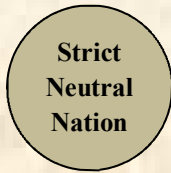


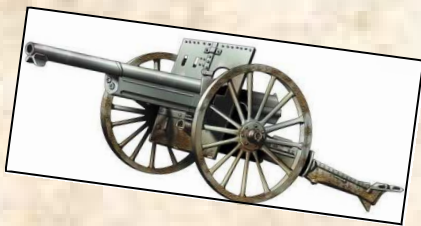
19. Strict Neutral Nations:



As World War II seemed inevitable most Strict Neutral Nations strengthened their National Defense with weapons that were either purchased from foreign Nations – or produced on their own.

Attack: -
Defense: -
Move: -
Cost: -
Maximum on game board: -
Enter game from: *Early 1940 (game start)*

The Set Up in these rules is in addition to the *Infantry Set Up* that is described in the OOB Global 1940 Set Up.



Bofors artillery, Portugal & Spain, 1940

These rules do not change the OOB G40 rules concerning *Strict Neutrals* – unless otherwise mentioned below.



Bofors artillery, Switzerland, 1940

Note:

In the *Axis & Allies Global 1940 House Rules Expansion* rulebook at pg. 22 the *Non-aggression Pact* between the Soviet Union and Japan is described.

Whether or not the *Non-aggression Pact* is activated by *Early 1941* the following should be noted:

If any Allied Nation attacks any *Strict Neutral* territory all Mongolian territories will immediately become *Pro Axis Neutral* – on the same terms as any other *Strict Neutral* Nation.

All Mongolian *Infantry* units will automatically spawn as *Axis Infantry* units as soon as any Axis land based unit enters at least one Mongolian territory.



T-26 Soviet tank, Turkey 1939

Example:

The Soviet Union attacks *Turkey (Strict Neutral)* in *Late 1941*.

All *Strict Neutral* Nations – including Mongolia – automatically become *Pro Axis Neutrals*.

On Japan's turn in *Late 1941*, one Japanese *Infantry* unit enters *Central Mongolia* during *Non-Combat Movement*.

Immediately all Mongolian territories become Japanese – and all Mongolian *Infantry* units are immediately replaced by Japanese *Infantry* units.

If any Axis Power attacks any *Strict Neutral* the same game mechanisms apply and all *Strict Neutrals* become *Pro Allies*.

The following units must be set up before game start.

Note:

Historically, some *Strict Neutral* Nations gradually expanded their National Defense as the War progressed.

The Set Up described below – in addition to the OOB G40 Set Up – closely reflects the Historical number of units in 1940:

Switzerland:

1 *Artillery* unit, 1 *Fighter* unit

Sweden:

2 *Artillery* units, 1 *Tank* unit, 2 *Fighter* units

Turkey:

1 *Tank* unit, 2 *Fighter* units

Spain:

1 *Artillery* unit, 1 *Tank* unit, 1 *Fighter* unit

Portugal:

1 *Artillery* unit

Venezuela:

1 *Fighter* unit

Argentina:

1 *Tank* unit

Chile:

1 *Fighter* unit

Important:

Paratrooper units cannot attack a *Neutral* territory by air. This rule applies both for *Strict Neutrals* and *Neutrals* that are friendly to the enemy.

A *Paratrooper* unit can only attack a *Neutral* territory by land or by an amphibious assault.

Note:

A *Paratrooper* unit can move by air during *Non-Combat Movement* into a neutral territory that is friendly to the same alliance as the *Paratrooper* unit.



Swedish Tank, 1940



Argentinian Tank, 1940