



Diplomat's Guide to World Domination



INTRODUCTION

Now that the dynamics of the game are burned into your brain (hopefully, they are), it's time to bring the political realities of all the other countries on the face of the earth into play (it was a world war, you know). This book is based on historical scenarios that were present and/or likely to occur under various circumstances, plus a few dramatic liberties, of course. You'll be working to affect a range of outcomes including political destabilization, economic partnership, diplomatic influence, assassinations, or military coup de'tat. Every territory on the board that isn't inherently part of one of the player's empires (original territories) is detailed nation-by-nation. You will also find abbreviated charts for each player to consult the list of neutral territories they affect.

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AFFILIATION CLASSES

All non-player territories (Neutrals) have an affiliation class with every player nation. The only other possibility is to be under attack by a player's nation, which doesn't much feel like an affiliation, really. Not a nice one, anyway. Regardless of affiliation, benefits or control of territories may not be given, transferred or traded to other player nations.

Total Control



The territory is absolutely usable by the affiliated nation. The territory, its resources (money), and its production and recruiting capabilities are at the affiliate's full use and responsibility. All units are the possession of the affiliated nation. However, territories that are not the original possessions of the affiliated nation are subject to the "Half value, rounded down" rules of occupation as far as builds, rail movement, strategic bombing, etc. A territory conquered in combat is considered under Total Control by the conquering player. As usual, in multi-national combat, Total Control can fall to any one of the attacking forces that has at least one land unit occupying the territory upon conquest.



Sworn Ally

The territory gives its monetary value to the affiliated nation and allows that player to move units through or into it, but not by railroads. Rail movement is limited to territories under total control by a player or its player allies. The Sworn affiliated nation may not build in that country, nor may it use or move the country's units. The units originally in the country may not leave that country and only defend from enemy attack. However, if attacked, combat decisions are made by the player listed on each territory ("Axis Attack" or "Allied Attack").



Economic Ally

When a player nation is an Economic ally of a neutral territory, it collects the full monetary value of the territory; however, the affiliated nation cannot enter or use the actual territory or its units. Basically, an Economic ally sends a check, but isn't taking visitors, requests or even constructive criticism.



Friendly Ally

A Friendly affiliated nation is only allowed to move units through or into it. They do not receive monetary compensation, nor can the affiliated nation build in that territory or control its units. Again, no railroad use, unless under Total Control

Neutral

A territory with a Neutral affiliation is both uncooperative and at peace with all nations. While Neutral, the territory has no effect on other nations and cannot be occupied, used, or have their units controlled, by any player. NOTE: I know this is confusing, because there's the terms "Neutral", "Neutrals", or "Neutral Territories" which all refer to any territory on the board that isn't an original land territory of a player nation. And now I've just told you there's the affiliation class "Neutral" which refers to the way the neutral territory has no alliance with any player. By the way, Sweden, Switzerland, and Turkey are the only truly Neutral Neutral nations (see what I did there?).

PLAYER DIPLOMACY & DECLARATIONS OF WAR

Germany , Italy  and Japan 

All three Axis powers may attack any neutral territories, at any time. Yeah, they're like that. Every Axis territory is a Friendly ally with other Axis nations, so Germany, Italy and Japan may occupy the same territory and will liberate original land for each other.

U.S.S.R. 🇷🇺

The U.S.S.R. may attack any neutral, Axis, or Chinese territory, as long as that Chinese land is not occupied by any other Friendly allies (British, French, or American land units) Any territories conquered by the Russians from Axis control are not liberated for their allies but rather fall under Total Soviet Control. U.S.S.R. is still an adversarial ally, and so, territories under Total Control of U.S.S.R. are in Neutral alliance with other Allies.

China 🇨🇳

China may attack Tibet, Mongolia, Nepal and any Axis affiliated or controlled territories in Asia. China may also attack Soviet territories, keeping Total Control of it for itself. If China attacks and conquers original Allied territories of other player nations that were under total Axis control, China liberates for every Allied nation except the U.S.S.R. China maintains a Friendly alliance at all times with all of the territories under Sworn alliance or Total Control of the U.K., France or the U.S.A., and again, liberates their territories when conquered from Axis control.

U.K. 🇬🇧, **France** 🇫🇷 and **U.S.A.** 🇺🇸

The other allies of Britain, France, and the U.S.A. may only attack hostile territories, which are those in Sworn alliance or under Total Control of an Axis nation. These three Allied nations must be peaceful and never attack neutral territories, or those in only Friendly or Economic affiliation with an Axis nation. The U.K., France, the U.S.A., and China maintain Friendly alliance at all times with all of the territories under Sworn alliance or Total Control of each other, and liberate each other's territories when conquered from Axis control. In other words, when territories are lost to the Axis, all of the Allies, except Russia, +help each other get their original territories back.



Attacking Neutral Territories

When attacked, a neutral nation will almost always side with a player nation and do so the moment attack rolls are made. Which player and what affiliation they become is detailed territory-by-territory in the boxes titled "Axis Attack" or "Allied Attack", as appropriate. Where the result of an Axis or Allied attack results in that neutral nation under falling under Total Control of a nation, that player nation listed makes all battle decisions, and the surviving neutral territory or its units fall under Total Control of that ally. The neutral forces may even retreat to territories controlled, in Friendly, or Sworn alliance with the ally listed that gains Total Control. For instance, if Spain is attacked by Germany, the British player could attempt to retreat the Spanish fighter to Great Britain.

If an attack makes the territory becomes a Sworn, Economic or Friendly Ally, or remains Neutral under all conditions (Sweden, Switzerland and Turkey), then units in those territories never retreat nor destroy factories, and they take casualties in order of lowest to highest defense roll for maximum effect. However, if there is a dispute as to what units to take as casualties, the attacking player's opponents get to make the final decisions.

Rare Exception: If a neutral nation repels an attack, and then repels another attack, by a different player, the neutral would base their new affiliation on the last attack, however retreated units would follow the alliance caused by the attack at the time of their retreat.

Neutral Navy

If neutral sea units patrol the coast of a neutral territory (those pesky destroyers off Brazil and Greece), they are considered friendly units to all nations, until attacked or otherwise put under Total Control of a player nation. Therefore, sea units from any Axis or Allied nation may freely move through, or share, a sea zone occupied by a neutral ship. Even if a battle between players' navies ensues in its sea zone, the neutral ship will stay out of it. However, if the neutral nation is being attacked, sea units will defend against any units that are in their sea zone once combat rolls begin. This distinction is made because the attacker still has the initiative and could move sea units through the neutral sea zone, en route to combat in another sea zone. But if the fighting starts on that neutral territory, and any enemy units are there (which includes fellow Axis units), the destroyer defends the sea zone. Like other units, the destroyer could be ordered to retreat by the player that would control the neutral territory in the event of an attack (U.K. for Greece, U.S.A. for Brazil). Surviving neutral ships would be henceforth under player control immediately. Of course, an amphibious attack on a neutral territory through the sea zone where their destroyer lies would require sinking that ship before landing.

Colonies

Attacking a colony of a neutral territory (see Denmark, Portugal, Spain, etc.) is the equivalent of a declaration of war on all of the colonies, as well as the home country. For example, regardless of the success or failure, an attack on the Azores, Portugal, or the other two Portuguese colonies of Angola and Mozambique would result in the entire Portuguese empire changing affiliations. Neutral nations with colonies are Denmark, Ecuador, Greece, Belgium/Holland, Portugal, Spain, Yemen and in a way, Poland and Brazil, because they are broken in two and both sides react together to attack or affiliation. The small map above shows Belgium/Holland and their eight Belgian and Dutch colonies high-lighted, as an example.



DIPLOMATIC PHASE

The Diplomatic Phase occurs once at the beginning of each GAME TURN, before any player takes their individual turns. Each player makes their diplomatic rolls in the normal order of play (Germany/Italy, U.S.S.R., U.K./France, Japan, U.S.A./China). The effects are immediate, affecting that game turn, with respect to monetary or military use of the newly influenced nation. If you are playing the 1939 Rules, the Military Commerce income would be rolled for each nation before the Diplomacy Phase at the beginning of each game turn and is not affected by the Diplomacy Phase rolls or their results.

Part I: Political Unrest

Each neutral territory has specific possibilities of “Political Unrest” which encompasses major government changes, including assassinations, coup d’état, ascension to the throne, revolutions, elections, or foreign occupation. Some “Political Unrest” is determined by rolls, which are detailed in this rulebook territory-by-territory (and on the abbreviated Political Unrest roll chart), and the resulting effects are immediately enforced. Which player makes these rolls is also indicated in each neutral territory’s description herein. The Political Unrest rolls are made, as listed, and cannot be altered or influenced.



Occupation of Friendly or Sworn Neutrals

You’ll notice that with some neutral territories, a condition of Political Unrest involves “occupation” by units from one of the players. The particulars are detailed later, but for now, occupation refers to the presence of land units in a neutral territory. Aircraft cannot be used when determining an occupying force in a neutral territory, only land units. However, those land units may move into occupation in a Friendly or Sworn territory by walking, driving, amphibiously landing, or even blitzing (armor) through, during combat or non-combat movement. You’ll notice that list excluded railroad movement, which is only permitted in territories under Total Control by a player or its player allies.

Superior Occupation and Superior Force

When a condition requires “Superior Occupation” that means that the land forces moved by a player into a territory must have a greater combined attack and defense strength (Attacks + Defenses of occupying force > Attacks + Defenses of neutral forces in the territory). This is also the formula used when calculating a “Superior Force”. For example, in one scenario, Argentina will maintain a Friendly alliance with the nation that has the superior force on the continent of South America (detailed, later). Furthermore, to calculate whether a superior force can be mobilized to threaten a neutral territory, include any enemy land forces that can get there by amphibious landing, paratrooping, walking, driving, skipping; any means possible. Also, a superior threat does not include shore bombardments, aircraft, rockets, intimidation, name-calling, etc.

Part II: Influence

There are a number of neutral territories that can be influenced by player nations into forging a stronger alliance with them. The specific result is listed territory-by-territory (See **Neutral Nations**, page 8), and abbreviated on the setup charts.

Influencing Neutrals

Players may simply convince or coerce specific neutral territories into joining their cause. Again, this is detailed territory-by-territory, later. Once channels are open, the odds of diplomatic success increase with each attempt. The influence roll is based upon a uniform progression curve as each attempt is made, detailed here:

Attempt to Influence	Influence Roll (d12)
1 st	1
2 nd	2 or less
3 rd	4 or less
4 th	8 or less
5 th and beyond	11 or less

Economic Influence (Gifts, Bribes, Deals, and Pay-Offs)

In addition to specific factors listed on certain territories that affect the influence rolls, an influencing player can also use their resources to increase or decrease the roll for a successful influence. The influencing player may spend up to \$3 to influence any eligible territory, with each dollar spent raising the roll by one (with the money deducted during the influencing nation's Collect Income Phase). This represents the diplomatic, military, monetary or material resources used to influence, simplified as spent money. Total influence money spent each game turn cannot exceed 10% of their total land value (rounded up), and is then subtracted from their income the moment it's collected on their turn. For example, if the U.K. was on their third attempt to influence into Sworn alliance (4 or less), and spent \$2 in influence, a roll of 6 or less would be successful.

Countering Influence (Appeasement, Counter-Offers, Propaganda and Threats)

Whenever a player declares their intent to spend money on Economic Influence on a particular roll, they must ask the opposing side if the eligible player wants to spend money to "Counter Influence" the declared roll. Eligible nations are those that acquire alliance with that neutral territory when it is attacked. This alliance is listed on the individual descriptions of neutrals (page 9) in the boxes to the right of those that say, "Allied Attack" and "Axis Attack". Those list the player nations that become affiliated with them, in the event of attack. So, for instance, British influence of Saudi Arabia could be counter-influenced by Germany.

ONLY ONE opponent may spend at least \$1 and UP TO \$3 to counter influence, but if the eligible player does, here comes the fun: Each of the two influencing players secretly places a die under their hand with the amount of money to be spent on influence facing up, on the die (1-3). The two simultaneously reveal the die and both players' money is applied to raise or lower the roll, accordingly. For example, if \$3 is spent by the U.K. to raise the roll and \$1 is spent by Germany to lower it, the roll is raised by 2. Again, this debt incurred by spending on influence will be paid on the Collect Income Phase of each player's turn from any of the player's monies ("any use", "hardware only", or Military Commerce [see 1939 Rules] money). Once spent, that money is gone, regardless of the outcome. Note: *Diplomatic Phase Part I: Political Unrest* rolls cannot be economically influenced.












Neutral Territory Charts

Use the example chart on the next page to understand the aforementioned policies. Each box in this sample neutral territory chart is filled with a description of its contents in the actual charts. This, and the example to follow on Argentina, should make this all clear.

Territory (Value)	Forces
Alliances	Refers to any initial alliances before play begins.
Political Unrest, Occupation and Resistance	Details circumstances that may change the existing alliances of this territory and how to determine them. Plus, it includes a condensed historical perspective on the policy-makers of the time.
Influence Rolls (1, 2, 4, 8, 11 or less)	Describes when, how, and by whom this territory may form alliances with player nations, using the progression listed.
Colonies	A list of other territories in a nation's empire/protectorate.
Axis Attack	How, and to whom, the territory allies if attacked by an Axis player. Also indicates the nation eligible to counter-influence this territory.
Allied Attack	How, and to whom, the territory allies if attacked by an Allied player. Also indicates the nation eligible to counter-influence this territory.

Neutral Territory Chart Example: Argentina

At the beginning of the game, Argentina would be marked with an American “Friendly” flag. That is its starting alliance, as listed in the box to the right of “Alliances.” Take a look at the chart below, then read the descriptions that follow.

Argentina (7)	2 Infantry, Artillery, Minor Factory
Alliances	Friendly ally with the U.S.A.  until political unrest.
Political Unrest, Occupation and Resistance (Rolled by U.S.A.) 	<p>Argentina begins as a Friendly ally of the U.S.A. , remaining so while popular democratic President Roberto Ortiz is able to govern. On a roll of 3 or less (made each game turn until successful), Ortiz' health fails and he leaves governance of Argentina to his conservative Vice President, Ramon Castillo, a fascist sympathizer, making Argentina a Friendly ally of Germany . If occupied by the U.S.A. , it retains Friendly alliance with America, but the German player could order Argentina to attack the occupying American forces on their turn, with the winner (U.S.A.  or Germany ) taking Total Control of Argentina. Total force decimation = German Control.</p> <p>On game turns after passing into Castillo's hands, the government is susceptible to a military coup d'état (roll of 2 or less) leaving a dictatorial rule by General Pedro Ramirez who will follow the biggest dog into the fight, maintaining a Friendly alliance with the U.S.A.  or Germany , first with whomever has an occupying force in Argentina, or second, with whomever has a superior force on the continent of South America at any moment.</p>
Influence Rolls (1, 2, 4, 8, 11 or less)	An occupier may attempt to influence Argentina into becoming a Sworn ally, progressing through the rolls as long as occupation continues.
Colonies	None.
Axis Attack	Sworn ally of the U.S.A. 
Allied Attack	Sworn ally of Germany 

During each *Diplomatic Phase I: Political Unrest*, the U.S.A. must make a roll, with a 3 or less causing the U.S.A.'s flag to be replaced with a German "Friendly" flag (Castillo coming to power), unless the U.S.A. occupies Argentina (by moving units in while it was a Friendly ally), in which case Argentina remains a Friendly ally of the U.S.A.

However, as explained in the chart, with Castillo in power, Germany may convince him to use his two infantry and artillery units to attack the occupying American force. This would be conducted during Germany's Combat Phase, and normal rules of combat would apply, including the ability of Germany or Italy to add forces to Argentina's uprising against the U.S.A.

Barring such a revolt, on Political Unrest phases where Castillo is in power, a 2 or less rolled by the U.S.A. would cause the coup d'état and ascension of Ramirez. In this event, if Germany occupies Argentina, it would stay a Friendly ally of Germany. If unoccupied, and any Axis force exists on the continent of South America, it must be determined which player has the largest force on the continent (attacks + defenses of all land units thereon). That "biggest dog" would get the Friendly Alliance with Argentina. This is reassessed during each Political Unrest phase, with the condition at that moment setting the alliance of Argentina for that game turn.

These different rolls are rolled again by the U.S.A. on each subsequent Political Unrest phase until success.

On *Diplomatic Phase II: Influence*, a nation that occupies Argentina may begin attempting to influence Argentina into becoming a Sworn ally of theirs (using the 1, 2, 4, 8, 11d12 or less, pattern for each successive attempt). These attempts continue throughout occupation until success. If forces empty Argentina, then moved back into occupation, the influence roll continues in the sequence as if it were the next attempt. NOTE: Influence attempts do not restart if the condition of influence is lost and then re-established, unless otherwise noted.

If Argentina is attacked, but not conquered, by an Axis player, it will become a Sworn ally of the U.S.A., and if this unsuccessful attack comes from an Allied player, Argentina will become a Sworn ally of Germany.

1942 Starting Alliances (1942)






To enhance the Basic 1942 Rules, use the alliances following the **1942** symbol, listed on some territories at the start of game turn 6 (first turn of 1942 game).

One last thing...












Be sure and check the website for updates. www.TheWarGame.com

Sometimes, I find typos and such, or more importantly, a better way to phrase a sentence, add more clarity, etc.

And with that, let the diplomacy begin...


Afghanistan (2)		1 Infantry
Alliances	Neutral	
Political Unrest, Occupation and Resistance (Rolled by U.K.) 	If Afghanistan hasn't established a Sworn alliance, rolling a 2 or less results in Friendly alliance with the U.K.  . Failing to get a 2 or less again on the next turn returns Afghanistan to Neutral status. Unless the U.K.  succeeds in influence, then each roll of 2 or less (made once each game turn) will bounce Afghanistan back and forth between Sworn and Friendly alliance.	
Influence Rolls (1, 2, 4, 8, 11 or less)	The U.K.  may pay \$2 one time then begin influencing Afghanistan into a Sworn alliance (separate from monies to raise influence roll)	
Colonies	None.	
Axis Attack	Sworn ally of the U.K. 	
Allied Attack	Remains Neutral, ending political unrest and influence.	

Angola (2)	See Portugal
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Argentina (7)		2 Infantry, Artillery, Minor Factory
Alliances	Friendly ally with the U.S.A.  until political unrest.	
Political Unrest, Occupation and Resistance (Rolled by U.S.A.) 	<p>Argentina begins as a Friendly ally of the U.S.A. , remaining so while popular democratic President Roberto Ortiz is able to govern. On a roll of 3 or less (made each game turn until successful), Ortiz' health fails and he leaves governance of Argentina to his conservative Vice President, Ramon Castillo, a fascist sympathizer, making Argentina a Friendly ally of Germany . If occupied by the U.S.A. , it retains Friendly alliance with America, but the German player could order Argentina to attack the occupying American forces on their turn, with the winner (U.S.A.  or Germany ) taking Total Control of Argentina. Total force decimation = German Control.</p> <p>On game turns after passing into Castillo's hands, the government is susceptible to a military coup d'état (roll of 2 or less) leaving a dictatorial rule by General Pedro Ramirez who will follow the biggest dog into the fight, maintaining a Friendly alliance with the U.S.A.  or Germany , first with whomever has an occupying force in Argentina, or second, with whomever has a superior force on the continent of South America at any moment.</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	An occupier may attempt to influence Argentina into becoming a Sworn ally, progressing through the rolls as long as occupation continues.	
Colonies	None.	
Axis Attack	Sworn ally of the U.S.A. 	
Allied Attack	Sworn ally of Germany 	

Azores (0)	See Portugal
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Balearic Islands (0)	See Spain
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Belgium/Holland (5)	3 Infantry, 1 Artillery, Minor Factory
Alliances	Friendly ally with the U.K.  (1942: Total German  Control)
Political Unrest	King Leopold III of Belgium and the Democratic government of Holland maintain stable neutrality but accept Allied aid against Axis aggression (Friendly alliance with the U.K.  and France ).
Influence Rolls (1, 2, 4, 8, 11 or less)	France may attempt influence on turn 1, resulting in all Belgian/Dutch territories joining into Sworn alliance with France  . When the British  and French  are at full war with any Axis, all Belgian/Dutch territories fall under Total French  Control.
Colonies	Belgium/Holland, Belgian Congo, Borneo, Celebes, Java, New Guinea, Sumatra, Suriname, and Timor.
Axis Attack	All Dutch/Belgian possessions will fall under Total Free French  Control if <u>any</u> are attacked and behave as if they were original French territories (not half value, rounded down, like occupied territories).
Allied Attack	Friendly ally with U.K.  & France 

Belgian Congo (2)	See Belgium/Holland
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Bolivia (4)	2 Infantry
Alliances	Neutral until political unrest.
Political Unrest, Occupation and Resistance (Rolled by U.S.A.) 	Neutral under totalitarian President Germán Busch. On a roll of 7 or less , Busch commits suicide and General Carlos Quintanilla will assume the presidency and establish Friendly relations with the U.S.A.  and use the army to restore the constitution and hold elections, immediately. If General Enrique Peñaranda is elected (roll of 3 or less, rolled immediately following Busch suicide) Bolivia will restore Economic relations. (Economic ally with the U.S.A. ) Another election may be held four turns later.
Influence Rolls (1, 2, 4, 8, 11 or less)	If the U.S.A.  is at full war and Peñaranda is the president of Bolivia (see above), the American player may attempt influence rolls, resulting in Bolivia becoming a Sworn ally to the U.S.A. 
Colonies	None.
Axis Attack	Sworn ally of U.S.A. 
Allied Attack	Permanently Neutral, ending political unrest and influence.

Borneo (3)	See Belgium/Holland
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Brazil (4/7)		Northern: 1 Infantry, 1 Destroyer Southern: 1 Infantry, 1 Artillery, Minor Factory
Alliances	Friendly ally with the U.S.A. 🇺🇸 (1942: Total Control by U.S.A. 🇺🇸)	
Political Unrest, Occupation and Resistance (Rolled by U.S.A.) 🇺🇸	<p>Before U.S.A. is at war, and while still unoccupied by U.S. forces, a roll of 1 will mean a successful coup d'état of Allied-Friendly dictator Getúlio Vargas, resulting in a reduction to Neutral status. However a roll of 7 or less on any subsequent turn means Vargas re-establishes leadership of Brazil and moves to military partnership with the Americans (Sworn ally with U.S.A. 🇺🇸)</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, the U.S.A. 🇺🇸 may begin influencing Brazil into becoming a Sworn ally. Regardless, when the U.S.A. is at full war, Brazil's forces will join the Allied cause (Total Control by U.S.A. 🇺🇸)	
Colonies	None.	
Axis Attack	Total Control by U.S.A. 🇺🇸	
Allied Attack	Friendly ally of the U.S.A. 🇺🇸	











Bulgaria (3)		2 Infantry
Alliances	Friendly ally with Germany 🇩🇪 (1942: Total Control by Germany 🇩🇪)	
Political Unrest, Occupation and Resistance (Rolled by Germany) 🇩🇪	<p>Under King Boris, Bulgaria will side with Germany 🇩🇪 (Friendly ally) while resisting a total alliance. However, he can be persuaded into a Sworn alliance through influence rolls or when occupied by a German 🇩🇪 land force that is superior to the entire Bulgarian army. (A superior force is one where the sum of the attack and defense capabilities is greater)</p> <p>Once Germany 🇩🇪 is in Sworn alliance with Bulgaria, they may attempt to assassinate King Boris (roll of 7 or less, one attempt), putting Boris' six-year-old son, Simeon II in the throne and installing a German-sympathetic government under Dobri Bozhilov (Total German 🇩🇪 Control).</p> <p>If the U.S.S.R. occupies any territory adjacent to Bulgaria, and it is unoccupied by Axis forces, the Bulgarian communists can mount a revolt against the Bozhilov regime (roll of 9 or less). Bulgaria would then resist by working with the Russians to complete Axis ouster of the Balkans (Economic ally of U.S.S.R. 🇷🇺). At this point, no German influence can restore full Bulgarian cooperation. Only through conquest can the Axis gain/regain Bulgaria and end revolts.</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, Germany 🇩🇪 may begin influencing Bulgaria into becoming a Sworn ally. Also, if Germany has attacked any Russian territory, Bulgaria will become their Sworn ally.	
Colonies	None.	
Axis Attack	Total Control by U.S.S.R. 🇷🇺	
Allied Attack	Total Control by Germany 🇩🇪	

Cape Verde (0)	See Spain
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Canary Islands (0)	See Spain
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Celebes (3)	See Belgium/Holland
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Central America (4)	1 Infantry
Alliances	Friendly ally with the U.S.A.  (1942 : Sworn ally of the U.S.A. )
Political Unrest, Occupation and Resistance (Rolled by U.S.A.) 	Central America is composed of several nations, all of which are plagued by some degree of civil instability. In addition to influence rolls, Central America becomes a Sworn ally of the U.S.A.  whenever occupied by a superior U.S. force. However, while still unoccupied by U.S. forces, a roll of 1 will mean a successful coup d'état and a drop in relations (Friendly ally of the U.S.A. ). Occupation by a superior American force after the coup will bring Central America back into sworn alliance.
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, the U.S.A.  may begin influencing Central America into becoming a Sworn ally.
Colonies	None.
Axis Attack	Total Control of the U.S.A. 
Allied Attack	Friendly ally of the U.S.A. 













Chile (3)	1 Infantry
Alliances	Neutral.
Political Unrest, Occupation and Resistance (Rolled by Germany) 	Neutral under moderate President Pedro Aguirre Cerda. If any adjacent territory is occupied by the Axis    , a coup d'état could occur (roll of 7 or less), resulting in fascist sympathizers coming to power (Friendly ally of Germany ). If occupied by a superior German land force (one where the sum of the attack and defense capabilities is greater), Chile would fall under Total German  Control. If the game turn begins with Chile German allied, but not occupied, a revolt by Cerda's supporters (roll of 5 or less) would bring Chile into alliance with the Americans (Friendly ally of the U.S.A. 
Influence Rolls (1, 2, 4, 8, 11 or less)	Once the U.S.A.  is at war, the Americans may influence Chile into becoming a Friendly ally, as long as President Cerda is in power.
Colonies	None.
Axis Attack	Sworn ally of U.S.A. 
Allied Attack	Sworn ally of Germany 















Colombia (5)		1 Infantry
Alliances	Friendly ally of the U.S.A. 🇺🇸 (1942 : Sworn ally of the U.S.A. 🇺🇸)	
Political Unrest	Colombia's essentially stable government is eager to side with the Americans and no jockeying by the Axis will affect their goal.	
Influence Rolls (1, 2, 4, 8, 11 or less)	Once the U.S.A. 🇺🇸 is at war, the Americans may influence Colombia into becoming a Sworn ally. Remember: War Declarations follow Influence in the Diplomatic Phases.	
Colonies	None.	
Axis Attack	Total Control by the U.S.A. 🇺🇸	
Allied Attack	Friendly ally of the U.S.A. 🇺🇸	

Crete (2)	1 Infantry, See Greece (1942 : Total German 🇩🇪 Control)
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Cuba (1)		1 Infantry
Alliances	Sworn ally of the U.S.A. 🇺🇸 (1942 : Sworn ally of the U.S.A. 🇺🇸)	
Political Unrest, Occupation and Resistance	Although the government is unstable at times, because Cuba's sugar trade profits immensely from relations with America, there's no possibility of any real Cuban political upheaval.	
Influence Rolls (1, 2, 4, 8, 11 or less)	Any occupation by U.S. 🇺🇸 forces brings Cuba under Total Control of the Americans throughout the war.	
Colonies	None.	
Axis Attack	Total Control by the U.S.A. 🇺🇸	
Allied Attack	Friendly ally of the U.S.A. 🇺🇸	

Denmark (4)		2 Infantry, 1 Artillery
Alliances	Friendly ally of the U.K. 🇬🇧 (1942 : Total Control by Germany 🇩🇪)	
Political Unrest, Occupation and Resistance	The stable Danish Parliamentary government will remain intact throughout the war and, if liberated, return to power and join the Allied cause (Sworn ally of the U.K. 🇬🇧, Greenland Sworn to U.S.A.)	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, the British may attempt influence rolls to bring a Friendly Denmark, and all its colonies, into Sworn allied status. (Greenland becomes Sworn ally of the U.S.A. 🇺🇸)	
Colonies	Faeroe Islands, Greenland and Iceland	
Axis Attack	Denmark becomes a Sworn ally of the U.K. 🇬🇧, and all Danish possessions will join their respective allies if <u>any</u> are attacked.	
Allied Attack	Friendly ally of the U.K. 🇬🇧	

Ecuador (1)		1 Infantry
Alliances	Friendly ally of the U.S.A.  (1942 : Sworn ally of the U.S.A. )	
Political Unrest, Occupation and Resistance	<p>The government is relatively stable, shifting between liberal president Carlos Alberto Arroyo del Río and conservative president José María Velasco Ibarra, but has a close alliance (Friendly ally) with the U.S.A., needing defense and diplomacy on border disputes with Peru.</p> <p>Should Peru attack Ecuador (See Peru), Ecuador would ask for further American assistance and, in exchange, join the Allied war effort (Sworn ally with the U.S.A. ) If Ecuador is conquered by Peru, the U.S.A. may attack Peruvian forces in Ecuador to liberate it and forever keep it in close American alliance (Sworn ally of the U.S.A. )</p> <p>If any Axis    forces occupy any other territories in North or South America, Ecuador would fall under Total U.S. Control. </p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	Beginning on turn 1, the U.S.A.  may attempt to influence Ecuador into greater participation in the war (Sworn ally of the U.S.A. )	
Colonies	Galapagos Islands	
Axis Attack	Ecuador and Galapagos Islands under Total Control by the U.S.A. 	
Allied Attack	Friendly ally of the U.S.A. 	








Eire (3)		1 Infantry
Alliances	Friendly ally of the U.K.  (1942 : Total Control by the U.K. )	
Political Unrest, Occupation and Resistance (Rolled by U.K.) 	<p>Eire begins with a Friendly British  alliance but many tensions exist. Tariff disputes or an attack by the IRA (roll of 7 or less) would reduce Friendly relations to a Neutral status or Sworn alliance to a Friendly alliance. If Eire reduces to Neutral status, any occupying British  forces must vacate Eire or attack on the next British turn.</p> <p>If Germany  or Italy  have attacked original British land, sympathies are fostered in Eire (A Neutral Eire becomes an Economic ally with the U.K. , or Friendly relations rise to a Sworn alliance.)</p> <p>Any Axis    land attack on Great Britain or Northern Ireland would make Eire join with the Allies (Total Control by the U.K. )</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, the British  may attempt influence rolls to bring Eire into Sworn allied status.	
Colonies	None.	
Axis Attack	Total Control by the U.K. 	
Allied Attack	Neutral.	




Estonia (2)		1 Infantry
Alliances	Friendly ally of the U.S.S.R. 🇷🇺 (1942 : Total Control by Germany 🇩🇪)	
Political Unrest, Occupation and Resistance	The Friendly alliance between the Russians and Estonia's bicameral, presidential government will only last until Poland is occupied by any forces or Estonia is occupied by any Russian forces, then they will become the Estonian Soviet Socialist Republic (Total Control by U.S.S.R. 🇷🇺)	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, the Russians may attempt influence rolls to bring a Friendly Estonia into Sworn allied status.	
Colonies	None.	
Axis Attack	Total Control by the U.S.S.R. 🇷🇺	
Allied Attack	Sworn ally of Germany 🇩🇪	











Faeroe Islands (0)		See Denmark with exceptions below.
Axis Attack	Faeroe Islands will become a Sworn ally of the U.K. 🇬🇧 if <u>any</u> Danish possessions are attacked.	
Allied Attack	Friendly ally of the U.K. 🇬🇧	




Finland (5)		3 Infantry
Alliances	Economic ally with Germany 🇩🇪 (1942 : Total German 🇩🇪 Control)	
Political Unrest, Occupation and Resistance	Under Marshall Mannerheim, Finland will attempt to stay out of the war, while secretly aiding the Germans (Economic ally). However, the occupation of any adjacent territory by any German forces, or the staging of a Russian 🇷🇺 force superior to the Finnish army in Kola and/or Karelia, will sway the Finns to open their country to the Axis (Sworn ally of Germany 🇩🇪), claiming to be co-belligerents of the U.S.S.R.	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, Germany 🇩🇪 may begin influencing Finland into becoming a Sworn ally.	
Colonies	None.	
Axis Attack	Sworn ally to the U.S.S.R. 🇷🇺	
Allied Attack	Total Control by Germany 🇩🇪	







Galapagos Islands (0)		See Ecuador
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



Greece (6)		4 Infantry, 1 Artillery, 1 Fighter, Minor Factory
Alliances	Friendly ally of the U.K.  (1942 : Total Control by Germany )	
Political Unrest, Occupation and Resistance	Despite Greece being under the dictatorship of General Ioannis Metaxas, the Greek people will vehemently resist fascist intervention and remain allied with the British.	
Influence Rolls (1, 2, 4, 8, 11 or less)	While any territory adjacent to Greece is German  or Italian  occupied, the British may attempt influence rolls to bring Greece into Sworn allied status with the U.K.  .	
Colonies	Crete.	
Axis Attack	Greece <u>and</u> Crete under Total Control of the U.K. 	
Allied Attack	Friendly ally of the U.K. 	

Greenland (2)		1 Infantry
Alliances	See Denmark (1942 : Sworn ally of the U.S.A. )	
Axis Attack	Greenland will become a Sworn ally of the U.S.A.  if <u>any</u> Danish possessions are attacked. (See Denmark)	
Allied Attack	Friendly ally of the U.S.A. 	

Hungary (4)		2 Infantry
Alliances	Friendly ally with Germany  (1942 : Total Control by Germany )	
Political Unrest, Occupation and Resistance (Rolled by U.S.S.R.) 	<p>Fascist sympathizer Premier Gyula von Gömbös will relinquish Total Control to Germany when occupied with a German  and/or Italian  land force superior to the entire Hungarian army. Hungary will also become a Sworn ally when Germany has Total Control over Romania or Yugoslavia, or is at war with the U.S.S.R.</p> <p>Hungary will remain under Total German Control until vacated by Axis forces <u>and</u> the Allies occupy any adjacent territory. In this case, Premier von Gömbös will secretly negotiate with the Allies. If the Russians  are neighboring occupiers, a roll of 5 or less will force Hungary to become a Sworn Russian ally. If the British, French, and/or Americans are the neighboring occupiers, a roll of 9 or less will convince the Premier to form a Sworn alliance with the U.K. . (If allies have Total Control of territories on two sides of Hungary, both rolls may be made with Hungarian alliance going to the lowest rolling ally) At this point, only a German conquest of Hungary can restore it to Axis alliance</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, Germany  may begin influencing Hungary into becoming a Sworn ally.	
Colonies	None.	
Axis Attack	Sworn ally of the U.S.S.R. 	
Allied Attack	Total Control by Germany 	

Iceland (2)		1 Infantry
Alliances	See Denmark (1942) : Sworn ally of the U.K. 	
Axis Attack	Iceland will become a Sworn ally of the U.K.  if <u>any</u> Danish possessions are attacked.	
Allied Attack	Friendly ally of the U.K. 	









Iran (5)		2 Infantry
Alliances	Friendly ally of the U.K. 	
Political Unrest, Occupation and Resistance	<p>Under Reza Shah, Iran's relationship with Britain is tenuous as they received technology assistance for their oil fields from England and railroads from Germany, Italy, France and others.</p> <p>If the British occupy Iran with a land force superior to the Persian army, they have free use of the oil and rail benefits (Sworn ally of the U.K. ) On subsequent turns, Iran will remain a Sworn ally of the British as long as an occupying force of any size remains.</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	If any territory adjacent to Iran is occupied by the Axis  , the British  may attempt influence rolls to bring Iran into Sworn allied status. Should adjacent occupation cease, then recur, influence rolls would continue with the next in sequence from the last roll attempted.	
Colonies	None.	
Axis Attack	Total Control by the U.K. 	
Allied Attack	Sworn ally of Germany 	

Iraq (3)		1 Infantry
Alliances	Friendly ally of the U.K. 	
Political Unrest, Occupation and Resistance (Rolled by Germany) 	<p>Iraq will keep a Friendly relationship with the British under the leadership of Premier General Nuri as-Said.</p> <p>If Germany occupies any territory adjacent to Iraq, or on a roll of 5 or less (attempted each game turn until successful), Rashid Ali al-Gailani, an extreme Arab nationalist, will take power and embark at once on a policy of non-cooperation with the British (Friendly ally with Germany  and add one infantry to Iraq's forces). If any allied forces occupy Iraq during this change, the Iraqi army will attack those forces on Germany's turn during the German combat phase (Yes, Germany can add to that attack). Regardless, the additional Iraqi infantry will fight under the command of the Reich (replace one Iraqi infantry with a like German infantry).</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	See Political Unrest	
Colonies	None.	
Axis Attack	Sworn ally of the U.K. 	
Allied Attack	Total Control by Germany 	

Java (3)








See **Belgium/Holland**













Liberia (1)

Alliances	Friendly ally of the U.S.A.  (1942 : Sworn ally of the U.S.A. )
Political Unrest, Occupation and Resistance (Rolled by U.S.A.) 	If Liberia is unoccupied by any Allied forces, a roll of 2 or less means the indigenous Liberians revolt against the Americo-Liberian government and assume Neutral status. Once Neutral, the U.S.A. may attempt influence rolls to resume Friendly relations, with the subsequent roll in the progression bringing Liberia into Sworn allied status with the U.S.A. 
Influence Rolls (1, 2, 4, 8, 11 or less)	Beginning on turn 1, the U.S.A.  may attempt to influence Liberia into greater participation in the war (Sworn ally of the U.S.A. )
Colonies	None.
Axis Attack	Total Control of the U.S.A. 
Allied Attack	Friendly ally of the U.S.A. 








Mexico (9)

3 Infantry (1942: 1 Infantry), Minor Factory

Alliances	Friendly ally of the U.S.A.  (1942 : Total Control by the U.S.A. )
Political Unrest, Occupation and Resistance	Once the Phony War has started, President Manuel Ávila Camacho will maintain the closest of bonds with the U.S.A., sharing oil and resources (Sworn ally of the U.S.A. ). Once the United States is at war with any Axis nation, Mexico will follow the Americans into war (Total Control by the U.S.A. ) , willing, ultimately, to commit 250,000 troops to the cause. *Remember: War Declarations follow Political Unrest, so there will be a turn delay as Mexico follows the U.S.A. into war status.
Influence Rolls (1, 2, 4, 8, 11 or less)	Beginning on turn 1, the U.S.A. may attempt to influence Mexico into greater participation in the war (Sworn ally of the U.S.A. )
Colonies	None.
Axis Attack	Total Control of the U.S.A. 
Allied Attack	Total Control of the U.S.A. 

Mongolia (2)		2 Infantry
Alliances	Neutral. (1942 : Friendly ally of U.S.S.R.  , Japan  and Dan )	
Political Unrest, Occupation and Resistance (Rolled by China) 	<p>If occupied by a superior foreign force, either by U.S.S.R. , Japan , or China , the Mongols will remain in Sworn alliance with the occupier. However, with an equal or inferior occupying force, the potential of a Mongolian revolt is ever present. On a roll of 7 or less (attempted each game turn conditions exist, until successful), Mongolia will return to Friendly status. Then, on a roll of 7 or less (rolled immediately after revolt roll is made, and again each game turn Mongolia is not occupied by a superior force), the Mongolian army will strengthen due to citizen resistance (add one infantry) and attack an occupying nation during the turn of the opposing nation (Russia or Japan, as listed, below). Yes, the players may add forces to the revolt or defense, though an attack would be considered an attack on a neutral (with respect to 1939 rules). When an armed Mongolian revolt is decided (rolled), the Mongols commit to attack, regardless of conditions that might change by the time the affiliated attacking player takes their turn (U.S.S.R. or Japan). If two players friendly to Mongolia battle each other on Mongolian soil, the <u>last</u> casualties taken by the defender are the Mongolian units.</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	<p>Beginning turn 1, the U.S.S.R. , Japan  and China  may all attempt to influence Mongolia into becoming a Friendly ally. Though all three can successfully form a Friendly alliance with the Mongols, it's "first come, first served" to occupation and only one may occupy Mongolia peacefully. Once a Friendly ally, occupation by a superior force would sway the Mongolians to join that nation as a Sworn ally.</p>	
Colonies	None.	
Axis Attack	Sworn ally of the U.S.S.R. 	
Allied Attack	Sworn ally of the Japanese. 	









Mozambique (3)	See Portugal
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


Nepal (1)	
Alliances	Friendly ally of the U.K. 
Political Unrest, Occupation and Resistance	Governed in part by British colonial advisors, the Nepalese will join the Allied cause when any Axis    force occupies any territory adjacent to Nepal (Total Control by the U.K. )
Influence Rolls (1, 2, 4, 8, 11 or less)	None.
Colonies	None.
Axis Attack	Total Control by the U.K. 
Allied Attack	Friendly ally of the U.K. 






New Guinea (2)	See Belgium/Holland
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Norway (5)		2 Infantry, 1 Artillery
Alliances	Neutral. (1942: Total Control by Germany 🇩🇪)	
Political Unrest, Occupation and Resistance (Rolled by the U.K.) 🇬🇧	Norway is determined to maintain its Neutral status, but will respond to threats: If Denmark, Sweden or Finland are occupied by foreign forces, the influence rolls by the U.K. 🇬🇧 will be at +2. If Germany 🇩🇪 and/or Italy 🇮🇹 can mobilize an invasion force superior to the Norwegian army, Norway will raise to Sworn ally, on a successful British influence roll.	
Influence Rolls (1, 2, 4, 8, 11 or less)	While Neutral, the U.K. 🇬🇧 may influence Norway into a Friendly alliance.	
Colonies	None.	
Axis Attack	Sworn ally of the U.K. 🇬🇧	
Allied Attack	Sworn ally of Germany. 🇩🇪	












Oman (2)		
Alliances	Friendly ally of the U.K. 🇬🇧	
Political Unrest, Occupation and Resistance (Rolled by U.K.) 🇬🇧	Sultan Said bin Taimur will maintain a close security relationship with Britain and react to Axis aggression. If any adjacent territory is under Total Axis 🇩🇪 🇮🇹 🇯🇵 Control, the British 🇬🇧 influence rolls no longer require spending money. If occupied by a British force, those rolls are at +2.	
Influence Rolls (1, 2, 4, 8, 11 or less)	Britain 🇬🇧 must spend at least \$1 for each influence roll to bring Oman into a Sworn alliance, with the \$1 increasing the roll by 1.	
Colonies	None.	
Axis Attack	Sworn ally of the U.K. 🇬🇧	
Allied Attack	Friendly ally of the U.K. 🇬🇧	

Panama (3)		1 Infantry
Alliances	Friendly ally with the U.S.A.  (1942 : Sworn Ally by U.S.A. )	
Political Unrest, Occupation and Resistance (Rolled by U.S.A.) 	<p>Although a Friendly ally of the U.S.A. because of their participation and subsidization of the canal, Panama is often in political flux and frequently a thorn in the American's side.</p> <p>Under Harmodio Arias Madrid, the U.S.A. may use the aforementioned diplomacy to strengthen the alliance (Allowing influence rolls by the U.S.A., as mentioned)</p> <p>However, he may be succeeded by his younger brother (roll of 3 or less, made once each game turn until successful), the fascist sympathizing Arnulfo Arias Madrid (becoming frozen as a Friendly ally with the U.S.A. , and add one infantry to Panama's forces)</p> <p>Being an unpopular leader, Arnulfo Arias is likely to be deposed by a coup d'état (roll of 7 or less, attempted immediately when the younger Madrid takes power and each game turn, thereafter, until successful), with the Panamanian police enforcing order while resuming the relationship with the U.S.A. (Friendly ally whenever not occupied by the U.S.A. , Sworn when occupied by any U.S. land forces)</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	Beginning on turn 1, the U.S.A.  may begin influencing Panama into becoming a Sworn ally .	
Colonies	None.	
Axis Attack	Total Control of U.S.A. 	
Allied Attack	Friendly ally of the U.S.A. 	

Paraguay (3)		1 Infantry
Alliances	Neutral.	
Political Unrest, Occupation and Resistance	<p>Determined to remain Neutral, Paraguay will only take sides if war comes to the South American continent. If Germany , Italy  or Japan  occupy any territory on the South American continent, Paraguay will become a Friendly ally to whichever Axis or Allied nation has the superior force on the continent. Paraguay will follow that strongest nation and increase their alliance if occupied by land units of that nation. (Become a Sworn ally, permanently)</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	None.	
Colonies	None.	
Axis Attack	Sworn ally of the U.S.A. 	
Allied Attack	Sworn ally of Germany 	

Peru (5)		2 Infantry
Alliances	Neutral.	
Political Unrest, Occupation and Resistance (Rolled by Germany) 	<p>Peru will only take sides if war comes to the South American continent. If the Axis  occupies any territory on the South American continent, Peru will become an Economic ally to the nation with the superior force on the continent.</p> <p>Under president Manuel Prado, Peru is prone to border disputes with Ecuador, and on a roll of 5 or less (attempted each game turn that Ecuador is unoccupied, until successful) will attack Ecuador on Germany's  combat phase (decisions for Peru made by Germany, Ecuador's decisions made by the U.S.A.) If successful, the Peruvians will absorb Ecuador as part of their country, making it Neutral. If repelled, Peru will then make diplomatic amends with the Americans by offering aid to the war effort (Economic ally to the U.S.A. )</p> <p>Regardless of success, Peru will not attempt to attack Ecuador a second time, since Ecuador would then have the support of the U.S.A. A Peruvian controlled Ecuador cannot be attacked by the U.S.A. (since it would be Neutral)</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	None.	
Colonies.	None.	
Axis Attack	Sworn ally of the U.S.A. 	
Allied Attack	Neutral.	

Poland (4/4)		Western: 3 Infantry, 1 armor, 1 fighter, Minor Eastern: 2 Infantry, 1 Artillery
Alliances	Friendly ally of the U.K.  (1942 : Total Control by Germany )	
Political Unrest, Occupation and Resistance	Due to the Anglo-French pledge of aid in the event of German aggression, Poland begins as a Friendly ally of U.K. If Germany  attacks or moves forces into any territory other than their original land , Poland will become a Sworn ally of Britain  .	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, Britain  may begin to influence a military partnership with Poland (Sworn ally)	
Colonies	None, however Eastern and Western Poland behave as one nation.	
Axis Attack	Total Control of the U.K.  for both Eastern and Western.	
Allied Attack	Sworn ally of U.K.  for both Eastern and Western.	

Portugal (3)		3 Infantry
Alliances	Friendly U.K.  (1942 : Neutral)	
Political Unrest, Occupation and Resistance (Rolled by Germany and/or the U.K.)  	<p>The authoritarian government of António de Oliveira Salazar and his National Union organization is entwined with Spain through a friendship pact and simple geography. If Spain began the previous game turn, <u>and</u> remains in the current game turn, in a Friendly or Sworn alliance with Germany , influence rolls, with a +3 bonus, may be made by the German player to convince Portugal to follow in that alliance. In other words, when Germany forms alliances with Spain, Portugal will likely match that alliance on the following turn, if Spain continues or improves the alliance.</p> <p>On the other foot, Portugal is more eager than Spain to join the Allies if the Axis is not too threatening. As such, on any game turn that begins with France  free from Axis    occupation, Portugal will make the colonies of its empire (See Colonies, below) available to any Allied forces (Friendly ally of the U.K. ). Allied occupation of a Portuguese colony maintains the Friendly alliance in that territory even after the fall of France. Furthermore, every turn France remains free and at least one Portuguese colony is Allied occupied, the British player may roll influence rolls to make Portugal and its colonies an Economic ally.</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	See Political Unrest	
Colonies	Angola, Azores, and Mozambique.	
Axis Attack	Portugal and all its colonies become Sworn allies of the U.K.  if <u>any</u> of them are attacked.	
Allied Attack	Portugal and all its colonies become Sworn allies of Germany  if <u>any</u> of them are attacked.	

Rio de Oro (1)	See Spain
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Romania (8)		2 Infantry, 1 Artillery, Minor Factory
Alliances	Friendly ally with Germany. 🇩🇪 (1942: Total Control by Germany 🇩🇪)	
Political Unrest, Occupation and Resistance	<p>Under prime minister General Ion Antonescu, Romania will seek to expand their alliance with Germany (See influence rolls).</p> <p>Germany 🇩🇪 will gain Total Control when they occupy Romania with any German land force.</p> <p>Romania will remain under Total German Control until vacated by Axis 🇩🇪 🇩🇪 🇩🇪 forces. Then it will lower itself to a Friendly alliance with Germany until reoccupied (back to Total German Control).</p> <p>If attacked by the Russians 🇷🇺 while under Total Axis Control, King Michael will dismiss Antonescu and give aid to the allies. (One Romanian infantry will be formed and join any attack by the Russians on Axis forces in Romania)</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	On turn 1, Germany 🇩🇪 may begin influencing Romania into becoming a Sworn ally.	
Colonies	None.	
Axis Attack	Sworn ally of the U.S.S.R. 🇷🇺	
Allied Attack	Total Control by Germany 🇩🇪	




Saudi Arabia (3)		1 Infantry
Alliances	Friendly ally of the U.K. 🇬🇧	
Political Unrest, Occupation and Resistance (Rolled by U.K.) 🇬🇧	<p>King Ibn Saud will maintain Friendly alliance to the U.K. and support the fight against Axis aggression in the middle east.</p> <p>As such, Axis occupation of any land territory adjacent to Saudi Arabia will make them a Sworn ally to the U.K. 🇬🇧</p> <p>Furthermore, Axis occupation of Anglo-Egyptian Sudan, Egypt, Iran, or Syria will allow the British to make influence rolls with a +2 (without paying any money), bringing Saudi Arabia into a Sworn alliance with the U.K. 🇬🇧</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	Britain 🇬🇧 must spend at least \$2 for each influence roll to bring Saudi Arabia into a Sworn alliance, with the \$2 increasing the roll by 2.	
Colonies	None.	
Axis Attack	Sworn ally of the U.K. 🇬🇧	
Allied Attack	Friendly ally of Germany 🇩🇪	



Socotra (0)		See Yemen
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Spain (12)		5 Infantry, 1 Artillery, 1 Fighter, Minor Factory
Alliances	Neutral	
Political Unrest, Occupation and Resistance (Rolled by Germany, U.S.S.R. and/or the U.K.)   	<p>The Spanish Civil war brought General Francisco Franco to power, using the army to maintain order. Because of outside intervention during the Civil war by the Russians, British, French, Germans and Italians, political forces favoring each one are constantly in flux and affected by international diplomacy. But no matter what the changes, the entire Spanish empire maintains the same alliances as Spain.</p> <p>German  Influence The Falange, a small fascist party in Spain will try to exert pressure on Franco to join the Axis cause. At the beginning of each game turn, Germany may make influence rolls to acquire the Spanish empire as a Friendly ally as long as Germany  and Italy  have Total Control of their original European territories plus Algeria, Belgium/Holland, Bulgaria, Denmark, France, Gibraltar, Greece, Hungary, Morocco, Norway, Poland (Eastern and Western), Romania, Tunisia and Yugoslavia. If a game turn begins where Germany fails to have Total Control of the aforementioned territories, the influence rolls will continue the progression where they were left off when Germany resumes Total Control.</p> <p>Each game turn that begins with Germany occupying Spain with a land force that is superior to the Spanish army, <u>and</u> Germany  and/or Italy  are in Total Control of the aforementioned territories, Spain will join into a Sworn alliance with Germany that turn.</p> <p>British  Influence Franco is a shrewd leader and will respond if the tide turns in the war. Each game turn that begins with France  under Total French Control <u>and</u> Spain occupied by a German  and/or Italian  force inferior to the Spanish forces, the British may begin influence rolls to make Spain a Sworn ally. If successful, any German forces occupying Spain must either attack or vacate all Spanish territories on Germany's combat phase that turn. If a game turn begins with Axis occupation of France, the influence rolls will return to the beginning of the progression when France is liberated, again. That's annoying!</p> <p>Russian  Influence While Spain is not allied with, or occupied by, any other players, A strong socialist contingent can also be bankrolled to exert their power to influence Franco's military and political alliance. Russian assistance to Spanish socialists (\$7, with no money able to go toward increasing influence rolls) allows influence rolls to make the Spanish Empire an Economic ally of the U.S.S.R. for only that turn the successful roll is made. Each turn the roll must be made in order to continue the progression. Any interruption of payment restarts the influence progression.</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	See Political Unrest	
Colonies	Balearic Islands, Canary Islands, Cape Verde, Rio de Oro, and Southwest Africa.	
Axis Attack	Attacks upon Spain or any its colonies results in Total British  Control of the entire Spanish Empire.	
Allied Attack	Attacks upon Spain or any its colonies results in Total German  Control of the entire Spanish Empire.	

Sumatra (3)	See Belgium/Holland
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Suriname (1)	See Belgium/Holland
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Sweden (8)	3 Infantry, 1 Artillery, Minor Factory
Alliances	Neutral.
Political Unrest, Occupation and Resistance (Rolled by U.K.) 	Sweden is determined to maintain its Neutral status, but the social democrats in the Swedish government are not too cautious to halt increases in their military defenses. If Germany  and/or Italy  can attack Sweden with an invasion force superior to the Swedish army, Sweden will add one unit each game turn (maximum of 5 added) as follows (d12): Roll of 1-7: Infantry Roll of 8-10: Artillery Roll of 11-12: Fighter (A superior force is one where the sum of the attack and defense capabilities is greater)
Influence Rolls (1, 2, 4, 8, 11 or less)	None.
Colonies	None.
Axis Attack	Neutral.
Allied Attack	Neutral.




Switzerland (2)	1 Infantry
Alliances	Neutral.
Political Unrest, Occupation and Resistance	Switzerland is determined to maintain its Neutral status, and being a Germanic-Friendly people, should Germany  or Italy  attack Switzerland, the player(s) must remove two units from the force attacking Switzerland before combat rolls are made, removing them from play, permanently.
Influence Rolls (1, 2, 4, 8, 11 or less)	None.
Colonies	None.
Axis Attack	Neutral.
Allied Attack	Neutral.





Thailand (5)		2 Infantry
Alliances	Friendly ally of Japan 🇯🇵 (1942 : Total Control by Japan 🇯🇵)	
Political Unrest, Occupation and Resistance (Rolled by France) 🇫🇷	<p>If Japan occupies Thailand with a superior land force, it falls under Total Japanese Control. (A superior force is one where the sum of the attack and defense capabilities is greater).</p> <p>Under Colonel Phibun Songgram, Thailand is involved with land disputes with the French. Considering themselves entitled to land in Cambodia and Laos, Thailand's Phibun believes that the Japanese are necessary to complete this goal. As such, beginning on turn 1, the Japanese player can mediate the relinquishment of French Indo-China to the Thai and Japanese (the French 🇫🇷 player must make the Vichy roll) with success making French Indo-China, and French units therein, under Sworn Japanese 🇯🇵 alliance. This "diplomacy" can be attempted every game turn, but cannot be improved through any monetary influence.</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	Beginning on turn 1, Japan 🇯🇵 may try to influence Thailand into a Sworn alliance.	
Colonies	None.	
Axis Attack	Sworn ally of the U.K. 🇬🇧	
Allied Attack	Total Control by Japan 🇯🇵.	







Tibet (1)		
Alliances	Neutral.	
Political Unrest, Occupation and Resistance	In constant dispute with China over Tibet's sovereignty and with the help of mediation from the British, the Tibetans will remain Neutral as long as possible, running to the British for help, if attacked.	
Influence Rolls (1, 2, 4, 8, 11 or less)	None.	
Colonies	None.	
Axis Attack	Sworn ally of the British. 🇬🇧	
Allied Attack	Friendly ally of the British. 🇬🇧	





Timor (1)	See Belgium/Holland
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Turkey (8)		4 Infantry, 1 Artillery, Minor Factory
Alliances	Neutral.	
Political Unrest, Occupation and Resistance (Rolled by U.S.S.R.) 	<p>President Ýsmet Ýnönü will do everything in his power to remain Neutral, even denying passage from the Aegean Sea to the Black Sea through the Bosphorus Strait to all nations. However, Turkey will respond to threats. If the Axis  can attack Turkey with an invasion land force superior to the Turkish army, Ýnönü will respond by adding one unit each game turn (maximum of 5 added), as follows (d12):</p> <p style="padding-left: 40px;">Roll of 1-7: Infantry Roll of 8-10: Artillery Roll of 11-12: Fighter</p> <p>Secondly, Ýnönü will allow passage through the Bosphorus Strait to all nations (to appease the Axis and simultaneously help an Allied defense of Russia) when the Axis is at Full War with Russia, OR when Germany makes a roll equal to or less than the sum of all land territories adjacent to Turkey under total Axis control. For example, if Germany and/or Italy control Bulgaria (3) and Greece (6), a roll of 9 or less would open the Bosphorus Strait that game turn. This roll must be made each game turn with the conditions at that time, and only opens the strait for that game turn. (A superior force is one where the sum of the attack and defense capabilities is greater)</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	None.	
Colonies	None.	
Axis Attack	Neutral.	
Allied Attack	Neutral.	

Venezuela (5)		1 Infantry
Alliances	Neutral.	
Political Unrest, Occupation and Resistance	<p>Under Eleazar López Contreras and then General Isaías Medina Angarita, Venezuela will declare an adversarial position toward the Axis, keep diplomatic channels strong with the U.S.A., but maintain Neutral.</p> <p>If any Axis  forces occupy any land territories on the South American continent, Venezuela will become a Friendly ally of the U.S.A.</p>	
Influence Rolls (1, 2, 4, 8, 11 or less)	Once at full war, the U.S.A.  may influence Venezuela into becoming a Friendly ally.	
Colonies	None.	
Axis Attack	Sworn ally of U.S.A. 	
Allied Attack	Remains Neutral.	

West Indies (1)	
Alliances	Sworn ally of the U.S.A. 
Political Unrest, Occupation and Resistance	Composed almost entirely of American protectorates, the West Indies begin as Sworn allies and permanently fall under Total U.S. Control if occupied by any American  forces.
Influence Rolls (1, 2, 4, 8, 11 or less)	None.
Colonies	None.
Axis Attack	Total Control of U.S.A. 
Allied Attack	Sworn ally of the U.S.A. 

Yemen (2)	
Alliances	Friendly ally of the U.K. 
Political Unrest, Occupation and Resistance (Rolled by U.K.) 	Because of its proximity to the Suez, Yemen's ports were ideal as a stopping point for shipping routes to India. Therefore, Britain signed treaties to make Yemen a protectorate. As such, when any adjacent territory falls to Total Axis  Control, the British  may attempt influence rolls to bring Yemen into Sworn allied status with a +5 bonus. If occupied by a British force at that time, a Sworn alliance with the U.K. is instantaneous for a threatened Yemen.
Influence Rolls (1, 2, 4, 8, 11 or less)	Britain must spend at least \$1 for each influence roll to bring Yemen into a Sworn alliance, with the \$1 increasing the roll by 1. An interruption of influence rolls resets them to 1.
Colonies	Socotra (matches Yemen's alliances)
Axis Attack	If Socotra or Yemen are attacked: Sworn ally of the U.K. 
Allied Attack	If Socotra or Yemen are attacked: Friendly ally of the U.K. 

Yugoslavia (5)		3 Infantry
Alliances	Neutral. (1942 : Total Control by Germany )	
Political Unrest, Occupation and Resistance (Rolled by U.S.S.R.) 	Control of the government is vested in a three-person regency council headed by Prince Paul, a cousin of the late king Alexander. This because King Alexander was assassinated and succeeded by his son Peter II, who was still a minor. As such, Yugoslavia worked to diplomatically share interests with the Axis powers, while maintaining Neutral status. On a roll of 5 or less (attempted each game turn until successful), a coup d'état removes the Axis sympathizing regency and restores a now adult King Peter II to power, reaffirming their Neutral state and adding one infantry to the Yugoslav army . This only occurs once.	
Influence Rolls	None.	
Axis Attack	Sworn ally of the U.K. 	
Allied Attack	Sworn ally of Germany 	

1939 Setup Chart for Neutral Forces

THE WAR GAME: WORLD WAR II

Territory	Forces	Notes
<i>Afghanistan</i>	<i>1 Infantry</i>	
Angola		Portuguese colony
<i>Argentina</i>	<i>2 Infantry, Artillery, Minor Factory</i>	
Azores		Portuguese colony
Balearic Islands		Spanish colony
<i>Bolivia</i>	<i>2 Infantry</i>	
Brazil, Northern	1 Infantry, Destroyer	
Brazil, Southern	1 Infantry, Artillery, Minor Factory	
<i>Bulgaria</i>	<i>2 Infantry</i>	
Canary Islands		Spanish colony
Cape Verde		Spanish colony
Central America	1 Infantry	
<i>Chile</i>	<i>1 Infantry</i>	
<i>Columbia</i>	<i>1 Infantry</i>	
Crete	1 Infantry	
Cuba	1 Infantry	
Denmark	2 Infantry, Artillery	Faeroe Islands are Danish Colony(no forces)
Ecuador	1 Infantry	
Eire	1 Infantry	
Estonia	1 Infantry	
Finland	3 Infantry	
Greece	4 Infantry, Artillery, Destroyer, Fighter, Minor Factory	
Greenland	1 Infantry	Danish colony
Hungary	2 Infantry	
Iceland	1 Infantry	Danish colony
Iran(Persia)	2 Infantry	
Iraq	1 Infantry	
Liberia		
Mexico	3 Infantry, Minor Factory	
Mongolia	2 Infantry	
Mozambique		Portuguese colony
Nepal		
Norway	2 Infantry, Artillery	
Oman		
Panama	1 Infantry	
<i>Paraguay</i>	<i>1 Infantry</i>	
Peru	2 Infantry	
Poland, Eastern	2 Infantry, Artillery	
Poland, Western	3 Infantry, Armor, Fighter, Minor Factory	
Portugal	3 Infantry	Angola, Mozambique
Rio de Oro		Spanish colony
Romania	2 Infantry, Artillery, Minor Factory	
Saudi Arabia	1 Infantry	
Spain	5 Infantry, Artillery, Fighter, Minor Factory	
Sweden	3 Infantry, Artillery, Minor Factory	Military Build-up
Switzerland	1 Infantry	
Thailand	2 Infantry	
Tibet		
Turkey	4 Infantry, Artillery, Minor Factory	Military Build-up
<i>Venezuela</i>	<i>1 Infantry</i>	
West Indies		
Yemen		Island of Socotra is a colony of Yemen (no forces)
Yugoslavia	3 Infantry	

1942 Setup Chart for Neutral Forces**THE WAR GAME: WORLD WAR II**

Territory	Forces	Notes
Afghanistan	1 Infantry	
Angola		Portuguese colony
Argentina	2 Infantry, Artillery, Minor Factory	
Azores		Portuguese colony
Balearic Islands		Spanish colony
Bolivia	2 Infantry	
Canary Islands		Spanish colony
Cape Verde		Spanish colony
Chile	1 Infantry	
Iran(Persia)	2 Infantry	
Iraq	1 Infantry	
Mongolia	2 Infantry	
Mozambique		Portuguese colony
Nepal		
Oman		
Paraguay	1 Infantry	
Peru	2 Infantry	
Portugal	3 Infantry	Angola, Mozambique
Rio de Oro		Spanish colony
Saudi Arabia	1 Infantry	
Spain	5 Infantry, Artillery, Fighter, Minor Factory	
Sweden	4 Infantry, Artillery, Minor Factory	Military Build-up
Switzerland	1 Infantry	
Tibet		
Turkey	4 Infantry, Artillery, Minor Factory	Military Build-up
Venezuela	1 Infantry	
Yemen		Island of Socotra is a colony of Yemen (no forces)