

National Advantages

Veteran players may wish to vary the play experience. The following optional rules set out national advantages for each power in the game, simulating its historic strategies or benefits. A power may not share its national advantages with friendly powers. A number of these advantages apply to a territory controlled by a given power at the beginning of the game and can take effect only if that territory is still controlled by that power. For example, the Soviet Union begins play controlling the red territories on the game board, so a national advantage that refers to a “red territory” can take effect only if that territory is still controlled by the Soviet Union. If you want to use these optional rules, decide on the number of national advantages each power will get. Each player chooses that many advantages for his or her power. If you prefer, you can roll randomly that number of times for each power on the National Advantages Table below.

Automatically Implemented Advantages

GERMANY: SUB- WOLF PACK If at least three of your submarines make a combat move into a single sea zone, they attack on a 3 (4 if you have the Super Submarines development). (Upgraded by roll able special)

GERMANY/ FRANCE: THE SILENT WAR (1940) During the first round of combat all allied units in France defend with 1 regardless of actual statistics or nationality. The Maginot line is inactive. Once Paris falls, France falls into a state of confusion. For 1 full round after Paris falls, British and axis alike may kill off French units in order to stop them from falling into the wrong hands. At the collect income phase of the conquerors next turn France will roll for each territory to decide whether or not it is Vichy, unaffiliated, or free. Any units on non-French allied soil remain free, fleet that is off the coast of an ally and accompanied by allies remain free. Regardless of accompanying ships, all Mediterranean fleet must be rolled for to determine allegiance. Vichy is automatically a German territory as well as any Vichy or unaffiliated possession rolled for. Unaffiliated territories become German in IPC but their units go dormant where Vichy territories go German. Free French spots rolled for continue to be controlled by the French player. The Fleets of France are rolled for separate from the territories rolled for. On a D-4 for territories 1 remains free, a 2 becomes unaffiliated, and 3 as well as 4 go to Vichy. Naval units however are a 1 remains free, 2 unaffiliated, 3 scuttle the fleet, and 4 Vichy owned. Scuttled ships are immediately removed, however if the Italian player possesses the naval salvage special they may collect income for any abutting or Mediterranean French scuttled ships. If France has the special for a second capital, that particular territory will automatically remain free and there for will not be rolled for. It is ok to roll each falling French territory individual to decide allegiances however is suggested to roll in blocks of region such as; Europe, Mediterranean/ Middle East, North Africa, Central Africa, Indian ocean territories, India /South East Asia, Polynesia, and Americas. Other proclaimed groupings are acceptable as well as long as announce beforehand to the opposing player.

U.S.S.R: NON- AGGRESSION TREATY 6 Infantry, 3 Armor, 1 Artillery, and 1 Fighter placed in Urals (beside the Urals if 1940) if Non-aggression treaty is broken by Japan. The special dissolves if the USSR breaks the treaty; must be placed immediately upon hostilities. (Upgraded by roll able special) While Non-aggression is active neither nation may enter the others land, occupied or not. Neutral Mongolia’s independence is secured by the same treaty, under the USSR’s protection. Their navies act invisible to one another and never confront each other although they may both be in the same sea zones at the same time. The treaty can be broken by either side at any time

U.S.S.R: MOLOTOV-RIBBENTROP PACT (1940) The Soviets start as a neutral communist power. They only collect 40 IPC’s when not at war with anyone. They are permitted to declare war on

Finland if independent and vice versa. If the USSR is at war with the Fins then they receive a total income of 60 IPC's. If any other axis power is at war with the Russian player then the USSR collects its full income. The USSR cannot declare war on Italy or Germany until round 3. There is no restriction on breaking the treaty with Japan before then; just as any axis power can declare war on any non-axis player at any point.

JAPAN: SNEAK ATTACK (Fog of War) Though the Japanese are bound by the non-aggression treaty with Russia, the other allies share no such comfort.

(1940) For one round only, to be used within the first 3 rounds, all pacific allied airfields are inactive in their ability to defend the surrounding sea zone. Additionally, all Imperial Japanese Naval Vessels move one additional space during the this proclaimed Fog of War round. Once Fog of War is used it is exhausted. It is also exhausted if a state of war between the United States and Japan has existed for more than this round (Naval bases give no bonus distance during Fog of War).

(1941) During the first round of attack all pacific allied airfields are inactive in their ability to defend the surrounding sea zone. Additionally, all Imperial Japanese Naval Vessels move one additional space during the first round, and the first round only (Naval bases give no bonus distance during round 1).

JAPAN/ CHINA: SINO- JAPANESE WAR (1940) Japan goes first at the start of the game followed immediately by china, only after which they may place their 15 IPC's in the pacific theater. During their two turns they may not interact with any other nationalities other than one another (with the exception of a Chinese Mongolia). For Japan moving fleet away from continental Asia is strictly forbidden, the only exception is the island of japan itself. Fleet away from the mainland is permitted to move towards it if so desired. Building up areas away from Asia is fine permitted it is only done through purchasing those pieces. When both countries have finished and collected the run order returns to normal; these means japan and china in fact go twice on the first round.

JAPAN/ ALLIES IN PACIFIC: PACIFIC POLITICS(1940) Any action against the USA, prompts the allies to declare war (USSR excluded). France is not a traditional ally, so a Japanese attack on them does not provoke war with the allies. The Dutch can be attacked, but by doing so gives the option for declaring war by the allies. The UK, and ANZAC (The Commonwealths) may declare war on Japan at any given time that Japanese units neighbor a commonwealth territory beyond the Asian continental coast or if Japanese occupy any Dutch territory (optional). War with the USA instantaneously drags in all the allies into a pacific war with Japan.

ITALY: WEAK MORAL (1941 only) Firstly, upon set up the German player can choose to take Italy out of the game and set up all of its units as Germans; then the German player must surrender a permanent 10 IPC's to the bank as well as all Italian specials, and the German Industrial Complex placed in Norway (Oslo).

FINLAND & MINOR AXIS POWERS: WEAK MORAL (1940 only) Firstly, upon set up the German player can choose to take Finland out of the game and set up all of its units as Germans; then the German player must surrender Helsinki and Budapest's additional income to the bank as well as all Finland specials, and the Industrial Complex placed in Romania. Secondly, an option exists where the Fins can start the game independently but later on the German player can change over all its pieces and

possessions to Germany. Doing this causes Both nations to lose any finish stock piles IPC's as well as forfeit a full found of income for the newly absorbed territories. Once again Germany will only collect the minimum value of the minor power capital cities as well as forfeiture of the Romanian Industrial complex.

UNITED KINGDOM: SECOND CAPITAL England may appoint a secondary Capital at the beginning of the game in either: Ontario, New South Wales (1941 only), Calcutta(Dehli), Cairo, or Cape Town. This second capital becomes the sole capital of the U.K. in the event of England (London) falling to an axis power. Upon the loss of the initial capital half that rounds IPC's are still forfeited axis invader. The transfer of Power happens immediately following the surrender of the first capital and half its funds. Whichever city is then assumed as the new capital increases its starting value by 3 Ipc's, but not before the start of the next round.

>>>>>>**EMPIRICAL CAPITALS** Under Queen Victoria Great Britain gained Dominance of over a Quarter of the Earth's surface; nearly half a century later England's empire still stood strong connected by a network of colonies all administered through English government. Without London, the Empire would un-doubtable continue to function within its web. If the United Kingdom loses its Primary Capital as well as 3 alternative colonial capitals (Québec, New South Wales(Sydney), Calcutta(Dehli), Cairo, or Cape Town) the empire will crumble; the U.K. can no longer collect an income nor build units until one of those capitals is restored.

ANZAC/ NETHERLANDS: OCEANIAN WAR EFFORT (1940) Holland has just fallen to Germany. The capital is occupied and the Dutch are exiled to London. All Dutch units and territories are up for grabs. Any allied units which makes contact with Dutch property or units have the option to convert those units to their own pieces or territory. If Japan takes over any Dutch territory, it grants the allies the right to declare war on Japan. If Amsterdam is liberated or if the Dutch have a second capital they may choose to hold on to their possessions and pieces (optional). Australia, New Zealand, and the British Pacific Ocean Territories are only at war with Germany and Italy. Until they are at war with Japan they (ANZAC) only receive ½ their starting IPC's + whatever IPCs they capture from there on. Australia may declare war on Japan at any given time that Japanese units neighbor a commonwealth territory (provided it's not Malaya, Sarawak, or Brunei) or if Japanese occupy any Dutch territory. France is not a traditional ally, so any Japanese attack on them does not provoke war.

POLAND: NATIONLESS SOLDIERS (1940) Poland has fallen to Germany and the USSR. The capital is occupied and the Polish are exiled to London and Paris. The USSR is no longer at war with Poland but Germany is. If Warsaw is liberated Poland gains back even the stolen soviet possessions as well as the Baltic States. Poland does not require land to continue using their specials.

CHINA: CIVIL WAR Due to the conflict between Communist and Republican forces and the great divide between the peoples of China, a war away from home was nearly impossible. Chinese forces are not permitted to leave more than one space from Chinese controlled or occupied territory. Chinese Navies are also barred by the same restrictions. Islands are counted as an extension of the sea zone they touch or are enclosed by. The fractured nature of the nation lends a single advantage in the form of no longer having a physical capital. China cannot be robbed of its money through the fall of their capital because they not only no longer have one but they also do not need one to build or collect an income. Angry warlords and enraged resistance ensure the fight will go on. While Peking is under Japanese occupation, China's governments rests on the backs of its leadership; Mao

Tse-tung and Chiang Kai-shek. The two leaders are placed in the two Chinese cities. If Kai-shek is killed he forfeits half of china's remaining economy indefinitely, as well as gives up Chinese Divisions if owned. Mao if dead also gives up half of the economy as well as communist placement if owned.

UNITED STATES: RELATIVE NEUTRALITY Until either attacked or the Beginning of the Third round the USA acts as a neutral towards axis units. While Relative Neutrality is active neither Americans nor Axis units may enter the others land, occupied or not. Their navies act invisible to one another and never confront each other although they may both be in the same sea zones at the same time. The same may apply to any neutral nation.

(1941) Also while neutral, the USA is restricted to a spending budget of 55 IPC's, of which no more than 25 of which may be spent on military units. The remaining 30 may be used for land or water infrastructure, weapons development, or immediate lend lease to allied powers (the lend lease subtracts from those factories outputs on their own turn. The units have the option of remaining American upon entrance into the war.).

(1940) The USA will not be allowed to host visiting units from the allies on her sovereign soil. Likewise if materials are to be lend leased to anyone, their transports must pick them up themselves. While Neutral the USA collects 30IPC's they may spend on whatever they like, wherever they like. They collect an additional 10 IPC's which must be either invested in lend lease or infrastructure. A proclaimed lend lease transport with lend lease units has no movement restrictions but will be treated as belonging to the power that it is being given to the moment it leaves US waters or land in the case of air transport or truck. Navy and Air units must always end their turn off from a green territory while neutral. Capital ships must end there turns at a navy base while neutral. The Neutral USA may purchase aircraft for china that may fly to china, or if Minority forces may be placed directly, but is immediately transferred to Chinese ownership.

****Roll-able National Advantages****

Major Powers

Germany National Advantages

1. U-Boat Cost Reduction

The Untersee boats swarmed Allied shipping lanes and while being mass produced their ultimate construction cost plummeted. Germany May Produce U-Boats at the cost of 6 IPCs. All Submarines are 2 IPC's cheaper.

2. European Industry

Germany's war required more and more supplies and more workers, where the German army went industry would shortly fallow. At the beginning of the game during the set-up phase Germany may place one free factory on any European grey territory.

3. Panzerblitz

The colossal Panzers rumbled across Europe and North Africa. They would breach enemy lines, then turn and wreak havoc on the defenders. If your attacking forces destroy all defending units in a territory in one cycle of combat, any of your surviving tanks in the attacking forces may move 1 territory during the noncombat move phase.

4. Wolf Packs

Wolf packs of U-boats prowled the Atlantic, working together to down Allied convoys. The only sure thing about a U-boat was that there always was another nearby. If at least two of your submarines make a

combat move into a single sea zone, they attack on a 3 (4 if you have the Super Submarines development). They may come from different sea zones, but they must attack the same sea zone.

5. Merchant Raiders

During the early years of the Second World War Germany developed Auxiliary Cruisers to greatly weaken enemy merchant shipping. Cruisers were disguised as merchant marines and set loose on the worlds shipping. May at random secretly designate 3 transports as merchant raiders. These auxiliary cruisers appear to be transports but are actually cruisers which attack and defend with a 3. These units may not carry more than one land unit; in addition, they are suggested to be marked with silver or gold under their base in order to identify themselves and conceal them to the enemy.

6. SÜD AMERIKA ODER SCHWEDEN

Germany's influence around the world almost coerced other Nations into the Axis. Sweden and Argentina were on the edge of becoming additional major axis powers, it would not have taken much to make the full push. The German player may choose which nation to receive a free roll for; Argentina or Sweden. The only stipulations are they may not join until the 3rd round and the axis are limited to either this special or fascist Spain.

7. U-Boat Aces

The captains and crews of Germany's submarine fleet were the most experienced in the world. Shortly in to the war small flotillas of U-boats were turning the merchant fleets of the Atlantic into submerged steel coffins and the Atlantic was their graveyard. May designate one submarine to become an ace unit. One Per round only, and following round 1 that sub must have been involved in some sort of fleet action or convoy raid in order to be qualified for a promotion.

8. Afrika Korps

Rommel's War in north Africa has enlisted the help of native colonials and collaborators. Many non-Europeans see this as their chance for independence from colonial oppression and a chance for revenge against their enemies. 1 free infantry per round in an African or Middle-Eastern axis controlled territory.

9. Kriegsmarine Vessels

Germany was a nation who was proud of their Naval Capability's, some old and some new. Enables Germany to build Pocket Battleships as well as XXI Submarines. This Special also allows Germany to produce Sub Pens without the necessary Technology.

10. Volksstrum

The Peoples Storm! With a Nations resources spread thin and the uncertainty of a final victory, Hitler ordered his people to unify and militarize in the case of an allied invasion. Children and Elderly, Boy, Girl, Man, and Woman were handed weapons and prepared for the end. Enables the building of Volksstrum units within Berlin, Western, Eastern Germany, Bavaria, Austria, Czechoslovakia, and Eastern Prussia. Also allows for the recruitment of Hitler Youth units.

11. Atlantic Wall

The Germans saw the beaches as the main defensive area, and had the costal fortifications strengthened and the artillery positioned accordingly. This was the German defensive "Atlantic Wall". All of your defending artillery hit on a 3 or less in any amphibious assault against any of the following territories: Western Germany, Eastern Germany, Denmark, Holland, All of Norway and Continental European France.

12. Technology breakthrough

Scientist have been working diligently to create new weapons for the fatherland. Roll once to see what the German war machine gains from the Weapons development list. May gain only one Technology.

Soviet Union National Advantages

1. Russian Winter

Russia's greatest ally was its winter cold. Germany's invasion stopped dead as the snows came down. Once during the game in your collect income phase, you can declare a severe winter. Until the start of your next turn, your infantry defend on a roll of 3 or less.

2. Nonaggression Treaty

The Japanese refrained from attacking the Soviet Union during most of the war. They already had one bear coming at them from the east. The first time in the game that Japanese forces attack any red territory or Russian occupied territory, you may place six of your infantry for free in Vladivostok, Stanovoy Range or Amur. If you attack Japan before it attacks you, you lose this advantage as well as your automatic neutrality special which gives the Soviet Union the following units in or by the Urals upon invasion: 6 Infantry, 3 Armor, 1 Artillery, and 1 Fighter.

3. Mobile Industry

In response to the threat from the Russian front, the Soviets moved their factories east. They produced 5,000 tanks east of the Urals in 1942. Your industrial complexes each may move 1 territory during your noncombat move phase. They cannot move during the combat move phase. If they are captured by an opponent, that opponent cannot move them. They may use a railway but use up 15 rail capacity points per round they are being moved.

4. Russian Salvage

After the Battle of Kursk in 1943, the Germans left the shells of their wrecked tanks behind. The Soviets found interesting uses for them. If you win a combat against attacking or defending tanks in any territory and at least one tank is destroyed, you will receive 1 IPC for every tank destroyed, but the credits must be spent on some form of tank or truck.

5. Siberian Conscripts

Mother Russia has summoned for aid from all corners of the USSR. 1 free infantry per round in any starting territory East of the Urals.

6. Trans-Siberian Railway

The Trans-Siberian Railway spanned 10,000 kilometers from Moscow to Vladivostok, the longest main line in the world. Your ground units may move 4 territories per turn *only* among these territories: (1941) Moscow, Stalingrad, Gorki, Kazukh, Novosibirsk, Siberia, Yakut, Stanvovoy Range, and Vladivostok.

7. Lend-Lease

With the Ukraine lost and factories moving east, the Soviet Union could neither feed nor rebuild itself. The Allies came to its rescue. During your purchase units phase, you can convert units belonging to a friendly power into your units if they begin in or move into red territories. Remove the affected units from play and replace them with the same units of your own color.

8. Rasputitsa (Bolshevik Spring)

All foreign land vehicles, Both Allied and Axis within Russian Starting Territories may only move one space. Spring only lasts one round and may be declared at the beginning of the Russian players turn (Railways may still be used and receive there 4 full movements, 5 if armored train).

9. Patriotic War

The USSR is united in its effort to destroy the German invaders. The Only thing Russians hate more than Stalin is Hitler. Infantry can be purchased Two for 5 IPCs.

10. Mongolia

Soviet sympathizers in Mongolia have answered Stalin's call to arms. Mongolia is still recovering from Japans attack in 1939. The Treaty in place, Mongolia can now focus on Communism's other enemies. Mongolia Joins the War as part of the USSR. Setup and all.

11. The Stalin Canal

In the two Decades preceding the 2nd World War the USSR had done a considerable amount of investing in a shallow canal stretching the land between the Baltic and White Seas. Both for commerce and for National Defense, the canal was about to exist for so much more. Leningrad and Karelia are considered a canal zone to all Soviet ships, except for capital ships. Permitted that the two canal territories are controlled by the Soviet Union, then the Russian ships in the Baltic or white sea can, consuming one movement, go from one zone to the other. The canal is for Russian units only.

12. Tankograd

In 1940 engineers in the Chelyabinsk Tractor Plant began production of Soviet tanks. Due to the rapid establishment of tank construction on a massive scale in 1941, Chelyabinsk gained the nickname

Tankograd ('Tank City'). In 1945 the plant was awarded the Order of Kutuzov, 1st Class, and other honors for its efforts in helping to defeat Nazi Germany. Soviet tanks cost 2 for 9 IPCs anywhere in the USSR.

Japan National Advantages

1. Tokyo Express

The Japanese High Command used destroyer convoys to ferry infantry. Allied sailors dubbed this the "Tokyo Express." Each of your destroyers and escorts may act as a transport for one infantry. These destroyers follow the same rules for loading and offloading units as transports do.

2. Kamikaze Attacks

A terrifying development was the willingness of Japanese pilots to fly their planes directly into U.S. ships. They even developed "Flying bombs" piloted by the soldiers inside. The Japanese player has the ability to make a special attack. Japan is allowed to make six Kamikaze attacks per round. These attacks can only be made in sea zones adjacent to a starting Japanese island, Japan itself, or the Philippines/ Hawaii. No occupied territories (only occupied zone which may be used is Formosa) If an Allied player has moved ships into one of the above sea zones, the Japanese player can announce during this phase that he or she intends to launch a kamikaze attack. A kamikaze attack can target any specific enemy surface warships (not submarines). The Japanese player must declare how many kamikaze attacks will be made, in which sea zones they will be used, and which enemy ship will be attacked by each kamikaze before any dice are rolled. More than one kamikaze attack can be made against the same ship. Kamikaze units have an attack roll of 4 or less. And a Kamikaze will continue to attack until it is either killed or it hits its target, and in turn is considered killed. If a hit is scored, it must be applied to the chosen unit. Sea units (all but submarines) that are successfully destroyed by a kamikaze attack (capital ships still take two hits) are immediately removed and do not fire back. A kamikaze attack prevents a bombardment supporting an amphibious assault. All involved ships with the exception of transport have their attack considered exhausted. Defending Kamikaze fighters and tactical bombers (strategic bombers cannot scramble or Kamikaze) located on islands that have operable airbases and are in the kamikaze outlined zones can be scrambled to defend against attacks in the sea zones surrounding those islands. These air units can join other friendly units in the sea zone or be the only friendly units there. In either case, combat will be resolved as usual during the Conduct Combat phase (Jets used as Kamikaze attack at 5).

3. Super Battleship

Japan's Navy was one of the world's most heavily armed and technological advanced. All Japanese Battleships are now super battleships. They will both attack and defend on a roll of 5 or less. If the National special pieces "super battleships" are purchased they, in addition to their attack and defend bonus, they may also carry a single zero as a hybrid. Hybrid Battleship Carriers just have their attack and defense lifted to 5 and continue to carry 2 aircraft.

4. Lightning Assaults

In the early part of the war, Japan strung together a series of invasions that shocked the world. They conquered island after island until they controlled nearly every Far East seacoast.

Your transports may make more than one amphibious assault per turn: They may move, attack a coastal territory, then move again and attack a second coastal territory. They still must stop their movement in the first hostile sea zone they enter. A transport's capacity is unchanged; it still cannot load or offload more than one land unit plus one infantry in the turn. The Transport may also now use Lightning assault to reinforce friendly coastlines.

5. Dug-In Defenders

Many Japanese troops defending Pacific islands elected to die in their bunkers rather than surrender. All your infantry on islands everywhere defend on a 3. Their defense may not be stacked with pill boxes or fortresses, however they may be added onto by Japanese island tactics and can receive immunity to bombardment through fortresses.

6. Banzai Attacks

A fearsome rallying cry of the Imperial Japanese Army, "Banzai!" meant "May you live ten thousand years." When you begin an attack with only infantry, all those infantry attack on a 2. This also applies to any amphibious assault in which your attacking land units consist of only infantry. (Trucks and transports of any form, save halftracks, do not effect Banzai).

7. Japanese Island Tactics

Japan had become a nation accustomed to tropical environments and the harshness of the pacific islands. They used what they knew to manipulate it against enemy invaders. Pacific and Indian Ocean Island based infantry follow the battleship 2 hit rule. Infantry take 2 hits each to destroy when defending on these islands. They may only be repaired through a factory, airbase, or naval base, with only fewer than 5 repairs per structure per round. This special may be stacked.

8. Zero Aces

Japanese pilots had been at war in China for almost 5 years gaining valuable experience, combined with the potent aircraft the "zero" it proved to be a deadly combination. However, as the war dragged on and pilots were lost the experience went with them. Set aside six of your fighters during set up and place them with suitable markers beneath. These six fighters operate exactly as normal fighters; however, they re-roll misses when attacking and defending. Zero Aces cannot be replaced, once they're gone, they're gone.

9. Imperial Japanese Vessels

Japan had a wide arsenal at its disposal when war began. Many of these Troops and ships were armed with superior weapons to the pacific forces they would encounter. Enables use of Nagara Torpedo Cruiser, I-400 Submarine, Mogami Hybrid Cruiser, and the Woodpecker MG Team

10. Tora Tora Tora

In December 1941, Japan broke peace talks and sneak attacked an unsuspecting nation. For one round only, to be used within the first 3 rounds, All Allied naval ships defend with 1 as do accompanying naval aircraft. Only applies to Pacific Ocean, Indian ocean not included. (Voided if not used before the United States is at war)

11. Indian Nationalist Army

The Indian National Army was an armed force formed by Indian nationalists in 1942 in Southeast Asia during World War II. The aim of the army was to overthrow the British Raj in colonial India, with Japanese assistance. Initially composed of Indian prisoners of war captured by Japan in her Malayan campaign and at Singapore, it later drew large numbers of volunteers from Indian expatriate population in Malaya and Burma. Whenever Japan captures one of the following British controlled territories (Anywhere in India, Andaman Islands, Maldives Islands, Karen State, Shan State, Ceylon, or Malaya) you may place down a free infantry unit on the territory. Place down an additional free infantry if you destroyed a British unit while capturing the territory.

12. Kaiten Torpedoes

During the war in the pacific the imperial navy came up with the idea of turning mini subs into man operated suicide torpedoes. Their successes were few but their potential was great and the fear they caused was even greater. Place 1 free Submarine off the coast of Japan (once only), additionally Japan may designate up to 2 subs per turn as Kaitens. At the start of Combat, Japan must declare a "primary target" if using just 1 Kaiten in a sea zone, and a "primary and secondary target" if using 2 Kaitens in a sea zone (Enemy Submarines cannot be targeted). Enemy Capital ships still require 2 hits, and would thus need to be targeted twice. Kaitens always roll before attackers and defenders. Kaitens roll against their primary target first, and only move on to the secondary target (with a 2nd Kaiten) if the primary is destroyed. Kaitens hit in the first cycle of combat on Opening Fire on a 3 or less (4 with Super Subs). Destroyer and escort abilities are useless against a Kaiten attack. If the Kaitens are not destroyed by the enemy then they will automatically be destroyed once their targets have been hit.

Italian National Advantages

1. German- Italian CO-OP

Though Italy was looked upon as a junior partner in the axis, in the Mediterranean, Italy was the leader, sometimes the commander of the German Afrika Corps. Once per round the Italians may combine forces with Germany for a single operation or reinforcement of troops during Germany's turn only. Italy and Germany are able to combine their moves, both combat and non-combat for this single operation. An example would be if the Italians are assisting the Germans in invading an island they may load their units onto a German transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. The forces involved in the movement may not be moved again until the following round. Italians will continue to use their own specials and Germans will continue to use theirs.

2. Naval Price Reduction

Considered to be one of Europe's few naval powers at the outbreak of world war two, Italy truly developed great ships and could do it more cost effective than other European powers. Italy receives 2 I.P.C. off from each naval production. Italy may only select one variation of ship to use the special with per turn.

3. Viterio Veneto Battleships

By the late 1930's Italy arguably had the best-balanced battleships in the Atlantic. Their fleet was one of the best armed in the world. Italian Battleships roll two dice during the first round of combat or during offshore bombardments.

4. Naval Salvage Operations

During the Second World War Italy became known for lifting, renovating, and completely rebuilding both their own sunken ships as well as enemy ships. Italy, if after having won a naval battle, may receive credits for every enemy vessel sunk as long as the sea zone borders an Italian controlled territory (1940 may collect salvage for scuttled French ships in Mediterranean). The Italian player will receive 1 IPC for every ship sunk and 2 Points for every Capital Ship. Those Credits must be spent within the purchase units phase of the following turn or be forfeited to the bank (may only be spent on Naval Ships).

5. Italian Colonials

Italy's African colonies were more than willing to give to Il Duce's cause. Mussolini requested assistance in fighting off the English threat so many African colonials answered the call. The Italian player may place one free infantry per turn in any African tan territory.

6. Fascist Spain

Though Spain never officially joined the war, Spanish fascists volunteered for both the German and Italian armies. Diplomats had approached Spain on the issue of joining the war but were met with reluctance. Had luck favored the axis slightly more, Spain may have entered into the axis willingly. Italy receives a free infantry at the end of its turn to represent Spanish volunteers if it achieved a national objective this turn. If Italy and Germany achieved a combined 5 national advantages by the end of an Italian turn then Spain (and all its possessions) joins the war as an Italian controlled territory. (may not be active at same time as German or Finish Special for Sweden or Argentina)

7. German-Italian Lend Lease

In the War the two nations were reliant on each other in order to emerge victoriously within their vast number of campaigns. During your purchase units phase, you can convert units belonging to Germany into your units if they begin in or move into Tan territories. Remove the affected units from play and replace them with the same units of your own color. These new pieces will now share the same advantages and disadvantages that the rest of Italy does.

8. Italian Industrialization

Italy is modernizing and industrializing in order to claim dominance over the Mediterranean and in order to restore the glory of Rome. Italy receives one free Industrial complex or factory upgrade at the games start in any white territory.

9. Regina Marina

The Italian navy was notorious for launching frogmen attacks on allied ships in port. Though they rarely sent ships to the bottom of the ocean, they created panic and disorder at allied naval bases. Enables the Italian player to build and launch MAS frogmen, Manned Torpedoes, as well as build Patrol Torpedo Boats, Italian PT boats cost an additional IPC per unit and if paired with the naval price reduction or any other price reduction, the boat can never drop more than 1 ipc.

10. Strike Cruisers

Italy's large navy was supported by only a few naval bases, the cruisers in the fleet were built with endurance in mind. Italian cruisers do not need to begin their turn at a friendly port to move +1, They need only to pass through or plan to end their turn in a sea zone supported by a friendly naval base. Italian cruisers may also escort a ship of lesser value at 1:1 that can accompany it during this move. (This move may include moving 3 to a friendly naval base from open water)

11. Vesuvius

During the American invasion of Italy, the Anzio campaign, an act of god grounded air units in central Italy. On March 23, 1944, above Pompeii Airfield, Vesuvius erupted sending up ash and rock. The volcanic ash melted to and covered an entire air unit. 88 allied aircraft from the 340th bomber group were completely destroyed. Once per game the Italian player may declare Vesuvius during their turn. Sicily, Rome, North and South Italy all become no fly zones for one entire round. Any grounded allied air units within these 4 zones are rolled at as if rolling anti-aircraft fire. Roll one dice for each air unit. A roll of 1 destroys the Airplane with Volcanic Ash.

12. Propaganda

Italy was the first axis power to invade a foreign nation in the European theater prior to the official declaration of war in 1939. The use of propaganda with both the enemy nation and within their own lead to a state of confusion and nationalism for Italy. You may once in the game invade a territory belonging to a neutral power without fear of the entire power joining the war effort.

United Kingdom National Advantages

1. Radar

Britain's radar alerted it to the threat of German planes crossing the channel. It used this warning to make sure the Luftwaffe never made it to the other side. England receives the technology of radar. Your antiaircraft guns in tan territories hit air units on a roll of 2.

2. Anglo/American Co-op

The most powerful strike of the war was in the joint allied assault on Normandy. The planning required to launch this great crusade has never been equaled. This was our Finest Hour.

Every round the United States and United Kingdom are able to combine their moves, both combat and non-combat for a single operation. An example would be if the USA is assisting the English in invading an island they may load their units onto an English transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. The USA will continue to use their own specials and England will continue to use theirs. This action must be carried out on English turn, and the American units committed may not move again until next round. The United States must be at war in order to cooperate with the UK.

3. Enigma Decoded

Working in a secret facility in Bletchley Park, Alan Turing's cryptographers broke the codes of the Nazi Enigma machines. They could then send false messages back. Once per game, when Germany or Italy finishes its combat move phase but before its conduct combat phase, you may make one special move. You may move any number of your units from an adjacent space into any one friendly space being

attacked by Germany or Italy. Alternatively, you may move any number of your units from a space being attacked by the European Axis into an adjacent friendly space, but you must leave at least one unit behind. This special move otherwise follows the rules for a noncombat move. If your units survive, they remain in the space to which they were moved.

4. Mideast Oil

The United Kingdom's 1920 division of the Middle East tapped into the power from the sands. The Germans tried to get that power for themselves. If an air unit you own lands in North Africa or the Middle East during your noncombat move phase, it may then move an additional number of spaces equal to its normal movement.

5. Treaty of 1373 or the Greeks

Portugal refused to help Germany during the second world war because of a several hundred-year-old treaty existing between the Portuguese and the Britons. Despite being a fascist state, Portugal did what it could to aid England and preserve their treaty. Receive a free roll for Portugal. May not join until the 3rd round, and allies may only either have this or the Brazilian special active.

Alternatively, may Roll for the Nation of Greece in 1940 only. Same Rules apply.

6. Colonial Garrison

World War II represented the height of the United Kingdom's colonial empire. Two decades later, the Commonwealth was a shadow of its world-spanning former self. You begin the game with one additional industrial complex in any tan territory with an income value of at least 1, may use this as a IC upgrade.

7. Commonwealth troops

The United Kingdom is at war from one side of the empire to the other. In it's colonies, men answer the call to arms to defend against the empires invaders. Every round may place 1 free infantry in any of England's additional capitals.

8. Auxiliary army

Sir Winston Churchill realizing the potential threat of losing England, set up a resistance to defend the isles after its fall. When the Capital: England (1941) falls place 6 infantry immediately after surrendering your ipc's to the axis player. The following round they will attack with 5's. (1940) Instead place 2 infantry on every UK starting territory in the British Isles excluding the Shetlands/Orkney and Northern Ireland. Place a Purple chip under these infantry to differentiate between them and the standard. These units will roll 5's until they are dead or the entirety of the British Isles are liberated from the axis.

9. So Much Owed to so Few

The Royal Air Force was stretched to the breaking point over the English Channel, having to be three places at once with barley enough fuel and manpower to stay in the fight, but the survival of the nation depended on it. Fighters in the British Isles may scramble as if it was a single island surrounded by a single sea zone. They May also scramble to Scotland, Wales, Liverpool, Britain, London, and/or Northern Ireland if they are attacked. However, because of supply constraints, only one scramble per fighter per round. Once a unit has scrambled it cannot again until England's next turn. Return all surviving aircraft to their point of origin. Units are still restricted to the constraints of their airfield in order to scramble (5 per air field) Tac bombers, Biplanes and Jets may also scramble.

10. Royal Navy

England was a powerful empire spanning the globe and controlling vast resources and industries. Place 1 free DD off the coast of any English secondary capital If you own the land territory, during the Mobilize Units Phase of this turn only. You may place the DD even if the Sea zone is enemy-occupied.

-Your DDs cost 1 IPC less.

11. Royal Air force

By the end of 1940 the Island nation of England is the sole standing democracy in Europe. The war has taken to the skies over the isles. The Pilots of the royal air force are fighting for their empire's survival

in their own backyard. 5 English Fighters may be designated as Aces. These units may re-role misses on both defense and attack. The first 3 must be placed on England the other 2 may be anywhere in the world.

12. Far East Forces

The Chindits were a British India “Special Force” that served in Burma and India in 1943 and 1944 during the Burma Campaign in World War II. They were formed into long range penetration groups trained to operate deep behind Japanese lines. Gurkha Units were sent from the far east to all corners of the globe to support the Commonwealths war efforts. India gave a lot more than it got. Enables Chindits to be purchased exclusively in the Far East, also Enables Gurkha/ Indian infantry units to be purchased in any UK city or still also the Far East.

United States National Advantages

1. American Minority Forces

In 1941 the United States was still a widely segregated nation. Despite being mistreated and underfunded units of segregated soldiers made names for themselves and often proved themselves as more efficient combatants than other predominantly white units. (Alaskan and marine tokens separate)

UNIT NAME	DESCRIPTION	ROUND AVAILABLE	LOCATION
RED BALL EXPRESS	FREE TRUCK W/ TOKEN. MOVE 3, AND CAN DRIVE THROUGH OCCUPIED TERRITORY.	SETUP	CONT. USA
65TH INF. BORINQUENEERS NATIVE AMERICAN CODE TALKERS	FREE INFANTRY UNIT	WHEN AT WAR	WEST INDIES
	FREE INFANTRY AND TOKEN, TOKEN REPLACEABLE AT 1 IPC. ONLY ONE AT A TIME. GIVES ARTILLERY BONUS TO 4 ACCOMPANYING MARINES SIMULTANEOUSLY	2	WEST CONT. USA
442ND REGIMENTAL COMBAT TEAM	FREE INFANTRY AND TOKEN . ADDS +1 TO ATTACK AND DEFEND. IS RESTRICTED TO ATLANTIC THEATER.	5	WEST CONT. USA
WOMEN WORKERS (ROSIE THE RIVETER)	MAY BE PLACED ON ANY GREEN FACTORY , ADDS TWO TO PRODUCTION OUTPUT	WHEN AT WAR	ANY STARTING TERRITORY
332ND TUSKEGEE	FREE FIGHTER TOKEN. TAKES TWO HITS TO KILL AND ACTS AS AN ACE. MAY NEVER BE REPLACED.	4	CONT. USA
452ND AA BATTALION	FREE TOKEN FOR ANTI AIRCRAFT GUN. ADDS 1 TO DEFENSE.	4	ANY STARTING TERRITORY
158TH INF. BUSHMASTERS	FREE INFANTRY AND TOKEN . ADDS +1 TO ATTACK AND DEFEND.	WHEN AT WAR	SOUTH WEST USA
522ND FIELD ARTILLERY	TOKEN ONLY. UPGRADES ARTILLERY INTO ACE UNIT.	5	CONT. USA
761ST BLACK PANTHER TANK BATTALION	TANK AND TOKEN. UNIT MAY ROLL TWO DICE FOR EVERY ATTACK(DEFENDS STILL ONE DIE)	3	CONT. USA
ALASKA TERRITORIAL GUEARD	FREE MILITIA TOKEN	3	ANY ALASKAN TERRITORY
92ND INF. BUFFALO SOLDIERS	FREE INFANTRY AND TOKEN . ADDS +1 TO DEFEND.	SETUP	SOUTH WEST USA
CHINESE- AMERICAN FLYING TIGERS	LEND LEASE UNIT BUILT BY USA ANYWHERE IN CHINA. FIRST AIRCRAFT FREE.	SETUP	CHINA
12TH INF. PHILIPPINE DIVISION	FREE INFANTRY AND TOKEN. ACT WITH SUBMARINE RULES ON LAND. MAY SNEAK ATTACK AND SUBMERGE INTO THE JUNGLE.	SETUP	PHILIPPINES
201ST FIGHTER SQUADRON	(MUST HAVE MEXICO) BOMBER AND TOKEN. CRAFT DOES DOUBLE DAMAGE ON STRATEGIC BOMBING. REPLACEABLE FOR 1	(MEXICO) 4	MEXICO/ WEST USA

100TH INF. NISEI	IPC.		
	FREE INFANTRY AND TOKEN . ADDS +1 TO ATTACK AND DEFEND. IS RESTRICTED TO ATLANTIC THEATER.	3	WEST CONT. USA/ HAWAII
	555TH PARA. INF.	FREE TOKEN. AIRBORNE UNIT.	5
USS MASON	ACE TOKEN TOWARD SUBMARINES. ALSO DEFENDS HITS FROM SUB.	SETUP	ATLANTIC OCEAN

2. USN Wolf Packs

Much like the German Kriegsmarine, the Americans had developed the strategy of coordinating submarines to attack as a single force. When in groups of 3, anywhere in the world, American subs attack as a 3.

3. Detroit Motors

With its Fleets of trucks, the U.S. Army was the most mobile force of soldiers in World War II. Trucks now cost 5 IPCs for two and the United States may place one free halftrack per round anywhere in the continental United States.

4. War Bonds

Buy Bonds! The war effort needs your help! The U.S. mobilized its economy for war on a scale never before seen. Every resource of the country was tapped for the war effort. Rationing, war bonds and Rosie the Riveter became iconic parts of the American culture. The United States, Upon joining the war will roll a D-10 every round to see how much additional IPC's may be added to its income that round. If the united states was neutral for any number of rounds it may upon joining the war roll an additional die for every round neutral.

5. Fast Carriers

The U.S.S. Independence was the First of nine light carriers constructed on Cleveland-class cruiser hulls. Your aircraft carriers have a move of 3.

6. Trans-Continental Railway

With the hammering of the golden spike in Utah 1869, Americas railway system connected Atlantic to Pacific. Massive amounts of resources could now be moved quickly across the country.

All continental USA starts with railway, enabling rapid movement from east coast to west.

7. Army Corps of Engineers

Behind the front lines the United States built infrastructure networks that served the G.I.'s in ways they took for granted. Fuel, food and ammunition shortages were rare for the U.S. army all thanks to the network of bases built by the Corps. US Industrial complexes each cost 5 IPCs less; requires an infantry or game unit to be present in its territory. Different Cost reductions apply to sea ports, airfields, and Railways; they are now 2ipc cheaper as is any other infrastructure. Coastal guns, fortress and antiaircraft guns remain the same price.

8. PT Boats and Seabees

They were expendable, but also crucial to the war effort. Enables the purchasing of PT boats and special Seabee unit. PT Boat may not take hits from mines; the vessel is wooden and therefore not magnetic. Also, may not be discounted. Cost 4 moves 2 attacks and defends with a 1. Must end every turn off coastline. May move to open ocean if supported by an empty transport 2 to 1. The Seabee unit, when accompanying American planes, aircraft may land on island territories that were captured during the American turn. 5 aircraft to 1 Seabee.

9. Pacific Divisions

Native troops and National Guard mobilized to defend the USA and its allied pacific islands. Place 1 free infantry unit in any green pacific territory. This special is reoccurring, takes place in the place units phase.

10. Monroe Doctrine

The occasion has been judged proper for asserting, as a principle in which the rights and interests of the United States are involved, that the American continents, by the free and independent condition which

they have assumed and maintain, are henceforth not to be considered as subjects for future colonization by any European powers. 1823.

Allows USA to attack any foreign (European or Asian) Power's units that are bordering North or South American land zones [continental] without declaring war. USA is also allowed to attack captured land zones in North and South America (this does not apply to Vichy territories) without declaring war on that foreign (Euro/Asiatic) power. Lastly when rolling to coerce a neutral power or nation + 2 to chance of success. [For clarifying purposes this also means that the USA can actively invade Central and South American neutral possessions while officially remaining neutral its self during the opening rounds of the game.]

11. Brazil & Mexico

Many neutral nations sympathized with the United States; many of these were left on the verge of joining the fight for the allied cause. All of the territories controlled by Brazil, Mexico, and Liberia join, with all their forces, the United States on round 3.

12. Technology breakthrough

Scientists have both become increasingly productive and emigrated German scientists have helped contribute to the war effort. Roll once to see what the American war machine gains from the Weapons development list. America may gain only one free Technology.

Minor Powers

China National Advantages

1. United Struggle:

Both the Republican and Communist forces have set aside their differences and have united as never before. This negates China's restrictions on leaving Chinese bordering territories, Chinese forces can move anywhere.

2. Sino-Anglo Co-op

The Far East and South East Asia were tied together by the allied efforts of both England and China. Every round the Chinese and the United Kingdom are able to combine their moves, both combat and non-combat for a single operation. An example would be if the Chinese are assisting the English in invading an island they may load their units onto an English transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round Chinese will continue to use their own specials and England will continue to use theirs. This action must be carried out on a Chinese turn. The English units committed must have been set aside and not used during this round's English turn, saved for this specific action.

3. Resistance

China and Japan are age old enemies. China would not bow to a foreign invader. The fight would not end so easily. If a Chinese unit kills a Japanese unit during the Chinese turn then roll for how much strategic damage is done to the nearest Japanese factory in occupied China.

4. Chinese Divisions

The Chinese had three hundred divisions in 1942. President Roosevelt spent much of the war trying to get Chiang Kai-Shek to do something with those troops. During your mobilize new units phase, you may place one free infantry man in any original Chinese territory still held.

5. Stilwell & Chennault

Allied intervention in the Chinese conflict led Kai-shek to promote American generals to his chiefs of staff and other key military rolls. Once only if one of the Chinese leaders is killed he may be replaced with an American general to stitch together the war effort. This piece is restricted to the confines of China regardless of the civil war's status.

6. Burma Road and Silk Roads

The British used the Burma Road to transport war materiel to China before Japan was at war with the British. The allied commitment to supply China enables the Chinese to resist even when the situation seems hopeless. While keeping the Burma Road open, the road acts as a railway between Calcutta and

Chunking for both Chinese and English units. The road allows for china to build artillery and trucks in its micro factories. Everything on the trail moves double. Men move 2, trucks move 4. The silk road spans from Alma Ata USSR to Tiwa. This road gives access to artillery and trucks as well as giving the same movement bonuses as Burma, however the silk road is only in effect if Japan and Russia are at war.

7. Lend Lease

Aid came flowing in throughout the jungle and over the Burma trail from the allied commonwealths and the United States. During your purchase units phase, you can convert units belonging to a friendly power into your units if they begin in or move into yellow territories. Remove the affected units from play and replace them with the same units of your own color.

8. Communist China Placement

The war with Japan forced the Kuomintang and the Chinese Communist Party to suspend the Chinese civil war and form an alliance. May place one free infantryman per round in any china owned territory resembling Mao's Communist forces.

9. Yellow River

In 1938, facing uncertain odds the Chinese military purposely destroyed one of the yellow rivers great dams. The effect stopped the movement of enemy troops for years to come as well as resulted in the deaths of approximately one million Chinese. Neither axis nor allied ground units may move in yellow China, occupied or not. Only Chinese troops can move. This only last for one round and may only be activated once per game.

10. Peasant Army

The Chinese military was not a professional army and even divisions would evaporate when attacked by a superior force. These divisions were still there of course, no longer defending the front lines but defending their homes. After a round of defensive combat, Chinese forces may choose to disperse. At the end of a round, if Chinese infantry remain, one may be converted back into IPCs. This can be done each round as long as there are Chinese infantry present.

11. Eight Route Army

At the start of World War II, the 8th Route Army infiltrated itself behind Japanese lines in Northern China, where it established many bases of operations. It recruited Chinese semi-trained militia. In 1937, the army had 30,000~ 40,000 troops. It grew to 156,000 in 1938 and 400,000 in 1940, and 600,000 in 1945. Once per round, if Chinese Infantry survive at least one round of combat when defending against a Japanese attack, then these units may choose to melt away into the countryside. For all intents and purposes treat this like when submarines submerge. The Japanese occupy the province and, on the next Chinese turn, the Chinese units are back in play. The Chinese player must either have these units attack the province or move on to another province. These units may choose to attack provinces behind the Japanese lines, causing Chaos in the rear.

12. Vinegar Joe's War

The Northern Combat Area Command was a mainly Sino-American formation that held the northern end of the Allied front in Burma during World War II. For much of its existence it was commanded by the acerbic General Joseph "Vinegar Joe" Stilwell, and controlled by his staff. Chinese infantry hit at a three or less when defending Burma Road provinces

France National Advantages

1. French Allegiances

The fall of France divided their navies and troops allegiances. Entire fleets remained dormant trying to decide whose side they were on. Allows the French Player to place unaffiliated French units at start of game, or (1940) keep them following the fall of Paris.

2. Historic Vichy

The axis aligned Puppet government in Vichy still refrained from using its navy to aid in the German plot. France's magnificent fleets dwindled in size as both axis and allies destroyed them and the French scuttled them.

(1941) If Both Paris and Vichy France are liberated set up the Vichy fleet. The setup is dependent on whether the French are liberated before the end of round 5. (1940) Give regions and units to their historic allegiances following Paris's fall. All France, Med, North Africa, Americas, Indian ocean (minus Pondicherry) Asia go Vichy. Their fleets all go dormant. Polynesia and central Africa remain free French. Caribbean, the fleet in long island sound, the fleet off from Syria are all unaffiliated. Scuttling of the Mediterranean fleet still happens by round 5.

(See French Setup 1941)

3. Vive Le Resistance!

Though the French government had capitulated, its populace resisted occupation. Covert actions and clandestine operations harried the German war effort in western Europe. If a French unit kills a German unit during the French turn then roll for how much strategic damage (up to two occupied Industrial complexes) is suffered in occupied European French soil.

4. Government in Exile

In June 1940 Paris fell to the Axis powers. A new Vichy government was set up to rule as puppets for Germany. Several top French officials and generals escaped the takeover and set to create the Republic of France government in exile, or free France. Only the general who made his escape to England was able to avoid capture, and thus set up France in London.

May collect and produce 1/2 of income in the British capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Liberation

Paris has always been the Capital of the French People, whoever controlled it controlled the voice and will of her people. If Paris is liberated by allies all remaining Vichy French territories without axis units revert to Free French Territories.

6. New Homeland

On The day the French surrendered in a passenger car at Versailles, key French cabinet members chartered a plane for France Colonies. They landed in Morocco with the Intent to establish a temporary capital for France's possessions to carry on the fight. If they had not been arrested by Vichy loyal cops the moment they departure the aircraft, who is to tell what may have happened. Free French receive a free infantry and factory at games start to be placed on free French soil as a second capital. If 1940 setup the territory remains free French after the fall of Paris regardless of the region's bias.

7. Lend Lease

Everyone needed help during the second world war, the UK provided what she could to help the French as the USA did for the UK. As Allies, the goal was to Win, and to win everyone needed the weapons and vehicles to do so. During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into Blue territories. Remove the affected units from play and replace them with the same units of your own color.

8. Franco- Anglo Co-op

France and the UK joined World War Two together, they defended the French border side by side and coordinated counter attacks and defenses alike. Following the evacuation at Dunkirk the Free French were born, and their units continued to work beside the British during military operations. Every round the French and United Kingdom are able to combine their moves, both combat and non-combat for a single operation. An example would be if the French are assisting the English in invading an island they may load their units onto an English transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. French will continue to use their own specials and England will continue to use theirs.

9. Maginot Line

France had months to prepare for a German offensive. The French Military sat behind the wall sure of their safety and military superiority. The Germans would never send the bulk force around the wall through the Ardennes. Allows the production of additional Maginot lines units, as well as allows the

Maginot line piece starting in France 1940 to defend as a 3 regardless of the German blitz. [limited to one build per territory per round]

10. Vengeance

Upon liberation in 1944, the French wanted blood. The units of free French that the allies fielded were ferocious and were known for not taking a lot of prisoners and roughing up the ones they kept, not to mention how they dealt with collaborators they found along the way.

When attacking West, East Germany, Berlin, Bavaria, East Prussia and Austria infantry attack with a 3.

11. Legionary Recruits

The Foreign Legion is known around the world for their diversity and ability to find recruits on foreign soil. Elite in combat, they are perhaps the most memorable French Unit. May place one free French Foreign Legion infantry with marker in any non-European ally owned territory. Does not detract from a factories build limit.

12. V for Victory

The occupied democracies of Europe waited for the day when they would have the strength to take to the streets and dispatch their aggressors. Resistance units, Police Departments, Retired and imprisoned soldiers, they all rose to aid their liberators when they arrived. The Liberation of any European occupied allies: Netherlands, Denmark, Norway, Czechoslovakia, Yugoslavia, and any French or Polish European Territory, may once per game award the French 2 Infantry units per territory.

Finland and Minor Powers National Advantages

1. Cease Fire

Once Per game may declare a negotiated end of hostilities between Finland and the USSR. Finish and Soviet forces evacuate each other's properties and cannot re-declare war for one full round. Void if either Budapest or Helsinki are soviet occupied.

2. Finns Fight!

5IPCs per round to minor axis powers income as long as Finland is in a state of war with the USSR

3. Lend Lease

may receive units and surplus from axis to be changed into Finish.

4. Arctic Shores

Once per game enemy fleet bordering Finland/Helsinki, or Finish Russia must roll D6 to survive winter ice buildup. BB and CV roll twice. Capital ships survive on a 4 or less, others on a 3 or less. May be declared without warning.

5. Salvage

any victory where a ground vehicle is destroyed by Minor Power forces, receive 1IPC per vehicle.

6. Swedish Allies

Receives a free Roll for Sweden, once per round. If Joins War, may add Sweden to Minor powers, or vice Versa.

7. German Co-op

once per round may make a joint operation with Germany

8. German Subsidized Air corps

All aircraft 1 IPC cheaper

9. Lapland War

Minor powers must roll to switch sides if Germany holds no soviet territory and Russians occupy at least 1 axis territory. Roll 1-3 axis, Roll 4-6 Ally/Communist. Repeat until nullified or Allied.

10. Finish Armed Forces

Enables the Finish to produce Sissi infantry as well as Jager Unit exclusively in Scandinavia and liberated territory of Russian occupied Finland. Also receive one of each in Helsinki at game start.

11. Ski Troops

Enables the Production of ski troops.

12. Minor Power Divisions

May place 1 free infantry per round in any European/ Middle Eastern axis minor territory as well as any occupied allied minor power. America's excluded as well as American allied minor powers.

Poland National Advantages

1. Warsaw Uprising

Without warning, the Polish player may once only, starting after round 3, place 3 infantry, 1 Halftrack, and 1 artillery in Warsaw. Units here attack only 1 wave of combat. If the enemy is still there the space, it is contested. Combat returns to normal on Poland's next turn.

2. Polish Home Army

may roll 1 d6 per round to attack occupied Polish IC for German production Credits.

3. Lend-Lease

may receive units and surplus from allies to be changed into Polish

4. Government in Exile

May collect and produce 1/2 of income in an allied major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Soviet Co-op

may make a joint operation with the USSR once per round

6. Soviet Homeland

Russia may designate a territory to be loaned to Poland until their "liberation". Receive 1 free IC and INF.

7. English co-op

may make a joint operation with England once per round

8. War Loans

May be given up to 10 IPC's per round by USA, France, or England. Nations must be at war to loan.

9. Nationless Soldiers

Polish units in allied Europe defend +1 while defending allied starting territories.

10. Polish People's Army

1 free infantry per round in USSR after at war w/ axis. Must be put in a Polish/Ukrainian, Siberian, or Vorkuta or Gorky Territory.

11. Polish Divisions

During your mobilize new units phase, you may place one free infantry man in any original territory still held by this specific power.

12. Ace Pilots

First 3 Polish aircraft are instantly turned into aces.

Netherlands National Advantages

1. Dutch Underground

If Holland is invaded by allied forces, Allied troops there get 1 free bombardment, and +1 to defense if liberated.

2. Dutch Divisions

During your mobilize new units phase, you may place one free infantry man in any original territory still held by this specific power.

3. Lend-Lease

may receive units and surplus from allies to be changed into Dutch

4. Government in Exile

May collect and produce 1/2 of income in an allied major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Commonwealth co-op

may co-op once per round with Poland, England, France or ANZAC.

6. New Homeland

receive a free infantry and factory at games start to be placed on Dutch soil as a second capital.

7. East and West Indies

industrial complexes built add +1 to land value.

8. Colonial Indonesian Fleet

Cruisers may be purchased -2 IPC and transports -1.

9. Absorption

may Give all Atlantic territories to the USA and Pacific to UK or ANZAC at game start. May keep remainder of Dormant specials until Holland liberated, all zones then revert back to Dutch.

10. Improved Agriculture

Receive this tech for free. (Cannot be shared)

11. Merchant Aircraft Carriers

Enables Netherlander and allied cargo/oil vessels as well as luxury liner ships to be transformed into light duty aircraft carriers as a Navy base. 2IPC per upgrade and a rental fee of 1 ipc per ship per round it either moves or sees combat.

12. Commonwealth Trained

Allows for the Dutch to duplicate any English special unit, given the same restrictions. (includes the tech. advance of Main Battle Tank) Commandos, Ghurka, Chindits ect. Must pay full value and only be placed in permissible zones. If in exile may place in any United Kingdom victory city.

ANZAC National Advantages

1. Commonwealth At War

May build ground or Air units at English Cairo, Cape Town, Tehran, Bombay, Calcutta, Delhi, Hong Kong (Indian-Pacific Theater cities) never to exceed 10 IPC per Round.

2. ANZAC Regimental Management

Anzac Infantry are just as efficient with fewer men, may transport +1 infantry per transport/Ocean Liner.

3. Lend-Lease

may receive units and surplus from allies to be changed into ANZAC

4. Allied Technology

Share all western allied technology instantly after it is gained, cannot gain USSR tech, can only gain American tech once they are at war.

5. Outback Warriors

Anzacs infantry units, when surrounded or bordering desert act as ace units and re-roll misses.

6. Australia's Call to Arms

Infantry units purchased may be placed directly to ANZAC/ Free French islands without IC as long as neutral toward Japan

7. English co-op

may make a joint operation with England once per round

8. American Co-op

once at war may make a joint operation with the USA once per round

9. Ocean Liners

may purchase ocean liner ships at 5 IPC a piece, limited to availability. Can only transport infantry but 3 per ship. Moves 2, no attack, defends on 1 when carrying, otherwise conquerable or killed without defense.

10. Strike Cruisers

Cruisers move +1 and carry one non- capital ship with them at the same speed. Not stackable with Navy Base.

11. Maroubra Force

Maroubra Force was the name given to the Australian infantry force that defended Port Moresby, Papua New Guinea from the Japanese. They successfully fought a month-long delaying action through the debilitating terrain of the Owen Stanley Range, before being reinforced and finally driving off the Japanese just outside of Port Moresby. ANZAC infantry defending New Guinea, Dutch New Guinea,

Papua New Guinea, Moluccas, and New Britain take two hits to kill. Any infantry units that survive combat are immediately healed.

12. Coastwatchers

The Coastwatchers were Allied military intelligence operatives stationed on remote Pacific islands during World War II to observe enemy movements and rescue stranded Allied personnel. They played a significant role in the Pacific Ocean theatre and South West Pacific theatre, particularly as an early warning network during the Guadalcanal campaign.

Once per game, when Japan finishes its combat move phase but before its conduct combat phase, you may make one special move. You may move any number of your units from an adjacent space into any one friendly space being attacked by Japan. Alternatively, you may move any number of your units from a space being attacked by Japan into an adjacent friendly space, but you must leave at least one unit behind. This special move otherwise follows the rules for a noncombat move. If your units survive, they remain in the space to which they were moved.

Neutral Powers

Greece National Advantages

1. Honorable Defeat

Once per game may declare a battle lost at any point during the rolls or transition back and forth. The Infantry based units following surrender are returned to the capital, all other unit types in the zone are destroyed.

2. Spartan Tradition

Infantry in Greek starting Territory defend +1. Cannot be stacked w/ Metaxas Line.

3. Lend-Lease

may receive units and surplus from allies to be changed into Greek.

4. Government in Exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Commonwealth co-op

If allied may co-op once per round with Poland, England, or ANZAC. If axis May co-op with any European axis.

6. Isle of Crete

Greek Infantry on Crete roll 2 dice while defending

7. Greek Divisions

1 free Greek infantry per round

8. Recycled Navy

May Buy capital ships 4 IPC off, -1 to attack and defense after 1st wave of combat.

9. Un-modernized Europe

The first piece of infrastructure for each zone lifts the IPC value by one. Once per territory.

10. Metaxas Line

May build additional Line units at 8 IPC per piece. [limited to one build per territory per round]

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Mountain Defenses

Bombardments of all types cannot do damage to any units within Greek starting territories. Rail and siege guns may still strategically bombard IC's.

Sweden National Advantages

1. Ski Troops

Enables the Production of ski troops.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Political Value

Bumps Stockholm up 1 IPC permanently as well as allows Sweden to take other Scandinavian nations away from here allies without repercussions.

4. Government in Exile

May collect and produce 1/2 of income in an allied(or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend Lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited Industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units.

7. Mountain Defenses

Bombardments of all types cannot do damage to any units within Swedish starting territories. Rail and siege guns may still strategically bombard IC's.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Armored Vikings

During your mobilize new units phase, you may place one free Armor unit in any original territory still held by this specific neutral power. Additionally, may substitute tanks for infantry placed every other round while remaining neutral.

Spain National Advantages

1. Spanish Aces

Having recently won a civil war, Spanish pilots were familiar with the concept of air war. All starting aircraft, including the bomber, are registered as aces and may re-roll misses in combat. Additionally, two additional aircraft may be designated aces upon being built. These units cannot be replaced.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. 2nd Capital

Designate after the fall of the capital a 2nd capital to run the nations affairs out from. This location will resume all functions of the original capital. Also upon establishment of the 2nd capital receive 1 free infantry an AA gun and a factory there.

4. Government in Exile

May collect and produce 1/2 of income in an allied(or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend Lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. War Time Promotions

Automatically Gain the War Time Promotions technology.

7. Naval Salvage

After having won a naval battle, may receive credits for every enemy vessel sunk as long as the sea zone borders a Spanish controlled Territory. The Spanish player will receive 1 IPC for every ship sunk and 2 Points for every Capital Ship. Those Credits must be spent within the purchase units phase of the following turn or be forfeited to the bank (may only be spent on Naval Ships).

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Iberian Warriors

Spanish infantry defend with 3 anywhere on the Iberian Peninsula for the first wave of combat only.

Turkey National Advantages

1. Radar

England receives the technology of radar. Your anti-aircraft guns in tan territories hit air units on a roll of 2.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Fighting Units of Turkey

Enables Turkey to construct more Cavalry as well as build militia units. Turkish Cavalry may be built 2 for 7 IPC.

4. Government in Exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend Lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral power's territories. Remove the affected units from play and replace them with the same units of your own color.

6. Ottoman Empire Reborn

Permitting the territories are not occupied by the enemy, collect 1 IPC per territory: Cyprus, Crete, eastern Egypt, Syria, Southern Iran, and the Dodecanese.

7. Advancement Through Victory

Any time a battle is won or an AA gun shoots down an aircraft where an enemy unit, enhanced by Weapons and Development Technology, is present. Receive one free attempt to reverse engineer that technology. Roll a D-6, achieving a 6 gains that tech.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans Abroad

Enables the Turks to place 1 militia in even enemy territory permitting it is former Ottoman territory and that Ankara remains in control of Turkey. May only happen once per zone. Syria, Lebanon, All Iraq, Palestine, Transjordan, Cyprus.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Eurasian Rails

All Turkey starts with Rail road and 1 free armored train with armored rail car in Istanbul.

Portugal National Advantages

1. Safe Haven

Infantry can be purchased two for 5 ipc. In addition, the ipc value of Portugal's capital rises 2 ipc's however drops back down if occupied by enemy forces.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an

island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. 2nd capital

Designate after the fall of the capital a 2nd capital to run the nations affairs out from. This location will resume all functions of the original capital. Also upon establishment of the 2nd capital receive 1 free infantry an AA gun and a factory there.

4. Government in exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend-lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units

7. Scorched earth

Neutral forces may destroy their own factory, Anti-Aircraft guns, Railway, Airfield, Naval base, and/ or Coastal fortresses once they are about to be taken over by enemy troops. Additionally, the neutrals will have the ability to destroy any of these belonging to them during their own combat phase.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Macau

At the start of the game place 1 halftrack, an AA gun and an IC in Macau.

BRAZIL NATIONAL ADVANTAGES

1. ARMY CORP OF ENGINEERS

Brazilian Industrial complexes each cost 5 IPCs less; requires an infantry or game unit to be present in its territory. Different Cost reductions apply to sea ports, airfields, and Railways; they are now 2ipc cheaper as is any other infrastructure. Coastal guns, fortress and antiaircraft guns remain the same price.

2. CO-OP

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island

then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Subsidized Air Force

All air Units cost 1 IPC less.

4. Government in exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend-lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units

7. Regional pull

When rolling to gain a neutral country or power in South America, the attempt cost 1 IPC less than usual as well as when rolling, roll two dice and pick the more favorable outcome.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Expeditionary force

Allows the production of Brazilian Expeditionary forces in any Brazilian territory of Washington DC.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Rubber Plantations

May produce rubber in all starting territories regardless of operation status. If otherwise active, receive 1 rubber free.

Argentina National Advantages

1. Germanophile

The Argentine player may choose to take a special which the Germans have rolled or acquired; in the case of Germany's technological advancement special, the Argentine player, if chosen that special, would get whatever the German had previously won.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island

then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Naval price reduction

Argentina receives 2 I.P.C. off from each naval production. Argentina may only select one variation of ship to use the special with per turn.

4. Government in exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend-lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units

7. Regional pull

When rolling to gain a neutral country or power in South America, the attempt cost 1 IPC less than usual as well as when rolling, roll two dice and pick the more favorable outcome.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Mineral Rich

May purchase oil wells even if the operation is inactive. If otherwise active, receive 1 oil derrick or other available resource free.

Chile National Advantages

1. Mount. Guerillas

Defend any territory bordering the Andes Mountains with a defense of 3.

2. Co-op

Every round the neutral and a specified friendly power are able to combine their moves, both combat and non-combat for a single operation. An example would be if the power is assisting their ally in invading an island they may load their units onto an allied transport, help fight off naval resistance around the island then drop their units onto the island itself to help in the focused attack. This would be the only co-operative action permitted this round. Neutrals will continue to use their own specials and the friendly power will continue to use theirs. Allies will move on this neutral power turn and must have either been dormant earlier this round or will be exhausted for the remainder of the round following action.

3. Naval price reduction

Chile receives 2 I.P.C. off from each naval production. Chile may only select one variation of ship to use the special with per turn.

4. Government in exile

May collect and produce 1/2 of income in an allied (or Axis) major powers capital regardless of the state of their own capital. The other half is then returned to the bank.

5. Lend-lease

During your purchase unit's phase, you can convert units belonging to a friendly power into your units if they begin in or move into this neutral powers territories. Remove the affected units from play and replace them with the same units of your own color.

6. Unlimited industry

Neutral troops may build at a factory unchecked and unrestricted from quantity restrictions. Neutral territories with Industrial Complexes are able to build beyond the territory value and production limitations by a total of 3 times its cost; example: a 3 territory may build 9 units

7. Regional pull

When rolling to gain a neutral country or power in South America, the attempt cost 1 IPC less than usual as well as when rolling, roll two dice and pick the more favorable outcome.

8. Divisions

During your mobilize new units phase, you may place one free infantry unit in any original territory still held by this specific neutral power.

9. Salvage

If you win a combat against attacking tanks in a starting territory and at least one attacking tank is destroyed, you may place one free tank in that territory.

10. Partisans

After the fall of the neutral capital place 3 infantry in the territory. They remain inactive until your next turn. They will attack with 4 until they are destroyed or the capital is liberated. This special can only be used once.

11. Resistance

This unspecified Neutral (industrial complex, port, airbase) makes one point of strategic damage during their turn. If a neutral unit kills a Hostile unit during the neutral turn then roll for how much strategic damage each of these facilities suffers. Only works once occupied.

12. Latin American Empire

Automatically gain Peru and its units, as well as add 1 to the Value of the Chilean capital.