ax	WA	Ru
Belgium	1	3	-	1	-	-	-	-	-
Bulgaria	-	4	-	1	-	-	-	-	-
Denmark	-	-	-	-	-	-	-	-	-
Egypt	-	-	-	-	-	-	0:2	-	-
Finland	5	-	-	1	-	-	-	-	-
Greece	1	5	-	1	1	2	-	1:2	1:2
Hungary	1	6	-	1	-	-	-	-	-
Iraq*	-	-	-	-	-	-	0:2	-	-
Ireland	-	-	-	-	-	-	2†	-	-
Netherlands	1	-	-	1	-	-	-	-	-
Norway	-	2	-	-	-	-	-	-	-
Persia	-	-	-	-	-	-	0:2	-	-
W. Poland	3	7	-	2	-	-	-	2:4	-
Rumania	2	6	-	1	-	2	-	-	-
Spain	7	-	1	2	3	3	3	2:4	2:4
Sweden	5	-	-	1	1	2	-	1:2	1:2
Turkey	7	-	1	2	2§	2	3	2:4	2:4
Ukraine†	2	3	-	-	-	-	-	-	-
Yugoslavia	1	6	-	1	-	-	-	2:4	2:4
Pacific Theater									
	Army		Air	Naval		Partisans			
	2-2	1-2	AF	CA	DD	Jap	WA	Ru	
Communist China	4	4	-	-	-	-	-	1**	
Dutch East Indies	-	3	1	1	1	-	-	-	
Philippines	-	2	-	-	-	-	-	-	
Thailand	-	2	-	-	-	-	-	-	

* And Kuwait, Arabia, Transjordan, Palestine, Lebanon/Syria.
† Available forces depend on the current diplomatic result.
§ Turkey receives one two-factor cruiser and the battlecruiser Yavuz.
** Add one additional Chinese Communist partisan each year, starting in 1942.

The partisan level before the “:” is automatic. The partisan level after the “:” is the maximum number of partisans which may be built in the minor country in question following the required number of Moslem Unrest or Partisan production results.

82.62 MINOR COUNTRIES WITH NO ARMED FORCES: Certain minor countries, such as Portugal and the Baltic States, have no armed forces. A major power which invades such a minor country will be unopposed, although it still must pay 10 BRPs for a declaration of war. Colonies never have armed forces (EXCEPTION: French colonies in Europe - 75.61).

82.63 UKRAINIAN FORCES CONTINGENT ON DIPLOMACY: Ukrainian units deploy only after a successful diplomatic die roll for the Ukraine.

82.7 DEFENDING AGAINST THE INITIAL ATTACK:

82.71 MINOR COUNTRY UNITS: During the attacking major power's player turn, the air and naval units of a newly-attacked minor country, even one that immediately associates, may operate only against direct attacks on that minor country. Air units are restricted to intercepting the attacker's naval missions and flying defensive air support; naval units are restricted to intercepting the attacker's naval missions.

Minor country air and naval units may not attack enemy sea supply lines during the initial turn of attack.

82.72 ENEMY MAJOR POWER UNITS: During the attacking major power's player turn, the air and naval units of major powers already at war with the attacker may assist an independent minor country only by intercepting enemy naval activities. Enemy major power air units may not intercept air transport missions over the attacked minor country's hexes or fly defensive air support for attacked minor country ground units during the initial turn of attack. These restrictions are lifted once the minor country associates with a major power.

82.73 ZONES OF CONTROL: During the attacking major power's player turn, the ZoCs of enemy major power armor units adjacent to a newly-attacked minor country extend into the minor country's hexes.

82.8 MINOR COUNTRY SURVIVAL:

82.81 ASSOCIATION AUTOMATIC: If a minor country survives the first turn it is attacked by a major power, it associates with either Britain, if attacked by Germany or Italy, or with Germany, if attacked by an Allied major power, at the start of the defender's next diplomatic phase, before diplomatic die rolls are made, subject to the following exceptions:

A. GARRISONED MINOR COUNTRIES: Minor countries garrisoned by major power units associate with the garrisoning major power immediately following the attacker's declaration of war on that minor country (82.34).

B. ATTACKS BY NEUTRAL MAJOR POWERS: Minor countries attacked by a neutral major power do not associate until the major power is at war with another major power (82.82).

C. BRITISH SURRENDER: If Britain has surrendered, minor countries attacked by Germany or Italy associate with Britain when it reenters the war.

D. ASSOCIATION REFUSED: A major power may, for diplomatic reasons, refuse to accept the association of a minor country.

82.82 ATTACKS BY NEUTRAL MAJOR POWERS: Minor countries which survive the first turn of attack by a major power which is not yet at war with an opposing alliance faction do not associate and instead fight independently, moving at the same time as their potential major power allies. Such independent minor countries automatically associate if an opposing alliance faction goes to war with the attacking major power.

82.83 INDEPENDENT MINOR COUNTRIES:

A. An independent minor country turn consists only of supply determination (from the minor country capital - 30.24), movement, combat and unit construction. Vichy France may also be able to redeploy.

B. Independent minor countries may engage in offensive operations at no BRP cost.

C. Independent minor country units are subject to the same geographical (84.46) and unit construction (84.47) restrictions as associated minor countries.

82.9 PACIFIC THEATER MINOR COUNTRIES:

82.91 Pacific minor countries fall into the following categories:

A. COMMONWEALTH: Australia and India;

B. INDEPENDENT MINOR COUNTRIES: Communist China (if Russia is not at war with Japan), Dutch East Indies (until the second turn following a Japanese declaration of war against Britain).

C. MINOR ALLIES: Communist China (Russia, if Russia is at war with Japan).

D. ASSOCIATED MINOR COUNTRIES: Dutch East Indies (Britain, in the second turn following a Japanese declaration of war against Britain - 89.24); Philippines (U.S.); Thailand (Japan, if Japan has occupied all of French Indochina and is at war with Britain - 89.51).

E. COLONIES: Bhutan, Burma, Calcutta, Dacca, Hong Kong, Malaya, Nepal, Sarawak, Singapore, (Britain); French Indochina (France); Mongolia, Tannu Tuva (Russia); Manchukuo, Korea, Formosa (Japan).

F. FRENCH PACIFIC ISLANDS: New Caledonia, Wallis Island and the Society Islands are treated as though under British control at the start of the game and become Free French if France is conquered (76.51).

82.92 MINOR COUNTRY UNITS DEPLOYED: At the start of all Pacific scenarios, unless otherwise indicated, all Pacific-theater minor country units are deployed on the mapboard in their home countries by the major powers which control them.

82.93 DETERMINING STATUS: At the start of all Pacific scenarios, including a campaign game, every Pacific-theater minor country is aligned with one side or the other. Until Japan is at war with Britain, Communist China is the only Pacific minor country at war with Japan. Other Pacific minor countries enter the war at the same time as do their controlling major powers, as set out in the rules dealing specifically with each minor country.

82.94 UNIT CONSTRUCTION: The rules governing construction of Pacific minor country units depend on the status of the minor country (71, 72, 84, 85). Minor country units must be rebuilt in a controlled, supplied hex in the minor country not in an enemy ZoC (27.44), or in the Australia or India boxes (27.473, 27.474).

82.95 GEOGRAPHICAL RESTRICTIONS: Pacific minor country units may be subject to geographical restrictions, depending on their status (71, 72, 84, 85).



83. CONQUEST OF MINOR COUNTRIES

- 83.1 CONQUEST
- 83.2 EFFECTS OF CONQUEST
- 83.3 MINOR COUNTRY BRPs
- 83.4 COLONIES
- 83.5 COOPERATIVE CONQUESTS
- 83.6 TRANSFERRING CONTROL OF MINOR COUNTRIES

83.1 CONQUEST:

83.11 CONQUEST BY CONTROL OF CAPITAL: Minor countries are conquered if their capital(s) are under enemy, including partisan, control at the end of the attacker's combat phase (EXCEPTIONS: Minor countries without capitals - 83.12; Minor countries which switch sides - 85.53; Australia and India - 71.5, 72.5). The minor country does not get one turn to try to recapture its capital(s) or other key cities. The construction of a partisan in an unoccupied minor country capital does not result in the immediate conquest of a minor country, because this occurs in the unit construction phase, which is after the combat phase.

83.12 MINOR COUNTRIES WITHOUT CAPITALS: The following areas are conquered when the listed cities or hexes are controlled:

- A. EASTERN POLAND:** Vilna, Brest-Litovsk and Lvov.
- B. BALTIC STATES:** Riga, Parnu and Tallinn.
- C. ARABIA:** Kaf and Jauf.
- D. BESSARABIA:** All five hexes in Bessarabia.
- E. FINNISH BORDER HEXES:** All three Finnish border hexes.
- F. LUXEMBOURG:** Luxembourg's single hex.
- G. HONG KONG:** Hong Kong's single hex.
- H. BHUTAN:** Bhutan's single hex.
- I. NEPAL:** All three hexes in Nepal.

83.13 SPANISH CAPITALS: For the purpose of determining conquest only, Madrid and Tangier are both considered to be Spanish capitals and both must be controlled by the attacker before Spain is conquered.

83.14 AUSTRALIA AND INDIA: Special rules govern the surrender of Australia (71.5) and India (72.5).

83.2 EFFECTS OF CONQUEST:

83.21 UNITS: All units, wherever located, belonging to a conquered minor country, whether the minor country was neutral, associated with or allied to a major power, are removed from the mapboard at the end of the conquering major power's combat phase. By immediately recapturing the capital of such a minor country, a major power would avert the loss of the minor country's BRPs, but the units of the minor country would still be permanently removed from play.

83.22 HEX CONTROL - INITIAL CONQUEST:

A. If a neutral minor country is conquered in the turn in which it is attacked, all hexes in the minor country pass to the control of the conquering major power at the end of the conquering major power's player turn, after the redeployment phase, unless occupied by enemy units other than those of the conquered minor country. Normal hex control rules (29.2) govern if a minor country survives the first turn of attack and associates (84.11A) and whenever a minor country's capital subsequently changes hands (83.23).

B. Minor country islands come under the conquering major power's control when the minor country is initially conquered, whether on the turn in which the minor country is attacked or later, unless at least one hex of the island is occupied by enemy units other than those of the conquered minor country. This applies to the following islands:

- Greece: Lesbos (CC30), Chios (DD29), Andros (EE28) and Crete (GG26, GG27, GG28).
- Spain: Balearic Islands (Y15, Y16)
- Baltic States: Saare (F39)
- Sweden: Gotland (H36)

C. Special rules apply to the initial Japanese conquest of the Dutch East Indies (89.23) and the Philippines (89.43).

83.23 HEX CONTROL - OTHER MINOR COUNTRIES: Hex control of conquered minor countries, colonies, associated minor countries and active minor allies is unaffected by the capture of the minor country's capital. Hex control must be established normally (29.2).

83.3 MINOR COUNTRY BRPs:

83.31 ONE TURN TO RECAPTURE:

A: A major power which controls a minor country's capital or key cities receives the conquered minor country's BRP value as printed on the mapboard during each YSS, and receives the prorated BRPs for the minor country during its next turn unless the conquest occurred in a winter turn (35.62) (EXCEPTION: Control of Madrid determines who receives the BRPs for Spain, even though control of both Madrid and Tangier is required to conquer Spain).

B. If a major power has received the BRPs for a minor country and an opponent gains control of the capital or key cities in the minor country, the previously controlling major power must reestablish control of the capital of, or one key city in, the minor country by the end of the combat phase of its next player turn or lose the prorated BRPs for the minor country. Similarly, the opponent gains the prorated BRPs for the minor country at the start of its next player turn if it retains control of the capital of, or all the key cities in, the minor country.

EXAMPLE: Germany controls Belgium. In the Summer 1944 Allied player turn, the U.S. captures Brussels. In the Axis Fall 1944 player turn, Germany recaptures Brussels. There is no BRP change for control of Belgium, because Germany recaptured Brussels immediately. If the German counterattack had failed, then Germany would lose the prorated BRPs for Belgium at the end of its Fall 1944 combat phase and the U.S. would gain the prorated value of Belgium at the start of its Fall 1944 player turn.

83.32 WINTER PLAYER TURNS: If an Axis major power loses control of the capital or key cities of a conquered minor country during the Allied winter player turn, the Axis major power receives the BRPs for the minor country in the following YSS (35.64) and would lose the prorated BRPs for the minor country at the end of the combat phase of its spring player turn if it failed to recapture the capital or one key city in the minor country. The Allied major power which gained control of the minor country would not include the BRPs for the minor country in its YSS, but would add the BRPs for the minor country in its spring player turn if it retained control of it. This does not entitle the Axis major power to DPs for the minor country capital; DPs in a YSS are based solely on control at the end of the year (49.152).

EXAMPLE: Germany conquers Belgium in Winter 1939. France occupies Brussels during the Allied Winter 1939 player turn. Germany receives 15 BRPs for Belgium in the 1940 YSS, because it has one turn to recapture Brussels. If Germany fails to recapture Brussels in its Spring 1940 player turn, it would lose the 15 BRPs for Belgium and France would gain the 15 BRPs for Belgium in its Spring 1940 player turn.

83.33 COLONIAL BRPs: BRP gains and losses for colonies are handled in the same manner as for other minor countries:

A. LOSSES: If a major power loses a European or Pacific colony, the prorated BRPs for the colony are deducted from its BRP total at the end of the combat phase of the first turn in which it fails to recapture the capital of the colony.

B. GAINS: If a major power gains control of a colony originally controlled by another major power and the originally controlling major power fails to recapture the colony's capital in its next player turn, the conquering major power receives the prorated BRPs in its next turn and the full BRP value of the colony during each subsequent YSS in which it retains control of it. These BRPs are lost if an enemy major power gains control of the colony's capital and the owning major power fails to regain control of the colony's capital by the end of its next combat phase (83.31).

EXAMPLE: In Winter 1939, Italy conquers Tunisia, and France fails to recapture it. France loses one prorated BRP in Winter 1939 and does not receive five BRPs for Tunisia in the 1940 YSS.

The British BRP total includes BRPs for Egypt, Palestine, Burma, Calcutta, Dacca, Malaya, Hong Kong and Singapore. If the Axis or Japan conquers these colonies then Britain would deduct the prorated BRPs for the colony from its BRP total at the end of the combat phase of the first turn it fails to recapture the capital of the colony. Britain would also not receive the BRPs for these colonies in each subsequent YSS in which it does not control the colony. The Axis or Japan would receive the prorated BRPs for the colonies in their next player turn and the full BRP value of the colony in each subsequent YSS in which it retains control of the colony.

83.4 COLONIES:

83.41 CONQUERED MINOR COUNTRIES: For the purposes of conquest, hex control and BRPs, colonies are considered to be minor countries which have been conquered prior to the start of the game. A major power conquers a colony and acquires its prorated BRPs in the next turn and its full BRPs in the next YSS by capturing the colony's capital and retaining control of it. Hong Kong and Singapore are conquered when they are occupied.

83.42 HEX CONTROL: Normal hex control rules govern when a colony's capital changes hands, as the initial conquest is considered to have already taken place.

83.43 BRPs: Britain, France, Russia, Italy and Japan receive BRPs for their colonies at the start of each scenario in which they participate as an unconquered major power. These BRPs are not included in their BRP bases (EXCEPTION: Japanese colonies, which are key economic areas).

83.44 COLONIES: The colonies in both theaters are set out below, with their BRP values. Colonial capitals are in parentheses.

83.441 BRITISH COLONIES:

A. EUROPE: Egypt (Cairo): 5 BRPs; Iraq (Baghdad): 0 BRPs; Kuwait (Al Kuwait) 0 BRPs; Palestine (Jerusalem): 5 BRPs; Transjordan (Amman) 0 BRPs.

B. ASIA: Burma, (Rangoon): 10 BRPs; Calcutta: 5 BRPs; Dacca: 5 BRPs; Hong Kong: 5 BRPs; Malaya (Kuala Lumpur): 10 BRPs; Sarawak (Kuching): 0 BRPs; Singapore: 5 BRPs.

83.442 DUTCH COLONIES: Borneo (Balikpapan): 10 BRPs; Java (Batavia): 10 BRPs; Sumatra (Palembang): 10 BRPs.

83.443 FRENCH COLONIES:

A. EUROPE: Algeria (Algiers): 5 BRPs; Lebanon-Syria (Damascus): 5 BRPs; Morocco (Rabat): 5 BRPs; Tunisia (Tunis): 5 BRPs.

B. ASIA: French Indochina (Saigon): 10 BRPs.

83.444 ITALIAN COLONIES: Albania (Tirane): 5 BRPs; Ethiopia (off-map): 0 BRPs; Libya (Tripoli): 5 BRPs.

83.445 JAPANESE COLONIES: Formosa (Taipei): 5 BRPs; Korea (Seoul): 10 BRPs; Manchuria (Harbin and Mukden): 20 BRPs. All Japanese colonies are considered to be Japanese key economic areas (38.36).

83.446 RUSSIAN COLONIES:

A. EUROPE: Ukraine (Kiev): 10 BRPs.

B. ASIA: Mongolia (Ulan Bator) and Tannu Tuva (Kyzyl): 0 BRPs.

83.447 SPANISH COLONIES: Spanish Morocco (Tangier): 0 BRPs. Spanish Morocco is considered to be part of Spain when first placing Spanish units on the mapboard.

83.5 COOPERATIVE CONQUESTS:

83.51 SENIOR ALLIANCE PARTNER BENEFITS: Whenever two or more major power alliance partners participate in the conquest or reconquest of a major power, key economic area, minor country or colony, any BRPs and hexes derived from that action go to the senior alliance partner, as follows:

A. EUROPEAN AXIS: Germany.

B. WESTERN ALLIES: The United States, Britain and France, in that order.

83.52 PARTICIPATION IN A CONQUEST: A junior alliance partner is excluded from the benefits of a conquest if, in the turn of conquest, a more senior alliance partner participated in a cooperative conquest by expending any BRPs for offensive operations to conquer the territory in question or by taking part in an attrition against the forces of a conquered minor country.

83.53 QUALIFYING EXPENDITURES: Any direct expenditure of BRPs in the turn of conquest is sufficient to give the senior alliance partner the benefits of a conquest.

83.54 NON-QUALIFYING EXPENDITURES: The following BRP expenditures are not sufficient to give the senior alliance partner the benefits of a conquest:

A. Counterairing enemy air units which otherwise might provide air cover for enemy naval units that might have attempted naval interception of sea supply lines.

A special prize will be given if this ever makes a difference in an actual game.

B. Attacking enemy units that are not inside the conquered area but which are potentially in range to attempt a recapture of the capital during the enemy's next turn.

C. Granting BRPs to the attacking ally.

83.6 TRANSFERRING CONTROL OF MINOR COUNTRIES:

83.61 A major power which conquers an area may not transfer the BRP production of the area to an ally, nor may it transfer control of any objectives or any other hexes in that area to an ally. Such changes may only occur as a result of a reconquest.

EXAMPLE: Italy may allow German units to enter Albanian hexes, but those hexes and Albania remain under Italian control. If the Allies conquered Albania and the Axis jointly reconquered it, Germany could control Albania.

EXAMPLE: Italy, acting on its own, conquers Yugoslavia. A German unit later enters Belgrade. Italy retains the Yugoslavian BRPs and Belgrade remains an Italian-controlled objective.

EXAMPLE: Italy controls Belgrade and received the BRPs for Yugoslavia. Partisans capture Belgrade, and German units immediately eliminate them. Italy would not lose the prorated BRPs for Yugoslavia. If neither Germany nor Italy immediately freed Belgrade, Italy would lose the prorated BRPs for Yugoslavia. Italy would regain the prorated BRPs for Yugoslavia in the turn after the partisans are removed from Belgrade. Germany could not gain control of Belgrade, even if it advanced into it after eliminating the partisans.



84. ASSOCIATED MINOR COUNTRIES

- 84.1 ASSOCIATION
- 84.2 ASSOCIATION IN EUROPE
- 84.3 ASSOCIATION IN ASIA
- 84.4 EFFECTS OF ASSOCIATION
- 84.5 SURRENDER AND SWITCHING SIDES

84.1 ASSOCIATION:

84.11 MECHANISMS: A minor country may become associated with a major power in four ways:

A. ATTACK BY AN ENEMY MAJOR POWER (Europe only): The minor country survives the first turn of attack by an enemy major power (EXCEPTIONS: Russian border wars - 66.2, 67.2; a Western Allied attack on a Vichy colony - 77.6; immediate association by a garrisoned minor country - 82.34).

B. ATTACK BY A NEUTRAL MAJOR POWER (Europe only): The minor country survives an attack by a neutral major power. The minor country associates with a major power which declares war on the neutral major power.

C. DIPLOMACY (Europe only): After a diplomatic result of “9” (Axis) or “-2” (Western Allies, Russia).

D. TRIGGERING EVENTS: Certain events trigger automatic association.

84.2 ASSOCIATION IN EUROPE:

84.21 ATTACKS BY MAJOR POWERS: If a minor country survives the first turn it is attacked by a major power, it associates with an enemy major power at the start of the next diplomatic phase, before diplomatic die rolls are made. A minor country attacked by Germany or Italy associates with Britain; a minor country attacked by an Allied major power associates with Germany. This general rule is subject to the following exceptions:

A. Association does not occur as a result of Russian border wars (66.2, 67.2) or a Western Allied attack on a Vichy colony (77.6).

B. Garrisoned minor countries associate immediately (82.34, 82.81A).

C. Association with a surrendered Britain is deferred (82.81C).

D. Association may be declined (82.81D).

E. Minor countries which survive an attack by a neutral major power do not associate until the attacking major power is at war with another major power (82.81B, 82.82, 84.22).

84.22 ATTACKS BY NEUTRAL MAJOR POWERS: Minor countries which survive the first turn of attack by a major power which is not yet at war with an opposing alliance faction do not associate and instead fight independently, moving at the same time as their potential major power allies. Subject to the exceptions listed in 84.21, such independent minor

countries automatically associate if an opposing alliance faction goes to war with the attacking major power.

84.23 FINLAND: If a border war between Finland and Russia has occurred, Finland automatically associates with Germany if Germany and Russia go to war, whether or not the border war has ended, is continuing or has escalated into a full scale Russo-Finnish war (67.51).

84.24 SPAIN AND PORTUGAL: If the Western Allies declare war on Portugal while Spain is neutral, Spain automatically associates with Germany in the diplomatic phase of the next Axis player turn unless the Axis achieve a “10+” diplomatic result for Spain in that diplomatic phase.

Rule 84.24 reflects both the treaty between Spain and Portugal and the obvious implications of a Western Allied occupation of Portugal.

84.3 ASSOCIATION IN ASIA:

84.31 PHILIPPINES: The Philippines are an American associated minor country. The U.S. does not receive the prorated BRPs for the Philippines until the start of the American player turn following the outbreak of war between the U.S. and Japan. Filipino forces are placed on the board at the start of the game.

84.32 THAILAND: Thailand is a neutral minor country which becomes a Japanese associated minor country when war breaks out between Japan and Britain, provided Japan has occupied all of French Indochina on a previous turn, or in the turn following such occupation, if otherwise. Until then, neither side’s units may enter Thailand. Thai forces are placed on the board at the start of the game.

84.33 DUTCH EAST INDIES: The Dutch East Indies become a British associated minor country during the second Allied player turn following the outbreak of war between Britain and Japan. Western Allied units may not enter the Dutch East Indies until it associates. Dutch forces are always placed on the board at the start of the game.

84.4 EFFECTS OF ASSOCIATION:

84.41 EFFECTS: If a minor country is associated with a major power, the following rules apply:

84.42 POLITICAL STATUS: The associated minor country is automatically at war with all countries with which its controlling major power is at war.

84.43 FINNISH FORCE LIMITS: The five-factor limit on the number of Axis factors permitted in and which may trace supply into or through Finland remains. Finnish and Swedish units do not count against this limit (82.322).

84.44 HEX CONTROL: The controlling major power controls all hexes controlled by the associated minor country, and is deemed to have controlled such hexes from the start of the player turn in which association occurred. In order for such hexes to be considered fully supplied for units other than those of the associated minor country, supply must be traced into the minor country.

84.45 MECHANICS:

A. INITIAL PLACEMENT OF UNITS: When a minor country associates following a diplomatic result, its units are placed on any supplied, controlled hex in their home country, unless the units are already on the board. If ground units belonging to an opposing alliance faction are in the minor country’s capital following a previous diplomatic result, those ground units are placed on a hex of the owning major power’s choosing adjacent to the minor country’s capital, after which the minor country’s forces are deployed.

B. STACKING: The units of a major power, its major power allies, its minor allies and its associated minor countries may stack together.

C. MOVEMENT: The associated minor country’s units are moved by the controlling major power. The controlling major power and the associated minor country move in unison.

D. COMBAT: Associated minor country units are considered to be those of the controlling major power for the purpose of offensive operations.

E. NO REDEPLOYMENT: Associated minor country units may not be redeployed (EXCEPTIONS: Lent Spanish and Vichy French units may be redeployed to, from, and within the eastern front; Vichy France may reinforce its colonies - 77.42).

84.46 GEOGRAPHICAL RESTRICTIONS:

A. EUROPE: Associated minor country ground units must remain in their home country (EXCEPTIONS: The Finnish border hexes and Bessarabia are considered to be part of Finland and Rumania, respectively, for this purpose; lent Spanish and Vichy French units are treated differently). Associated ground units may attack enemy units adjacent to their home country, but may not advance out of their home country after combat. Associated minor country air and naval units may not base outside their home country, although they may operate freely from their in-country bases.

B. ASIA: Filipino and Dutch forces must remain in their home countries. Once Thailand becomes a Japanese associated minor country, Thai forces may move one hex adjacent to Thailand but may not attack Western Allied units.

84.47 UNIT CONSTRUCTION:

A. Associated minor country infantry units are built at no BRP cost. Subject to the exceptions set out below, an associated minor country may rebuild a single one- or two-factor infantry unit each turn.

- Communist China may rebuild two infantry factors each turn (79.41).
- Dutch units in the Dutch East Indies may not be rebuilt (89.25).

B. Associated minor country units may be rebuilt in supplied hexes in the minor country which are not in an enemy ZoC (27.44) and which were controlled from the beginning of the player turn of construction (27.45).

C. Associated minor country air and armor units may not be rebuilt unless the minor country activates as a minor ally.

D. Associated minor country naval units may be repaired, but not rebuilt, in a shipyard controlled by their alliance faction.

84.48 BRPs: The controlling major power receives the prorated BRPs for the associated minor country at the start of its player turn following association, unless it has already received the minor country's BRPs in that year, and receives the BRPs for the minor country in each subsequent YSS unless the minor country is conquered.

A. Where a minor country survives an enemy attack, the prorated BRPs for the minor country are received at the start of the player turn immediately following the attacker's player turn.

B. Where association occurs as a result of diplomacy, subversion or an Asian triggering event, the prorated BRPs for the minor country are received during the major power's player turn in which the diplomatic result or triggering event occurs.

84.5 SURRENDER AND SWITCHING SIDES:

84.51 REFERENCE TO RULE 85.5: For an explanation of how associated minor countries surrender and switch sides, see rule 85.5.



85. MINOR ALLIES

- 85.1 ALLIANCE
- 85.2 EUROPEAN MINOR ALLIES
- 85.3 ACTIVATION OF EUROPEAN MINOR ALLIES
- 85.4 EFFECTS OF ACTIVATION
- 85.5 SURRENDER AND SWITCHING SIDES
- 85.6 PACIFIC MINOR ALLIES

85.1 ALLIANCE:

85.11 MECHANISMS: A minor country may become allied with a major power in two ways. The first applies only in Europe, and the second applies only in the Pacific:

A. DIPLOMACY (Europe only): After a diplomatic result of "10" (Axis) or "-3" (Western Allies, Russia).

B. TRIGGERING EVENTS (Pacific only): In the Pacific theater, certain minor countries ally with major powers when specified events occur.

85.2 EUROPEAN MINOR ALLIES:

85.21 POTENTIAL EUROPEAN MINOR ALLIES: Major powers may acquire European minor allies as follows:

85.211 GERMANY: Belgium, Bulgaria, Finland, Greece, Hungary, Norway, Rumania, Spain, Sweden, Turkey, the Ukraine, Vichy France and Yugoslavia.

85.212 ITALY: None.

85.213 WESTERN ALLIES: Belgium, Bulgaria, Finland, Greece, Hungary, Norway, Rumania, Spain, Sweden, Turkey, Vichy France and Yugoslavia.

85.214 RUSSIA: Bulgaria, Finland, Greece, Hungary, Rumania, Sweden, Turkey and Yugoslavia.

85.215 MINOR COUNTRIES SWITCHING SIDES: After any diplomatic result favorable to one alliance faction, including activation as a minor ally, a minor country may later switch sides if an enemy alliance faction obtains the required diplomatic result (85.51B).

85.216 LIST EXHAUSTIVE: European minor countries other than those listed in 85.211 - 85.214 may never activate as minor allies of a major power.

85.3 ACTIVATION OF EUROPEAN MINOR ALLIES:

85.31 ACTIVATION DURING DIPLOMATIC PHASE: European minor countries activate as minor allies during the diplomatic phase in which the diplomatic die roll which activates them is made.

85.32 BRPs ADDED ON ACTIVATION: The prorated BRPs for European minor allies are added to the activating major power's BRP total when the minor ally activates, unless it has already received the BRPs because of association or a previous diplomatic result.

85.33 DIPLOMATIC EFFECTS OF ACTIVATION: The diplomatic effects of minor ally activation do not take effect until after the diplomatic phase in which the diplomatic die roll for the minor ally is made.

85.34 IMPEDIMENTS TO ACTIVATION: A European minor country which is at war with a major power may be activated as a minor ally only if the activating major power:

A. Is already at war with the major power which is at war with the minor country; or

B. Declares war on the major power which is at war with the minor country at the first opportunity.

85.341 IF CONDITIONS NOT MET: If a major power fails to meet the conditions set out in 85.34, the activation of the minor country as a minor ally is negated. A major power may select a lesser diplomatic result during the diplomatic phase if it anticipates that it will not or cannot make the required declaration of war.

85.4 EFFECTS OF ACTIVATION:

85.41 ACTIVE MINOR ALLIES: If a minor country activates as a minor ally, the following rules apply:

85.42 POLITICAL STATUS: The minor ally is automatically at war with all countries with which its controlling major power is at war.

85.43 FINNISH FORCE LIMITS: The five-factor limit on the number of Axis factors permitted in and which may trace supply through Finland remains. Finnish and Swedish units do not count against this limit (82.322).

85.44 HEX CONTROL: The controlling major power controls all hexes controlled by the minor ally, and is deemed to have controlled such hexes from the start of the player turn in which activation occurred. In order for such hexes to be considered fully supplied for units other than those of the minor ally, supply must be traced into the minor ally.

85.45 MECHANICS:

A. INITIAL PLACEMENT OF UNITS: When a minor country activates as a minor ally, its units are placed on any supplied, controlled hex in their home country, unless the units are already on the board. If ground units belonging to an opposing alliance faction are in the minor country's capital following a previous diplomatic result, those ground units are placed on a hex of the owning major power's choosing adjacent to the minor country's capital, after which the minor country's forces are deployed.

B. STACKING: The units of a major power, its major power allies, its minor allies and its associated minor countries may stack together.

C. MOVEMENT: The minor ally's units are moved by the controlling major power. The controlling major power and the minor ally move in unison.

D. COMBAT: Minor ally units are considered to be those of the controlling major power for the purpose of offensive operations.

E. REDEPLOYMENT: Minor ally units may be redeployed by the controlling major power.

85.46 GEOGRAPHICAL RESTRICTIONS: Minor ally units may enter any hexes in their home country, as well as the following areas:

A. BALKAN MINOR ALLIES:

- **BULGARIA:** Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Bulgarian units may not enter the territory of a Balkan minor country which is part of the same alliance.
- **HUNGARY:** The Baltic States, Poland, including eastern Poland, Russia, Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Hungarian units may not enter the territory of a Balkan minor country which is part of the same alliance and may not enter Bessarabia unless Rumania has been conquered or attacked by the major power alliance to which Hungary is allied.
- **RUMANIA:** The Baltic States, Poland, including eastern Poland, Russia, Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Rumanian units may not enter the territory of a Balkan minor country which is part of the same alliance. Rumanian naval units are limited to the Black Sea and its ports.
- **YUGOSLAVIA:** Albania, Greece and European Turkey, as well as the territory of any conquered or enemy Balkan minor country. Yugoslav units may not enter the territory of a Balkan minor country which is part of the same alliance.

B. BELGIUM: The western front.

C. GREECE: The Mediterranean front, other than French North Africa and Spain.

D. SCANDINAVIAN MINOR ALLIES (FINLAND, SWEDEN, NORWAY): Finnish, Swedish and Norwegian minor ally units are restricted to Norway, Sweden, Finland, and Russian hexes adjacent to the Finnish border. Scandinavian ground and air units may be sea transported or NRed through the Norwegian North Sea coastal hexes and the Baltic Sea.

E. SPAIN: The Mediterranean and eastern fronts. Spanish units may sea invade, sea transport, NR or SR through the western front to the Mediterranean and eastern fronts.

F. TURKEY: The Mediterranean front, Russia and Bessarabia.

G. UKRAINE: The Ukraine.

H. VICHY FRANCE: No restrictions.

I. VLASOV UNITS: Vlasov units may be created after a successful Russian Occupation Policies production result (42.26D). Vlasov units are treated as German minor ally units and may be constructed in any Axis-controlled, fully supplied city in Russia or Poland and may only operate in those countries (44.32).

85.461 Air and naval units must base in accordance with the above restrictions (EXCEPTION: Damaged minor country cruisers may be repaired in their major power ally's shipyards - 27.7266C), but may operate freely from their bases (EXCEPTIONS: Rumanian naval units may operate only in the Black Sea; Swedish, Spanish, Turkish and Vichy naval units may not raid). Thus Spanish fleets based in northern Spain and Turkish fleets based in Gibraltar could both operate in the Atlantic. Ground units are prohibited from redeploying through restricted areas (EXCEPTION: Spanish and Vichy French volunteers - 85.46E, H). Air units may stage, redeploy or otherwise fly over restricted areas provided they do not touch down in such areas.

85.462 Minor allied ground units may attack enemy units adjacent to their restricted area, but may not advance out of their restricted area after combat.

85.47 FORCE POOLS: When a minor country activates as a minor ally, all its ground and air units, including those eliminated prior to activation, are added to the major power ally's force pool. Naval units which are on the board remain in play. Naval units which have been eliminated may not be rebuilt.

85.48 UNIT CONSTRUCTION: Subject to force pool limits, minor ally units must be rebuilt in a controlled, supplied hex in the minor country which is not in an enemy ZoC (27.44), as follows:

85.481 INFANTRY:

A. EUROPEAN MINOR ALLIES: A single one- or two-factor infantry unit at no BRP cost. Each European minor ally may construct only one infantry unit each turn.

B. COMMUNIST CHINA: Two infantry factors (one 2-2 or two 1-2 infantry units), at no BRP cost.

85.482 ARMOR AND AIR: No more than one armor unit and one AAF each turn. The construction of armor and air units must be paid for by the controlling major power and counts against that major power's unit construction limit. Minor country armor and air units eliminated prior to activation may be constructed by the controlling major power once the minor country has activated.

85.483 NAVAL UNITS: Minor ally naval units may not be constructed. Minor ally naval units may be repaired in a shipyard controlled by their alliance faction.

85.49 BRPs: The controlling major power receives the prorated BRPs for the minor ally at the start of its player turn in which the minor ally activates, unless it has already received the minor ally's BRPs in that year, and receives the BRPs for the minor country in each subsequent YSS unless the minor ally is conquered or otherwise neutralized.

85.491 RUMANIA: The BRP value of Rumania is reduced by five BRPs if Bessarabia has been occupied by Russia (66.32).

85.492 FINLAND: The BRP value of Finland is reduced by five BRPs if the Finnish border hexes have been occupied by Russia (67.32).

85.493 VICHY FRANCE: The BRP value of Vichy France (77.21) is reduced by five BRPs for each Vichy colony which becomes Free French or is conquered by the Allies.

85.5 SURRENDER AND SWITCHING SIDES:

85.51 DIPLOMATIC RESULT REQUIRED:

A. SURRENDER: Associated minor countries and minor allies surrender on a diplomatic result of "5-6", "7" or "8" (negating Western Allied or Russian association or alliance) or "1-2", "0" or "-1" (negating Axis association or alliance), unless a lesser result is chosen.

B. SWITCHING SIDES: Associated minor countries and minor allies switch sides on a diplomatic result of "9" or "10" (negating Western Allied or Russian association or alliance) or "-2" or "-3" (negating Axis association or alliance), unless a lesser result is chosen.



85.52 EFFECTS OF SURRENDER: If a minor country surrenders, the effects set out below are implemented when surrender occurs, in the indicated sequence:

A. UNITS: All the surrendering minor country's units are immediately and permanently removed from play.

B. HEXES: Once all the surrendering minor country's units are removed from play:

- Occupied hexes in the surrendering minor country remain under or pass to the control of the alliance faction which controls the units occupying the hexes. Partisans are ignored when making this determination.
- Vacant and partisan-controlled hexes remain under the control of the major power to which the minor country was previously allied or associated, except after a new diplomatic result of "-1" or "8", in which case the hexes pass to the control of the opposing alliance faction benefiting from the surrender result.

C. BRPs: Once control of the surrendering minor country's hexes is resolved, the prorated BRPs for the minor country are retained or acquired by the alliance faction which controls the surrendering minor country's capital.

D. SUPPLY OF UNITS CAUGHT IN A MINOR COUNTRY SURRENDER: All units of the major power to which the minor country was previously allied or associated and that major power's alliance partners are considered to be in at least partial supply during their owner's first player turn following the minor country's surrender.

85.53 EFFECTS OF SWITCHING SIDES: If a minor country switches sides, it becomes an associated minor country or minor ally of the alliance faction which placed the greatest number of DPs in it (a die roll if tied). The following adjustments are then made:

A. UNITS: All minor country units which are unbuilt or stacked with enemy units are permanently eliminated. Minor country units on the mapboard which are not stacked with enemy units remain in play and are immediately added to the force pool of the new controlling major power. If the new controlling major power does not control the minor country's capital at the end of its next combat phase, all the units belonging to the minor country are permanently eliminated.

B. HEXES: All hexes in the minor country not occupied by enemy units come under control of the new controlling major power. The control of hexes occupied by enemy units does not change. These enemy units are considered to be in at least partial supply during their owner's first player turn following the diplomatic result.

C. BRPs: Once control of the minor country's hexes is resolved, the prorated BRPs for the minor country are retained or acquired by the alliance faction which controls the minor country's capital.

85.6 PACIFIC MINOR ALLIES:

85.61 COMMUNIST CHINA: Communist China becomes a Russian minor ally immediately following the outbreak of war between Japan and Russia. No other Pacific theater minor countries may activate as minor allies. Australia and India are Commonwealth countries (see rules 71 and 72).

85.62 STATUS PRIOR TO ACTIVATION: Prior to activation, Communist China is independently at war with Japan until the outbreak of war between Russia and Japan. Russian units may not enter hexes controlled by Communist China until Russia is at war with Japan.

85.63 GEOGRAPHICAL RESTRICTIONS: Communist Chinese units are restricted to China, and therefore may not enter Manchuria or Hong Kong. Communist Chinese units may not enter Nationalist Chinese-controlled hexes unless the Chinese resistance level is +2 or greater.



86. SCANDINAVIA

86.1 DENMARK

86.2 FINLAND

86.3 NORWAY

86.4 SWEDEN

86.5 GEOGRAPHICAL RESTRICTIONS

86.1 DENMARK:

86.11 DENMARK: Denmark is a neutral minor country worth 10 BRPs with no forces.

86.12 DECLARATIONS OF WAR:

86.121 DENMARK AND NORWAY: A major power may declare war on Denmark and Norway as a unit by making a single declaration of war at a cost of 10 BRPs, although a major power may declare war only on one or the other if it wishes (50.22B).

86.122 EFFECT OF GERMAN DECLARATION OF WAR: If Germany declares war on Denmark, Denmark does not resist German occupation and all Danish hexes are deemed to have been controlled and fully supplied by Germany from the start of the Axis player turn in which it declared war. Axis air units may thus operate out of Copenhagen and Axis air bases placed in Danish hexes in the turn in which Germany declares war on Denmark. Germany receives the prorated Danish BRPs in the turn after it declares war on Denmark, in the same manner as for any other conquest.

86.13 NAVAL OPERATIONS: Naval movement through the Kattegat (H32 and H33) is permitted only if Copenhagen and H33 are under friendly or neutral control (21.211D). The beach hex D35 in southern Norway may thus be invaded from Kiel or other Baltic ports only if Copenhagen and H33 are under friendly or neutral control.

86.2 FINLAND:

86.21 FINLAND: Finland is a neutral minor country worth 10 BRPs.

86.22 FINLAND AS A DIPLOMATIC TARGET: Finland may be named as a diplomatic target any time during the year that Germany wishes, and whether or not it has placed any DPs in Finland (49.423).

86.23 LIMITS ON AXIS FORCES: No more than five Axis naval/ground/air factors may enter or trace supply into or through Finland, even after Finnish association, activation or if Finland has been conquered by the Allies. No more than one Axis armor unit is permitted. Finnish and Swedish units do not count against this limit.

86.24 FINNISH BORDER HEXES: Russia and Finland may fight over the Finnish border hexes (67).

86.25 FINNISH TOUGHNESS: Finnish units are not subject to a -1 DM when defending outside their own country (15.33B).

86.3 NORWAY:

86.31 NORWAY: Norway is a neutral minor country worth 10 BRPs.

86.32 IRON ORE SHIPMENTS: Swedish iron ore is shipped to Germany every turn (86.42), and in winter and spring turns is transported via ship along the coast of Norway. Germany's construction limit is reduced by five BRPs each turn that iron ore shipments to Germany are interrupted (86.421). Iron ore shipments are interrupted during winter and spring turns if either of the following conditions apply:

A. The Allies control Bergen.

B. The Allies have mined Norwegian waters, with or without Norwegian consent, and Germany does not control Bergen.

86.33 MINING NORWEGIAN WATERS: The Western Allies may mine Norwegian waters by announcing the fact during the declaration of war phase of any Western Allied fall or winter player turn, provided Germany does not already control Norway. Once the Western Allies announce they are mining Norwegian waters, they may not reverse their decision.

86.34 NORWEGIAN CONSENT: If a diplomatic result of "0" or less for Norway is in effect or if Norway has associated with the Western Allies after a German attack, Norway consents to the mining of its waters and there are no diplomatic or political repercussions.

86.35 NO NORWEGIAN CONSENT: Mining Norwegian waters without Norwegian consent triggers the following diplomatic and political effects:

A. The USAT level is reduced by one.

B. A +1 modifier applies to all future diplomatic die rolls for Norway.

C. Germany may make a reaction die roll for Norway during its next diplomatic phase.

86.36 DURATION OF MINING: The mining of Norwegian waters continues in effect until Germany gains control of Norway diplomatically or by conquering it. If Germany obtains an "8" or greater diplomatic result for Norway in a winter or spring turn, Germany's construction limit is not reduced by five BRPs from the interruption of iron ore shipments because it is deemed to have gained control of Norway from the start of the Axis player turn. See 86.421 for timing.

86.37 GERMAN ATOMIC RESEARCH: Norway was the only significant source of the heavy water Germany used in its atomic research program. Germany incurs a -2 modifier for controlled reaction research die rolls if:

A. The Allies control Oslo; or

B. A diplomatic result of "1-2" or less for Norway is in effect.

86.38 DECLARATIONS OF WAR: A major power may declare war on Norway and Denmark as a unit by making a single declaration of war at a cost of 10 BRPs, although a major power may declare war only on one or the other if it wishes (50.22B).

86.4 SWEDEN:

86.41 SWEDEN: Sweden is a neutral minor country worth 15 BRPs.

86.42 IRON ORE SHIPMENTS: Swedish iron ore is shipped to Germany every turn. Iron ore shipments are interrupted if any of the following conditions exist:

A. The Allies control Stockholm.

B. Germany declares war on Sweden and Sweden survives the initial German attack.

C. A diplomatic result of "0" or less for Sweden is in effect.

D. The Allies control Bergen or have mined Norwegian waters and Germany does not control Bergen (winter and spring only - 86.32).

86.421 EFFECTS: Germany's construction limit is reduced by five BRPs each turn iron ore shipments are interrupted. This determination is made when the Axis construction oil effects are determined. This effect is not cumulative and is reversed if iron ore shipments are restored.

86.43 RUSSO-FINNISH WAR: If a Russo-Finnish border war escalates, Swedish infantry units may fight in Finland (67.25E).

86.44 SWEDISH TOUGHNESS: Swedish units are not subject to a -1 DM when defending outside their own country (15.33B).

86.5 GEOGRAPHICAL RESTRICTIONS:

86.51 GEOGRAPHICAL RESTRICTIONS AFTER ACTIVATION: Finnish, Swedish and Norwegian minor ally units are restricted to Norway, Sweden, Finland, and Russian hexes adjacent to the Finnish border. Scandinavian ground and air units may be sea transported or NRed through the Norwegian North Sea coastal hexes and the Baltic Sea.



87. WESTERN EUROPE

87.1 BELGIUM AND LUXEMBOURG

87.2 IRELAND

87.3 NETHERLANDS

87.4 PORTUGAL

87.5 SPAIN

87.1 BELGIUM AND LUXEMBOURG:

87.11 BELGIUM: Belgium is a neutral minor country worth 15 BRPs, with its capital in Brussels.

87.12 LUXEMBOURG: Luxembourg is a neutral minor country worth 5 BRPs, with no capital.

87.13 TREATED AS A SINGLE COUNTRY: Belgium and Luxembourg are treated as a single country for the following purposes:

A. Declarations of war, although a major power may declare war only on one or the other if it wishes (50.22A).

B. Diplomacy.

C. Hex control force limits (82.32C).

87.2 IRELAND:

87.21 ULSTER: Northern Ireland (Ulster) is an integral part of Britain for all purposes.

87.22 EIRE: Southern Ireland (Eire) is a neutral minor country with no BRP value for game purposes. Neither side may enter Eire without a declaration of war costing 10 BRPs.

87.23 IRA PARTISANS: If the Allies declare war on Ireland, Germany may construct two partisans, at the rate of one per turn at the normal BRP cost, in any vacant Irish hex not in an Allied ZoC, regardless of which side controls the hex, and whether or not the Allies have conquered Ireland. Germany may also construct partisans in Ireland after a diplomatic result of "7" (one partisan) or "8" (two partisans) for Ireland. Axis partisans may not be constructed in Ulster, although they may move and attack into Ulster once they have been built. Britain loses one BRP each turn for each Irish partisan in or adjacent to Ulster at the end of an Allied combat phase (11.71A). Britain may not attack partisans adjacent to Ulster without a declaration of war against Ireland. If Germany declares war on Ireland, all Irish partisans are immediately and permanently eliminated.

87.24 SUBMARINE WARFARE EFFECTS: A “7” or greater diplomatic result for Ireland triggers covert Irish assistance to German U-boats, which increases the Axis Atlantic submarine warfare Strategic Warfare Combat dice roll by one (25.725). An Axis conquest of Ireland does not trigger this submarine warfare modifier. This result may be negated by a diplomatic result of “2” or “3-4” for Ireland or an Allied conquest of Ireland.

87.3 NETHERLANDS:

87.31 NETHERLANDS: The Netherlands is a neutral minor country worth 10 BRPs, with its capital in The Hague.

87.4 PORTUGAL:

87.41 PORTUGAL: Portugal is a neutral minor country with no units worth 5 BRPs, with its capital in Lisbon.

87.42 EFFECT ON SUBMARINE WARFARE: If the Axis control and fully supply La Coruna, Vigo, Lisbon or Cadiz, Germany receives a favorable modifier for submarine warfare in the Atlantic (25.723).

87.43 IF PORTUGAL ATTACKED BY WESTERN ALLIES: If the Western Allies declare war on Portugal while Spain is neutral, Spain automatically associates with Germany in the diplomatic phase of the next Axis player turn unless the Axis achieve a “10+” diplomatic result for Spain in that diplomatic phase.

87.5 SPAIN:

87.51 SPAIN: Spain is a neutral minor country worth 30 BRPs, with capitals in Madrid and Tangier. Both capitals must be captured to conquer Spain; for all other purposes, such as supply (30.24), the mandatory deployment of a Spanish unit in its capital (82.54) and determining who receives the BRPs for Spain (83.3), Madrid is considered to be the only Spanish capital. Tangier, as a colonial capital, is a limited supply source (30.265).

87.52 EFFECT ON SUBMARINE WARFARE: If the Axis control and fully supply La Coruna, Vigo, Lisbon or Cadiz, Germany receives a favorable modifier for submarine warfare in the Atlantic (25.723).

87.53 IF PORTUGAL ATTACKED BY WESTERN ALLIES: If the Western Allies declare war on Portugal while Spain is neutral, Spain automatically associates with Germany in the diplomatic phase of the next Axis player turn unless the Axis achieve a “10+” diplomatic result for Spain in that diplomatic phase.



88. THE MIDDLE EAST

- 88.1 OVERVIEW
- 88.2 ARABIA
- 88.3 EGYPT AND THE SUEZ CANAL
- 88.4 ETHIOPIA
- 88.5 IRAQ AND RELATED AREAS
- 88.6 PERSIA

88.1 OVERVIEW:

88.11 AREA COVERED: The following countries are considered to be part of the Middle East:

- A. Arabia.
- B. Egypt, including the Suez canal.
- C. Ethiopia.
- D. Iraq, Kuwait, Lebanon-Syria, Palestine and TransJordan.
- E. Persia.

88.2 ARABIA:

88.21 Arabia is a neutral minor country with no BRP value for game purposes. Neither side may enter neutral Arabia without paying 10 BRPs for a declaration of war. Initial conquest of Arabia occurs when the attacker gains control of Kaf and Jauf.

88.3 EGYPT AND THE SUEZ CANAL:

88.31 EGYPT: Egypt is a British colony worth 5 BRPs, with Cairo as its capital.

88.32 ALEXANDRIA AND SUEZ: The loss of Alexandria and/or Suez affects the USAT level and British and Italian DP allotments, but does not directly cost Britain BRPs. Wafdist control of Suez or Alexandria does not affect the USAT level or Italian DP allotments, but does reduce the British DP allotment.

88.33 WAFDIST PARTISANS: Germany may construct and operate up to two Wafdist partisans in Egypt as permitted by the Axis Moslem Unrest production result (42.26G). These results are used to create and expand the Wafdist partisan force pool. Wafdist partisans may be built at the rate of one partisan per turn.



88.34 SUEZ CANAL:

88.341 NAVAL ACTIVITIES PERMITTED: The Suez canal consists of hexsides LL30/LL31, MM30/LL31 and MM30/MM31. The Suez canal is treated as a river for all purposes, including ground movement and combat, with the exception that naval units may move through the canal.

88.342 REQUIREMENTS: Naval activities through the Suez canal are permitted only if all the hexes adjacent to the canal are under friendly control. For the purposes of air and naval interception, naval units moving through the Suez canal pass through hexes MM30 and LL31. The two hexes south of the canal (the Gulf of Suez) are full sea hexes and are treated accordingly.

88.343 SEA ESCORT FROM SUEZ: Allied naval units based in Suez may provide protection for a unit NRed to Basra, Abadan, Ethiopia, the India box, the Australia box, the South Africa box and, provided the Suez canal is open, may sea escort units NRed to a Mediterranean port.

88.344 CLOSING THE SUEZ CANAL: The Suez canal may not be used by the Western Allies if any hexes adjacent to it are under Axis, including Wafdist partisan, control. The same applies in reverse if the Axis have captured the Suez canal.

88.35 DISPLACEMENT FROM PORT SAID AND SUEZ: Allied naval units displaced from Port Said by Axis ground units go into the Mediterranean and may not move through the Suez canal off the southern edge of the mapboard. Similarly, Allied naval units displaced from Suez by Axis ground units go to the India box, Basra or Abadan, as the Allied player wishes, but may not move through the Suez canal into the Mediterranean. Naval units displaced from Suez are subject to Axis air attacks as they leave Suez or appear in the Persian Gulf.

88.36 NRs THROUGH SUEZ: Allied units may be NRed from Suez to the South Africa box (28.753), the India box (28.754), the Australia box (28.755), the Ethiopia box (88.422A), Basra or Abadan. Ground and air units NRed from these locations to Suez may NR further into the Mediterranean during the same turn, provided there are destroyers in Suez to provide sea escort. NRs between Suez and Basra or Abadan do not pass through any mapboard box and therefore do not incur a one-turn delay.

88.37 AXIS USE OF THE SUEZ CANAL: The Axis may use the Suez canal for the following three purposes. Other Axis naval activities through the Suez canal and from Suez are prohibited. Axis fleets in Suez which are displaced by Allied ground units are eliminated, even if Basra or Abadan is Axis controlled.

A. REINFORCEMENT OF ETHIOPIA: Italy may NR one ground unit to Ethiopia each turn before Italy and Britain are at war. The Axis may NR one ground unit to Ethiopia each turn while Britain is neutral following a British surrender if the Axis control the Suez canal.

B. RAIDERS: Up to three Italian or German ships in total may raid from Suez if the Axis have captured the Suez canal and control Ethiopia (21.532C).

C. SUBMARINES: German submarines may enter the Indian Ocean SW box if the Axis have captured the Suez canal and control Ethiopia.

88.4 ETHIOPIA:

88.41 ETHIOPIA: Ethiopia is an Italian colony with no BRP value, represented by the Ethiopia box. Italy begins the game with three 1-3 infantry units in Ethiopia.

88.42 ENTERING AND LEAVING ETHIOPIA: Units may enter and leave Ethiopia only during the redeployment phase:

88.421 AXIS: Axis units may enter or leave Ethiopia prior to an Allied conquest of Ethiopia as follows:

A. The Axis may NR one ground unit to or from Ethiopia each turn through the Suez canal as permitted by 88.37A. Italian units may not be removed from Ethiopia prior to the outbreak of war between Britain and Italy.

B. The Axis may SR one ground unit to or from Ethiopia each turn off the southern edge of the mapboard if the Axis control one or more of Egyptian hexes NN27-NN30.

88.422 WESTERN ALLIES: Western Allied units may enter or leave Ethiopia once the Western Allies are at war with Italy, as follows:

A. The Western Allies may NR ground units to or from Ethiopia using Indian Ocean transports.

B. The Western Allies may SR one ground unit to or from Ethiopia each turn off the southern edge of the mapboard if the Western Allies control one or more of Egyptian hexes NN27-NN30.

C. The Western Allies may SR one ground unit to or from Ethiopia from the South Africa box.

88.423 RESTRICTIONS:

A. Air and naval units may not enter the Ethiopia box.

B. Ground units may not enter and leave the Ethiopia box in the same redeployment phase.

C. Ground units may not enter or leave the Ethiopia box other than during the redeployment phase and may not TR into Ethiopia.

D. Western Allied ground units may not enter the Ethiopia box until the Western Allies and Italy are at war.

88.424 VOLUNTARY ELIMINATION PROHIBITED: Units in Ethiopia may not be voluntarily eliminated.

88.43 CONQUEST OF ETHIOPIA: Ethiopia is conquered by the Allies if there are at least twice as many Western Allied ground factors in Ethiopia as there are Axis ground factors in Ethiopia for one complete game turn plus the following Axis player turn. Ethiopia then surrenders at the end of that Axis player turn, with the following effects:

A. All Axis units in Ethiopia are eliminated and are removed from their owning country's force pool unless they can trace a supply line from Egypt through one of Egyptian hexes NN27-NN30, in which case the Axis units remaining in Ethiopia are returned to their force pools and may be rebuilt.

B. Axis raiders and German submarines may not operate in the Indian Ocean from Suez.

88.431 EFFECT OF ITALIAN SURRENDER: If Italy surrenders while it still controls Ethiopia, the control of Ethiopia is determined after all Italian units are removed (56.3). If the Axis have as many or more ground factors in Ethiopia than the Allies, then Germany retains control of Ethiopia. If the Allies have more ground factors in Ethiopia than the Axis, then the Allies conquer Ethiopia. If neither side has factors in Ethiopia then it is controlled by no one until one side or the other moves a unit into it.

88.432 RECONQUEST PROHIBITED: Ethiopia may not be reconquered by the Axis.

88.44 COMBAT PROHIBITED: Offensive and attrition combat is prohibited in the Ethiopia box.

88.45 SUPPLY: All Axis and Western Allied ground units are considered to be in unlimited supply while in Ethiopia.

88.46 EFFECT OF CONTROL OF ETHIOPIA: Axis control of Ethiopia is required for Axis naval operations from Suez (88.37B, C). Axis control of Ethiopia does not affect Allied naval movement from Suez into the Indian Ocean or any other Allied Indian Ocean activities. Axis units in Ethiopia are considered to be "in Africa" for the purposes of diplomatic die rolls for Spain and Vichy France and Italian surrender conditions (56.11B).

88.5 IRAQ AND RELATED AREAS:

88.51 IRAQ: Iraq is a British colony with no BRP value, with its capital at Baghdad.

88.52 SUPPLY: Baghdad is a limited supply source for the side that controls it (30.265). The Western Allies may trace sea supply through the Indian Ocean to Basra.

88.53 OIL: Mosul is an oil center with the capacity to offset three oil effects (33.22B).

88.54 WESTERN ALLIED NRs TO AND FROM BASRA: The Allies may NR units to and from Basra through the Indian Ocean to and from Suez, Abadan, Ethiopia, and the South Africa, India and Australia boxes.

88.55 NO AXIS DECLARATION OF WAR ON IRAQ REQUIRED: The Axis may enter Iraq without a declaration of war. If Britain has surrendered and the Axis are not at war with the U.S., Germany must declare war on the U.S. before Axis units may enter Iraq.

88.56 PALESTINE, TRANSJORDAN AND KUWAIT: Palestine is a British colony worth 5 BRPs, with Jerusalem as its capital. TransJordan is a British colony with no BRP value, with Amman as its capital. Kuwait is a British colony with no BRP value, with Al Kuwait as its capital.

88.57 ARAB PARTISANS: Germany may construct and operate up to two Arab partisans in Iraq, Kuwait, Palestine, Transjordan, Lebanon/Syria and Arabia, as permitted by the Axis Moslem Unrest research results. These results are used to create and expand the Arab partisan force pool for this area. Arab partisans may be built at the rate of one partisan per turn.

88.6 PERSIA:

88.61 PERSIA NEUTRAL: Persia is a neutral country with no BRP value, with its capital in Tehran.

88.62 ENTRY INTO PERSIA: Axis and Allied units may only enter Persia following an Axis or Allied declaration of war or after opening the Persian BRP route. Axis Persian partisans may be built and operate in Persia (88.63).

88.63 PERSIAN PARTISANS: Germany may construct and operate up to two Persian partisans in Persia as permitted by the Axis Moslem Unrest research results. These results are used to create and expand the Persian partisan force pool. Persian partisans may be built at the rate of one partisan per turn.

88.64 PERSIAN BRP ROUTE: The Western Allies may open the Persian BRP route on any turn following the initial outbreak of war between Germany and Russia. If the Allies or the Axis have declared war on Persia, then the Persian BRP route may be opened for only 15 BRPs instead of the normal 25 BRPs.

88.641 EFFECTS OF OPENING THE PERSIAN ROUTE: The opening of the Persian route by the Western Allies places all Persian hexes, except those containing Axis units, under the control of the Western Allied major power which paid the BRPs to open the Persian route and allows off-board NRs to and from Abadan (40.524). Any Russian-controlled hexes in Persia pass to Western Allied control. The Allies may redeploy units through Persian hexes in the turn in which the Persian route is opened.

88.642 AXIS UNITS IN PERSIA: Once the Western Allies have opened the Persian route, Axis units may enter Persia without the need for a declaration of war on Persia. Axis units in Persia when the Western Allies open the Persian route are considered to be in at least partial supply during the first Axis player turn following the opening of the Persian route.

88.643 TEHRAN AS A SUPPLY SOURCE: Tehran is an Allied limited supply source if under Allied control.

89. THE FAR EAST

- 89.1 COMMUNIST CHINA
- 89.2 DUTCH EAST INDIES
- 89.3 FRENCH INDOCHINA
- 89.4 PHILIPPINES
- 89.5 THAILAND

89.1 COMMUNIST CHINA:

89.11 COMMUNIST CHINA: Communist China is a potential Russian minor ally which is independently at war with Japan. See 79.

89.2 DUTCH EAST INDIES:

89.21 DUTCH EAST INDIES: The Dutch East Indies are a Dutch colony consisting of the islands of Aroe, Bali, Biak, Buru, the Celebes, Ceram, Flores, Halmahera, Java, Netherlands New Guinea, South Borneo, Sumatra, Sumbawa, Tanimbar and Timor.

89.22 BRP VALUE: The Dutch East Indies are worth a total of 30 BRPs. Each of the three main areas which make up the colony may be conquered and controlled separately for BRP purposes as follows:

A. Java (10 BRPs), with its capital at Batavia.

B. Sumatra (10 BRPs), with its capital at Palembang.

C. South Borneo (10 BRPs), with its capital at Balikpapan.

89.23 INITIAL JAPANESE CONQUEST AND HEX CONTROL: The initial Japanese conquest of Java, Sumatra and South Borneo gives Japan control of every hex in the Dutch East Indies at the end of the Japanese combat phase, other than hexes which contain Allied units (29.54). The initial Japanese conquest of Java, Sumatra and South Borneo does not give Japan control of any hexes other than those entered by Japanese units unless all three areas have been conquered.

89.24 CONSIDERED A BRITISH ASSOCIATED MINOR COUNTRY: The Dutch East Indies become a British associated minor country during the second Allied player turn following the outbreak of war between Britain and Japan. Western Allied units may not enter the Dutch East Indies until it associates.

89.25 DUTCH UNITS: Dutch forces are always placed on the board at the start of the game. Dutch units in the Dutch East Indies may not be rebuilt once they are eliminated. All Dutch units in the Dutch East Indies are eliminated when Palembang, Batavia and Balikpapan are occupied by Japan.

89.26 OIL: Palembang and Brunei are oil centers, the control of which determines whether Japan has adequate oil supplies.

89.3 FRENCH INDOCHINA:

89.31 FRENCH INDOCHINA: French Indochina is a French colony worth 10 BRPs, with its capital at Saigon. See 76.

89.4 PHILIPPINES:

89.41 PHILIPPINES: The Philippines are an American associated minor country consisting of Cebu, Leyte, Luzon, Mindanao, Mindoro, Negros, Palawan, Panay and Samar.

89.42 BRP VALUE: The Philippines are worth a total of 10 BRPs. The U.S. does not receive the prorated BRPs for the Philippines until the start of the American player turn following the outbreak of war between the U.S. and Japan.

89.43 INITIAL JAPANESE CONQUEST AND HEX CONTROL: The initial Japanese conquest of Manila gives Japan control of every hex in the Philippines at the end of the Japanese combat phase, including hexes which contain Allied units (29.54). All surviving Allied ground units in the Philippines are considered to have surrendered and are returned to their force pool; any American naval units in the Philippines are displaced.

89.44 FORCES: Two Filipino 1-2 infantry units are placed on the board at the start of the Campaign Game and the Global War game. Until the Philippines are conquered, one 1-2 Filipino infantry unit may be rebuilt at no BRP cost each turn (84.47).

89.5 THAILAND:

89.51 THAILAND:

A. **DIPLOMATIC STATUS:** Thailand starts the game as a neutral minor country. Thailand associates with Japan when Japan declares war on

Britain, provided Japan has occupied all of French Indochina on a previous turn. If Japan delays the occupation of French Indochina until after it declares war on Britain, Thailand associates with Japan in the turn following the Japanese occupation of French Indochina. If Japan does not declare war on Britain or does not occupy all of French Indochina, Thailand remains neutral unless attacked.

B. HEXES: All Thai hexes are deemed to have been controlled and fully supplied by Japan from the start of the Japanese player turn in which it declared war on Britain. Japan may thus operate air units out of Thailand and construct and use an airbase in a Thai hex in the turn in which it declares war on Britain. Until then, neither sides' units may enter Thailand.

C. FORCES: The Thai forces consist of two 1-2 infantry units, which are placed on the board at the start of the game. Until Thailand is conquered by the Allies, one 1-2 Thai infantry unit may be rebuilt at no BRP cost each turn (84.47). Thai units may enter hexes adjacent to Thailand but may not attack Western Allied units.