***Dice of Decision II***

***Axis Empires* Module Rulebook**

*December 2022 Rules*

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# Introduction

**STOP!** You should read the *Axis Empires Core Rulebook* before reading this rulebook for the first time.

***Dice of Decision II*** (*DoD)* is an optional “random campaign game” generator that allows players to explore various alternate-history paths for your *AE* games.

Between the end of the First World War and the start of the Second*,* many things might have happened. For example, what if Germany had *won* the Great War? Or what if Germany faced unconditional surrender in 1917 and Western occupation after the war? How would the Treaty of Versailles have been different? Would there have been a Russian Revolution? What if there hadn’t been a Great Depression? And in the Pacific – what if the Washington Naval Treaty had failed to curb a naval arms race in the 1920s? What if Japan’s invasion of Manchuria had gone sideways? Or what if China’s civil war had taken a different turn? You can explore these fascinating possibilities – and more – in *DoD.*

## Rulebook Structure

The *DoD* rulebook has several sections:

* **Introduction:** That’s the section you’re reading now.
* **Creating a *DoD* Game – Sections ®1-®4:** This section describes how to create a *DoD* game and defines certain key mechanics for doing so.
* **Rules Changes to *AE* – Sections ®5-®8:** This section contains important amendments to the core *AE* rules when using *DoD*. Most of these are “Look-Up Rules” you can consult as needed.
* **Creation Events – Sections ®9-®72:** This section explains the effects of specific Creation Events that may occur during the *DoD* Game Creation Process. You should treat these as “Look-Up Rules” to be consulted as needed.

**Clarification:** Creation Events are italicized and cross-referenced when they appear to help you find them quicker.

* **Module Notes:** The usual Designer’s Notes and Design Credits, in case you’re interested.

In *DoD*, all standard *TK* and *DS* rules apply unless specifically contradicted herein. As in *AE,* some rules and pieces are marked as follows:

**Blue Ink:** Rules that appear in blue ink in this rulebook are specific to standalone *TK* games, or the *TK* map (only) in combined *AE* games.

**Red Ink:** Similarly, rules that appear in red ink are specific to standalone *DS* games, or the *DS* map (only) in combined *AE* games.

**©Combined Game Symbol:** A rule that applies *only* to the *AE* combined game – i.e., where both *TK* and *DS* are being used – will be preceded by a © symbol.

**\*Standalone Game Symbol:** A rule or counter that applies *only* to a standalone *TK* or *DS* game – i.e., not a combined *AE* game using both maps – will be preceded by an asterisk.

**Clarification:** You may use this module with just *TK* or *DS* alone. If you’re playing with just one of the games, ignore any instruction that applies to the unused game. If you encounter an event that could be applied to either game (like *Russian Loss* ®62.35), roll one die (no DRM).

**1-4:** It applies to *TK*.

**5-6**: It applies to *DS*.

**+Optional Rule Symbol:** A rule, card, or counter that applies to an Optional Rule will be preceded by a + symbol.

**®*DoD* Symbol:** A rule, card, or counter that applies only to the optional *DoD* module will be preceded by a ® symbol.

**§*SK* Symbol:** A rule, card, or counter that applies only to the optional *Schiffskrieg (SK)* air/naval module will be preceded by a § symbol.

## Module Components

A complete copy of *DoD* includes these components:

* This Rulebook
* 20 map overlays
* 81 option cards
* 520 counters – these appear on the right half of Countersheet 7, all of Countersheet 8, and the top portion of Countersheet 9.
* *DoD* Game Creation Tables (four sheets)
* Two Outcome Table Checklist Charts
* One Final *DoD* Setup Chart for *TK* and *DS*
* One Final *DoD* Setup Chart for *DoD* Markers / Expanded Area Tables Chart
* Three Deckbuilding Charts (one for each faction)

## Counters

*DoD* includes 520 additional units and markers to represent new nations, additional military units, and other changes. Players will place or remove these counters as instructed by *DoD* rules and events. When an event instructs you to place a counter from your *DS* or *TK* game, it will identify that counter by its Reinforcement Number. If a Reinforcement Number is not named, you should assume the counter is from *DoD.*

Some counters bear special explanation:

**Axis Partisan Base Markers:** The Axis factions may receive these during *DoD* play*.* Their use is described in ®6.1.

**Ceded Land Markers:** Some *DoD* Ceded Land markers have a fist symbol instead of the flag symbol that appears in *TK* and *DS.* This new symbol indicates the region is a *Subjugated Region* (®8.4). Some *DoD* Ceded Land markers have a square outline bordering the text of the counter. This indicates the Country with that Ceded Land marker receives additional units upon setup.

Ceded Land markers in the Ceded Lands Box always take precedence over the printed map. In some cases, a “default” Dependent will be amended by *DoD* rule; this will be indicated by a marker.

**Example:** In *DoD*, Algeria may be a French Subjugated Dependent – this is indicated by a marker in the Ceded Lands Box.

**Flag Markers:** Each Minor Country has a Flag marker is on the back of its 0-1-2or 0-1-1 *Res* infantry unit. When this marker is placed on the map, it means that Minor Country exists as a Neutral Minor Country. Unless specifically noted otherwise, Countries that exist in normal *TK* and *DS* games use their regular force pools when they are activated. Countries that exist only in *DoD* games will have their force pool defined by the rule that creates them.

**§*SK* Markers:** Many *DoD* markers have a § symbol on them to show they are additional pieces for use with *SK*. Set these markers aside if you are not playing with that module. Some ship counters that appear in *DoD* have a star () at the end of their name. This is to distinguish them from similarly named historical ships.

**Example:** The Japanese CV *Akagi* was originally laid down as a battleship before it was converted to a carrier. In *DoD*, it’s possible this ship might remain a BB, in which case we refer to it as *Akagi*.

## Option Cards

Set all additional ® option cards aside for now. Events may add them to (or remove other cards from) a faction’s starting deck.

## Charts & Play Aids

*DoD* includes several charts and play aids. You’ll use them during the *DoD* Game Creation Process, so keep them handy.

First, there are the ***DoD* Game Creation Tables*,*** which will guide you through the *DoD* Game Creation Process.

Second, there are two **Outcome Table Checklist Charts** –one for Chapter 1 (1914-22) and one for Chapter 2 (1923-36). After you finish each step, set that chart aside; you won’t need it again during play.

Third, there is the **Final *DoD* Setup Chart for *TK* and *DS****.* Each game appears on one side of the chart. You’ll refer to this when you’re ready to start Final *DoD* Setup before play. After you finish Final *DoD* Setup, you can also set this chart aside.

Fourth, there’s the **Final *DoD* Setup Chart for Markers**, which is backed with the **Expanded Area Tables Chart** and various Holding Boxes. You’ll refer to the first side during Final *DoD* Setup. After that, place the Expanded Area Tables Chart on the table face up, so you can refer to it during the game.

Finally, there are three **Final *DoD* Setup Deckbuilding Charts**, one for each faction. This chart summarizes which Option cards you should replace, remove or add during Final *DoD* Setup. After you finish Final *DoD* Setup, you can set these charts aside.

## Map Overlays

*DoD* uses Overlays to redraw national borders or introduce new Regions based on alternate historical events. Place or remove the appropriate Overlay as instructed by *DoD* rules and events.

The Overlays must be cut and trimmed before play. Each Overlay is identified by a hashtag and number. The Overlays and their associated Regions are as follows:

* #1: Western Germany (Rhineland)
* #2: Western Czechoslovakia (Bohemia)
* #3: Southern Poland (Galicia)
* #4: Northern Yugoslavia (Croatia)
* #5: Southern Yugoslavia (Serbia)
* #6: Southwest Turkey (Antalya, Western Anatolia)
* #7: Southeast Turkey (Hatay)
* #8: Northeast Turkey (Russian Armenia, Turkish Armenia)
* #9: Caucasus (Southern Region)
* #10: Northeast Italy
* #11: Northwest Italy (Piedmont, Savoy)
* #12: Southern Italy (Two Sicilies)
* #13: Northwest France (Brittany)
* #14: Manchukuo (Jehol, Heilungkiang, Kirin, Liaoning)
* #15: Kiangsu (Foochow)
* #16: Papua (German New Guinea)
* #17: Gilbert Islands (Nauru)
* #18: Central Asia (Kazakhstan, Central Russia)
* #19: Hopeh (Tientsin)
* #20: Hopeh (Tsingtao)

# Creating a *DoD* Game

## ®1. *DoD* Game Creation Process

To create a *DoD* game, the players start with Initial *DoD* Setup (**®**1.1). Next, they roll on various tables to generate an alternate history for their game (**®**1.2). If the players have not already selected their sides, they should do so (**®**1.3). As a last step, Final *DoD* Setup occurs (**®**1.4).

Creating a *DoD* game starts with Initial *DoD* Setup (®1.1). Next, the players roll on a series of tables to generate an alternate history for the game (®1.2) and then select sides if they haven’t yet done so (®1.3). As a last step, Final *DoD* Setup occurs (®1.4).

**Important:** As alternate history events unfold, you may see nations rise and fall. However, the *only* changes you will be instructed to make are deviations from the 1937at-start situation – with one important exception. When something *doesn’t* happen somewhere, that region is assumed to have muddled through to its historical 1937 situation. *The Important Exception:* Spain is *not* considered to be a Civil War Country (13.8.6) by default.

**Clarification:** A Civil War Country might not be created during the *DoD* Game Creation Process. If one is created, you’ll be told which it is. If a Civil War Country is not created, then the game will start without one and Spain will be treated as a regular Neutral Minor Country. §This has *SK* implications if you’re using that module (§8.10).

**Example:** If Russia emerges from the Great War with no changes, then Poland, Finland, and the Baltic States will have struggled for their independence − but since that is already factored into the historical starting situation, the result reads as “No Result.” If the Great War produces some other outcome, then you’ll be instructed how to set up that new situation.

### ®1.1 Initial *DoD* Setup

Start the *DoD* Game Creation Process by deciding whether you are using *TK, DS,* or both games. Players may also wish to choose factions at this time. Each player or faction rolls one unmodified die. The high roller (after rerolling any ties) becomes the “Proxy faction” and receives the Proxy Player marker as a reminder.

Place the appropriate Flag markers in the Capital of each Neutral Minor Country listed below, along with other counters as specified. **Exception:**For France in *DS*, place the French Flag marker in Noumea (p1913).

##### ®1.1.1 *Totaler Krieg* Initial Setup

**Turn Track:**

* Mar-Apr 1937 – Turn Marker
* May-June 1938 – \*Pacific Limited War

**US Commitment Level Track:**

* USCL 0 – European USCL

**Victory Point Track:**

* 1 VP – Allied Crusade

**War State Display:**

* Pre-War – Europe War State

**Flag Markers:** Austria, Baltic States, Belgium-Holland, Bulgaria, Czechoslovakia, Denmark-Norway, Finland, Greece, Hungary, Iraq, Ireland, Italy, Persia, Poland, Portugal, Rumania, Spain, Sweden, Switzerland, Turkey, Yugoslavia

**Clarification:** Do not place a Flag marker in France. It will set up as a Western Minor Country during Final *DoD* Setup (®1.4) unless otherwise specified.

**Neutrality Marker:** Switzerland

**Posture Display:**

* United States – Isolationism
* Britain – Appeasement
* France – Appeasement
* Western Minors – Treaty of Locarno
* Russia – Treaty of Rapallo
* Soviet Minors – Cordon Sanitaire

##### ®1.1.2 *Dai Senso* Initial Setup

**Turn Track:**

* Mar-Apr 1937 – Turn Marker
* \*Aug-Sept 1938 – European Limited War

**US Commitment Level Track:**

* USCL 0 – Pacific USCL

**Victory Point Track:**

* 1 VP – Allied Crusade

**War State Display:**

* Pre-War – Pacific War State

**Flag Markers:** France, Hopeh, Mongolia, Netherlands East Indies, Siam, Sinkiang, Szechwan, Tibet, Yunnan

**Clarification:** Do not place a Flag marker in Kansu or Kiangsu. Unless otherwise specified, Kansu will set up as a Soviet Minor Country, and Kiangsu will set up as a Western Minor Country.

**Neutrality Marker:** Tibet

**Posture Display:**

* US & Western Minors – Quarantine
* Britain – Lapsed Treaty
* Nationalist China – Acceptance
* Communist China – Resistance
* Russia – Border Disputes
* Soviet Minors – Uneasy Peace

### ®1.2 *DoD* Game Creation Tables

After Initial Setup, the players will generate their *DoD* game’s alternate history in two large steps, called “Chapters.” Each Chapter covers a number of years and involves many die rolls on various *DoD* Game Creation Tables. The results of these Chapters will modify the placement of markers and map overlays on the board.

**Chapter 1:** *The Great War 1914-1922* – the outcome of The Great War and its immediate aftermath.

**Chapter 2:** *Between the Wars 1923-1936* –the interwar years leading to the crises in Europe and Asia.

Both Chapters are performed in a similar fashion using the *DoD* Game Creation Tables. First, you roll on a series of **Narrative Tables**. Narrative Tables are identified by circled numbers indicating the order they should be rolled in; starting with ➀.

Narrative Tables generate events and create DRMs that lead to the Chapter’s final **Outcome Table**. The Outcome Table is indicated with a ⮚ symbol. You will roll on only *one* Outcome Table per Chapter.

Each Outcome Table has a corresponding checklist (🗹) of events on a separate card that the players must perform in the order listed. When the checklist has been performed, that Chapter is complete.

When rolling for a result on a table, you may be directed to roll on yet another table, an **Event Table**. Event Tables are shown in **bold print** with a † symbol and cross-reference number. Rolls on Event Tables may be modified by DRMs as indicated.

**Clarification:** As always, any die roll on a table of less than 1 is treated as a 1, and any result greater than 6 is treated as a 6.

Table results may generate **Creation Events**. Each Creation Event should be consulted in this rulebook as they are generated, similar to the “Look-Up Rules” events in *TK* and *DS.* Creation Events are identified in *italic type* with a ® symbol and cross-reference number.

A Creation Event may have an *Immediate Effect,* a *Final* DoD *Setup Effect,* and a *Game Effect.* An Immediate Effect is implemented right away, before continuing with the *DoD* Game Creation Process. A Final *DoD* Setup Effect is not implemented until Final *DoD* Setup (®1.4). A Game Effect is something that players will need to keep in mind once the *DoD* game is underway.

**Clarification:** Sometimes a Creation Event will instruct you to place a marker immediately, and then conduct other activities (like adding units to a Force Pool) later during Final *DoD* Setup (®1.4). We recommend you follow these instructions closely. Do not add or remove pieces to the map or Force Pools “as you go” beyond what the event specifically tells you to do. Later events *may* undo earlier events in the process, so you don’t want to mess this up.

A particular faction may be specified as the one to apply a Creation Event; that faction will be responsible for any decision to be made (but see ®1.3). Occasionally, the event may call for a *Proxy faction* to apply the event. In this case, the current Proxy Player applies that event and then passes the Proxy Player marker to a player on the other side – an Axis player would pass the marker to an Allied player and vice versa. That player becomes the Proxy Player and will make the next decision.

**Clarification:** The Proxy Player marker should be passed immediately after the current Proxy faction applies one event.

**Example:** A roll of 5 on the Greater Turkish Empire Table (†1.19) says “Proxy faction must apply Turkish Gain (®70.19) two times.” The current Proxy Player does not apply both events. Instead, they apply one event, and then the next Proxy Player applies the second.

**Design Note:** We recommend that you rotate the Proxy Player marker to keep everyone involved. Everyone on a side should get a turn with it before somebody has a second go.

If you suffer from decision paralysis or just want more random chaos, treating all Proxy faction choices as random selections is a fun variant.

If no faction is named with the Creation Event, it means there is no decision for the players to be made – they simply follow the text.

Apply Creation Events in the exact order they occur in text. A Creation Event may negate, in part or in full, a previous Creation Event. A Creation Event negated in part remains in effect in modified form.

**Example:** The Creation Event *Far East Republic* (®32) occurs, creating that Minor Country on the *DS* map with the regions of Amur, Kamchatka, Primorye, and Trans-Baikal ceded to it. Later, the Creation Event *Japanese Primorye* (®43.17) occurs, indicating that Primorye is ceded to Japan. The Far East Republic remains, but its territory is reduced to the three remaining regions.

As a reminder, when applying Creation Events, *“may”* indicates the player has the *option* to do something – he or she is *not* forced to do so and may treat the result as No Result instead. *“Must”* indicates the player has *no* choice; that action *must* be performed unless otherwise prohibited or impossible to do given current game circumstances. If the player is presented a list of options that he or she “must” select from, the player must select an option that can be performed.

**Clarification:** You can’t avoid a bad event by picking an option that is impossible to fulfill and then claim a No Result.

**Design Note:** Rolling on the *DoD* Game Creation Tables is fun, but it’s also a bit of work. If the players want to simply select interesting Creation Events to generate their own bespoke *DoD* game, that’s okay by us. This module exists to be enjoyed.

We’ve also worked hard to anticipate all the possible combinations that can occur in *DoD,* but you may at some point run into an ambiguous situation or contradictory set of rules. If that happens, feel free to work out in a way that makes sense to your game group, or contact the design team on Consimworld or Boardgamegeek.

### ®1.3 Side Selection & Balancing

As you’ll quickly discover, with all the various permutations that may occur in creating a *DoD* game, it’s impossible for us to guarantee any sort of play balance after generating a potential game. For that reason, we recommend players agree on one of two options for side selection *before* starting the *DoD* Game Creation Process.

**Option 1: Choose a Faction and the Dice Be Damned:** Each player selects their starting faction and is responsible for any choices that faction makes when rolling in the *DoD* Game Creation Tables. After the process is complete, all players must agree to undertake the game. If *anyone* vetoes it, start the process over.

**Design Note:** If the players feel the game presents an interesting situation that is close to being balanced, it’s okay to do some “horse trading” to make it viable.

For example, the players could add a small carrot like *German Intelligence* (®+35.16) to a side, or downgrade a powerful event like *US Naval Race* (®71.7) to something tamer, like *US Naval Resurgence* (®71.9).

Note that scenarios with France as a Neutral Minor Country will likely have a very strong pro-Axis tilt – you might want to balance those situations with Italy, Spain, or Austria-Hungary as an active Western Minor Country to start.

**Option 2: Play It As It Lays:** The players do *not* choose factions before beginning. When rolling on the *DoD* Game Creation Tables, treat *all* instructions for the Axis, Soviet, or Western factions to apply a Creation Event as belonging to the *Proxy faction* instead. Whenever the Proxy Player makes a choice, they pass the Proxy Player marker to the left. After finishing with the *DoD* Game Creation Tables, each player will then bid for a faction using the Campaign Game Balancing rules in *TK* and *DS.*

**Clarification:** Players will take turns applying Creation Events without knowing who will play which faction in the end.

**Design Note:** While we’re on the subject of bidding for factions, players may want to explore bidding Seasonal Turns instead of Strategic Hexes. In this instance, players bid how many Seasonal Turns to move the V-E or V-J Day marker after it is placed when Total War will begin. (In a standard AE game, the V-E or V-J Day marker is placed 16 Seasonal Turns after Total War begins.) For example, a game with a particularly weak Axis side might spark a bid of -4 Seasonal Turns – in essence, the V-E/V-J Day marker will be placed only 12 Seasonal Turns (or three years) after Total War, and the Allies will have less time to win the game. This variant can turn some lopsided situations into interesting games.

### ®1.4 Final *DoD* Setup

After completing Chapter 2 in the *DoD* Game Creation Tables and deciding to commence play, players will need to consult the **Final *DoD* Setup Charts** and follow the steps below.

This procedure describes the “default” condition – if a *DoD* Creation Event indicates a change, the Creation Event takes precedence.

**Example:** France is, by default, a Western Minor Country unless an event like *Communist France* (®34.2) has turned it into a Neutral Minor Country.

**Step 1:** Refer to the Final *DoD* Setup Charts for *TK* and *DS* and set up each faction’s units and markers as listed. Be sure to refer to the *Notes* section on the card for each game and adjust setups accordingly.

§If you are using *SK,* you will set up additional pieces as directed by the *SK* Scenario Book, as modified by the Final *DoD* Setup Charts.

**Step 2:** Count the number of Ceded Land markers in the Ceded Land Boxes to see which Minor Countries have achieved Expansion or Dominance (®3.3). Mark those countries appropriately. If the marker belongs to an Active Minor Country, place units as directed by the appropriate event.

**Step 3:** Check all other *DoD* markers on the maps and add or remove pieces to Force Pools as instructed.

Unless you are specifically instructed to remove a *DoD* marker after Final *DoD* Setup, it should remain on the map to serve as a reminder of later game effects.

**Step 4:** Each faction “builds its deck” of option cards for use in the game. To do this for your faction, start with all standard option cards you’d normally receive for the game in play. Then consult the appropriate Deck Building Chart for your faction and game. Go item by item to see whether a condition applies. If a condition does apply, you will either add, remove, or substitute a card as instructed.



Each *DoD* card is identified by its ***DoD* Card Code,** a unique letter-and-number sequence in the lower right corner. This code will contain either DS or TK (for the game in play); A, S, or W (for the Axis, Soviet, or Western faction); and a number.

Each *DoD* card *also* has a **Card Number** in the upper left corner; this is usually the same number as the standard option card it is replacing. **Important:** A shared number indicates the *DoD* card should be *treated the same* as the standard card in terms of counter Reinforcement Numbers, option card Selection Requirements, and option card removals.

**Clarification:** The Card Number is what to look for – not the Card Name – when it comes to reinforcements, card selections, and card removals.

**Example:** In a game where Byelorussia exists as a Neutral Minor Country, the Soviet faction will replace standard option cards 8a *Demand Baltic States* and 8b *Negotiations with Baltic States* with *DoD* cards TKS-10 *Demand Byelorussia* and TKS-11 *Negotiations with Byelorussia*.

Note that TKS-10 also has card number 8a in the upper left corner, and TKS-11 has card number 8b. That means these *DoD* cards introduce the same HQ units into play as the cards they’ve replaced, and references to the replaced cards should be read as applying to these instead. For example, if the Soviet faction plays card 5a *Political Purges*, it is instructed to remove card “8b”. This removal applies to card TKS-11 even though the card has a different name now.

**Step 5:** After *all* setup is complete, each faction selects one option card and places it face down as its Pending Option Card. All selection restrictions apply to this initial card selection.

## ®2. Additional Countries, Dependents & Regions

New Minor Countries, Dependents and Regions may appear in a *DoD* game. Many of these are found on the Overlays. In addition, a new – and very important – type of Region is introduced: the Subjugated Region.

**Design Note:** A Subjugated Region is one that might revolt against its master country – see ®8.4.

### ®2.1 Additional Minor Countries

The additional Minor Countries that *may* appear in a *DoD* game are listed below along with their abbreviated Nationality ID:

1. Albania (Alb)
2. Armenia (Arm)
3. Austria-Hungary (A-H)
4. Azerbaijan (Az)
5. Brittany (Brit)
6. Croatia (Cro)
7. Cyrenaica (Cyr)
8. Piedmont-Sardinia (P-S)
9. Serbia (Serb)
10. Two Sicilies (2S)
11. Far East Republic (FER)
12. German Pacific Empire (GPE)
13. Kazakhstan (Kz)

### ®2.2 Additional Dependents

The additional or modified Dependents that *may* appear in a *DoD* game are listed below, along with their possible associated Countries and Overlay (if necessary). Subjugated Dependents are indicated by \*\*.

1. Albania (Austro-Hungarian, Greek, Italian, Serbian, Turkish, Yugoslavian)
2. Antalya (Italian; Overlay #6)
3. Bulgaria (Turkish\*\*)
4. Caucasus (Turkish\*\*)
5. Corsica (Italian)
6. Croatia (Austro-Hungarian\*\*, German\*\*, Italian\*\*; Overlay #4)
7. Cyprus (British, Greek, Italian, Turkish)
8. Cyrenaica (British, Italian, Turkish)
9. Egypt (British\*\*, Italian\*\*, Turkish\*\*)
10. Finland (Swedish\*\*, Russian\*\*)
11. Greece (Turkish\*\*)
12. Hatay (French, Syria; Overlay #7)
13. Iraq (British\*\*, Turkish\*\*)
14. Ireland (British\*\*)
15. Libya (Turkish)
16. Palestine (British\*\*, Turkish\*\*)
17. Piedmont-Sardinia (French; Overlay #11 and the island of Sardinia)
18. Poland (Russian\*\*)
19. Rhineland (French; Overlay #1)
20. Rhodes (British, Greek, Italian, Turkish)
21. Rumania (Austro-Hungarian\*\*)
22. Serbia (Austro-Hungarian\*\*, Turkish\*\*; Overlay #5)
23. Syria (French\*\*, Turkish\*\*)
24. Trans-Jordan (British\*\*, Turkish\*\*)
25. Tripolitania (French)
26. Tunisia (French, Italian)
27. Eastern Carolines (British, GPE, Japanese, US)
28. Foochow (British, Japanese; Overlay #15)
29. German New Guinea (GPE, Japanese; Overlay #16)
30. Liaoning (Japanese; Overlay #14)
31. Marshall Islands (British, GPE, Japanese, US)
32. Mongolia (Hopeh\*\*, Japanese\*\*, Russian\*\*)
33. Nauru (GPE, Japanese; Overlay #17)
34. Saipan (British, GPE, Japanese, US)
35. Shanghai (British, Japanese)
36. Solomon Islands (British, GPE, Japanese)
37. Tientsin (Japanese; Overlay #19)
38. Tsingtao (British, GPE, Japanese; Overlay #20)
39. Western Carolines (British, GPE, Japanese, US)

### ®2.3 Additional Regions

The additional Regions that may appear in a *DoD* game are listed below, along with their default 1937 dispositions and Overlay. Subjugated Regions are indicated by \*\*.

1. Antalya (part of Turkey;Overlay #6)
2. Azerbaijan\*\* (part of Caucasus;Overlay #9)
3. Bohemia (part of Czechoslovakia;Overlay #2)
4. Brittany (part of France;Overlay #13)
5. Croatia (part of Yugoslavia;Overlay #4)
6. Galicia (part of Poland;Overlay #3)
7. Hatay (part of Turkey;Overlay #7)
8. Piedmont-Sardinia (part of Italy;Overlay #11 and the island of Sardinia)
9. Rhineland (part of Germany;Overlay #1)
10. Russian Armenia\*\* (part of Caucasus;Overlays #8 and #9)
11. Savoy (part of France;Overlay #11)
12. Serbia (part of Yugoslavia;Overlay #5)
13. Slovakia (part of Czechoslovakia®5.5.1)
14. Southern Region (part of Russia;Overlay #9)
15. Spanish Morocco (part of Spain; *TK*)
16. Turkish Armenia (part of Turkey;Overlay #8)
17. Two Sicilies (part of Italy;Overlay #12 and the island of Sicily)
18. Western Anatolia (part of Turkey;Overlay #6)
19. Central Russia (part of Russia;Overlay #18)
20. Foochow (part of Kiangsu;Overlay #15)
21. German New Guinea (part of Papua;Overlay #16)
22. Heilungkiang (part of Manchukuo, Overlay #14)
23. Jehol (part of Manchukuo, Overlay #14)
24. Kirin (part of Manchukuo, Overlay #14)
25. Liaoning (part of Manchukuo, Overlay #14)
26. Tientsin (part of Hopeh;Overlay #19)
27. Tsingtao (part of Hopeh;Overlay #20)

## ®3. Territorial Gains and Losses

During the *DoD* Game Creation Process, a Creation Event may change the ownership of a Region or Dependent. This Creation Event may also result in the placement or removal of a Map Overlay or a marker in a Ceded Lands Box. Follow these instructions closely.

A Creation Event may have restrictions limiting whether it can be applied given the current on-map situation.

**Example:** The text for *British Straits* (®19.27) says “This event cannot be applied if there is any Turkish marker in the *TK* Ceded Lands Box.” If Syria is a Turkish Dependent and there is a Syria Turkish Dependent marker in the *TK* Ceded Lands Box, that would prohibit British Straits from being applied.

### ®3.1 Territorial Gains

The gain of certain Regions may result in additional units being added to a Country’s Force Pool, as specified by Creation Events. A *DoD* Ceded Land marker with a square outline bordering the text of the counter indicates the Country with that Ceded Land marker receives additional units upon setup – i.e. during Final *DoD* Setup (®1.4) if it begins the game as an Active Country, or during setup (13.7) when activated after play begins.

**Clarification:** If a Minor Country loses a Ceded Land marker that would award it an extra unit before it is activated, it also loses the unit.

**Example:** If Malta becomes an Italian Dependent, then Italy receives an additional 0-1-0 garrison in Malta. This is indicated by the square outline on the Malta Italian Dependent counter.

If Jehol is part of Hopeh, then Hopeh will receive an extra 1-1-2 cav unit in the Delay Box when it is activated. If the Axis faction successfully applies *Ceded Land* (37.7) to Hopeh and removes the Jehol marker from the Ceded Lands Box before activating Hopeh, then Hopeh will not get the cav unit at that time.

### ®3.2 Territorial Losses

Britain, France, Russia, and the United States can suffer a reduction in their “at start” forces if certain Regions are not Dependents during Final *DoD* Setup (®1.4). These force pool changes are listed on the Final *DoD* Setup Chart.

### ®3.3 Expansion & Dominance

Austria-Hungary, France, Italy, Poland, Turkey, and Ukraine can become Expanded or Dominant during Final *DoD* Setup (®1.4).

To be considered Expanded or Dominant, the Minor Country must meet both conditions below:

* All Regions and Dependents that would normally belong to the Minor Country at the start of a standard *TK* 1937 campaign game must still belong to the Minor Country in question.
* The Minor Country must have a certain number of Ceded Land markers in the *TK* Ceded Lands Box as specified below:
* **Austria-Hungary:** Expanded with 6, Dominant with 8
* **France:** Expanded with 3, Dominant with 5
* **Italy:** Expanded with 2, Dominant with 4
* **Poland:** Expanded with 1, Dominant with 2
* **Turkey:** Expanded with 5, Dominant with 7
* **Ukraine:** Expanded with 3, Dominant with 4

When a country is Expanded or Dominant, place the appropriate marker in its Capital. That country will receive additional units during setup when it is activated. See the specific event for details.

**Clarification:** If a Minor Country has lost any territory from its standard 1937 borders in TK, it cannot be Expanded or Dominant – no matter how many Ceded Land markers it has in the *TK* Ceded Lands Box.

Expansion or Dominance is checked only during Final *DoD* Setup; the further loss or gain of Regions once play begins will not change a Minor Country’s status in this regard.

**Example:** If there are five Turkish Ceded Land markers in the TK Ceded Lands Box during Final DoD Setup, then Turkey is Expanded, provided it has not lost any part of Turkey (i.e., the Regions of Antalya, Armenia, Hatay, Turkish Frontier, Turkish Straits, or Western Anatolia). Turkey would remain Expanded during play even if, later during play, the Turkish Frontier is ceded to Russia.

## ®4. Ideology

Each faction in a *DoD* game has an **Ideology**. There are three Ideologies in the game. From “highest” to “lowest,” they are:

* Democratic
* Socialist
* Totalitarian

A faction may have a different Ideology on each map, *TK* and *DS.* Unless specified otherwise by a Creation Event, default Ideologies are as follows:

* **Axis:** Totalitarian in *TK* and *DS*
* **Western:** Democratic in *TK* and *DS*
* **Soviet:** Socialist in *TK* and *DS*

**Design Note:** To understand why Ideology is important, see Ideological Restrictions (®5.2) and *DoD* Conditional Events (®8.).

# Rules Changes to *AE*

## ®5. Core Rule Changes

### ®5.1 Partisan Bases

This section **replaces** the standard *AE* rules for Partisan Base Placement (1.2.2) in its entirety.

**Partisan Base Placement:** During its Logistics Segment, the phasing faction can select a Partisan Base in its Force Pool and place it in a Rough or City hex inside either:

* aSubjugated Region within an *enemy* Active Minor Country.
* a Subjugated Dependent of an *enemy* Major Country that it not a PAC or TAC.
* *any* Conquered Minor Country. *Exception:* A Totalitarian faction cannot place a Partisan Base inside a Conquered Minor Country.

In addition, the *Western* faction may place a Partisan Base in a Rough or City hex in Kiangsu if it is a Western Active Minor Country*.* The *Soviet* faction may place a Partisan Base in a Rough or City hex in the Communist Chinese Home Country (®6.2)*.*

More than one Partisan Base can be placed in the same Logistics Segment, although no more than *one* can be placed in a single Conquered Minor Country or Subjugated Region/Dependent per Logistics Segment.

**Partisan Base Placement Restrictions:**

* A Partisan Base cannot be placed in a hex that contains another Partisan Base marker or an enemy unit, Detachment, or Logistics marker.
* A Partisan Base cannot be placed in a hex that contains an EZOCunlessanother friendly unit is in that hex.
* A Partisan Base cannot be placed in a Conquered Minor Country or Subjugated Region/Dependent that contains an enemy Partisan Base.
* A Partisan Base cannot be placed in a Subjugated Region/Dependent belonging to a Neutral Minor Country, PAC or TAC.

**Partisan Base Removal:** During its Logistics Segment, the phasing faction may select a Partisan Base in a hex and place it in the Delay Box. The phasing faction may do this regardless of whether the hex contains an enemy unit or marker.

### ®5.2 Ideological Restrictions

#### ®5.2.1 Ideological Convoy Restrictions

This section **replaces** the “Convoy Nationality” prohibitions against certain Major Country Troop Convoy markers transporting friendly Minor Country ground units in the standard *AE* rules for the Port-to-Port Procedure (3.1.2).

A Totalitarian or Socialist Major Country Troop Convoy cannot transport a friendly Minor Country ground unit. **Exception:** Any Troop Convoy can transport any friendly *Exp* ground unit.

**Example:** If Britain has a Socialist Ideology, then a British Troop Convoy cannot transport a Western Minor Country unit unless it is an *Exp* unit. If Germany has a Democratic Ideology, then a German Troop Convoy can transport any Axis Minor Country unit.

#### ®5.2.2 Ideological Movement Restrictions

This section **replaces** the “Political Restrictions” prohibition against Minor Country Axis ground units entering other Axis Countries in the standard *AE* rules for Movement Restrictions (3.1.4).

A Totalitarian Minor Country ground unit cannot move into a hex in a friendly Country or Dependent unless it is *that unit’s* Home Country or Dependent.**Exception:** A Totalitarian *Exp* unit, regardless of nationality, can move into *any* Totalitarian Country or Dependent.

**Example:** If Germany has a Socialist Ideology, then an Axis Minor Country unit can enter Germany. If Britain has a Totalitarian Ideology, then a Western Minor Country unit cannot enter Britain or a different Western Minor Country unless it is an *Exp* unit.

### ®5.3 Civil Wars

This section is an **addition** to the standard *TK* rules for Civil War Countries (13.8.6).

A Civil War Country may be generated on the *TK* map through the *DoD* Game Creation Process. If this occurs, mark the Minor Country with the Civil War Country marker and determine Republican Support.

**Clarification:** Spain is not automatically a Civil War Country in *DoD*, though obviously it may become one.

**Republican Support:** Roll one die (no DRM) to see which Allied faction controls the Republican Support marker.

**1-3:** It is the Western faction.

**4-6:** It is the Soviet faction.

Place the Republican Support marker on its appropriate side in the hex containing the Republican Stronghold marker.

**§Civil War Reconstruction:** If the Civil War ends and *SK* is in play, flip the Civil War Country marker over to its Reconstruction side. This marker will remind you to determine the fate of that Minor Country’s ships if it is activated later.

**Clarification:** If *SK* is not being used, you may remove the Civil War Country marker from play after the Civil War ends. You may also remove the marker if the Civil War Country is one that doesn’t have any ships, like Ukraine or Caucasus.

### ®5.4 Minor Country Setup

#### ®5.4.1 Setup During the *DoD* Game Creation Process

If a Minor Country is activated during the *DoD* Game Creation Process, stop and set up its forces using the Minor Country Setup Rules of 13.7 and ®5.4.2 below.

A Minor Country that normally exists in *TK* and *DS* receives its standard forces as modified by *DoD* events. A Minor Country that is created by *DoD* will have its forces specified in the appropriate Creation Event.

After a Minor Country has been activated during the *DoD* Game Creation Process, it ignores any future Creation Event that would add or remove territory to it, or that would place or remove a Pro-[Faction] Influence marker.

#### ®5.4.2 Setup After the Game Begins

##### ®5.4.2.1 Caucasus

If any of Azerbaijan, Russian Armenia, or Southern Region are not part of Caucasus when it is activated, then some units will be removed from its starting force pool (®25.4).

##### ®5.4.2.2 Italy

When Italy is activated, it *may* set up to three 0-1-2 infantry units (*re:* 5, 9, 10) in non-Island Italian Dependents. No more than two units can be placed in a single Italian Dependent.

If Rhodes (e1908) is *not* an Italian Dependent, remove the Italian 0-1-0 garrison [Rho] from the game.

Other Regions may add units to Italy’s forces if they are part of Italy as indicated by their Ceded Land markers. Consult the specific Creation Event.

### ®5.5 Other Minor Country Rules

#### ®5.5.1 Bohemia, Slovakia

Slovakia is the portion of Czechoslovakia that is *not* Bohemia; its name does not appear on the map or Overlay #2.

If Bohemia is ceded to Germany while Czechoslovakia is part of Austria-Hungary, then flip the A-H Czechoslovakia Ceded Land marker over to show that Slovakia remains ceded to Austria-Hungary.

If Bohemia is ceded to Germany while Czechoslovakia is a Neutral Minor Country, then Germany gets *both* Bohemia and Slovakia – place the standard Czechoslovakia Ceded to Germany marker in the Ceded Lands Box.

**Clarification:** This is only possible if Austria-Hungary started the game as a Civil War Country, and the Breakaway Region of Czechoslovakia became a Minor Country.

#### ®5.5.2 Poland, East Prussia, Polish Corridor

If Poland becomes a Russian Dependent while East Prussia or Polish Corridor are ceded to Poland, then those regions are immediately ceded to Germany. Place or remove Ceded Land markers as necessary.

**Clarification:** East Prussia and Polish Corridor can never be ceded to Russia or become Russian Dependents.

#### ®5.5.3 Former Countries

If a Minor Country not named in 13.8.1 is ceded in its entirety to Germany or Russia, or becomes a Dependent by play of a *Demand* card, its units are immediately removed from play and it ceases to exist as a Country. Once removed from play, these Countries *can* be re-created with the *Minor Country Created* Political Event (19.25, 37.24).

**Clarification:** This could apply to Armenia, Byelorussia, Caucasus, Crimea, Croatia, Donbass, Far East Republic, Kazakhstan, Poland (when a German Dependent), Siberia, Sinkiang, or Ukraine.

## ®6. *DoD* Markers

The rules for most *DoD* markers are explained within their corresponding Creation Events. This section covers particularly important markers, or those with functions applicable to more than one Creation Event.

### ®6.1 Axis Partisan Base

The Axis faction may receive a Partisan Base marker in *DoD* through the *Fifth Columns* Creation Event (®35.6), or the modified *Germany Supports Nationalists* (19.17, ®7.3) and *Japan Supports Nationalists* (37.20, *®7.4*) Political Events. Place this marker in the Force Pool of the Axis faction receiving it.

Effect: See ®5.1 for how to place an Axis Partisan Base. If this marker is in a hex that does *not* contain an enemy ground or support unit, the hex is a Replacement Location and supply source for the units belonging to the Minor Country it is located in.

### ®6.2 Communist Chinese Home Country

If Kansu does *not* begin a *DoD* game as a Soviet Minor Country on the *DS* map, then the Soviet faction will use this marker to note which Chinese Country it received.

**Effects:** The Soviet faction may place a Partisan Base marker in this Minor Country; that Minor Country *replaces* Kansu as the country mentioned in 1.2.2.1.

This Minor Country cannot be Conquered or Liberated by the Axis or Western faction; that Minor Country *replaces* Kansu as the country mentioned in 38.1.1 and 38.3.2.

**Clarification:** If Kansu is not the Communist Chinese Home Country, then it can be conquered, and Partisan Bases cannot be placed there until it is Conquered.

Kiangsu is always considered to be the “Nationalist Chinese Home Country” unless it is the Communist Chinese Home Country (this can happen). In that instance, there will *not* be a Nationalist Chinese Home Country; all Nationalist Chinese Minor Countries will be subject to Conquest or Liberation.

### ®§6.3 Reserve Fleet

Ignore any instruction to place a Res Fleet marker (§9.8) in a Neutral Minor Country. If this happens, simply discard the marker.

**Example:** If Malaya is a Neutral Minor Country (®47.1) when the Western faction receives the Singapore Res Fleet marker, the Western faction discards the marker without penalty.

**Manila:** If a US Res Fleet marker is in Manila (a3824), the Western faction must keep six US surface ships, including at least four US BB, in that hex.

### ®6.4 No Conq or Lib

Place this marker in a Minor Country when it is activated by Subjugated Region Activation (®8.4).

Effects: This Minor Country is no longer subject to Minor Country Conquest (®8.1) or Minor Country Liberation (®8.2).

## ®7. *DoD* Political Events

The following standard *AE* Political Events are amended when playing *DoD* games:

* *Country Resists* (19.7)
* *Further Concessions* (19.16)
* *Germany Supports Nationalists* (19.17)
* *Japan Supports Nationalists* (37.20)
* *Successful Improvements* (19.38)

### ®7.1 Country Resists

If this result is applied to France as a result of a German Demand of the Rhineland, check France’s Posture.

* **If France’s Posture is Entente or Guarantees:** End that Policy. Limited War (12.2) is now in effect.
* **If France’s Posture is Appeasement or Complacency:** The Western faction may apply *Influence* (19.19) to *one* Minor Country sharing a Border with France. Then the Axis faction *must* perform the *Ceded Land* Political Event (19.3).

### ®7.2 Further Concessions

**If the selected Neutral Minor Country is Armenia …**

* *and Russian Armenia is part of Armenia:* The Soviet faction may apply *Ceded Land* (19.3) to Russian Armenia. If Armenia no longer exists after applying this event, it is removed from play (®5.5.3).
* *and Russian Armenia is* not *part of Armenia:*Turkish Armenia is ceded to Russia; Armenia no longer exists and is removed from play (®5.5.3).

**If the selected Neutral Minor Country is Austria-Hungary:**

* *and Galicia is part of Austria-Hungary:* The Soviet faction may apply *Ceded Land* (19.3) to Galicia.
* *and Rumania is an Austro-Hungarian Dependent:* The Soviet faction may apply *Ceded Land* (19.3) to Bessarabia. If Bessarabia has already been ceded to Russia, then the Soviet faction may apply Ceded Land (19.3) to Rumania.
* *and neither Galicia nor Rumania belong to Austria-Hungary:*The Soviet faction may change this event to *Influence* (19.19) and apply it to Austria-Hungary.

**If the selected Neutral Minor Country is Caucasus …**

* *and Southern Region is part of Caucasus:* The Soviet faction may apply *Ceded Land* (19.3) to Southern Region.
* *and Southern Region is* not *part of Caucasus:*Caucasus is ceded to Russia and removed from play (®5.5.3).

**If the selected Neutral Minor Country is Sweden …**

* *and Finland is a Swedish Dependent:* The Soviet faction may apply *Ceded Land* (19.3) to Finnish Frontier. If Finnish Frontier has already been ceded to Russia, then apply *Ceded Land* (19.3) to Finland and remove that Country from play (®5.5.3).
* *and Finland is* not *a Swedish Dependent:*The Soviet faction may change this event to *Influence* (19.19) and apply it to Sweden.

**If the selected Neutral Minor Country is Ukraine …**

* *and Crimea or Donbass are part of Ukraine:* The Soviet faction may select one of either Crimea or Donbass and apply *Ceded Land* (19.3) to that region.
* *and neither Crimea nor Donbass are part of Ukraine:*Ukraine is ceded to Russia and removed from play (®5.5.3). If Galicia is part of Ukraine, that Region is ceded to Poland; remove overlay #3.

**If the selected Neutral Minor Country is Azerbaijan, Byelorussia, Crimea, or Donbass:** The selected Neutral Minor Country is ceded to Russia and removed from play (®5.5.3).

### ®7.3 Germany Supports Nationalists

Add this fourth option to the list of available actions the Axis faction may select when applying this event (19.17):

* If Pre-War is not in effect, select a Partisan Base marker and place it in the Axis faction’s Force Pool.

### ®7.4 Japan Supports Nationalists

Add this third option to the list of available actions the Axis faction may select when applying this event (37.20):

* If Pre-War is not in effect, select a Partisan Base marker and place it in the Axis faction’s Force Pool.

### ®7.5 Successful Improvements

A faction may use this event in *TK* (19.38) to flip **any** friendly Partnership Country’s War Economy +1 marker in the Strategic Warfare Box to its +2 side.

**Clarification:** Previously, only France and Italy could do this – but other *TK* Minor Countries may have War Economy +1 markers in *DoD*.

## ®8. *DoD* Conditional Events

In *DoD*, all factions **ignore** their standard first and second Permanent Conditional Events (i.e., *Minor Country Conquest* and *Occupation* for the Axis; *Minor Country Reactivation* and *Liberation* for the Allies). Instead, each faction will execute five new Permanent Conditional Events at the beginning of its Conditional Event Segment:

1. Minor Country Conquest (®8.1)
2. Minor Country Liberation (®8.2)
3. Minor Country Reactivation (®8.3)
4. Subjugated Region Activation (®8.4)
5. Minor Country Occupation (®8.5)

A faction must perform all of these Permanent Conditional Events before any of its other Permanent Conditional Events or Option Card Conditional Events.

**Design Note:** In *DoD*, a faction liberates a Minor Country belonging to a faction with an Ideology (®4.) of lesser value. It conquers a Minor Country belonging to a faction with an equal or higher Ideology. As a reminder, the highest Ideology is Democratic; the lowest is Totalitarian.

Note that this is slightly different than standard *AE*. In standard play, the Soviet (Socialist) faction can liberate a Western (Democratic) Minor Country. In *DoD* play, the Soviet faction would conquer that Western Minor Country instead.

**Example:** If each faction’s default Ideology is in effect, the Western (Democratic) faction liberates a Minor Country belonging to either of its enemies. The Soviet (Socialist) faction liberates an Axis (Totalitarian) Minor Country but conquers a Western Minor Country. The Axis faction can only conquer enemy Minor Countries.

In a different *DoD* scenario, the Axis faction is Socialist on the *TK* map because *Communist Germany* (®35.2) is in effect, the Western faction is Totalitarian on the *TK* map because *Fascist Britain* (®19.31) is in effect, and the Soviet faction is Totalitarian because *Tsarist Russia* (®60.45) is in effect. In this instance, the Axis faction would liberate all enemy minor countries on the TK map. The Western and Soviet factions can only conquer Minor Countries; Minor Country Conquest (®8.1) applies to each of them as they have equal Ideologies.

### ®8.1 Minor Country Conquest

If friendly ground units, Detachment markers, or Logistics markers occupy all City and Partisan Base hexes in an enemy Active Minor Country aligned to a *faction with an equal or higher Ideology*, then that Country is Conquered. It remains aligned with its owning faction, but its status is now a *Conquered Country*. **Exceptions:** Chinese Minor Countries, Subjugated Regions, France, and Vichy are special cases; see below.

A Country can be Conquered any number of times.

Immediately perform the following steps for the Conquered Country:

**Step 1:** Remove all of its support units, fortress/port-a-fort units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

**Step 2:** Remove all of its remaining counters and place them in the Conquered Minor Countries Box of its owning faction’s Force Pool.

**Step 3:** If the phasing faction has played (at *any* time) a *Demand* card naming a Region belonging to the Minor Country being conquered, that Region is either ceded to the faction’s Major Country or a Dependent as indicated by the corresponding marker. Mark the change in ownership by placing or removing the appropriate marker in the Ceded Lands Box. *Exception:* If Baltic States is the conquered Minor Country *and* Eastern Poland is *not* part of Russia, place the Northern Baltics Ceded to Russia and Lithuania German Dependent Ceded Land markers in the Ceded Lands Box (13.8.1.2).

**Step 4:** If the Country has an associated British 1-2-2 colonial unit in the *TK* Western Conquered Minor Countries Box, place that unit in the *TK* Delay Box.

**Chinese Minor Countries:** Kiangsu and the Communist Chinese Home Country (®6.2) are not subject to this conditional event – these countries can never be conquered.

**Subjugated Regions**: A Minor Country that has been created from a Subjugated Region is not subject to this conditional event – these countries can never be conquered.

**France in *DS*:** France is not subject to this conditional event – it can *never* be conquered in *DS*.

**France in *TK*:** If France is an enemy Active Minor Country aligned to a *faction with an equal or higher Ideology*, and friendly ground units or Detachment markers occupy all City hexes in France, immediately perform the following steps:

*Step 1:* Remove all French units and markers *without* a V on their Reinforcement Code from the game *except for the* Syria French Dependent marker.

*Step 2:* Place all remaining French V counters in the Delay Box.

*Step 3:* France – hereafter referred to as Vichy – remains aligned to its *current* faction. That faction must place three French 0-1-2 colonial infantry units on the map. Each colonial unit must be placed in a City and/or Port hex (not containing an enemy unit, Detachment or Logistics marker) in a French Dependent, no more than one per hex. If there is no place to put a unit, place it in the faction’s Force Pool.

*Step 4:* Place the British 1-2-2 *Fra* colonial unit in the Delay Box.

*Step 5:* Place the German Alsace-Lorraine Ceded Land marker in the Ceded Lands Box.

**Clarification:** France can’t be conquered in *TK*. When this event is applied, it fights on as a greatly reduced nation.

**Vichy:** Vichy is not subject to this conditional event – it can *never* be conquered.

### ®8.2 Minor Country Liberation

If friendly ground units, Detachment markers, or Logistics markers occupy all City and Partisan Base hexes in an enemy Active Minor Country aligned to a *faction with a lesser Ideology*, then that Country is Liberatedand becomes aligned with the phasing faction. **Exceptions:** Subjugated Regions, Chinese Minor Countries, France, and Vichy are special cases; see below.

A Country can be Liberated any number of times.

Immediately perform the following steps for the Liberated Country:

**Step 1:**Remove all of its support units, fortress/port-a-fort units, Partnership (P) units, War Economy markers, and Convoy markers from the game.

**Step 2:** Remove all of its remaining counters. Place those counters with a Delay Stripe in the Delay Box. Place counters *without* a Delay Stripe in the phasing faction’s Force Pool.

**Step 3:** If there is a *Free Passage* marker in the liberated Minor Country, replace it (if necessary) with a *Free Passage* marker belonging to the phasing faction.

**Step 4:** If the phasing faction has played (at *any* time) a *Demand* card naming a Region belonging to the Minor Country being liberated, that Region is either ceded to the faction’s Major Country or a Dependent as indicated by the corresponding marker. Mark the change in ownership by placing or removing the appropriate marker in the Ceded Lands Box. *Exception:* If Baltic States is the liberated Minor Country *and* Eastern Poland is *not* part of Russia, place the Northern Baltics Ceded to Russia and Lithuania German Dependent Ceded Land markers in the Ceded Lands Box (13.8.1.2).

*Step 5:* If the Country has an associated British 1-2-2 colonial unit in the *TK* Western Conquered Minor Countries Box, place that unit in the *TK* Delay Box.

**Subjugated Regions**: A Minor Country that has been created from a Subjugated Region is not subject to this conditional event – these countries can never be liberated.

**Chinese Minor Countries:** Kiangsu and the Communist Chinese Home Country (®6.2) are not subject to this conditional event – these countries can never be liberated.

**France in *DS*:** France is not subject to this conditional event – it can *never* be liberated in *DS*.

**France and Vichy in *TK*:** If France is an enemy Active Minor Country aligned to a *faction with an Ideology of lesser* value, and friendly ground units or Detachment markers occupy all City hexes in France/Vichy, immediately perform the following steps:

*Step 1:*Remove the French Surface Fleet unit and Convoy marker from the game.

*Step 2:* Place all French 0-1-2 V infantry units in the phasing faction’s Force Pool. Vichy is now an Active Minor Country aligned with the phasing faction

*Step 3:*Place all remaining French V counters in the Delay Box.

### ®8.3 Minor Country Reactivation

A faction may Reactivate a *friendly* Conquered Minor Country if that Country’s *Capital* hex does not contain an enemy unit, Detachment, or Logistics marker.

A Democratic or Socialist faction may Reactivate *any* Conquered Minor Country if that Country contains a friendly Partisan Base marker *and* there is not an enemy unit, Detachment, or Logistics marker in the same hex. If the Conquered Minor Country belongs to another faction, the phasing faction immediately takes control of the Minor Country and temporarily places its units in that faction’s Conquered Minor Countries Box (i.e., until it performs the two steps below).

Immediately perform the following steps for the Reactivated Country:

**Step 1:** Place its 0-1-2 *Res* infantry unit on the Country’s unoccupied Capital or Partisan Base marker.

**Step 2:** Remove all of the Minor Country’s remaining units from the faction’s Conquered Minor Countries Box. Place those units without a Delay Stripe in the faction’s Force Pool. Place units *with* a Delay Stripe in the Delay Box.

**Allied Policy Restriction:** An Allied faction cannot Reactivate a Minor Country if there is a Policy marker in the Posture Box applying to that Minor Country.

### ®8.4 Subjugated Dependent or Region Activation

A faction may select an enemy Subjugated Dependent or Region that contains a friendly Partisan Base marker. If there is *no* enemy unit, Detachment, or Logistics marker in the same hex as the Partisan Base, that Subjugated area immediately becomes a friendly Minor Country.

For the newly created Minor Country, do the following:

**Step 1:** Add the Minor Country’s units *without* a Delay Strip to the friendly Force Pool. Place its units *with* a Delay Stripe in the Delay Box.

**Step 2:** Place its 0-1-2 or 0-1-1 *Res* infantry unit in the hex containing the friendly Partisan Base marker.

**Step 3:** Remove the Subjugated Dependent or Region marker from the Ceded Lands Box. Place a No Conq or Lib marker in the newly created Minor Country.

**Activation Restriction:** An Allied faction cannot Activate a Subjugated Dependent or Region as a Minor Country if there is a Policy marker in the Posture Box that would apply to that Minor Country. An Axis faction cannot Activate a Subjugated Dependent or Region as a Minor Country if there is a Policy marker in the Posture Box of the Country owning the Subjugated area.

**Example:** *British Ireland* (®19.12) is in effect, so Ireland is a British Subjugated Dependent. If there were an Axis Partisan Base in Ireland (and it did not contain an enemy unit, Detachment, or Logistics marker), then the Axis faction could Activate Ireland as a friendly Minor Country provided Britain is not a PAC. If there were a Soviet Partisan Base in Ireland (likewise free of enemy units, etc.), then the Soviet faction could Activate Ireland as a friendly Minor Country provided there is not a Policy marker in the Soviet Minors Posture Box. The Western faction could not Activate Ireland with a Partisan Base, since it is not an enemy Subjugated Dependent.

### ®8.5 Minor Country Occupation

**Important:** This Conditional Event is checked only by factions with Totalitarian Ideology. It does not apply to factions with Democratic or Socialist Ideologies.

If a friendly Minor Country *or* any of its Dependents contains a friendly Major Country multi-step ground unit, or any ground unit belonging to a *different* friendly Minor Country, it is Occupied.

A country can be Occupied any number of times throughout the game.

**Exceptions:**

* One-step Exp units, *regardless* of nationality, do *not* cause Occupation.
* A friendly multi-national unit does *not* cause Occupation if the Minor Country unit in that multi-national unit’s Holding Box would be considered in its own Country or Dependent.

**Example:** Fascist Britain is in effect (®19.31) and the Western *AA* infantry unit Holding Box contains a French infantry unit, so the AA infantry unit does not cause the occupation of France. It would do so for other Western Minor Countries.

* A friendly Minor Country that contains a No Occupation marker is not subject to Occupation.
* If the Showa Restoration marker is in the *DS* Strategic Warfare Box, an Axis Minor Country is not Occupied unless there are *two or more* Japanese multi-step units in the country or any ground unit belonging to a *different* Axis Country on the *DS* map.

**Effects:** If a friendly Minor Country is under Occupation, the phasing faction must do *one* of the following:

* Perform an Emergency Breakdown of all units in that Country causing Occupation (2.3.4). This option can only be selected if the Minor Country would no longer be considered to be Occupied after performing all breakdowns.
* Intern all units in that Country causing Occupation (20.7, 38.7). This option can only be selected if the units can trace an *overland supply* line at the moment of internment (10.2).
* Remove all units belonging to the Minor Country under Occupation. Place those units with a Delay Stripe in the Delay Box; place all others in the phasing faction’s Force Pool.

# Creation Events

## ®9. Albania

### ®9.1 Balkan Albania

##### Immediate Effects

The faction applying this event must choose one of the following.

* Albania becomes a Greek Dependent.
* Albania becomes a Dependent of either Serbia or Yugoslavia, whichever of those two countries is in play.

After the choice is made, remove the Albania Flag marker in Tirana (e2402) or any Albania Dependent marker in the *TK* Ceded Lands Box. Then place the appropriate Albania Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** If Greece, Serbia or Yugoslavia activates with Albania as a Dependent, that Minor Country sets up with one additional 0-1-0 garrison [Alb] in Tirana (e2402).

### ®9.2 Free Albania

##### Immediate Effects

Albania becomes a Neutral Minor Country. Place the Albania Flag marker in Tirana (e2402).

##### Game Effects

**Setup:** Albania has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®10. Algeria

### ®10.1 Free Algeria

##### Immediate Effects

Algeria becomes a Neutral Minor Country. Place the Algeria Flag marker in Algiers (w2114).

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Add card TKW-13 (*North African League*)

If France is a Western Minor Country, move the French Detachment in Algiers to the Western Force Pool.

##### Game Effects

**Setup:** Algeria has one 1-1-2 infantry [*re:* 1] and two 0-1-2 infantry [Res, *re:* 2] to be placed upon activation (13.7.1).

### ®10.2 Rebellious Algeria

##### Immediate Effects

Algeria becomes a French Subjugated Dependent. Remove the Algeria Flag marker from Algiers (w2114). Place the French Algeria Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Algeria is a French Subjugated Dependent subject to possible Partisan Base placement (®8.4).

## ®11. Armenia

##### Immediate Effects

Armenia becomes a Minor Country. Place Overlay #8 on the *TK* map. Place the Armenia Flag marker in Yerevan (e2621).

At creation, Armenia’s territory includes Turkish Armenia and Russian Armenia. Place the Armenian Turkish Armenia and Russian Armenia Ceded Land markers in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

*If Caucasus is part of Russia,* the Soviet faction must modify its *TK* deck as follows:

* Replace card 19 (*Demand Turkish Frontier)* with card TKS-11 (*Demand Russian Armenia*) if Russian Armenia is part of Armenia; replace it with card TKS-12 (*Demand Turkish Armenia)* if Russian Armenia is part of Russia.

##### Game Effects

**Armenia Setup:** Armenia has two 0-1-2 infantry [Res, *re:* 1] to be placed upon activation (13.7.1).

**Caucasus Setup:** If Caucasus is activated as a Minor Country while Russian Armenia is ceded to Armenia, remove one Caucasian 0-1-2 infantry [*re:* Arm]infantry unit from play.

**Armenian Resiliency:** While further Creation Events or Political Events may reduce it in size, Armenia exists as a Minor Country if at least *one* Region is still ceded to it. If Russian Armenia is ceded back to Russia by alater *Russian Gain* Creation Event or *Ceded Land* Political Event, then Armenia’s capital becomes Erzerum (e2518). If both Turkish Armenia and Russian Armenia have been ceded back to Turkey and Russia, respectively, then Armenia is no longer in effect. Remove Overlay #8 from the *TK* map if this happens.

## ®12. Australia

##### Immediate Effects

Australia becomes a Minor Country. Place the Australia Flag marker in Canberra (p1307).

##### Final *DoD* Setup Effects

***Totaler Krieg:*** If *Free India* (®38.1) is not in effect, add one British 1-2-2 colonial infantry [Ind] with Reinforcement Number 23 to the *TK* Western Force Pool.

The Western faction must modify its *TK* deck as follows:

* Replace card 23 (*Commonwealth Support)* with card TKW-10 (*Commonwealth Support)*.
* Replace card 35b (*Symbol Conference*) with card TKW-12 (*Symbol Conference).*

***Dai Senso:*** If *Free India* (®38.1) is not in effect, add five British 1-2-2 colonial infantry [Ind] with Reinforcement Numbers 3, 15, and 27 to the *DS* Western Force Pool. Also add one British 2-1-2 colonial armor [Ind] with Reinforcement Number 40.

If *New Zealand* (®53) is not in effect, add one British 1-1-2 colonial infantry [NZ] with Reinforcement Number 3 to the *DS* Western Force Pool.

The Western faction must modify its *DS* deck as follows:

* Replace card 3a (*Commonwealth Rearmament)* with card DSW-1 (*Commonwealth Rearmament*); replace card 3b (*Commonwealth Mobilization)* with card DSW-2 (*Commonwealth Mobilization)*.
* Replace card 15 (*Riviera Conference*) with card DSW-5 (*Riviera Conference).*
* Replace card 27 (*Commonwealth Support)* with card DSW-6 (*Commonwealth Support)*.
* Replace card 40a (*Symbol Conference*) with card DSW-7 (*Symbol Conference).*

The Western faction may setup with its “at start” 1-2-1 *Aus* colonial infantry unit in any British Dependent on the *DS* map.

**Clarification:** This unit represents expat and volunteer Australian troops fighting for the British crown.

§If *SK* is being used, Remove from play two British CA [Australia, Canberra] on the *DS* map.

##### Game Effects

**Setup:** Australia has four 0-1-1 infantry [Res, *re:* 1, 2, 3] to be placed upon activation (13.7.1).

**§Additional Counters for *SK*:** Place these counters as follows upon activation:

* Any suitable Port hex(es) in Australia – two CA [Australia, Canberra]

## ®13. Austria

##### Immediate Effects

Austria becomes a Minor Country. Place the Austria Flag marker in Vienna (w3226).

##### Game Effects

**Setup:** Austria has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®14. Austro-Hungarian Empire

### ®14.1 Austria-Hungary

##### Immediate Effects

Austria-Hungary becomes a Minor Country. Place Overlays #2, #3, #4, and #5 on the *TK* map. Place the Austro-Hungary Flag marker in Vienna (w3226).

At creation, Austria-Hungary’s territory includes those areas belonging to Austria, Croatia, Czechoslovakia, Galicia, and Hungary. Place the A-H Austria, Croatia, Czechoslovakia, Galicia, and Hungary Ceded Land markers in the *TK* Ceded Lands Box. Remove all non-Austro-Hungarian Flag markers in those countries.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 10 (*Demand Austria*) with card TKA-4 (*Ribbentrop Diplomacy*).
* Replace card 12 (*Demand Czechoslovakia*) with card TKA-7 (*Demand Bohemia)*.

The Western faction must modify its *TK* deck as follows:

* Add card TKW-14 (*Western League)*.

##### Game Effects

**Setup:** Austria-Hungary places the following counters upon activation (13.7.1):

* In Pola (w2924) or Dubrovnik (w2627) – one 0-1-0 garrison [Adr]
* In or adjacent to City and/or Port hexes within Austria-Hungary or an A-H Dependent, up to one unit per hex – four 1-1-2 infantry [*re:* 1, 2, 3, 4], five 0-1-2 infantry [*re:* 5, 6, 7, 10, 11]
* In owning faction’s Force Pool – one 0-1-2 infantry [Res], one Convoy
* In Delay Box – one 1-1-2 HQ [A], one 1-1-3 cavalry [Exp], one 1-1-3 mech [Exp], War Economy +1

**§Additional Counters for *SK*:** Place these counters as follows upon activation (13.7.1):

* Any suitable Port hex(es) in an A-H Dependent – three BB [Pr Eugen, Tegethof, V Unitis]

***Adr* Garrison Unit:** Unlike other garrison units that are tied to one specific city, the A-H *Adr* 0-1-0 garrison unit may be placed in either Pola (w2924) or Dubrovnik (w2627).

**§Design Note:** This is to ensure the A-H navy will usually has a “suitable base” to operate from when *SK* is in play.

**Subjugated Dependent:** Croatia is an A-H Subjugated Dependent subject to possible Partisan Base placement (®8.4).

**Partnership Eligible:** Austria-Hungary is a potential Partnership Country (13.8.7).

**Clarification:** Be sure to use the P-marked A-H replacement counters provided: 1-1-2 HQ [B], 3-3-2 infantry [AHL], Air Force, and Surf Fleet (§along with the two A-H LBA).

**Austro-Hungarian Dissolution:** If Austria-Hungary is conquered, liberated, or named as the subject of a *Case Yellow* or *Operation Avalanche* Conditional Event, it immediately dissolves into its many smaller states. If this happens, remove all A-H counters from the game and replace them with the standard counters for Albania, Austria, Croatia, Czechoslovakia, Hungary, Rumania, and Serbia added as required. These counters are placed wherever A-H counters would have been placed by the event that triggered dissolution. *Exception:* If Bohemia has been ceded to Germany, then the rest of Czechoslovakia joins Germany after Austro-Hungarian Dissolution.

**Example:** If a Totalitarian Axis faction conquered a Democratic, Western-aligned Austria-Hungary, the new units would be placed in the Western Conquered Minors Box.

If the Western faction applied Operation Avalanche to an Axis-aligned Austria-Hungary, the new units would be placed in the Axis Force Pool. No Occupation markers would also be placed in each of the new minor countries.

**Design Note:** Even if the Dual Monarchy had managed to emerge from the Great War as a victor, the empire itself would still be a creaking amalgamation of diverse nationalities seething with independence movements.

### ®14.2 Austro-Hungarian Albania

##### Immediate Effects

Albania becomes an Austro-Hungarian Dependent. Place the A-H Albania Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** If Austria-Hungary activates while this event is in effect, it sets up with one additional 0-1-0 garrison [Alb] in Tirana (e2402).

### ®14.3 Austro-Hungarian Bohemia

##### Immediate Effects

Bohemia is ceded to Austria-Hungary. Remove the Bohemia Ceded to Germany marker from the *TK* Ceded Lands Box. Flip the Slovakia Ceded to A-H marker in the same location to read Czechoslovakia Ceded to A-H.

### ®14.4 Austro-Hungarian Civil War

##### Immediate Effects

Austria-Hungary becomes a Civil War Country (13.8.6). Apply *Free Albania* (®9.2), *Free Rumania* (®59.1), and *Serbia* (®62) to those Regions if they are A-H Dependents. Apply *Austro-Hungarian Bohemia* (®14.3), *Austro-Hungarian Croatia* (®14.5), and *Austro-Hungarian Galicia* (®14.7) to those Regions if they are *not* Austro-Hungarian territory. Place the Civil War Country marker near Vienna (w3226) and determine Republican Support (®5.3).

##### Final *DoD* Setup Effects

Place the following markers on the map:

* Krakow (e3501) – Nationalist Territory
* Prague (w3524) – Republican Territory
* Vienna (w3226) – Republican Capital
* Budapest (w3228) – Nationalist Capital
* Cluj (e3104) – Nationalist Territory
* Zagreb (w3026) – Republican Territory

##### Game Effects

**Breakaway Regions:** Croatia and Czechoslovakia are potential Breakaway Regions while Austria-Hungary is a Civil War Country. If *Provincial Independence* (19.34) is applied to one of these regions, it will form a Neutral Minor Country (®28 and ®29, respectively).

**Clarification:** Remember, while Austria-Hungary is a Civil War Country that *Ceded Land* or *Country Resists* Political Events cannot be applied to it (13.8.6). This will mean that the Axis faction cannot successfully Demand Bohemia while Czechoslovakia is part of A-H. If Czechoslovakia breaks away, then it’s fair game.

**§Civil War Austria-Hungary in *SK*:** If there is a Civil War Country or Civil War Reconstruction marker in Austria-Hungary when it is activated, roll one die (no DRM) for each ship Austria-Hungary would receive upon setup.

**1-3:** the ship is placed normally

**4-6:** the ship is removed from play

### ®14.5 Austro-Hungarian Croatia

##### Immediate Effects

Croatia becomes an A-H Subjugated Dependent. Remove the Croatia Flag marker in Zagreb (w3026) or any Croatia Dependent marker in the *TK* Ceded Lands Box. Place the A-H Croatia Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Croatia is an A-H Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®14.6 Austro-Hungarian Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *Austro-Hungarian Bohemia* (®14.3).
* Apply *Austro-Hungarian Croatia* (®14.5).
* Apply *Austro-Hungarian Galicia* (®14.7).

If all of the above are already in effect, then the faction applying this event must do one of the following:

* Apply *Austro-Hungarian Albania* (®14.2).
* Apply *Austro-Hungarian Rumania* (®14.9).
* Apply *Austro-Hungarian Serbia* (®14.10).

If all of the above are already in effect, the faction applying this event must apply *Pro-Axis* (®48.2) to any Minor Country sharing a border with Austria-Hungary or one of its Dependents.

### ®14.7 Austro-Hungarian Galicia

##### Immediate Effects

Galicia is ceded to Austria-Hungary. Place the Galicia Ceded to A-H marker in the *TK* Ceded Lands Box. Remove any other Galicia marker in that location.

### ®14.8 Austro-Hungarian Loss

##### Immediate Effects

The faction applying this event must do one of the following below. **Important:** An event cannot be applied to a particular Region unless it is an *Austro-Hungarian* Dependent.

* Apply *Balkan Albania* (®9.1), *Free Albania* (®9.2), or *Italian Albania* (®42.6).
* Apply *Free Rumania* (®59.1).
* Apply *Serbia* (®62).

**Example:** If Albania is an Italian Dependent, you cannot apply *Balkan Albania* below to fulfill this event.

If none of the above can be applied, then the faction applying this event must do one of the following below. Again, a particular option can only be selected if the named Region is ceded to Austria-Hungary or an Austro-Hungarian Dependent:

* Apply *Croatia* (®28).
* Apply *German Bohemia* (®35.8).
* Apply *Polish Galicia* (®57.9), *Russian Galicia* (®60.26), or *Ukrainian Galicia* (®70.9).

If none of the above can be applied, then the faction applying this event must apply *Austria* (®13), *Czechoslovakia* (®29), and *Hungary* (®38), then roll on the **New Central Europe Table** (†1.5).

**Clarification:** Austria-Hungary ceases to exist and breaks up into smaller states.

### ®14.9 Austro-Hungarian Rumania

##### Immediate Effects

Rumania becomes an A-H Subjugated Dependent. Remove the Rumania Flag marker in Bucharest (e2807) or any Rumania Dependent marker in the *TK* Ceded Lands Box. Place the A-H Rumania Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Rumania is an A-H Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®14.10 Austro-Hungarian Serbia

##### Immediate Effects

Serbia becomes an A-H Subjugated Dependent. Place the A-H Serbia Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Serbia is an A-H Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®14.11 Communist Austria-Hungary

##### Immediate Effects

Place the Communist A-H marker near Vienna (w3226) as a reminder of this event. Then check the Leadership for both Russia and Germany:

* If Germany has a Socialist Ideology and Russia does not, apply *Pro-Axis* (®48.2) to Austria-Hungary.
* If Russia has a Socialist Ideology and Germany does not, apply *Pro-Soviet* (®48.2) to Austria-Hungary.
* If neither Russia nor Germany have Socialist Ideologies, or if both do, apply *Nonalignment* (®48.1) to Austria-Hungary.

##### Game Effects

**Possible Activation as a Soviet Minor Country:** If Communist Austria-Hungary is activated as an Allied Minor Country *and* Russia has a Socialist Ideology, then Austria-Hungary is always considered to “share a border with a Soviet Country” under Priority 4 of *TK* 13.5, regardless of whether it actually does.

### ®14.12 Dominant Austria-Hungary

##### Final *DoD* Effects

For Austria-Hungary to be Dominant, there must be **eight** A-H Ceded Land markers in the *TK* Ceded Lands Box. Place the Dominant A-H marker near Vienna (w3226).

##### Game Effects

Dominant Austria-Hungary places these additional units in the Delay Box upon activation (13.7.1): one 1-2-2 HQ [B], one 3-3-2 infantry [AHL], one Surf Fleet.

**Clarification:** Dominant Austria-Hungary uses its P counters for these units. Austria-Hungary remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA) and Expanded War Economy +2 marker as potential gains.

§If *SK* is being used, Dominant Austria-Hungary places these additional ships in any suitable Port hex(es) in an A-H Dependent: four BB [Budapst, Habsbrg, Monarch, Wien].

Remove the Dominant A-H marker from play after Austria-Hungary is activated.

### ®14.13 Expanded Austria-Hungary

##### Final *DoD* Setup Effects

For Austria-Hungary to be Expanded, there must be **six or seven** A-H Ceded Land markers in the *TK* Ceded Lands Box. Place the Expanded A-H marker near Vienna (w3226).

##### Game Effects

Expanded Austria-Hungary places these additional units in the Delay Box upon activation (13.7.1): one 1-2-2 HQ [B], one 3-3-2 infantry [AHL].

**Clarification:** Expanded Austria-Hungary uses its P counters for these units. Austria-Hungary remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA), Surf Fleet, and Expanded War Economy +2 marker as potential gains.

§If *SK* is being used, Expanded Austria-Hungary places these additional ships in any suitable Port hex(es) in an A-H Dependent: two BB [Monarch, Wien].

Remove the Expanded A-H marker from play after Austria-Hungary is activated.

### ®14.14 Fascist Austria-Hungary

##### Immediate Effects

Place the Fascist A-H marker near Vienna (w3226) as a reminder of this event. Then check the Leadership for Germany:

* If the current German Leadership is *Nazi* *Germany*, apply *Pro-Axis* (®48.2) to Austria-Hungary.
* If the current German Leadership is *Communist Germany*, apply *Pro-West* (®48.2) to Austria-Hungary.
* If the current German Leadership is *Constitutional Kaiser, Democratic Germany,* or *Imperial Germany,* apply *Nonalignment* (®48.1) to Austria-Hungary.

##### Game Effects

**Possible Activation as a Soviet Minor Country:** If Fascist Austria-Hungary is activated as an Allied Minor Country *and* Britain has a Socialist Ideology, then Austria-Hungary is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

## ®15. Azerbaijan

##### Immediate Effects

Place Overlay #9 on the *TK* map. Azerbaijan becomes a Minor Country. Place the Azerbaijan Flag marker in Baku (e2825).

##### Game Effects

**Setup:** Azerbaijan has two 0-1-2 infantry [Res, *re:* 1] to be placed upon activation (13.7.1).

**Impact on Caucasus:** If Caucasus is also a Minor Country, this event removes the Caucasian *Az* infantry unit from play.

## ®16. Baltic States

### ®16.1 Baltic East Prussia

##### Immediate Effects

East Prussia is ceded to the Baltic States. Place the East Prussia Ceded to Baltic States marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 14 (*Demand Lithuania*) with card TKA-11 (*Demand East Prussia)*.

##### Game Effects

**Infantry Unit:** If Baltic States activates while this event is in effect, it sets up (13.7.1) with one additional 1-1-2 infantry [*re:* Pru].

### ®16.2 Baltic Lithuania

##### Immediate Effects

Lithuania is ceded to the Baltic States. Remove the Lithuania German Dependent marker from the *TK* Ceded Lands Box.

### ®16.3 Baltic States Gain

##### Immediate Effects

The faction applying this event must apply *Baltic Lithuania* (®16.2). If Lithuania is already part of Baltic States, apply *Baltic East Prussia* (®16.1) instead. If *both* Lithuania and East Prussia are already part of Baltic States, apply *Nonalignment* (®48.1) to Poland.

### ®16.4 Baltic States Loss

##### Immediate Effects

The faction applying this event must apply *German East Prussia* (®35.13), even if East Prussia is currently ceded to Poland. If East Prussia is already part of Germany, apply *German Lithuania* (®35.18) instead. If *both* East Prussia andLithuania are not part of the Baltic States, apply *Russian Northern Baltics* (®60.39).

### ®16.5 Extra Forces

##### Immediate Effects

This event can be applied only if Baltic States is a Minor Country. Place an Extra Forces marker near Riga (e4304).

##### Game Effects

When Baltic States is activated, it sets up with one additional 0-1-2 infantry [*re:* Lat] on the map (13.7.1). Remove the Extra Forces marker from play after Baltic States is activated.

### ®16.6 Free Baltic States

##### Immediate Effects

Baltic States becomes a Minor Country. Remove any Ceded Lands marker associated with the Baltic States (including Lithuania or Northern Baltics) from the *TK* Ceded Lands Box. Place the Baltic States Flag marker in Riga (e4304).

##### Game Effects

**Setup:** Baltic States has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®17. Bangladesh

##### Immediate Effects

Bangladesh becomes a Minor Country. Place the Bangladesh Flag marker in Dacca (a4313).

##### Game Effects

**Setup:** Bangladesh has two 0-1-1 infantry [Res, *re:* 1] to be placed upon activation (13.7.1).

## ®18. Basque

##### Immediate Effects

Basque becomes a Minor Country. Place the Basque Flag marker in Bilbao (w3011).

##### Game Effects

**Setup:** Basque has one 1-1-2 infantry [*re:* 1] and one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®19. Britain

### ®19.1 British Australia

##### Immediate Effects

Australia becomes a British Dependent. Remove the Australia Flag marker in Canberra (p1307).

### ®19.2 British Burma

##### Immediate Effects

Burma becomes a British Dependent. Remove the Burma Flag marker in Rangoon (a4015) or British Burma Subjugated Dependent marker from the *DS* Ceded Lands Box.

### ®19.3 British Cyprus

##### Immediate Effects

Cyprus becomes a British Dependent. Remove any Cyprus Ceded Land marker in the *TK* Ceded Lands Box.

### ®19.4 British Cyrenaica

##### Immediate Effects

This event can be applied only if Egypt is a British Dependent.

Cyrenaica becomes a British Dependent. Remove any Cyrenaica Dependent marker in the *TK* Ceded Lands Box. Place the British Cyrenaica Dependent marker in the *TK* Ceded Lands Box.

### ®19.5 British Diplomacy

##### Immediate Effects

The Western faction must roll on *one* of the following *TK* Area Tables: **Middle East, Northern, Western**, or on *one* of the following *DS* Area Tables: **ANZAC, South Asia**. If the result is a Neutral Minor Country, the Western faction must apply *Influence* (19.19, 37.19) to it.

### ®19.6 British Egypt

##### Immediate Effects

Egypt becomes a British Dependent. Remove the Egypt Flag marker in Cairo (e1212) or any Egypt Dependent marker in the *TK* Ceded Lands Box.

### ®19.7 British Foochow

##### Immediate Effects

Foochow becomes a British Dependent. Place Overlay #15 on the *DS* map. Place the British Foochow Dependent marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one British 0-1-0 garrison [Foo] in Foochow (a4424).

### ®19.8 British Gain

##### Immediate Effects

The faction applying this event must do one of the following.

* Apply *British Australia* (®19.1).
* Apply *British Burma* (®19.2). This event cannot be selected unless Burma is a Neutral Minor Country or Subjugated British Dependent.
* Apply *Rebellious Burma* (®22.2). This event cannot be selected if Burma is already a British Dependent.
* Apply *British Cyprus* (®19.3).
* Apply *British Cyrenaica* (®19.4). This option cannot be selected if Egypt is not a British Dependent. If Libya is an Italian Dependent when this event is applied, apply *Pro-Axis* (®48.2) to Italy as well.
* Apply *British Diplomacy* (®19.5).
* Apply *British Egypt* (®19.6). This event cannot be selected unless Egypt is a Neutral Minor Country or Subjugated British Dependent.
* Apply *Rebellious Egypt* (®31.2). This event cannot be selected if Egypt is already a British Dependent.
* Apply *British India* (®19.9). This event cannot be selected unless India is a Neutral Minor Country or Subjugated British Dependent.
* Apply *Rebellious India* (®38.2). This event cannot be selected if India is already a British Dependent.
* Apply *British Iraq* (®19.11). This option cannot be selected if Kuwait is not a British Dependent.
* Apply *British Ireland* (®19.12). This option cannot be selected if Northern Ireland is not a British Dependent.
* Apply *British Kuwait* (®19.13).
* Apply *British Libya* (®19.14). This option cannot be selected if Cyrenaica is not a British Dependent. If Libya is an Italian Dependent when this event is applied, apply *Pro-Axis* (®48.2) to Italy as well.
* Apply *British Malaya* (®19.16).
* Apply *British Malta* (®19.17).
* Apply *British New Zealand* (®19.21).
* Apply *British Northern Ireland* (®19.22).
* Apply *British Palestine* (®19.23). This option cannot be selected if Egypt is not a British Dependent.
* Apply *British Rhodes* (®19.24).
* Apply *British Siam* (®19.26).
* Apply *British Straits* (®19.27) and *Pro-Axis* (®48.2) to Turkey. This option cannot be selected if any of the following are Turkish Dependents: Iraq, Palestine, Syria, or Trans-Jordan.
* Apply *British Trans-Jordan* (®19.28). This option cannot be selected if Palestine is not a British Dependent.

### ®19.9 British India

##### Immediate Effects

India, Pakistan, and Bangladesh becomes British Dependents. Remove any Flag markers in Dacca (a4313), Karachi (a4405), and New Delhi (a4509). Remove the British India Subjugated Dependent or East Pakistan Ceded to Pakistan markers from the *DS* Ceded Lands Box.

### ®+19.10 British Intelligence

This event can be applied only if you are playing with the *Fortunes of War* optional rule (+15, +§12).

##### Immediate Effects

Place the British Intelligence marker near London (w3916).

##### Game Effects

At *any* time, the Western faction may discard the British Intelligence marker and do *one* of the following:

* Force the Axis faction to discard one random FoW card from its hand on the *TK* map.
* Draw one extra card from the FoWdeck for use on the *TK* map. This card is usable *only* by the Western faction.

**Clarification:** You can stack the British Intelligence marker on top of this FoW card as a reminder that it belongs to the Western faction. But the marker is spent; you can only use it *one* time to discard an Axis FoW card or draw a new one.

### ®19.11 British Iraq

##### Immediate Effects

Iraq becomes a British Subjugated Dependent. Remove any Iraq Flag marker in Baghdad (e1722) or Iraq Dependent marker in the Ceded Lands Box. Place the British Iraq Subjugated Dependent marker in the *TK* Ceded Lands Box.

If Greater Syria exists when this Creation Event is applied, Greater Syria will be dissolved (®66.2).

##### Game Effects

**Subjugated Dependent:** Iraq is a British Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®19.12 British Ireland

##### Immediate Effects

Ireland becomes a British Subjugated Dependent. Remove the Ireland Flag marker from Dublin (w4213). Place the British Ireland Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one British 0-1-0 garrison [Dub] in Dublin (w4213).

##### Game Effects

**Subjugated Dependent:** Ireland is a British Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®19.13 British Kuwait

##### Immediate Effects

Kuwait becomes a British Dependent. Remove any Kuwait Dependent marker from the *TK* Ceded Lands Box.

### ®19.14 British Libya

##### Immediate Effects

This event can be applied only if Cyrenaica is a British Dependent.

Libya becomes a British Dependent. Remove any Libya Flag marker in Tripoli (w1522) or any Libya Dependent marker in the *TK* Ceded Lands Box. Flip the British Cyrenaica Dependent marker in the *TK* Ceded Lands Box over to its British Libya Dependent side.

### ®19.15 British Loss

##### Immediate Effects

The faction applying this event must do one of the following below. **Important:** Unless specifically stated otherwise, an event cannot be applied to a particular Region unless it is a *British* Dependent.

**Example:** If Iraq is a Turkish Dependent, you cannot apply *Free Iraq* below to fulfill this event.

* Apply *Australia* (®12).
* Apply *Free Burma* (®22.1) or *Rebellious Burma* (®22.2).
* Apply *Greek Cyprus* (®36.3), *Italian Cyprus* (®42.12), or *Turkish Cyprus* (®68.14).
* Apply *Italian Cyrenaica* (®42.13). This cannot be applied if Libya (in its entirety) is a British Dependent.
* Apply *Free Egypt* (®31.1) or *Rebellious Egypt* (®31.2).
* Apply *Free India* (®38.1) or *Rebellious India* (®38.2).
* Apply *Free Iraq* (®40.1).
* Apply *Irish Free State* (®41.1) if Ireland is a British Dependent, or *Irish Union* (®41.2) if Ireland is a Minor Country.
* Apply *Iraqi Kuwait* (®40.2) if Iraq is a Minor Country, *Syrian Kuwait* (®66.5) if Iraq is ceded to Syria, or *Turkish Kuwait* (®68.23) if Iraq is a Turkish Dependent.
* Apply *Jordan* (®45).
* Apply *Libya* (®47) or *Italian Libya* (®42.15).
* Apply *Free Malaya* (®47.1).
* Apply *Italian Malta* (®42.16).
* Apply *New Zealand* (®53).
* Apply *Palestine* (®55).
* Apply *Free Siam* (®62.2).
* Apply *Japanese Shanghai* (®43.20) if Shanghai is a British Dependent *or* has been ceded to Kiangsu.
* Apply *Turkish Straits* (®68.30).

### ®19.16 British Malaya

##### Immediate Effects

Malaya becomes a British Dependent. Remove the Malaya Flag marker in Singapore (a3218).

### ®19.17 British Malta

##### Immediate Effects

Malta becomes a British Dependent. Remove the Italian Malta Dependent marker in the *TK* Ceded Lands Box.

### ®19.18 British Naval Race

##### Immediate Effects

If the roll on the 1930s Economic Climate Narrative Table was a 4 or 5 (i.e., “Recession/recovery cycles”), place the British *Naval Race* marker in London (w3916) or the \**DS* Europe/Africa Box. If the roll was a 6 (i.e., “Steady economic growth” with a +1 DRM on the Naval Arms Race Table), place the British *Naval Race+* marker in London or \*the *DS* Europe/Africa Box.

##### Final *DoD* Setup Effects

**British Naval Race Marker:** The Western faction places one additional British Surf Fleet [Western] in the *TK* Western Force Pool or \**DS* European Holding Box.

§If *SK* is being used, the Western faction also places these additional British ships in the locations specified:

* Any Western Off-Map Box(es) or any suitable Port hex(es) in Britain or a British Dependent on the *TK* map or the \**DS* European Holding Box – four BB [Ajax, Bellerphn, Audacis, Collingwd]
* *TK Outbreak of War* Conditional Events Box or the *DS European Reserves* (Limited War) Conditional Events Box – four BB [Hercules, Neptune, St Vincent, Superb]

**British Naval Race+ Marker:** The Western faction places these additional counters in the locations specified:

* *TK* Western Force Pool or \**DS* European Holding Box – one British Surf Fleet [Western]
* *DS* Western Force Pool – one British Surf Fleet [Pacific]

\***Clarification:** The *Pacific* Surf Fleet is ignored if you are playing standalone *TK*.

§If *SK* is being used, the Western faction also places these additional British ships in the indicated places:

* Any Western Off-Map Box(es) or any suitable Port hex(es) in Britain or a British Dependent on the *TK* map or the \**DS* European Holding Box – four BB [Ajax, Bellerphn, Howe, Rodney]
* Any Western Off-Map Box(es) or any suitable Port hex(es) in a British Dependent on the *DS* map – three BB [Anson, Audacis, Collingwd]
* *TK Outbreak of War* Conditional Events Box or the \**DS European Reserves* (Limited War) Conditional Events Box – four BB [Hercules, Neptune, St Vincent, Superb]

\***Clarification:** The three BB on the *DS* map are ignored if you are playing standalone *TK*.

**Marker Removal:** Remove any British Naval Race marker from play after Final *DoD* Setup.

### ®§19.19 British Naval Rearmament

##### Immediate Effects

Ignore this event if *SK* is not being used.

Place the British Naval Rearm marker in London (w3916) or \*the *DS* Europe/Africa Box.

##### Final *DoD* Setup Effects

The Western faction adds these additional British ships in the locations specified:

* *TK Outbreak of War* Conditional Events Box or \*the *DS European Reserves* (Limited War) Conditional Events Box – BB1 [K Geo V], BB2 [Pr Wales], CV1 [Illustrious], CV2 [Victorious]
* Available for Construction Box – four BB [BB9-12]

Remove the British Naval Rearm marker from play after Final *DoD* Setup.

### ®§19.20 British Naval Resurgence

##### Immediate Effects

Ignore this event if *SK* is not being used.

Place the British Naval Resurg marker in London (w3916) or \**DS* Europe/Africa Box.

##### Final *DoD* Setup Effects

The Western faction adds these additional British ships in the locations specified:

* Any Western Off-Map Box(es) or any suitable Port hex(es) in Britain or a British Dependent on the *TK* map or the \**DS* European Holding Box – BB1 [K Geo V], BB2 [Pr Wales]
* *TK Outbreak of War* Conditional Events Box or the *DS European Reserves* (Limited War) Conditional Events Box – BB3 [D of York], BB4 [Howe], CV1 [Illustrious], CV2 [Victorious]
* Available for Construction Box – four BB [BB9-12]

Remove the British Naval Resurg marker from play after Final *DoD* Setup.

### ®19.21 British New Zealand

##### Immediate Effects

New Zealand becomes a British Dependent. Remove the New Zealand Flag marker in Wellington (p1317).

### ®19.22 British Northern Ireland

##### Immediate Effects

Northern Ireland is ceded to Britain. Remove the Northern Ireland Ceded to Ireland marker in the *TK* Ceded Lands Box.

### ®19.23 British Palestine

This event can be applied only if Egypt is a British Dependent.

##### Immediate Effects

Palestine becomes a British Dependent. Remove any Palestine Flag marker in Jerusalem (e1415) or Turkish Palestine Dependent marker in the *TK* Ceded Lands Box.

### ®19.24 British Rhodes

##### Immediate Effects

Rhodes becomes a British Dependent. Remove any Rhodes Ceded Land marker in the *TK* Ceded Lands Box. Place the British Rhodes Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one British 0-1-0 garrison [Rho] in Rhodes (e1908).

### ®19.25 British Shanghai

##### Immediate Effects

Shanghai becomes a British Dependent. Place the British Shanghai Dependent marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one British 0-1-0 garrison [Sha] in Shanghai (a4725). The Axis faction must place the 2-2-1 infantry unit that normally starts in Shanghai in any hex in Japan.

### ®19.26 British Siam

##### Immediate Effects

Siam becomes a British Subjugated Dependent. Remove the Siam Flag marker from Bangkok (a3817) or any Siam Ceded Land marker in the *DS* Ceded Lands Box. Place the British Siam Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one British 0-1-0 garrison [Bang] in Bangkok (a3817).

##### Game Effects

**Subjugated Dependent:** Siam is a British Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®19.27 British Straits

This event cannot be applied if there is any Turkish marker in the *TK* Ceded Lands Box.

##### Immediate Effects

Turkish Straits becomes a British Dependent. Place the British Turkish Straits Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one British 0-1-0 garrison [Istan] in Istanbul (e2508).

### ®19.28 British Trans-Jordan

This event can be applied only if at least *one* of Palestine and Iraq are British Dependents.

##### Immediate Effects

Trans-Jordan becomes a British Dependent. Remove any Jordan Flag marker in Amman (e1516) or Turkish Trans-Jordan Dependent marker in the *TK* Ceded Lands Box.

### ®19.29 British Tsingtao

##### Immediate Effects

Tsingtao becomes a British Dependent. Place Overlay #20 on the *DS* map. Place the British Tsingtao Dependent marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one British 0-1-0 garrison [Tsing] in Tsingtao (a5025).

### ®19.30 Communist Britain

##### Immediate Effects

Change the current British Leadership to Communist Britain. Place the Communist Britain marker in London (w3916) as a reminder.

The Western faction has a Socialist Ideology (®5) on the *TK* map while this event is in effect.

**Clarification:** The Western faction’s Ideology remains Democratic on the *DS* map unless Communist US (®71.1) or Fascist US (®71.2) is in effect.

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Replace card 14 (*Churchill Diplomacy*) with card TKW-8 (*Comintern)*
* Remove card 18b (*Operation Jupiter*)

**Design Note:** This event assumes Harry Pollitt, general secretary of the Communist Party of Great Britain, succeeds in building a Popular Front coalition with the Labour Party and dominates the resulting coalition government. For this reason, our Communist Britain is a bit more moderate in its policies than, say, a Communist France – Communist Britain retains her colonies and close ties with the U.S. During play, treat all references to Chamberlain and Churchill as Pollitt.

### ®19.31 Fascist Britain

##### Immediate Effects

Change the current British Leadership to Fascist Britain. Place the Fascist Britain marker in London (w3916) as a reminder.

The Western faction has a Totalitarian Ideology (®5) on the *TK* map while this event is in effect.

**Clarification:** The Western faction’s Ideology remains Democratic on the *DS* map unless Communist US (®71.1) or Fascist US (®71.2) is in effect.

##### Final *DoD* Setup Effects

Add one British 2-2-3 armor [Gds] to the *TK* Western *Outbreak of War* Conditional Events Box.

The Western faction must modify its *TK* deck as follows:

* Remove card 18a (*Lend-Lease to Britain*)

##### Game Effects

**Guards Tank Unit:** These special rules apply to this unit:

* The Western faction may combine another armor step with the *Gds* unit to flip it to its 5-3-3 two-step side (2.3.1.1).
* It is an Elite unit (2.3.4.3) subject to Breakdown Restriction.
* All British units stacked with or adjacent to this unit can attack defending units in hexes with Snow during the Blitz Combat Segment, provided they are Blitz-enabled.

**Clarification:** This unit is basically Fascist Britain’s version of an SS unit.

**Design Note:** This event assumes Sir Oswald Mosley succeeds in bringing fascism to the forefront of British politics. During play, treat all references to Chamberlain and Churchill as Mosley.

### ®19.32 Prepared Britain

##### Immediate Effects

If the Unprepared Britain marker is in the *TK* Western *Their Finest Hour* Conditional Events Box, remove it from play. Otherwise, place the Prepared Britain marker in the *Their Finest Hour* Conditional Events Box.

##### Final *DoD* Setup Effects

In *TK,* take the units in the *Their Finest Hour* Conditional Events Box and move them to the Western Force Pool. Remove the Prepared Britain marker from play after Final *DoD* Setup.

### ®19.33 Unprepared Britain

##### Immediate Effects

If the Prepared Britain marker is in the *TK* Western *Their Finest Hour* Conditional Events Box, remove it from play. Otherwise, place the Unprepared Britain marker in the *Their Finest Hour* Conditional Events Box.

##### Game Effects

When the *Their Finest Hour* Conditional Event is triggered in *TK* (20.3.3), place *only* the Unprepared Britain marker in the Delay Box – do not place the other British units at this time.

When the Unprepared Britain marker is removed from the Turn Track, remove it from play and then place the remaining Western *Their Finest Hour* counters in the Delay Box.

## ®20. Brittany

##### Immediate Effects

Brittany becomes a Minor Country. Place the Brittany Flag marker in Nantes (w3714).

##### Game Effects

**Setup:** Brittany has two 0-1-2 infantry [Res, *re:* 1] to be placed upon activation (13.7.1).

## ®21. Bulgaria

##### Immediate Effects

Bulgaria becomes a Minor Country. Place the Bulgaria Flag marker in Sofia (e2605).

##### Game Effects

**Setup:** Bulgaria has four 0-1-2 infantry [Res, *re:* 1, 2, 3] to be placed upon activation (13.7.1).

## ®22. Burma

### ®22.1 Free Burma

##### Immediate Effects

Burma becomes a Minor Country. Place the Burma Flag marker in Rangoon (a4015). Remove the British Burma Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Setup:** Burma has three 0-1-1 infantry [Res, *re:* 1, 2] to be placed upon activation (13.7.1).

### ®22.2 Rebellious Burma

##### Immediate Effects

Burma becomes a British Subjugated Dependent. Remove the Burma Flag marker from Rangoon (a4015). Place the British Burma Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Burma is a British Subjugated Dependent subject to possible Partisan Base placement (®8.4).

## ®23. Byelorussia

##### Immediate Effects

Byelorussia becomes a Neutral Minor Country. Place the Byelorussia Flag marker in Minsk (e3906).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace cards 8a (*Demand Baltic States*) and 8b (*Negotiations with Baltic States*) with cards TKS-2 (*Demand Byelorussia)* and TKS-3 (*Negotiations with Byelorussia*).
* Add card TKS-17 (*Ostland Pact*).

##### Game Effects

**Setup:** Byelorussia has three 0-1-2 infantry [Res, *re:* 1, 2] to be placed upon activation (13.7.1).

## ®24. Catalonia

##### Immediate Effects

Catalonia becomes a Minor Country. Place the Catalonia Flag marker in Barcelona (w2714).

##### Game Effects

**Setup:** Catalonia has three 0-1-2 infantry [Res, *re:* 1, 2] to be placed upon activation (13.7.1).

## ®25. Caucasus

### ®25.1 Caucasian Armenia

##### Immediate Effects

Russian Armenia is ceded to Caucasus. Remove any Armenian Russian Armenia Ceded Land marker from the *TK* Ceded Lands Box. Place the Russian Armenia Ceded to Caucasus marker in the *TK* Ceded Lands Box.

##### Game Effects

**Infantry Unit:** If Caucasus activates while Russian Armenia is ceded to it, it sets up with one additional 0-1-2 infantry [*re:* Arm].

**Subjugated Region:** Russian Armenia is a Subjugated Caucasian Region subject to possible Partisan Base placement (®8.4). If Armenia becomes a Minor Country, remove the Caucasian *Arm* infantry unit from play.

### ®25.2 Caucasian Civil War

##### Immediate Effects

**If Caucasus is *not* a Minor Country:** The Proxy faction must apply *Russian Loss* (®60.34). If *Free Caucasus* (®25.4) can be selected to fulfill this event, it *must* be selected.

**If Caucasus is a Minor Country:** Caucasus becomes a Civil War Country (13.8.6). Apply *Caucasian Armenia* (®25.1) and *Caucasian Southern Region* (®25.3).

Place the Civil War Country marker near Tiflis (e2821) and determine Republican Support (®5.3).

##### Final *DoD* Setup Effects

Place the following markers on the map:

* Krasnodar (e3116) – Nationalist Territory
* Grozny (e3021) – Nationalist Capital
* Tiflis (e2821) – Republican Capital
* Baku (e2825) – Republican Territory
* Batum (e2718) – Nationalist Territory
* Yerevan (e2621) – Republican Territory

##### Game Effects

**Breakaway Regions:**Russian Armenia and Azerbaijan are potential Breakaway Regions while Caucasus is a Civil War Country. If *Provincial Independence* (19.34) is applied to one of these regions, it will form a Neutral Minor Country (®11 and ®15, respectively). If Armenia already exists as a Minor Country (as Turkish Armenia), then Russian Armenia is ceded to Armenia.

**Clarification:** Because the Soviet Strategic Hex of Baku will not contain a Nationalist or Republican Capital marker, it will not count for Victory Point Checks (0.1.1) while the Caucasus is a Civil War or Neutral Minor Country.

### ®25.3 Caucasian Southern Region

##### Immediate Effects

Southern Region is ceded to Caucasus. Place the Southern Region Ceded to Caucasus marker in the *TK* Ceded Lands Box.

##### Game Effects

**Extra Units:** If Caucasus activates while the Southern Region is ceded to it, it sets up with one additional 1-1-3 cavalry [Exp] in the Delay Box and one 0-1-2 infantry [*re:* SR] on the map.

### ®25.4 Free Caucasus

##### Immediate Effects

Caucasus becomes a Neutral Minor Country. Place Overlay #9 on the *TK* map. Place the Caucasus Flag marker in Tiflis (e2821).

At creation, Caucasus includes the Regions of Azerbaijan, Russian Armenia, and Southern Region. Place the Caucasian Azerbaijan, Russian Armenia, and Southern Region Ceded Land markers in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace card 19 (*Demand Turkish Frontier*) with card TKS-9 (*Demand Southern Region)* if the Southern Region is part of Caucasus; replace it with card TKS-10 (*Demand Caucasus*) if Southern Region is *not* part of Caucasus.
* Add card TKS-17 (*Ostland Pact*).

##### Game Effects

**Setup:** Caucasus has two 1-1-2 infantry [*re:* Geo, SR], three 0-1-2 infantry [Res, *re:* Arm, Az], and one 1-1-3 cavalry [Exp] to be placed upon activation (13.7.1). *Exceptions:*

* If Azerbaijan is *not* part of Caucasus, remove the *Az* infantry unit from play.
* If Russian Armenia is *not* part of Caucasus, remove the Caucasian *Arm* infantry unit from play.
* If Southern Region is *not* part of Caucasus, remove the *SR* infantry unit and *Exp* cavalry unit from play.

**Subjugated Regions:** Azerbaijan and Russian Armenia are Subjugated Regions subject to possible Partisan Base placement (®8.4).

If Armenia becomes a Minor Country, immediately remove the Caucasian *Arm* infantry unit from play. Likewise, if Azerbaijan becomes a Minor Country, immediately remove the Caucasian *Az* infantry unit from play.

## ®26. China

### ®26.1 Communist Acceptance

##### Immediate Effects

Change Communist China’s Policy to *Acceptance*.

### ®26.2 Communist Kiangsu

##### Immediate Effects

Place the Communist Home Country marker near Nanking (a4724). Kiangsu becomes a Soviet Minor Country.

##### Final *DoD* Setup Effects

All Kiangsu counters listed under Western Faction Setup on the *DS* Final *DoD* Setup Chart belong to the Soviet faction instead.

The Soviet faction must also place these additional counters in the *DS* Soviet *Outbreak of War* Conditional Event Box: one 1-1-1 infantry/port-a-fort [Exp], three 0-1-1- infantry [7, 9, 10]

**Clarification:** Use the counters with Reinforcement Numbers 1 and 43 for these units. Kiangsu does not receive additional units when the Western faction plays those option cards.

The Axis faction must modify its *DS* deck as follows:

* Replace card 7 (*Demand Hainan*) with card DSA-1 (*Demand Hainan)*.

The Soviet faction must modify its *DS* deck as follows:

* Replace card 9 (*War Progress 4*) with card DSS-1 (*War Progress 4)*.
* Replace card 13 (*Pact with China*) with card DSS-2 (*Pact with China*).

##### Game Effects

Cards DSS-1 and DSS-2 add one Kiangsu 0-1-1 infantry unit [*re:* N4], one Kiangsu 1-1-1 infantry unit [*re:* 8], and one Kiangsu 1-1-2 cavalry unit [Exp] to the game via the Delay Box.

**Clarification:** Also note, there will be no Nationalist Chinese “Home Country” in this scenario. The Nationalists will have to make do with any Chinese Minor Countries enter on their side and hope for the best.

### ®26.3 Communist Szechwan

##### Immediate Effects

Place the Communist Home Country marker near Chungking (*DS* w4620). Szechwan is immediately activated as a Soviet Minor Country, but it does not undergo the usual activation process (13.7.1). Instead, place the following counters as indicated:

* Sian (a4920) – one 0-1-0 garrison [Sian]
* Chungking (a4620) – 0-1-0 garrison [Chung]
* Any hex in Szechwan – one 1-2-2 infantry [2]
* Soviet Force Pool – two 0-1-1 infantry [Res, *re:* 5]
* *DS* Soviet *Outbreak of War* Conditional Event Box – one 1-1-1 infantry [Exp]

##### Final *DoD* Setup Effects

The Soviet faction must modify its *DS* deck as follows:

* Replace card 9 (*War Progress 4*) with card DSS-1 (*War Progress 4)*.
* Replace card 13 (*Pact with China*) with card DSS-2 (*Pact with China*).

##### Game Effects

Cards DSS-1 and DSS-2 add one Szechwan 0-1-1 infantry unit [*re:* N4], one Szechwan 1-1-1 infantry unit [*re:* 8], and one Szechwan 1-1-2 cavalry unit [Exp] to the game via the Delay Box.

### ®26.4 Communist Yunnan

##### Immediate Effects

Place the Communist Home Country marker near Kunming (a4418). Yunnan is immediately activated as a Soviet Minor Country, but it does not undergo the usual activation process (13.7.1). Instead, place the following counters as indicated:

* Kunming (a4418) – 0-1-0 garrison [Kun]
* Any hex in Yunnan – one 1-2-2 infantry [4]
* Soviet Force Pool – two 0-1-1 infantry [Res, *re:* 6]
* *DS* Soviet *Outbreak of War* Conditional Event Box – one 1-1-1 infantry [Exp]

##### Final *DoD* Setup Effects

The Soviet faction must modify its *DS* deck as follows:

* Replace card 9 (*War Progress 4*) with card DSS-1 (*War Progress 4)*.
* Replace card 13 (*Pact with China*) with card DSS-2 (*Pact with China*).

##### Game Effects

Cards DSS-1 and DSS-2 add one Yunnan 0-1-1 infantry unit [*re:* N4], one Yunnan 1-1-1 infantry unit [*re:* 8], and one Yunnan 1-1-2 cavalry unit [Exp] to the game via the Delay Box.

### ®26.5 East Turkestan

East Turkestan is ceded to Sinkiang. Remove the East Turkestan Ceded to Russia marker from the *DS* Ceded Lands Box.

### ®26.6 Extra Forces

##### Immediate Effects

Place an Extra Forces marker in the capital of the Minor Country named in the event.

##### Game Effects

When the country with the Extra Forces marker is activated, it sets up with the additional unit listed below on the map (13.7.1):

* **Hopeh:** one 1-1-1 infantry [*re:* IG]
* **Kansu:** one 1-1-1 infantry [*re:* RG]
* **Kiangsu:** one 1-1-1 infantry [*re:* NG]
* **Szechwan:** one 1-1-1 infantry [re: NW]

Remove the Extra Forces marker from play after the Minor Country is activated.

### ®26.7 Free Manchukuo

##### Immediate Effects

Place Overlay #14 on the *DS* map. Liaoning becomes a Japanese Dependent. Place the Japanese Liaoning Dependent marker in the *DS* Ceded Lands Box. The remainder of Manchukuo (Kirin and Heilungkiang) becomes a Neutral Minor Country. Place the Manchukuo Flag marker in Harbin (a5427).

##### Final *DoD* Setup Effects

The Axis faction must modify its *DS* deck as follows:

* Replace card 9 (*Demand Mongol Frontier*) with card DSA-3 (*Demand Manchukuo*).

If Far East Republic (FER) is *not* a Minor Country, the Soviet faction must modify its *DS* deck as follows:

* Add card DSS-10 (*Demand Heilungkiang*).

##### Game Effects

**Chinese Country:** Free Manchukuo is considered to be a Chinese Country.

**Setup:** Manchuria has one 1-1-1 infantry [Exp], three 0-1-1 infantry [Res, *re:* 1, 2], and one 0-1-0 garrison [Har] to be placed upon activation (13.7.1).

**Clarification:** Free Manchukuo does not use the Manchukuo 0-3-0 [Dai] fortress unit included in *DS*.

### ®26.8 Hopeh Inner Mongolia

##### Immediate Effects

Inner Mongolia is ceded to Hopeh. Remove any Inner Mongolia Ceded Land marker in the *DS* Ceded Lands Box.

### ®26.9 Hopeh Jehol

##### Immediate Effects

Jehol is ceded to Hopeh. Place the Jehol Ceded to Hopeh marker in the *DS* Ceded Lands Box.

**Clarification:** Use the Hopeh Ceded Land marker provided in DoD, not the one that comes in DS on the back of a Japanese Ceded Land marker.

##### Final *DoD* Setup Effects

The Axis faction must modify its *DS* deck as follows:

* Replace card 8 (*Demand Inner Mongolia*) with card DSA-2 (*Demand Jehol*).

##### Game Effects

**Cavalry Unit:** If Hopeh activates while Jehol is ceded to it, it sets up with one additional 1-1-2 cavalry [Exp] in the Delay Box (13.7.1).

### ®26.10 Hopeh Mongolia

##### Immediate Effects

Mongolia becomes a Hopeh Subjugated Dependent. Remove the Mongolia Flag marker from Ulan Bator (a5621). Place the Hopeh Mongolia Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Mongolia is a Hopeh Subjugated Dependent subject to possible Partisan Base placement (®8.4).

**Cavalry Unit:** If Hopeh activates when Mongolia is a Hopeh Dependent, it sets up with one more 1-1-2 cavalry [Exp] in the Delay Box (13.7.1).

### ®26.11 Hopeh Tsingtao

##### Immediate Effects

Tsingtao is ceded to Hopeh. Remove any Tsingtao Dependent marker from the *DS* Ceded Lands Box.

### ®26.12 Kiangsu Foochow

##### Immediate Effects

Foochow is ceded to Kiangsu. Remove any Foochow Dependent marker from the *DS* Ceded Lands Box.

### ®26.13 Kiangsu Shanghai

##### Immediate Effects

Shanghai is ceded to Kiangsu. Place the Shanghai Ceded to Kiangsu marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one additional Kiangsu 0-1-0 garrison [Sha] in Shanghai (a4725). The Axis faction must place the 2-2-1 infantry unit that normally starts in Shanghai in any hex in Japan.

### ®26.14 Nationalist Resistance

##### Immediate Effects

Change Nationalist China’s Policy to *Resistance*.

### ®26.15 Neutral Kansu

##### Immediate Effects

Kansu becomes a Neutral Minor Country. Place the Kansu Flag marker in Lanchow (a5019).

##### Final *DoD* Setup Effects

Ignore all instructions to place Kansu units on the *DS* map or in the Soviet Force Pool. Keep those units aside for later use.

##### Game Effects

**Setup:** Kansu has one 1-1-1 infantry/port-a-fort [Exp], two 0-1-1 infantry [Res, *re:* H-C] and one 0-1-0 garrison [Yen] be placed upon activation (13.7.1). Kansu does *not* receive the 1-1-2 cavalry [Exp], 1-1-1 infantry [*re:* 8],or 0-1-1 infantry [*re:* N4] when activating as a Neutral Minor Country.

**Clarification:** Kansu receives its *H-C* infantry army and the port-a-fort unit upon activation; it does not have to wait for the Soviet faction to play cards 9 (*War Progress 4*) or 13 (*Pact with China*), nor does it have to be a Soviet Minor Country to receive those units.

## ®27. Crimea

##### Immediate Effects

Crimea becomes a Minor Country. Remove any Crimea Ceded Land marker in the *TK* Ceded Lands Box. Place the Crimea Flag marker in Sevastopol (e2912).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace card 20a (*Demand Bessarabia*) with card TKS-13 (*Demand Crimea)*.

##### Game Effects

**Setup:** Crimea has one 0-1-0 fortress [*re:* Sev] and one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®28. Croatia

##### Immediate Effects

Croatia becomes a Minor Country. Place Overlay #4 on the *TK* map. Place the Croatia Flag marker in Zagreb (w3026).

##### Game Effects

**Setup:** Croatia has one 1-1-3 cavalry [Exp] and four 0-1-2 infantry [Res, *re:* 1, 2, 3] to be placed upon activation (13.7.1).

## ®29. Czechoslovakia

##### Immediate Effects

Czechoslovakia becomes a Minor Country. Place the Czechoslovakia Flag marker in Prague (w2524).

##### Game Effects

**Setup:** Czechoslovakia has one 1-1-3 mech [Exp], one 0-1-0 fortress [*re:* Pra], one 1-1-2 infantry [*re:* Mor] and two 0-1-2 infantry [Res, *re:* Slo] to be placed upon activation (13.7.1).

## ®30. Donbass

##### Immediate Effects

Donbass becomes a Neutral Minor Country. Remove any Donbass Ceded Land marker in the *TK* Ceded Lands Box. Place the Donbass Flag marker in Kharkov (e3613).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace card 11 (*Demand Eastern Poland*) with card TKS-4 (*Demand Donbass)*.
* Add card TKS-17 (*Ostland Pact*).

##### Game Effects

**Setup:** Donbass has one 1-1-2 infantry [*re:* 1], three 0-1-2 infantry [Res, *re:* 2, 3], and one 1-1-3 cavalry [Exp] to be placed upon activation (13.7.1).

## ®31. Egypt

### ®31.1 Free Egypt

##### Immediate Effects

Egypt becomes a Neutral Minor Country. Place the Egypt Flag marker in Cairo (e1212). Remove any Egypt Ceded Land marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Add card TKW-13 (*North Africa League*).

Remove any 0-1-0 *Said* and *Suez* garrison units from play.

##### Game Effects

**Setup:** Egypt has two 0-1-2 infantry [Res, *re:* 1] to be placed upon activation (13.7.1).

### ®31.2 Rebellious Egypt

##### Immediate Effects

Egypt becomes a British Subjugated Dependent. Remove the Egypt Flag marker from Cairo (e1212). Place the British Egypt Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Egypt is a British Subjugated Dependent subject to possible Partisan Base placement (®8.4).

## ®32. Far East Republic (FER)

##### Immediate Effects

Far East Republic becomes a Minor Country. Place the Far East Republic Flag marker in Chita (a5824).

At creation, FER’s territory includes those areas belonging to Amur, Kamchatka, Primorye (including Sakhalin), and Trans-Baikal. Place the Amur, Kamchatka, Primorye, and Trans-Baikal Ceded to FER markers in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

If Siberia is part of Russia, the Soviet faction must modify its *DS* deck as follows:

* Replace card 21 (*Demand Mongolia*) with card DSS-7 (*Demand Trans-Baikal).*
* Replace card 22 (*Demand Tannu Tuva*) with card DSS-8 (*Demand Amur)*.
* Add card DSS-11 (*Demand Primorye*).

##### Game Effects

**Setup:** FER has one 0-1-0 fortress [*re:* Vlad] and two 0-1-1 infantry [Res, *re:* 1] to be placed upon activation (13.7.1).

**Winter Blitz Ability:** A Blitz-Enabled FER unit can attack a hex affected by Snow.

**Far East Republic Dissolution:** If FER is ever conquered, liberated, or named as the subject of the *Operation Avalanche* Conditional Event, it immediately dissolves into its many smaller states. If this happens, remove all FER counters from the game and replace them with the standard counters for Amur, Kamchatka, Primorye, and Trans-Baikal as required. These counters are placed wherever FER counters would have been placed by the event that triggered dissolution.

**Example:** If a Totalitarian Axis faction conquered a Socialist, Soviet-aligned Far East Republic, the new units would be placed in the Soviet Conquered Minors Box.

## ®33. Finland

### ®33.1 Free Finland

##### Immediate Effects

Finland becomes a Minor Country. Flip the Finland Ceded to Russia marker in the *TK* Ceded Lands Box to the Finnish Frontier Ceded to Russia side. Place the Finland Flag marker in Helsinki (e4704).

##### Game Effects

**Setup:** Finland has up to two 0-1-0 fortress [*re:* Man], two 1-2-2 infantry [*re:* K, SE], three 0-1-3 ski, and one 0-1-2 infantry [Res] to possibly be placed upon activation (13.7.2).

### ®33.2 Finnish Frontier

##### Immediate Effects

The Finnish Frontier is ceded to Finland. Remove the Finnish Frontier Ceded to Russia marker from the *TK* Ceded Lands Box.

## ®34. France

### ®34.1 Aggressive France

##### Immediate Effects

Place the Aggressive France marker near Paris (w3516).

##### Final *DoD* Setup Effects

If *Dominant France* (®34.3)is *not* in effect, change the Policies of France and Western Minors to Guarantees Policy on the *TK* map.

The Western faction must modify its *TK* deck as follows:

* Remove card 6 (*Maginot Line Completed)* or TKW-4 (*Painleve Line Completed*).
* Remove card 8 (*Negotiations with Belgium*)
* Remove card 27a (*Gamelin Line*).

##### Game Effects

**Bellicose Mentality:** If the *Minor Country Politics* event (19.26) is ever applied to Aggressive France, the Western faction must select one Neutral Minor Country that shares a Border with France *or* one of its Dependents and activate the selected Country as an *Axis* Country.

**Design Note:** France emerges from the postwar period angry and on alert for the inevitable next war.

### ®34.2 Communist France

##### Immediate Effects

France becomes a Neutral Minor Country on the *TK* map. Place the French Flag marker in Paris (w3516) and the Communist France marker in *the French Posture Box*. Remove any Policy marker in France’s Posture Box.

Check the Leadership for both Russia and Germany:

* If Germany has a Socialist Ideology and Russia does not, apply *Pro-Axis* (®48.2) to France.
* If Russia has a Socialist Ideology and Germany does not, apply *Pro-Soviet* (®48.2) to France.
* If neither Russia nor Germany have Socialist Ideologies, or if both do, apply *Nonalignment* (®48.1) to France.

Remove all French Ceded Land markers in the Ceded Land Boxes of both *TK* and *DS;* any Regions associated with these markers become Minor Countries if they can do so (apply the appropriate Creation Event); otherwise they assume the status printed for them on the map*.*

**Example:** If Hatay is a French Dependent on the *TK* map, that region is returned to Turkey. If Siam is a French Dependent on the *DS* map, it becomes a Minor Country after applying ®62.2.

If any of the following are French Dependents,apply the Creation Event listed:

* *Free Algeria* (®10.1).
* *Free Syria* (®66.1)
* *Free Indochina* (®39.1).
* *Free Morocco* (®50.1).
* *Tunisia* (®69).

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Replace 1 (*Change of Governments*) with TKW-1 (*Change of Government)*
* Replace 3 (*French Rearmament*) with TKW-2 (*Continuing Rearmament*)
* Replace 4 (*French Mobilization*) with TKW-3 (*Initial Mobilization*)
* Remove cards 6a (*Maginot Line Completed*) and 6b (*French Military Reforms*)
* Replace cards 7a (*Western Guarantees*) and 7b (*Franco-Russian Entente*) with card TKW-6 (*British Guarantees)*
* Remove card 26 (*French Colonial Mobilization*)
* Remove cards 27a (*Gamelin Line Constructed*) and 27b (*French Military Expanded*)
* Add card TKW-14 (*Western League*)

##### Game Effects

**French Posture Box:** Ignore any future instruction to place a Policy or Truce marker in the *TK* France Posture Box for the duration of the game – France’s Posture will be determined by the Western or Soviet Minors Posture Box as if it were any other Minor Country.

**Clarification:** The Communist France marker in the French Posture Box will remind you of this.

**Possible Activation as a Soviet Minor Country:** If Communist France is activated as an Allied Minor Country *and* Russia has a Socialist Ideology, then France is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

**Communist France Setup:** When Communist France is activated, these counters are placed as follows *before* the rest of its units:

* Owning faction’s Force Pool – one 1-1-3 mountain [*re:* Alp], one 0-1-2 infantry [Res],
* In Metz (w3519), Strasbourg (w3420), and Belfort (w3319) – one 0-3-0 fortress [*re:* Mag] in each hex *if Alsace-Lorraine is part of France.*
* In Verdun (w3518), Nancy (w3419), and Belfort (w3319) – one 0-3-0 fortress [*re:* Ver, 2x Line] in each hex *if Alsace-Lorraine is* not *part of France*
* North Atlantic, North Sea, or Western Mediterranean Convoys Box – Convoy (in either Convoy Mode)
* Delay Box – One 2-2-2 HQ [1], one 1-2-3 mech [Exp], one 3-4-2 infantry [*re:* 1], one 1-1-2 infantry [Def], three 0-1-2 colonial infantry [Col], one 1-1-2 colonial infantry [Col], one Surf Fleet [1], War Economy +1 marker

**Clarification:** See “Prepared/Unprepared France” below. Communist France only receives one HQ unit. The other French HQ units are not used, except for potentially its Partnership P HQ. Communist France receives the four V-marked colonial infantry units. Communist France does not get to use the three French non-V colonial infantry units.

After placing those units, Communist France has one 1-2-3 infantry [*re:* 7], five 1-1-2 infantry [*re:* 2, 4, 6, 9, 10], and three 0-1-2 infantry [*re:* 3, 5, 8] be placed upon activation (13.7.1). These units must be placed on or adjacent to City and Port hexes in France, no more than one per hex.

When making its Mobilization Roll, the faction controlling Communist France rolls *two dice*. *Do not apply any DRMs to this roll.* The result is the total number of Mobilizations Communist France receives. If Communist France would not normally receive a Mobilization Roll because it was activated by a *Coup D’etat* or *Free Passage* Political Event, it *does* still receive a Mobilization, but it only rolls *one* die instead.

**Prepared/Unprepared France:** If *Prepared France* (®34.24) is in effect, all French units that would normally start on the Delay Box are placed in the French Force Pool, except for the French War Economy +1 marker, which is placed in the Strategic Warfare Box.

If *Unprepared France* (®34.26) is in effect, place *only* the Unprepared France marker in the Delay Box when France is activated. The other French units that would normally be placed in the Delay Box upon activation are not placed in the Delay Box until the Unprepared France marker is removed from the Turn Track.

**New Western Permanent Conditional Event – Anti-French Diplomacy:** This event can occur *once* per game. The Western faction checks this new Permanent Conditional Event after checking its regular Permanent Conditional Events on the *TK* map. If France is an Active Axis Minor Country, the Western faction must apply the *Political Option* Political Event (19.31).

**§Communist France in *SK:*** Communist France sets up with these *SK* counters in the following locations:

* Any suitable Port hex(es) in France – five BB [Bretagne, Dunkerq, Lorraine, Provence, Strasbg], seven CA [Algerie, Colbert, Dupleix, Duquesne, Foch, Suffren, Tourville], one French CV [Bearn]
* Delay Box – one BB [Richelieu]
* Ship Building Track – one BB [Jean Bart] placed 9 Seasonal Turns ahead of the current turn

Communist France does *not* receive Variable SBPs; §6.1.1.1 is ignored for Communist France. Its ships are *not* subject to Mediterranean Fleet Restriction; §11.4.3 is ignored.

### ®34.3 Dominant France

##### Final *DoD* Setup Effects

For France to be Dominant, there must be at least **five** French Ceded Land markers in the *TK* Ceded Lands Box. Place the Dominant France marker in Paris (w3516) or Noumea (p2313).

**Clarification:** This event has effects in both *TK* and *DS*, regardless of where the Dominant France marker is placed. Note that a French Ceded Land marker in the *DS* Ceded Lands Box does not count toward Dominant France.

If *Aggressive France* (®34.1) *is not in effect,* then change France’s Policy to Complacency on the *TK* map.

The Western faction must modify its *TK* deck as follows:

* Remove card 6a (*Maginot Line Completed*) or TKW-4 (*Painleve Line Completed).*
* Replace card 7a (*Western Guarantees*) with card TKW-7 (*Western Talks*); remove card 7b (*Franco-Russian Entente*).
* Remove card 27a (*Gamelin Line Constructed*).

The Soviet faction must modify its *TK* deck as follows:

* Replace card 7b (*Franco-Russian Entente)* with card TKS-1 (*Proposed Entente*).

**Design Note:** France emerges from the postwar period as the dominant power in Europe, but it is also complacent.

**Additional *TK* Units:** If Dominant France is a Western Minor Country on the *TK* map, place these additionalunits in the *TK* Western *Outbreak of War* Conditional Event Box: one 2-2-2 HQ [4], one 2-1-3 armor [Exp], one 4-4-2 infantry [*re:* 3AG], one 2-2-3 infantry [*re:* 3R], one 1-2-3 infantry [*re:* 4AG], one Air Force [2].

**Clarification:** Dominant France uses its P counters for these counters. France remains a potential Partnership country (13.8.7) with its Expanded War Economy +2 marker as a potential gain.

**§Additional *SK* Counters:** If Dominant France is a Western Minor Country on the *TK* map, place these additional French counters in the locations specified in the *TK* Western *Outbreak of War* Conditional Events Box: two LBA [Alpes, Sud], BB1 [Richelieu], BB2 [Jean Bart], BB3 [Clemence], CV1 [Joffre].

##### Game Effects

**Additional *TK* Units:** If Dominant France is a Neutral Minor Country on the *TK* map, place these additionalunits in the *TK* Delay Box upon activation (®34.5): one 2-2-2 HQ [4], one 2-1-3 armor [Exp], one 4-4-2 infantry [*re:* 3AG], one 2-2-3 infantry [*re:* 3R], one 1-2-3 infantry [*re:* 4AG], one Air Force [2].

**Additional *DS* Units:** If Dominant France is a Neutral Minor Country on the *DS* map, it sets up with two additional 0-1-1 colonial infantry units upon activation (13.7.2). These may be placed one per hex in or adjacent to a City or Port in Indochina or New Caledonia provided they are French Dependents.

**Clarification:** Do not place these units in the Delay Box upon activation, even though they have Delay Stripes.

**§Additional *SK* Counters:** If Dominant France is a Neutral Minor Country on the *TK* map, place these additional French counters in the *TK* Delay Box upon activation (®34.5): two LBA [Alpes, Sud], BB1 [Richelieu], BB2 [Jean Bart], BB3 [Clemence], CV1 [Joffre].

### ®34.4 Expanded France

##### Final *DoD* Setup Effects

For France to be Expanded, there must be at **three** or **four** French Ceded Land markers in the *TK* Ceded Lands Box. Place the Expanded France marker near Paris (w3516).

**Clarification:** Note that a French Ceded Land marker in the *DS* Ceded Lands Box does not count toward Expanded France.

The Western faction must modify its *TK* deck as follows:

* Remove card 6a (*Maginot Line Completed*) or TKW-4 (*Painleve Line Completed)*
* Remove card 27a (*Gamelin Line Constructed*)

##### Final *DoD* Setup Effects

If Expanded France is a Western Minor Country on the *TK* map, place these additional units in the *TK* Western *Outbreak of War* Conditional Event Box: one 2-2-2 HQ [4], one 2-1-3 armor [Exp], one 4-4-2 infantry [*re:* 3AG], one 2-2-3 infantry [*re:* 3R], one 1-2-3 infantry [*re:* 4AG].

**Clarification:** Expanded France uses its P counters for these units. France remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA) and Expanded War Economy +2 marker as potential gains.

§If *SK* is being used and Expanded France is a Western Minor Country on the *TK* map, place these additional ships in the in the *TK* Western *Outbreak of War* Conditional Events Box: BB1 [Richelieu], BB2 [Jean Bart].

Remove the Expanded France marker from play after Final *DoD* Setup.

##### Game Effects

If Expanded France is a Neutral Minor Country on the *TK* map, place these additional units in the *TK* Delay Box upon activation (®34.5): one 2-2-2 HQ [4], one 2-1-3 armor [Exp], one 4-4-2 infantry [*re:* 3AG], one 2-2-3 infantry [*re:* 3R], one 1-2-3 infantry [*re:* 4AG].

§If *SK* is being used and Expanded France is a Neutral Minor Country on the *TK* map, place these additional ships in the *TK* Delay Box upon activation (®34.5): BB1 [Richelieu], BB2 [Jean Bart]

Remove the Expanded France marker from play after Frenchsetup.

### ®34.5 Fascist France

##### Immediate Effects

France becomes a Neutral Minor Country on the *TK* map. Place the French Flag marker in Paris (w3516) and the Fascist France marker in the *French Posture Box*. Remove any Policy marker in France’s Posture Box.

Check Germany’s current Leadership:

* If the current German Leadership is *Nazi* *Germany*, apply *Pro-Axis* (®48.2) to France.
* If the current German Leadership is *Communist Germany*, apply *Pro-West* (®48.2) to France.
* If the current German Leadership is *Constitutional Kaiser, Democratic Germany,* or *Imperial Germany,* apply *Nonalignment* (®48.1) to France.

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Replace 1 (*Change of Governments*) with TKW-1 (*Change of Government)*
* Replace 3 (*French Rearmament*) with TKW-2 (*Continuing Rearmament*)
* Replace 4 (*French Mobilization*) with TKW-3 (*Initial Mobilization*)
* Remove cards 6a (*Maginot Line Completed*) and 6b (*French Military Reforms*)
* Replace cards 7a (*Western Guarantees*) and 7b (*Franco-Russian Entente*) with card TKW-6 (*British Guarantees)*
* Remove cards 27a (*Gamelin Line Constructed*) and 27b (*French Military Expanded*)
* Add card TKW-14 (*Western League*)

##### Game Effects

**French Posture:** Ignore any instruction to place a Policy or Truce marker there for the duration of the game – France’s Posture will be determined by the Western or Soviet Minors Posture Box as if it were any other Minor Country.

**Clarification:** The Fascist France marker in the French Posture Box will remind you of this.

**Possible Activation as a Soviet Minor Country:** If Fascist France is activated as an Allied Minor Country *and* Britain has a Socialist Ideology, then France is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

**Setup:** When Fascist France is activated, these counters are placed as follows *before* the rest of its units:

* Owning faction’s Force Pool – one 1-1-3 mountain [*re:* Alp], one 0-1-2 infantry [Res], one 1-1-2 colonial infantry [*re:* Col], two 0-1-2 colonial infantry [Col]
* In any Port hexes in a French Dependents, up to one unit per hex, or in the owning faction’s Force Pool – four French Detachments
* In Metz (w3519) – one 0-1-0 fortress [*re:* Metz] *if Alsace-Lorraine is part of France.*
* In Verdun (w3518) – one 0-3-0 fortress [*re:* Ver] *if Alsace-Lorraine is* not *part of France.*
* North Atlantic, North Sea, or Western Mediterranean Convoys Box – French Convoy marker (in either Convoy Mode)
* Delay Box – One French 2-2-2 HQ [1], one French 2-1-3 armor [Exp], one French 1-2-3 mech [Exp], one French 3-4-2 infantry [*re:* 1], one French 1-1-2 infantry [Def], one French Interceptor [1], one French Surf Fleet [1], French War Economy +1 marker

**Clarification:** See “Prepared/Unprepared France” below. Fascist France only receives one HQ unit. The other French HQ units are not used, except for potentially its Partnership P HQ.

After placing those units, Fascist France has two 1-2-3 infantry [*re:* 7, 11], five 1-1-2 infantry [*re:* 2, 4, 6, 9, 10], and three 0-1-2 infantry [*re:* 3, 5, 8] to be placed upon activation (13.7.1). These units must be placed on or adjacent to City and Port hexes in France, no more than one per hex.

When making its Mobilization Roll, the faction controlling Fascist France rolls *two dice*. *Do not apply any DRMs to this roll.* The result is the total number of Mobilizations Fascist France receives. If Fascist France would not normally receive a Mobilization Roll because it was activated by a *Coup D’etat* or *Free Passage* Political Event, it *does* still receive a Mobilization, but it only rolls *one* die instead.

**Prepared/Unprepared France:** If *Prepared France* (®34.24) is in effect, all French units that would normally start on the Delay Box are placed in the French Force Pool, except for the French War Economy +1 marker, which is placed in the Strategic Warfare Box.

If *Unprepared France* (®34.26) is in effect, place *only* the Unprepared France marker in the Delay Box when France is activated. The other French units that would normally be placed in the Delay Box upon activation are not placed in the Delay Box until the Unprepared France marker is removed from the Turn Track.

**New Western Permanent Conditional Event – Anti-French Diplomacy:** This event can occur *once* per game. The Western faction checks this new Permanent Conditional Event after checking its regular Permanent Conditional Events on the *TK* map. If France is an Active Axis Minor Country, the Western faction must apply the *Political Option* Political Event (19.31).

**§Fascist France in *SK:*** Fascist France sets up with these *SK* counters in the following locations:

* Any suitable Port hex(es) in France or a French Dependent – five BB [Bretagne, Dunkerq, Lorraine, Provence, Strasbg], seven CA [Algerie, Colbert, Dupleix, Duquesne, Foch, Suffren, Tourville], one CV [Bearn]
* Delay Box – one BB [Richelieu], two LBA [Est, Nord]
* Ship Building Track – one BB [Jean Bart] placed 9 Seasonal Turns ahead of the current turn

Fascist France does *not* receive Variable SBPs; §6.1.1.1 is ignored for Fascist France. Its ships are *not* subject to Mediterranean Fleet Restriction; §11.4.3 is ignored.

### ®34.6 Franco-Russian Alliance

If *Aggressive France* (®34.1) is in effect, treat this event as no result.

##### Immediate Effects

Change France and Russia’s Policy to Entente.

**Clarification:** The Postures of the Western Minors and Soviet Minors remain Treaty of Locarno and Cordon Sanitaire, respectively.

### ®34.7 French Algeria

##### Immediate Effects

Algeria becomes a standard French Dependent. Remove the Algeria Flag marker in Algiers (w2114) or French Algeria Subjugated Dependent marker from the *TK* Ceded Lands Box.

### ®34.8 French Alsace-Lorraine

##### Immediate Effects

Alsace-Lorraine is ceded to France. Remove the Alsace-Lorraine Ceded to Germany marker from the *TK* Ceded Lands Box.

### ®34.9 French Civil War

##### Immediate Effects

France becomes a Neutral Minor Country and a Civil War Country (13.8.6). Place the France Flag marker in Paris (w3516). Remove any of the following markers in Paris, and ignore all future instructions to place one of these markers:

* Aggressive France
* French Naval Race
* French Naval Rearm
* French Naval Resurg
* Prepared France
* Unprepared France

Remove all French Ceded Land markers in the *TK* Ceded Lands Box. After removal, any former Dependents of France that can become minor countries do so – apply the appropriate event. Dependents and Ceded Regions that cannot become minor countries assume new ownership as printed on the map.

**Example:** French Piedmont-Sardinia would be Ceded back to Italy.

Apply *Rebellious Algeria* (®10.2). Also apply *Free Indochina* (®39.1), *Free Morocco* (®50.1), and *Tunisia* (®69) to these Regions if they are French Dependents.

Place the Civil War Country marker *in the French Posture Box*. Remove any Policy marker in France’s Posture Box. Determine Republican Support (®5.3).

##### Final *DoD* Setup Effects

Place Overlay #13 on the *TK* map. If Alsace-Lorraine is part of France, place the Nationalist Capital marker in Metz (*TK* w3519). If Alsace-Lorraine is part of Germany, place the Nationalist Capital marker in Vichy (*TK* w3217). Then place the following markers on the map:

* Paris (w3516) – Republican Capital
* Nantes (w3414) – Nationalist Territory
* Bordeaux (w3113) – Nationalist Territory
* Marseilles (w2818) – Republican Territory
* Algiers (w2114) – Republican Territory

The Western faction must modify its *TK* deck as follows:

* Replace 1 (*Change of Governments*) with TKW-1 (*Change of Government)*
* Replace 3 (*French Rearmament*) with TKW-2 (*Continuing Rearmament*)
* Replace 4 (*French Mobilization*) with TKW-3 (*Initial Mobilization*)
* Remove cards 6a (*Maginot Line Completed*) and 6b (*French Military Reforms*)
* Replace cards 7a (*Western Guarantees*) and 7b (*Franco-Russian Entente*) with card TKW-6 (*British Guarantees)*
* Remove cards 27a (*Gamelin Line Constructed*) and 27b (*French Military Expanded*)
* Add card TKW-14 (*Western League*)

##### Game Effects

**French Posture:** Ignore any instruction to place a Policy or Truce marker there for the duration of the game – France’s Posture will be determined by the Western or Soviet Minors Posture Box as if it were any other Minor Country.

**Clarification:** The Civil War Country or Reconstruction marker in the French Posture Box will remind you of this.

**Breakaway Regions:** Algeria and Brittany are potential Breakaway Regions while France is a Civil War Country. If *Provincial Independence* (19.34) is applied to one of these regions, it will form a Neutral Minor Country (®10 and ®20, respectively).

**Setup as an Active Minor Country:** When France is activated while a Civil War Country or Reconstruction marker is in the French Posture Box, these counters are placed as follows *before* the rest of its units:

* Owning faction’s Force Pool – one 1-1-3 mountain [*re:* Alp], one 0-1-2 infantry [Res], one 1-1-2 colonial infantry [*re:* Col], three 0-1-2 colonial infantry [Col]
* In any Port hex in Algeria if it is a French Dependent – one French Detachment
* North Atlantic, North Sea, or Western Mediterranean Convoys Box – French Convoy marker (in either Convoy Mode)
* Delay Box – One 2-2-2 HQ [1], one 1-2-3 mech [Exp], one 3-4-2 infantry [*re:* 1], one 1-1-2 infantry [Def], one Surf Fleet [1], War Economy +1 marker

**Clarification:** Civil War France only receives one HQ unit. The other French HQ units are not used.

After placing those units, France has one 1-2-3 infantry [*re:* 7], five 1-1-2 infantry [*re:* 2, 4, 6, 9, 10], and three 0-1-2 infantry [*re:* 3, 5, 8] to be placed upon activation (13.7.1). These units must be placed on or adjacent to City and Port hexes in France, no more than one per hex.

When making its M7obilization Roll, the faction controlling France rolls *two dice*. *Do not apply any DRMs to this roll.* The result is the total number of Mobilizations France receives. If France would not normally receive a Mobilization Roll because it was activated as a Civil War Country, or by a *Coup D’etat* or *Free Passage* Political Event, it *does* still receive a Mobilization, but it only rolls *one* die instead.

**New Western Permanent Conditional Event – Anti-French Diplomacy:** This event can occur *once* per game. The Western faction checks this new Permanent Conditional Event after checking its regular Permanent Conditional Events on the *TK* map. If France is an Active Axis Minor Country, the Western faction must apply the *Political Option* Political Event (19.31).

**§Civil War France in *SK:*** If France is activated while there is a Civil War Country or Civil War Reconstruction marker in the French Posture Box, then roll one die for each ship listed below during setup. On an unmodified roll of 3 or less, the ship is placed normally. On an unmodified roll of 4 or greater, the ship is removed from play:

* Five BB [Bretagne, Dunkerq, Lorraine, Provence, Strasbg]
* Seven CA [Algerie, Colbert, Dupleix, Duquesne, Foch, Suffren, Tourville]
* One CV [Bearn]

After making all rolls, the owning faction may place remaining French ships in any suitable Port hex(es) in France or a French Dependent.

Civil War France does *not* receive or spend SBPs. Its ships are *not* subject to Mediterranean Fleet Restriction; §11.4.3 is ignored.

### ®34.10 French Diplomacy

##### Immediate Effects

The Western faction must roll on *one* of the following *TK* Area Tables: **Balkans, Central, North Africa**. If the result is a Neutral Minor Country, the Western faction must apply *Influence* (19.19) to it.

### ®34.11 French Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *French Algeria* (®34.7). This event cannot be selected unless Algeria is a Neutral Minor Country or Subjugated French Dependent.
* Apply *Rebellious Algeria* (®10.2). This event cannot be selected if Algeria is already a French Dependent.
* Apply *French Indochina* (®34.13). This event cannot be selected unless Indochina is a Neutral Minor Country or Subjugated French Dependent.
* Apply *Rebellious Indochina* (®39.2). This event cannot be selected if Indochina is already a French Dependent.
* Apply *French Morocco* (®34.15). This event cannot be selected unless Morocco is a Neutral Minor Country or Subjugated French Dependent
* Apply *Rebellious Morocco* (®50.3). This event cannot be selected if Morocco is already a French Dependent.
* Apply *French Syria* (®34.21). This event cannot be selected if any of Iraq, Palestine, or Trans-Jordan are Turkish Dependents. Syria must also be a Neutral Minor Country or Subjugated French Dependent.
* Apply *Rebellious Syria* (®66.3). This event cannot be selected if Syria is already a French Dependent.
* Apply *French Tunisia* (®34.23).

If none of the above can be applied, then the faction applying this event must do one of the following below:

* Apply *French Diplomacy* (®34.10).
* Apply *French Hatay* (®34.12). This event cannot be selected if Syria is a Turkish Dependent.
* Apply *French Tripolitania* (®34.22). If Libya is an Italian or Turkish Dependent when this event is applied, apply *Pro-Axis* (®48.2) to that Minor Country as well.
* Apply *French Siam* (®34.20).
* Apply *Turkish Loss* (®68.25).

### ®34.12 French Hatay

This event cannot be applied if Syria is a Turkish Dependent.

##### Immediate Effects

Place Overlay #7 on the *TK* map. Hatay becomes a French Dependent. Place the French Hatay Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

If France is a Western Minor Country, place one additional French 0-1-0 garrison [Ada] in Adana (e2114).

##### Game Effects

**French Garrison Unit:** If France is activated as a Neutral Minor Country, place the 0-1-0 [Ada] garrison upon setup (13.7.1).

**Hatay After Vichy:** Hatay is returned to Turkey after Vichy is applied (20.1.1, 20.2.1). Remove the Hatay French Dependent marker from the *TK* Ceded Lands Box.

### ®34.13 French Indochina

##### Immediate Effects

Indochina becomes a French Dependent. Remove the Indochina Flag marker in Saigon (a3619) or Subjugated French Dependent marker in the *DS* Ceded Lands Box.

### ®34.14 French Loss

##### Immediate Effects

The faction applying this event must do one of the following below. **Important:** An event cannot be applied to a particular Region unless it is a *French* Dependent.

**Example:** If Libya is a Turkish Dependent, you cannot apply *Italian Libya* below to fulfill this event.

* Apply *German Rhineland* (®35.22).
* Apply *Italian Libya* (®42.15).
* Apply *Italian Piedmont-Sardinia* (®42.19).

If none of the above can be applied, then the faction applying this event must do one of the following. Again, a particular option can only be selected if the named Region is a French Dependent:

* Apply *Free Algeria* (®10.1) or *Rebellious Algeria* (®10.2).
* Apply *Free Indochina* (®39.1) or *Rebellious Indochina* (®39.2).
* Apply *Free Morocco* (®50.1) or *Rebellious Morocco* (®50.3).
* Apply *Free Siam* (®62.2).
* Apply *Free Syria* (®66.1) or *Rebellious Syria* (®66.3).
* Apply *Tunisia* (®69).
* Apply *Turkish Hatay* (®68.21).

If none of these events can be applied, the faction applying this event must apply *Pro-Axis* (®48.2) to any one Neutral Minor Country sharing a Border with France or a French Dependent.

### ®34.15 French Morocco

##### Immediate Effects

Morocco becomes a French Dependent. Remove the Morocco Flag marker in Casablanca (w2005) or French Morocco Subjugated Dependent marker from the *TK* Ceded Lands Box.

### ®34.16 French Naval Race

##### Immediate Effects

If the roll on the 1930s Economic Climate Narrative Table was a 6 (i.e., “Steady economic growth” with a +1 DRM on the Naval Arms Race Table), place the French *Naval Race+* marker in Paris (w3916).

If the roll was a 4 or 5 (i.e., “Recession/recovery cycles”), *ignore this event* unless *SK* is being used. If you are playing with *SK,* place the French *Naval Race* marker in Paris.

##### Final *DoD* Setup Effects

**§French Naval Race Marker:** If France is a Western Minor Country, the Western faction places these additional French ships in the locations specified:

* Any Western Off-Map Box(es) or any suitable Port hex(es) in France or a French Dependent on the *TK* map – three BB [Fland, Gasco, Norm]

**French Naval Race+ Marker:** If France is a Western Minor Country, the Western faction places one additional French Surf Fleet [Atl] in the *TK* Outbreak of War Box.

§If *SK* is being used, *remove* one French CV [Bearn] from play, then place these additional French ships in the locations specified:

* Any Western Off-Map Box(es) or any suitable Port hex(es) in France or a French Dependent on the *TK* map – five BB [Bearn, Fland, Gasco, Langdoc, Norm]
* *TK* Outbreak of War Box – BB1 [Richelieu], BB2 [Jean Bart]

##### Game Effects

**§French Naval Race Marker:** If France is a Neutral Minor Country, it places these additional French ships in the locations specified when it is activated on the *TK* map (13.7.1):

* Any suitable Port hex(es) in France or a French Dependent on the *TK* map – three BB [Fland, Gasco, Norm]

**French Naval Race+ Marker:** If France is a Neutral Minor Country, it places one additional French Surf Fleet [Atl] in the Delay Box when it is activated on the *TK* map (13.7.1).

§If *SK* is being used, *remove* one French CV [Bearn] from play, then place these additional French ships in the locations specified:

* Any suitable Port hex(es) in France or a French Dependent on the *TK* map – five BB [Bearn, Fland, Gasco, Langdoc, Norm]
* *TK* Delay Box – BB1 [Richelieu], BB2 [Jean Bart]

### ®§34.17 French Naval Rearmament

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place the French Naval Rearm marker in Paris (w3516).

##### Final *DoD* Setup Effects

If France is a Western Minor Country, the Western faction places these additional French ships in the locations specified:

* *TK* Outbreak of War Box – BB1 [Richelieu], BB2 [Jean Bart], BB3 [Clemence], CV1 [Joffre]

##### Game Effects

If France is a Neutral Minor Country, set up these additional French ships in the locations specified when France is activated on the *TK* map (13.7.1):

* *TK* Delay Box – BB1 [Richelieu], BB2 [Jean Bart], BB3 [Clemence], CV1 [Joffre]

### ®§34.18 French Naval Resurgence

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place the French Naval Resurg marker in Paris (w3516).

##### Final *DoD* Setup Effects

If France is a Western Minor Country, the Western faction places these additional French ships in the locations specified:

* *TK* Outbreak of War Box – BB1 [Richelieu], BB2 [Jean Bart]

##### Game Effects

If France is a Neutral Minor Country, set up these additional French ships in the locations specified when France is activated on the *TK* map (13.7.1):

* *TK* Delay Box – BB1 [Richelieu], BB2 [Jean Bart]

### ®34.19 French Piedmont-Sardinia

##### Immediate Effects

Place Overlay #11 on the *TK* map. Piedmont-Sardinia becomes a French Dependent. Place the French Piedmont-Sardinia Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

If France is a Western Minor Country, place one additional French 0-1-0 garrison [Sard] in Cagliari (w2320).

##### Game Effects

**Garrison Unit:** If France is activated as a Neutral Minor Country, place the 0-1-0 [Sard] garrison upon setup (13.7.1).

### ®34.20 French Siam

##### Immediate Effects

Siam becomes a French Subjugated Dependent. Remove the Siam Flag marker from Bangkok (a3817) or any Siam Ceded Land marker in the *DS* Ceded Lands Box. Place the French Siam Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** France receives one additional 0-1-0 garrison [Bang] to be placed in Bangkok upon activation (13.7.2).

**Subjugated Dependent:** Siam is a French Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®34.21 French Syria

This event cannot be applied if there is any Turkish marker in the *TK* Ceded Lands Box *other than* Syria Turkish Dependent.

##### Immediate Effects

Syria becomes a French Dependent. Remove any Syria Flag marker in Damascus (e1716) or Turkish Syria Dependent marker in the *TK* Ceded Lands Box.

If Greater Syria exists when this Creation Event is applied, Greater Syria will be dissolved (®66.2).

##### Game Effects

**Neutral France:** If France is activated as a Neutral Minor Country, place the following pieces upon setup (13.7.1):

* Beirut (e1715) – French Detachment
* Damascus (e1716) – French 0-1-0 garrison [Dam]

### ®34.22 French Tripolitania

This event can be applied only if Tunisia is a French Dependent.

##### Immediate Effects

Tripolitania becomes a French Dependent. Remove any Libya Flag marker in Tripoli (w1522) or Libya Dependent marker in the *TK* Ceded Lands Box. Place the French Tripolitania Dependent marker in the *TK* Ceded Lands Box.

Cyrenaica (the eastern half of Libya) remains a Dependent of whomever Libya belonged to when this event was applied – apply *British Cyrenaica* (®19.4), *Italian Cyrenaica* (®42.13), or *Turkish Cyrenaica* (®68.15) as necessary.

If Libya was a Minor Country when this event was applied, then Cyrenaica becomes an Italian Dependent – apply *Italian Cyrenaica* (®42.13).

##### Final *DoD* Setup Effects

If France is a Western Minor Country, place one additional French 0-1-0 garrison [Trip] in Tripoli (w1522).

##### Game Effects

**Garrison Unit:** If France is activated as a Neutral Minor Country, place the 0-1-0 [Trip] garrison upon setup (13.7.1).

### ®34.23 French Tunisia

##### Immediate Effects

Tunisia becomes a French Dependent. Remove the Tunisia Flag marker in Tunis (w2021).

### ®34.24 Prepared France

##### Immediate Effects

If the Unprepared France marker is in Paris (w3516), remove it from play. Otherwise, place the Prepared France marker Paris.

##### Final *DoD* Setup Effects

If France is a Western Minor Country, take the units in the Western *Paris Threatened* Conditional Events Box and place them in the Western *TK* Force Pool. Then remove the Prepared France marker from play.

##### Game Effects

If France is a Neutral Minor Country (®34.2, ®34.5), all French units that normally set up in the Delay Box upon French activation are placed in the Delay Box or Strategic Warfare Box, as appropriate.

### ®34.25 Rhineland Occupation

This event cannot be applied if Alsace-Lorraine is ceded to Germany.

##### Immediate Effects

The Rhineland becomes a French Dependent. Place Overlay #1 on the *TK* map. Place the French Rhineland Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 13 (*Demand Gau Moselland)* with TKA-9 (*Demand Rhineland*)

##### Game Effects

**New Axis Permanent Conditional Event – Rhineland Restoration:** The Axis faction checks this new Permanent Conditional Event after checking its regular Permanent Conditional Events on the *TK* map. The Rhineland is ceded to Germany in any Axis Conditional Events Segment where German ground units occupy Frankfurt (w3521) and The Ruhr (w3720). When this occurs, remove the French Rhineland Dependent marker from the *TK* Ceded Lands Box. This event can occur *once* per game.

### ®34.26 Unprepared France

##### Immediate Effects

If the Prepared France marker is in Paris (w3516), remove it from play. Otherwise, place the Unprepared France marker Paris.

##### Game Effects

**If France is a Western Minor Country:** When the *Paris Threatened* Conditional Event is triggered (20.3.4), place *only* the Unprepared France marker in the Delay Box – do not place the *Paris Threatened* French units in the Delay Box at this time.

When the Unprepared France marker is removed from the Turn Track, remove it from play and place the remaining Western *Paris Threatened* counters in the Delay Box.

**If France is a Neutral Minor Country:** When France is activated, place the Unprepared France marker in the Delay Box. Do not place all other French pieces that would normally go in the Delay Box at this time (®34.2, ®34.5).

When the Unprepared France marker is removed from the Turn Track, remove it from play and place those remaining Delay Box pieces in the Delay Box.

## ®35. Germany

### ®35.1 Anschluss

This event can be applied only if Austria (i.e., *not* Austria-Hungary) is a Minor Country.

##### Immediate Effects

Austria is ceded to Germany. Place the Austria Ceded to Germany marker with Reinforcement Number 10 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 10 (*Demand Austria*) with card TKA-4 (*Ribbentrop Diplomacy)* if Yugoslavia is a Minor Country.
* Replace card 10 (*Demand Austria*) with card TKA-5 (*Demand Croatia)* if Yugoslavia is *not* a Minor Country.

### ®35.2 Communist Germany

##### Immediate Effects

Change the current German Leadership to Communist Germany; place the appropriate Leadership marker in the *TK* Strategic Warfare Box as a reminder.

The Axis faction has a Socialist Ideology (®5) on the *TK* map while this event is in effect.

##### Final *DoD* Setup Effects

Add these units with Reinforcement Number 30 to the *TK* Axis Force Pool:

* Two German 1-2-2 colonial infantry [By, Uk].
* One German 1-1-3 colonial cavalry [Don].

The Axis faction must modify its *TK* deck as follows:

* Replace card 2 (*German Rearmament*) with card TKA-1 (*Communist Rearmament)*.
* Remove card 30a (*New World Order)*; replace card 30b (*Anti-Comintern Crusade)* with card TKA-20 (*Comintern).*
* Remove card 34a (*Festung Europa).*
* Remove card 35b (*Nation, Rise Up!*).
* Replace card 38 (*Wacht am Rhein)* with card TKA-24 (*Volksschlacht).*

##### Game Effects

**Communist Colonials:** The Replacement Location (1.3.4) for German colonial steps is modified as follows: A German colonial step *must* be placed in *any* Strategic Hex that contains a German ground unit, Detachment, or Logistics marker.

**Additional Seasonal Replacements:** During European Total War, the Axis faction receives one extra German *colonial* infantry replacement step each Replacements Segment.

**Clarification:** A German Communist colonial step can be placed in a gray or green Strategic Hex.

**Design Note**: Seeking to export the Communist Revolution through means of guile and might, German expansionism has become a dreaded shadow spreading over Europe. Communist State Security (SS) forces threaten a new Dark Age upon the continent as they “liberate” all in their path. During play, treat all references to Hitler as references to Ernst Thälmann, the German Communist leader.

### ®35.3 Constitutional Kaiser

##### Immediate Effects

Change the current German Leadership to Constitutional Kaiser; place the appropriate Leadership marker near Berlin (w2825) as a reminder.

The Axis faction has a Democratic Ideology (®5) on the *TK* map while this event is in effect.

##### Final *DoD* Setup Effects

The Axis faction *must* replace the *2* Air Force unit (§and two LBA [5Flk, 8Flk]) in the *TK* Axis *Outbreak of War* Conditional Events Box with one of the following units §and its associated *SK* counters:

* 2-1-5 helicopter unit [2F, reinforcement number 45]
* Surface Fleet unit [KM, reinforcement number 47] (§see note below)
* Sub Fleet unit [Type IX, reinforcement number 48] (§and two U-boats [U-2501, U-3008])
* Bomber unit [Ost, reinforcement number 50] (§and two LBA [Nord, Sud])

Place the associated **Strategic Planning** marker (see below) near Berlin as a reminder of your choice.

§*Note:* Place six German CA [CA5-10] in the Available for Construction Box. Germany gets 4 SBPs to spend immediately for selecting the KMSurface Fleet. Place ships purchased with these SBPs in the *TK* Axis *Outbreak of War* Conditional Events Box.

The Axis faction must modify its *TK* deck as follows:

* Remove card 30a (*New World Order).*
* Remove card 34b (*SS Europa).*
* Remove card 35a (*Operation Citadel).*
* Replace card 38 (*Wacht am Rhein)* with card TKA-22 (*Kaiserschlacht).*

##### Game Effects

**Strategic Planning:** If the Axis faction later plays the *Production Directive* card associated with the Strategic Planning marker in Berlin, then it will receive the *2* Air Force unit (and §two LBA [5Flk, 8Flk]) upon its first *Production Success* (19.32) result instead of the unit normally associated with that card.

**Design Note**: In reaction to a revolution that threatens Germany (and with considerable pressure from West), the new Kaiser nominally rules Germany as an important figurehead. A series of strong Chancellors, however, guide the country by carefully gauging the mood of the electorate − a German people still feeling inferior and seeking their national destiny. With the uneasy cooperation of the Prussian Junkers and the General Staff, events unfold that lead to a rematch of The Great War. During play, treat all references to Hitler as references to the Reichstag and Kaiser.

### ®35.4 Democratic Germany

##### Immediate Effects

Change the current German Leadership to Democratic Germany; place the appropriate Leadership marker near Berlin (w2825) as a reminder.

The Axis faction has a Democratic Ideology (®5) on the *TK* map while this event is in effect.

##### Final *DoD* Setup Effects

The Axis faction *may* replace the *2* Air Force unit (§and two LBA [5Flk, 8Flk]) in the *TK* Axis *Outbreak of War* Conditional Events Box with one of the following units §and its associated *SK* counters:

* 2-1-5 helicopter unit [2F, reinforcement number 45]
* Surface Fleet unit [KM, reinforcement number 47] (§see note below)
* Sub Fleet unit [Type IX, reinforcement number 48] (§and two U-boats [U-2501, U-3008])
* Bomber unit [Ost, reinforcement number 50] (§and two LBA [Nord, Sud])

Place the associated **Strategic Planning** marker (see below) near Berlin as a reminder of your choice.

§*Note:* Place six German CA [CA5-10] in the Available for Construction Box. Germany gets 4 SBPs to spend immediately for selecting the KMSurface Fleet. Place ships purchased with these SBPs in the *TK* Axis *Outbreak of War* Conditional Events Box.

The Axis faction must modify its *TK* deck as follows:

* Replace card 2 (*German Rearmament)* with card TKA-2 (*Democratic Rearmament).*
* Remove card 30b (*Anti-Comintern Crusade).*
* Remove card 34b (*SS Europa).*
* Replace card 36 (*Materiel Shortages)* with card TKA-21 (*War Weariness).*
* Replace card 38 (*Wacht am Rhein)* with card TKA-23 (*Peace with Honor).*

##### Game Effects

**Multi-National HQ:** Democratic Germany receives a multi-national HQ [Nor] with card TKA-2. Place any Axis Minor Country unit used to combine into this unit in the NorHQ Holding Box, which appears on the bottom of the *DoD* Area Tables Card (2.3, 13.8.4).

**Strategic Planning:** If the Axis faction later plays the *Production Directive* card associated with the Strategic Planning marker in Berlin, then it will receive the *2* Air Force unit (and §two LBA [5Flk, 8Flk]) upon its first *Production Success* (19.32) result instead of the unit normally associated with that card.

**Design Note:** This event assumes the Weimar Republic manages to govern Germany effectively. The Reichstag continues to seek Germany’s “place in the sun,” but cooler heads are managing Germany’s foreign policy and domestic politics. Still, war is inevitable. During play, treat all references to Hitler as references to the Great Chancellor, General Kurt von Schleicher, and his surprising political ally, Vice-Chancellor Franz von Papen.

### ®35.5 Denmark Alliance

##### Immediate Effects

Danemark becomes a German Dependent. Place the German Danemark Dependent marker with Reinforcement Number 11 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 11 (*Demand Danemark)* with card TKA-6 (*Ribbentrop Diplomacy).*

### ®35.6 Fifth Columns

##### Immediate Effects

Add one Axis Partisan Base marker to the *TK* Axis *Outbreak of War* Conditional Event Box.

### ®35.7 German Alsace-Lorraine

This event cannot be applied if Rhineland is a French Dependent.

##### Immediate Effects

Alsace-Lorraine is ceded to Germany. Place the Alsace-Lorraine Ceded to Germany marker with Reinforcement Number 22 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

If France is a Western Minor Country, the Western faction must modify its *TK* deck as follows:

* Replace card 6a (*Maginot Line Completed*) with card TKW-4 (*Painleve Line Completed);* replace card 6b (*French Military Reforms)* with card TKW-5 (*French Military Reforms)*.

##### Game Effects

If card TKW-4 (*Painleve Line Completed*) is played, the Magfortress units can onlybe placed in Verdun (w3518), Nancy (w3419) and Belfort (w3319) – these locations supersede the normal Magfortress unit placement locations listed in 2.3.2.4.

If card TKW-5 (*French Military Reforms*) is played, the Verfortress unit can only be placed in Verdun (w3518).

### ®35.8 German Bohemia

This event can be applied only if Czechoslovakia is part of Austria-Hungary.

##### Immediate Effects

Bohemia is ceded to Germany. Place the Bohemia Ceded to Germany marker in the *TK* Ceded Lands Box. Flip the Czechoslovakia Ceded to A-H marker in the same location over so to its Slovakia Ceded to A-H side.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 12 (*Demand Czechoslovakia*) with card TKA-8 (*Ribbentrop Diplomacy)*.

### ®35.9 German Corridor

##### Immediate Effects

The Polish Corridor is ceded to Germany. Place the Polish Corridor Ceded to Germany marker with Reinforcement Number 15 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 15 (*Demand Polish Corridor*) with card TKA-13 (*Demand Poland)* if Poland is a Minor Country; replace it with card TKA-14 (*Ribbentrop Diplomacy*) if Poland is *not* a Minor Country.

##### Game Effects

**Subjugated Dependent:** If the Axis faction applies *Ceded Land* (19.3) to Poland through play of card TKA-13 *Demand Poland,* then Poland becomes a German Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®35.10 German Croatia

This event can be applied only if Austria is ceded to Germany.

##### Immediate Effects

Croatia becomes a German Subjugated Dependent. Place Overlay #4 on the *TK* map. Remove the Croatia Flag marker from Zagreb (w3026). If Yugoslavia is a Minor Country, apply *Serbia* (®62). Place the German Croatia Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Croatia is a German Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®35.11 German Czechoslovakia

This event can be applied only if Czechoslovakia is a Neutral Minor Country.

##### Immediate Effects

Czechoslovakia is ceded to Germany. Place the Czechoslovakia Ceded to Germany marker with Reinforcement Number 12 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 12 (*Demand Czechoslovakia*) with card TKA-8 (*Ribbentrop Diplomacy)*.

### ®35.12 German Diplomacy

##### Immediate Effects

The Axis faction must roll on *one* *TK* Area Table. If the result is a Neutral Minor Country, the Axis faction must apply *Influence* (19.19) to it.

### ®35.13 German East Prussia

##### Immediate Effects

East Prussia is ceded to Germany. Remove any East Prussia Ceded Land marker in the *TK* Ceded Lands Box.

### ®35.14 German Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *Anschluss* (®35.1). This option can only be selected if Austria (i.e., not Austria-Hungary) is a Minor Country.
* Apply *Denmark Alliance* (®35.5).
* Apply *German Bohemia* (®35.8). This option can only be selected if Austria-Hungary is a Minor Country.
* Apply *German Corridor* (®35.9)*.*
* Apply *German Czechoslovakia* (®35.11). This option can only be selected if Czechoslovakia is a Minor Country.
* Apply *German Diplomacy* (®35.12).
* Apply *German East Prussia* (®35.13).
* Apply *German Gau Moselland* (®35.15).
* Apply *German Lithuania* (®35.18).
* Apply *German Rhineland* (®35.22).

### ®35.15 German Gau Moselland

##### Immediate Effects

Gau Moselland is ceded to Germany. Place the Gau Moselland Ceded to Germany marker with Reinforcement Number 13 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 13 (*Demand Gau Moselland*) with card TKA-10 (*Ribbentrop Diplomacy)*.

### ®+35.16 German Intelligence

This event can be applied only if you are playing with the *Fortunes of War* optional rule (+15, +§12).

##### Immediate Effects

Place the German Intelligence marker near Berlin (w2825).

##### Game Effects

At *any* time, the Axis faction may discard the German Intelligence marker and do *one* of the following:

* Force the Allied side to discard one random FoW card from its hand on the *TK* map.
* Draw one extra card from the FoWdeck for use on the *TK* map.

### ®35.17 [Increase, Reduce] German Leadership

Germany has five possible levels of Leadership. From “highest” to “lowest,” they are:

* *Imperial Germany* (®35.23).
* *Constitutional Kaiser* (®35.3)
* *Democratic Germany* (®35.4)
* *Communist Germany* (®35.2)
* *Nazi Germany* (®35.25)

##### Immediate Effects

When instructed to increase or reduce the German Leadership, do so by one level. The German Leadership cannot go above *Imperial Germany* or below *Nazi Germany*.

### ®35.18 German Lithuania

##### Immediate Effects

Lithuania becomes a German Dependent. Place the Lithuania German Dependent marker with Reinforcement Number 14 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 14 (*Demand Lithuania*) with card TKA-12 (*Ribbentrop Diplomacy)*.

### ®35.19 German Loss

##### Immediate Effects

The faction applying this event must do one of the following below. **Important:** An event cannot be applied to a particular Region unless it is a GermanDependent or is part of Germany.

**Example:** If East Prussia has been ceded to the Baltic States, you cannot apply *Polish East Prussia* to fulfill this event.

* Apply *Austria* (®13).
* Apply *Austro-Hungarian Bohemia* (®14.3). This option cannot be selected if Austria-Hungary is not a Minor Country.
* Apply *Baltic Lithuania* (®16.2) or *Polish Lithuania* (®57.10)*.* This option cannot be selected if East Prussia is ceded to Baltic States or Poland.
* Apply *Czechoslovakia* (®29). This option cannot be selected if Austria-Hungary is a Minor Country.
* Apply *French Alsace-Lorraine* (®34.8).
* Apply *Rhineland Occupation* (®34.25). This option cannot be selected if Alsace-Lorraine is ceded to Germany.
* Apply *Polish Corridor* (®57.5).
* Apply *Baltic East Prussia* (®16.1) or *Polish East Prussia* (®57.6). This option cannot be selected if Lithuania is a German Dependent.
* Remove the German Danemark Dependent marker from the *TK* Ceded Lands Box. Danemark is ceded to Denmark-Norway.
* Remove the Gau Moselland Ceded to Germany marker from the *TK* Ceded Lands Box. Gau Moselland is ceded to Belgium-Holland.

If none of these events can be applied, the faction applying this event must do one of the following:

* Apply *Pro-Soviet* (®48.2) to one of the following minor countries: Baltic States, Czechoslovakia, or Poland.
* Apply *Pro-West* (®48.2) to one of the following minor countries: Austria, Austria-Hungary, Belgium-Holland, Czechoslovakia, or Denmark-Norway, or Poland.

### ®35.20 German Naval Resurgence

##### Immediate Effects

Place the German Naval Resurg marker in Berlin (w2825).

##### Final *DoD* Setup Effects

During Final *DoD* Setup (®1.4), the Axis faction must *replace* the *Type VII* Sub Fleet in the *Outbreak of War* Conditional Events Box with the *RM* German Surf Fleet.

**Clarification:** Apply this event before any “Strategic Planning” changes performed by a *Constitutional Kaiser* (®35.3) or *Democratic Germany* (®35.4).

§If playing with *SK,* the Axis faction must remove these counters from play:

* §Three CA [Ad Scheer, Gr Spee, Lutzow]
* §Two U-boat [U-47, U-99]

The Axis faction places these additional German ships in the locations specified:

* Any suitable Port hex in Germany or a German Dependent on the *TK* map – BB1 [Bismarck], CA1 [Seydlitz], CA2 [Barbaros], CV1 [Gr Zepp]
* *TK* Outbreak of War Box – BB2 [Tirpitz], CA3 [Schlieffn], CA4 [Wallenstn], CV2 [Strasser]
* Available for Construction Box – six CA [CA5-10]

Remove the German Naval Resurg marker from play after Final *DoD* Setup.

### ®35.21 German Pacific Empire (GPE)

##### Immediate Effects

German Pacific Empire (GPE) is created as a Neutral Minor Countryin *DS.* Place Overlays #16, #17, and #20 on the *DS* map. Place the Western Carolines, Eastern Carolines, Marshall Islands, Nauru, Saipan, Solomon Islands, German New Guinea, and Tsingtao GPE Dependent markers in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *DS* deck as follows:

* Replace card 27 (*Tripartite Pact*) with cards DSA-5 (*Japanese Purchase)* and DSA-6 (*Berlin Pact)*.

##### Game Effects

**Japanese Purchase:** If the Axis faction plays option card DSA-5 (*Japanese Purchase*), then it may apply *Ceded Land* (37.7) to any or all GPE Dependents on the map:

* If the region is the Western Carolines, Eastern Carolines, Marshall Islands or Saipan, remove the corresponding GPE Dependent marker from the game. These regions become Japanese Dependents as marked on the *DS* map.
* If the region is German New Guinea, Nauru, Solomon Islands, or Tsingtao, flip the corresponding GPE Dependent marker in the Ceded Lands Box over to its Japanese Dependent side.

If all GPE Dependents become Japanese Dependents through *Japanese Purchase,* then GPE ceases to exist – remove all remaining GPE units and markers from the game.

**Minor Country Status:** GPE can never be conquered or liberated, but it is otherwise treated as a normal Minor Country. Its status is separate from Germany on the *TK* map. Any marker that would normally be placed in its Capital (such as a Neutrality marker) is placed in Rabaul (p2808) instead.

**New Axis Permanent Conditional Event – German Response:** The Axis faction checks this new Permanent Conditional Event after checking its regular Permanent Conditional Events on the *DS* map:

* If GPE is a Neutral Minor Country and European Limited War or European Total War has occurred, activate it as an Axis Minor Country (see below).
* If GPE is an Allied Minor Country, check for German Collapse (see below).

**Activation and Setup:** Upon activation, GPE has three Detachment markers to be placed in any hexes in GPE Dependents on the *DS* map, no more than one per hex. GPE also has one 1-1-1 infantry unit to be placed in the *DS* Delay Box.

**Axis Cooperation:** The standard Policy rules (13.6.1) do not apply to GPE when it is an *Axis* minor country. Instead, the special rules in this section apply.

A Japanese unit or marker cannot enter or be placed in a hex in a GPE Dependent unless at least one of the following conditions apply:

* Britain is *not* a PAC in *DS* *and …*
* \*there is *any* War marker in the Western European War Box, or
* ©Britain is *not* a PAC in *TK*
* US is *not* a PAC in *DS* *and …*
* \*there is a *European Total War* marker in the Western European War Box, or
* ©US is *not* a PAC in *TK*
* Russia is *not* a PAC in *DS* *and …*
* \*there is *any* War marker in the Eastern European War Box, or
* ©Russia is *not* a PAC in *TK*

A non-Japanese, non-GPE Axis Minor Country unit or marker can *never* enter or be placed in a hex in a GPE Dependent.

An *Allied* unit or marker cannot enter a hex or be placed in a hex in a GPE Dependent unless at least one of the following conditions apply:

* The unit or marker is a British counter *and …*
* \*there is *any* War marker in the Western European War Box, or
* ©Britain is *not* a PAC in *TK*
* The unit or marker is a US counter *and …*
* \*there is a *European Total War* marker in the Western European War Box, or
* ©US is *not* a PAC in *TK*
* The unit or marker is a Russian counter *and …*
* \*there is *any* War marker in the Eastern European War Box, or
* ©Russia is *not* a PAC in *TK*

The standard Policy rules (13.6.1) *do* apply to GPE when it is an Allied Minor Country.

**Clarification:** The intent here is that, if Germany is with war with an Allied Major Country on the *TK* map, then it is also at war with the GPE on the *DS* map.

**German Collapse:** German Collapse occurs if any of the following conditions apply:

* GPE is a Western Minor Country *and …*
* \*there is *any* War marker in the Western European War Box, or
* ©Britain is *not* a PAC in *TK*
* GPE is a Soviet Minor Country *and …*
* \*there is *any* War marker in the Eastern European War Box, or
* ©Russia is *not* a PAC in *TK*

If a German Collapse occurs, GPE becomes an Axis Minor Country, but remove all GPE colonial units and Detachment markers from play.

**Clarification:** GPE Ceded Land markers remain in the *DS* Ceded Lands Box. Essentially, the GPE becomes empty territory.

### ®35.22 German Rhineland

##### Immediate Effects

The Rhineland is ceded to Germany. Remove Overlay #1 from the *TK* map and the French Rhineland Dependent marker from the *TK* Ceded Lands Box.

### ®35.23 Imperial Germany

##### Immediate Effects

Change the current German Leadership to Imperial Germany; place the appropriate Leadership marker in Berlin (w2825) as a reminder.

The Axis faction has a Totalitarian Ideology (®5) on the *TK* map while this event is in effect.

##### Final *DoD* Setup Effects

The Axis faction *must* replace the *2* Air Force unit (§and two LBA [5Flk, 8Flk]) in the *TK* Axis *Outbreak of War* Conditional Events Box with the *KM* Surface Fleet unit with Reinforcement Number 47 on it. Place the Z-Plan **Strategic Planning** marker near Berlin as a reminder of this switch.

§If using *SK,* place six German CA [CA5-10] in the Available for Construction Box. Germany gets 4 SBPs to spend immediately. Place ships purchased with these SBPs in the *TK* Axis *Outbreak of War* Conditional Events Box.

**Clarification:** If *German Naval Resurgence* (®35.20) is also in effect, apply that event before applying this one.

The Axis faction must modify its *TK* deck as follows:

* Replace card 3 (*Continuing Rearmament)* with card TKA-3 (*Imperial Rearmament*)
* Remove card 30a (*New World Order).*
* Remove card 35b (*Nation, Rise Up!).*
* Replace card 38 (*Wacht am Rhein)* with card TKA-22 (*Kaiserschlacht)*

##### Game Effects

**Z-Plan:** If the Axis faction later plays card 47 *Production Directive: Kriegsmarine Z-Plan,* it will receive the *2* Air Force unit (§and two LBA [5Flk, 8Flk]) upon its first *Production Success: Z-Plan* (19.32) result instead of the *KM* Surface Fleet.

**Jäger Cav-Mech Units:** Germany receives three cav-mech units with card TKA-3. To flip one of these units to its two-step side, combine a German armor step with the cavalry unit.

**Clarification:** These units “build up” just like Russian cav-mech units.

**Design Note:** The new Kaiser rules Germany largely by whim, and without a strong Chancellor to guide him, he has continued to assert himself into European affairs to the dismay of Germany’s neighbors. During play, treat all references to Hitler as references to Kaiser, either the aging Wilhelm II or his eldest son, Friedrich Wilhelm.

### ®35.24 Imperial Navy

##### Immediate Effects

Place the German Imperial Navy marker in Berlin (w2825).

##### Final *DoD* Setup Effects

If *SK* is *not* being used,place one German Surface Fleet [HSF] in the Axis Force Pool.

**Clarification:** Use the *SK* HSF fleet for this event, even though it is marked with a § symbol. There is no ®-labeled HSF fleet.

§If *SK is* being used, remove two German BB [Gneisenau, Scharnhrst] from the game, then add these German ships in the locations specified:

* Any suitable Port hex(es) in Germany or a German Dependent on the *TK* map – four BB [Baden, Bayern, Sachsen, Wurttbg]
* *TK* Outbreak of War Box – two BB [Gneis, Scharn]

Remove the German Imperial Navy marker from play after Final *DoD* Setup.

### ®35.25 Nazi Germany

##### Immediate Effects

Change the current German Leadership to Nazi Germany; place the appropriate Leadership marker in Berlin (w2825) as a reminder.

The Axis faction has a Totalitarian Ideology (®5) on the *TK* map while this event is in effect.

### ®35.26 Prepared Germany

##### Immediate Effects

If the Unprepared Germany marker is in the *TK* Axis *Outbreak of War* Conditional Events Box, remove it from play. Otherwise, place the Prepared Germany marker in the *Outbreak of War* Conditional Events Box.

##### Final *DoD* Setup Effects

Take the units in the Axis *Outbreak of War* Conditional Events Box and place them in the Axis *TK* Force Pool or Strategic Warfare Box as appropriate. Remove the Prepared Germany marker from play after Final *DoD* Setup.

**Clarification:** Be sure to first swap all units in the *Outbreak of War* Conditional Events Box for other support units as required by events like *Constitutional Kaiser* (®35.3), *Democratic Germany* (®35.4), *German Naval Resurgence* (®35.20), or *Imperial Germany* (®35.23).

### ®35.27 Unprepared Germany

##### Immediate Effects

If the Prepared Germany marker is in the *TK* Axis *Outbreak of War* Conditional Events Box, remove it from play. Otherwise, place the Unprepared Germany marker in the Axis *Outbreak of War* Conditional Events Box.

##### Game Effects

When the *Outbreak of War* Conditional Event is triggered, place *only* the Unprepared Germany marker in the Delay Box – do not place the German support units, 1-2-4 paratroop unit [1F], or Axis Minor Country Prod +1 marker in the Delay Box at this time.

When the Unprepared Germany marker is removed from the Turn Track, remove it from play and place the remaining Axis *Outbreak of War* counters in the Delay Box.

### ®35.28 Wonder Weapons

##### Immediate Effects

The Axis faction mayselect one of the bullets below and place the listed counters in the *TK* Axis *Outbreak of War* Conditional Events Box:

* 2-1-5 helicopter unit [2F, reinforcement number 45]
* Interceptor unit [Reich, reinforcement number 46] (§and two LBA [1Jagd, 2Jagd]
* Sub Fleet unit [Type XXI, reinforcement number 48] (§and two U-boats [U-2501, U-3008])
* Bomber unit [Ost, reinforcement number 50] (§and two LBA [Nord, Sud])

##### Game Effects

If the Axis faction later plays the *Production Directive* card associated with the unit it selected above, it will receive the Strategic Warfare maker associated with that card upon its first *Production Success* (19.32) Political Event.

**Clarification:** In other words, this event gives you a “head start” toward full production capability.

**Design Note:** This event assumes Germany responds to the global naval arms race by focusing its efforts in the air and under the sea.

## ®36. Greece

### ®36.1 Extra Forces

This event can be applied only if Greece is a Minor Country.

##### Immediate Effects

Place an Extra Forces marker near Athens (e2204).

##### Game Effects

**Extra Fortress:** Greece sets up with one additional 0-1-0 fortress [*re:* Sal] on the map upon activation (13.7.1). This unit must be placed in Salonika (e2404). Remove the Extra Forces marker from play after Greece is activated.

**§Additional Ships for *SK*:** Place these additional Greek ships as follows upon activation:

* Any suitable Port hex(es) in Greece or a Greek Dependent – two BB [Kilkis, Lemnos]

### ®36.2 Free Greece

##### Immediate Effects

Greece becomes a Minor Country. Place the Greece Flag marker in Athens (e2204).

##### Game Effects

**Setup:** Greece has two 1-1-2 infantry [*re:* 1, 2] and two 0-1-2 infantry [Res, *re:* 3] to be placed upon activation (13.7.1).

### ®36.3 Greek Cyprus

##### Immediate Effects

Cyprus becomes a Greek Dependent. Remove any Cyprus Dependent marker in the *TK* Ceded Lands Box. Place the Greek Cyprus Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

Move the British Detachment in Famagusta (e1814) to the Western Force Pool.

##### Game Effects

**Garrison Unit:** Greece sets up with one additional 0-1-0 garrison [Cypr] in Famagusta upon activation (13.7.1).

### ®36.4 Greek Rhodes

##### Immediate Effects

Rhodes becomes a Greek Dependent. Remove any Rhodes Dependent marker in the *TK* Ceded Lands Box. Place the Greek Rhodes Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** Greece sets up with one additional 0-1-0 garrison [Rho] in Rhodes (e1908) upon activation (13.7.1).

### ®36.5 Greek Western Anatolia

This event cannot be applied if there is any Turkish marker in the *TK* Ceded Lands Box.

##### Immediate Effects

Place Overlay #6 on the *TK* map. Western Anatolia becomes a Greek Dependent. Place the Western Anatolia Greek Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** Greece sets up with one additional 0-1-0 garrison [Smy] in Smyrna (e2108) upon activation (13.7.1).

## ®37. Hungary

##### Immediate Effects

Hungary becomes a Minor Country. Place the Hungary Flag marker in Budapest (e3201).

##### Game Effects

**Setup:** Hungary has one 1-1-3 cavalry [Exp], one 1-1-2 infantry [*re:* 2] and three 0-1-2 infantry [Res, *re:* 1, 3] to be placed upon activation (13.7.1).

## ®38. India

### ®38.1 Free India

##### Immediate Effects

India becomes a Minor Country. Remove any British India Subjugated Dependent marker in the *DS* Ceded Lands Box from the game. Place the India Flag marker in New Delhi (a4509).

##### Final *DoD* Setup Effects

***Totaler Krieg:*** If Australia is still a British Dependent (\*or *Australia* [®12] is not in effect), add one British 1-2-2 colonial infantry [Aus] with Reinforcement Number 23 to the *TK* Western Force Pool.

The Western faction must modify its *TK* deck as follows:

* Replace card 23 (*Commonwealth Support)* with card TKW-10 (*Commonwealth Support)*.
* Replace card 35b (*Symbol Conference*) with card TKW-12 (*Symbol Conference)*

***Dai Senso:*** Remove the Quit India marker in the *DS* Axis *Political Program* Conditional Events Box from the game.

If *Australia* (®12) is not in effect, add two British 1-2-2 colonial infantry [Aus] with Reinforcement Numbers 3 and 27 to the *DS* Western Force Pool. Also add one British 2-1-2 colonial armor [Aus] with Reinforcement Number 40.

If *New Zealand* (®53) is not in effect, add one British 1-1-2 colonial infantry [NZ] with Reinforcement Number 3 to the *DS* Western Force Pool.

The Western faction must modify its *DS* deck as follows:

* Replace card 3a (*Commonwealth Rearmament)* with card DSW-1 (*Commonwealth Rearmament*); replace card 3b (*Commonwealth Mobilization)* with card DSW-2 (*Commonwealth Mobilization)*.
* Remove card 9a (*Indian Independence*); replace card 9b (*Gandhi Arrested)* with card DSW-4 (*British Crackdown)*.
* Replace card 15 (*Riviera Conference*) with card DSW-5 (*Riviera Conference).*
* Replace card 27 (*Commonwealth Support)* with card DSW-6 (*Commonwealth Support)*.
* Replace card 40a (*Symbol Conference*) with card DSW-7 (*Symbol Conference).*

The Western faction may setup with its “at start” 1-2-1 *Ind* colonial infantry unit in any British Dependent on the *DS* map.

**Clarification:** This unit represents expat and volunteer Indian troops fighting for the British crown.

##### Game Effects

**Setup:** India has one 1-1-2 cavalry [Exp], two 1-1-1 infantry [*re:* 1, 2] and seven 0-1-1 infantry [Res, *re:* 3, 4, 5, 6, 7, 8] to be placed upon activation (13.7.1).

### ®38.2 Rebellious India

##### Immediate Effects

India becomes a British Subjugated Dependent. Remove the India Flag marker from New Delhi (a4509). Place the British India Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Remove the Quit India marker in the *DS* Axis *Political Program* Conditional Events Box from the game.

**Design Note:** Indian unrest will now take the form of active rebellion instead of Gandhi’s non-violent protests.

The Western faction must modify its *DS* deck as follows:

* Replace card 9a (*Indian Independence*) with card DSW-3 (*Indian Independence)*; replace card 9b (*Gandhi Arrested)* with card DSW-4 (*British Crackdown)*.

##### Game Effects

**Subjugated Dependent:** India is a British Subjugated Dependent subject to possible Partisan Base placement (®8.4).

## ®39. Indochina

### ®39.1 Free Indochina

##### Immediate Effects

Indochina becomes a Minor Country. Place the Indochina Flag marker in Saigon (a3619).

##### Game Effects

**Setup:** Indochina has four 0-1-1 infantry [Res, *re:* 1, 2, 3] to be placed upon activation (13.7.1).

**Possible Japanese Subjugated Dependent:** If Indochina is a Neutral Minor Country when Axis card 27 *Tripartite Pact* is played, then it will still become a Japanese Dependent if the other card conditions are met – however, it will be a *Subjugated Dependent.* Use the ® marker to denote this, not the marker with Reinforcement Number 27.

### ®39.2 Rebellious Indochina

##### Immediate Effects

Indochina becomes a French Subjugated Dependent. Remove the Indochina Flag marker from Saigon (a3619). Place the French Indochina Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Indochina is a French or Japanese Subjugated Dependent subject to possible Partisan Base placement (®8.4).

**Indochina Intransigence:** Indochina remains a Subjugated Dependent if it is transferred to Japanese ownership through play of Axis card 27 *Tripartite Pact.* Use the ® marker to denote this, not the marker with Reinforcement Number 27.

## ®40. Iraq

### ®40.1 Free Iraq

##### Immediate Effects

Iraq becomes a Minor Country. Place the Iraq Flag marker in Baghdad (e1722).

If Greater Syria exists when this Creation Event is applied, Greater Syria will be dissolved (®66.2).

##### Game Effects

**Setup:** Iraq has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

### ®40.2 Iraqi Kuwait

##### Immediate Effects

Kuwait is ceded to Iraq. Remove any Kuwait Ceded Land marker in the *TK* Ceded Lands Box. Place the Kuwait Ceded to Iraq marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

Remove the British 0-1-0 garrison [Bas] unit from play.

##### Game Effects

**Garrison Unit:** When Iraq is activated, it sets up with one additional 0-1-0 garrison [Bas] in Basra (e1427).

## ®41. Ireland

### ®41.1 Irish Free State

##### Immediate Effects

Ireland becomes a Minor Country. Place the Ireland Flag marker in Dublin (w4213).

##### Game Effects

**Setup:** Ireland has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

### ®41.2 Irish Union

##### Immediate Effects

Northern Ireland is ceded to Ireland. Place the Northern Ireland Ceded to Ireland marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** When Ireland is activated, it sets up with one additional 0-1-0 garrison [Bel] in Belfast (w4414).

## ®42. Italy

### ®42.1 Communist Italy

##### Immediate Effects

Place the Communist Italy marker near Rome (w2522) as a reminder of this event. Then check the Leadership for both Russia and Germany:

* If Germany has a Socialist Ideology and Russia does not, apply *Pro-Axis* (®48.2) to Italy.
* If Russia has a Socialist Ideology and Germany does not, apply *Pro-Soviet* (®48.2) to Italy.
* If neither Russia nor Germany have Socialist Ideologies, or if both do, apply *Nonalignment* (®48.1) to Italy.

##### Game Effects

**Possible Activation as a Soviet Minor Country:** If Communist Italy is activated as an Allied Minor Country *and* Russia has a Socialist Ideology, then Italy is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

### ®42.2 Dominant Italy

##### Final *DoD* Setup Effects

For Italy to be Dominant, there must be at least **four** Italian Ceded Land markers in the *TK* Ceded Lands Box. Place the Dominant Italy marker near Rome (w2522).

##### Game Effects

Dominant Italy places these additional units in the Delay Box upon activation (13.7.2): one 1-1-2 HQ [1], one 2-1-3 armor [Exp], one 1-2-3 infantry [Exp], one 1-1-3 paratroop [Exp], one Air Force [RA].

**Clarification:** Dominant Italy uses its P counters for these units. Italy remains a potential Partnership country (13.8.7) with its Expanded War Economy +2 marker as a potential gain.

§If *SK* is being used, Dominant Italy places these additional counters in the locations specified upon activation:

* Any suitable Port hex(es) in Italy or an Italian Dependent – two BB [Impero, Roma], two CV [Aquila, Sparvro]
* Delay Box – two LBA [1SA, 2SA]

Remove the Dominant Italy marker from play after Italian setup.

### ®42.3 Expanded Italy

##### Final *DoD* Setup Effects

For Italy to be Expanded, there must be **two or three** Italian Ceded Land markers in the *TK* Ceded Lands Box. Place the Expanded Italy marker near Rome (w2522).

##### Game Effects

Expanded Italy places these additional units in the Delay Box upon activation (13.7.2): one 1-1-2 HQ [1], one 2-1-3 armor [Exp], one 1-2-3 infantry [Exp], one 1-1-3 paratroop [Exp].

**Clarification:** Expanded Italy uses its P counters for these units. Italy remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA) and Expanded War Economy +2 marker as potential gains.

§If *SK* is being used, Expanded Italy places these additional ships in any suitable Port hex(es) in Italy or an Italian Dependent upon activation: one BB [Roma], one CV [Aquila].

Remove the Expanded Italy marker from play after Italian setup.

### ®42.4 Extra Forces

##### Immediate Effects

Place an Extra Forces marker near Rome (w2522).

##### Game Effects

**Colonial Unit:** When Italy is activated, it sets up with one additional 0-1-2 colonial infantry [Col] in the Delay Box (13.7.2). Remove the Extra Forces marker from play after Italy is activated.

**§Additional Ship for *SK*:** Place this additional Italian ship as follows upon activation:

* Any suitable Port hex in Italy or an Italian Dependent – one CA [S Giorgio]

### ®42.5 Fascist Italy

##### Immediate Effects

Place the Fascist Italy marker near Rome (w2522) as a reminder of this event. Then check the Leadership for Germany:

* If the current German Leadership is *Nazi* *Germany*, apply *Pro-Axis* (®48.2) to Italy.
* If the current German Leadership is *Communist Germany*, apply *Pro-West* (®48.2) to Italy.
* If the current German Leadership is *Constitutional Kaiser, Democratic Germany,* or *Imperial Germany,* apply *Nonalignment* (®48.1) to Italy.

##### Game Effects

**Possible Activation as a Soviet Minor Country:** If Fascist Italy is activated as an Allied Minor Country *and* Britain has a Socialist Ideology, then Italy is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

### ®42.6 Italian Albania

##### Immediate Effects

Albania becomes an Italian Dependent. Remove the Albania Flag marker in Tirana (e2402) or any Albania Dependent marker in the *TK* Ceded Lands Box.

### ®42.7 Italian Antalya

This event cannot be applied if there is any Turkish marker in the *TK* Ceded Lands Box.

##### Immediate Effects

Place Overlay #6 on the *TK* map. Antalya becomes an Italian Dependent. Place the Italian Antalya Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** When Italy is activated, it sets up with one additional 0-1-0 garrison [Ant] in Antalya (e2011).

### ®§42.8 Italian Carrier

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place the Italian Carrier marker in Rome (w2522).

##### Game Effects

Italy receives an additional ship when it is activated (13.7.1). Remove the Italian Carrier marker after placing this ship in any suitable Port hex in Italy or an Italian Dependent: one CV [Carraci].

### ®42.9 Italian Civil War

##### Immediate Effects

Italy becomes a Civil War Country (13.8.6). Remove all Italian Ceded Land markers in the *TK* Ceded Lands Box. After removal, any former Dependents of Italy that can become minor countries do so – apply the appropriate event. Dependents and Ceded Regions that cannot become minor countries assume new ownership as printed on the map.

**Example:** Italian Croatia would have the *Croatia* (®28) event applied to it. Italian Cyprus would become a British Dependent.

Apply *Free Albania* (®9.2) and *Libya* (®47) to these Regions if they are Italian Dependents.

Place the Civil War Country marker near Rome (w2522) and and determine Republican Support (®5.3).

Remove any of the following markers in Rome, and ignore all future instructions to place one of these markers:

* Italian Carrier
* Italian Naval Race
* Italian Naval Resurg

##### Final *DoD* Setup Effects

Place Overlays #11 and #12 on the *TK* map, then place the following markers:

* Milan (w3120) – Nationalist Capital
* Turin (w3020) – Republican Territory
* Venice (w3023) – Nationalist Territory
* Bologna (w2921) – Nationalist Territory
* Rome (w2522) – Republican Capital
* Naples (w2424) – Republican Territory

##### GameEffects

**Breakaway Regions:** Piedmont-Sardinia and Two Sicilies are potential Breakaway Regions while Italy is a Civil War Country. If *Provincial Independence* (19.34) is applied to one of these regions, it will form a Neutral Minor Country (®57 and ®71, respectively).

**§Civil War Italy in *SK******:*** If Italy is activated while there is a Civil War Country or Civil War Reconstruction marker in Rome, roll one die (no DRM) for each ship listed below during setup.

**1-3:** the ship is placed normally

**4-6:** the ship is removed from play

* Six BB [And Doria, Ct Cavour, C Duilio, G Cesare, Littorio, Vit Veneto], seven CA [Bolzano, Fiume, Gorizia, Pola, Trento, Trieste, Zara]

After making all rolls, the owning faction may place remaining Italian ships in any suitable Port hex(es) in Italy or an Italian Dependent.

**Clarification:** Civil War Italy does not place the BB Roma on the Shipbuilding Track.

### ®42.10 Italian Corsica

##### ImmediateEffects

Corsica becomes an Italian Dependent. Place the Italian Corsica Dependent marker in the *TK* Ceded Lands Box.

##### GameEffects

**Garrison Unit:** When Italy is activated, it sets up with one additional 0-1-0 garrison [Cors] in Ajaccio (w2620).

### ®42.11 Italian Croatia

##### ImmediateEffects

Croatia becomes an Italian Subjugated Dependent. Place Overlay #4 on the *TK* map. Remove the Croatia Flag marker from Zagreb (w3026). If Yugoslavia is a Minor Country, apply *Serbia* (®62). Place the Italian Croatia Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### GameEffects

**Infantry Unit:** When Italy is activated, it sets up with one additional 0-1-2 infantry [*re:* 12] in Zagreb (w3026).

**Subjugated Dependent:** Croatia is a Subjugated Italian Dependent subject to possible Partisan Base placement (®8.4).

### ®42.12 Italian Cyprus

##### ImmediateEffects

Cyprus becomes an Italian Dependent. Remove any Cyprus Ceded Land marker in the *TK* Ceded Lands Box. Place the Italian Cyprus Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

Move the British Detachment in Famagusta (e1814) to the Western Force Pool.

##### GameEffects

**Garrison Unit:** When Italy is activated, it sets up with one additional 0-1-0 garrison [Cypr] in Famagusta (e1814).

### ®42.13 Italian Cyrenaica

##### ImmediateEffects

Cyrenaica becomes an Italian Dependent. Remove any Cyrenaica Dependent marker in the *TK* Ceded Lands Box.

### ®42.14 Italian Egypt

##### ImmediateEffects

Egypt becomes an Italian Subjugated Dependent. Remove the Egypt Flag marker in Cairo (e1212) or any Egypt Dependent marker in the *TK* Ceded Lands Box. Place the Italian Egypt Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### GameEffects

**Garrison and Colonial Units:** When Italy is activated, it sets up with two additional 0-1-0 garrison [Said, Suez] in Port Said (e1312) and Suez (e1213). It also receives one additional 1-1-2 colonial infantry [*re:* AOI] in the Delay Box.

**Subjugated Dependent:** Egypt is a Subjugated Italian Dependent subject to possible Partisan Base placement (®8.4).

### ®42.15 Italian Libya

##### ImmediateEffects

Libya becomes an Italian Dependent. Remove the Libya Flag marker in Tripoli (w1522) or any Libya Dependent marker in the *TK* Ceded Lands Box.

### ®42.16 Italian Malta

##### ImmediateEffects

Malta becomes an Italian Dependent. Place the Italian Malta Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

Remove the British 0-1-0 *Malta* garrison unit from play.

##### GameEffects

**Garrison Unit:** When Italy is activated, it sets up with one additional 0-1-0 garrison [Malta] in Malta (w1824).

### ®42.17 Italian Naval Race

##### ImmediateEffects

If the roll on the 1930s Economic Climate Narrative Table was a 6 (i.e., “Steady economic growth” with a +1 DRM on the Naval Arms Race Table), place the Italian *Naval Race+* marker in Rome (w2522).

If the roll was a 4 or 5 (i.e., “Recession/recovery cycles”), *ignore this event* unless *SK* is being used. If you are playing with *SK,* place the Italian *Naval Race* marker in Rome.

##### GameEffects

**§Italian Naval Race Marker:** Italy receives additional ships when it is activated (13.7.1). Remove the Italian Naval Race marker after placing these ships in any suitable Port hex(es) in Italy or an Italian Dependent: two BB [Carraci, Colombo], two CA [S Giorgio, S Marco].

**Italian Naval Race+ Marker:** When Italy is activated (13.7.1), it places one additional Italian Surf Fleet [2] in the *TK* Delay Box.

§If *SK* is being used, Italy receives additional ships when it is activated. Remove the Italian Naval Race+ marker after placing these ships in any suitable Port hex(es) in Italy or an Italian Dependent: four BB [Carraci, Colombo, Colonna, Morosini], two CA [S Giorgio, S Marco].

### ®§42.18 Italian Naval Resurgence

Ignore this event if *SK* is not being used.

##### ImmediateEffects

Place the Italian Naval Resurg marker in Rome (w2522).

##### GameEffects

Italy receives additional ships when it is activated (13.7.1). Remove the Italian Naval Resurg marker after placing these ships in any suitable Port hex(es) in Italy or an Italian Dependent: one BB [And Doria], two CA [S Giorgio, S Marco].

**Clarification:** The BB And Doria normally sets up in the Delay Box. This event makes the ship available from the start.

### ®42.19 Italian Piedmont-Sardinia

##### ImmediateEffects

Piedmont-Sardinia is ceded to Italy. Remove Overlay #11 from the *TK* map and the French Piedmont-Sardinia Dependent marker from the *TK* Ceded Lands Box.

### ®42.20 Italian Rhodes

##### ImmediateEffects

Rhodes becomes an Italian Dependent. Remove any Rhodes Ceded Land marker in the *TK* Ceded Lands Box.

### ®42.21 Italian Savoy

##### ImmediateEffects

Savoy is ceded to Italy. Place the Overlay #11 on the *TK* map and the Savoy Ceded to Italy marker in the *TK* Ceded Lands Box.

### ®42.22 Italian Tunisia

##### ImmediateEffects

Tunisia becomes an Italian Subjugated Dependent. Remove the Tunisia Flag marker in Tunis (w2021). Place the Italian Tunisia Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### GameEffects

**Garrison and Colonial Units:** When Italy is activated, it sets up with one additional 0-1-0 garrison [Tunis] in Tunis (w2021). It also receives one additional 1-1-2 colonial infantry [*re:* NAf] in the Delay Box.

**Subjugated Dependent:** Tunisia is an Italian Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®42.23 Prepared Italy

##### Immediate Effects

If the Unprepared Italy marker is in Rome (w2522), remove it from play. Otherwise, place the Prepared Italy marker in Rome.

##### GameEffects

**Italian Mobilization:** When Italy is activated (13.7.1), it sets up with two Italian 1-1-3 infantry [*re:* 1, 8], one Italian 0-1-2 colonial infantry [Col], one Italian 1-1-3 mech [Exp], and one Italian Surf Fleet [RM] in its owning faction’s Force Pool (not the Delay Box as normal, 13.7.2). The Italian War Economy +1 marker is still placed in the Delay Box. Remove the Prepared Italy marker from play after Italian setup.

### ®42.24 Unprepared Italy

##### Immediate Effects

If the Prepared Italy marker is in Rome (w2522), remove it from play. Otherwise, place the Unprepared Italy marker in Rome.

##### Game Effects

**Italian Mobilization:** When Italy is activated, place the Unprepared Italy marker in the Delay Box. Do *not* place these Italian units in the Delay Box listed in 13.7.2:

* Two Italian 1-1-3 infantry [*re:* 1, 8]
* One Italian 0-1-2 colonial infantry [Col]
* One Italian 1-1-3 mech [Exp]
* One Italian Surf Fleet [RM]
* Italian War Economy +1 marker.

When the Unprepared Italy marker is removed from the Turn Track, remove it from play and place the Italian counters listed above in the Delay Box.

**+East Africa:** If you are using Optional Rule 17.6, place the East Africa Open marker in the Delay Box if Italy is activated as an Axis or Soviet minor country – do *not* place it on the Turn Track.

## ®43. Japan

### ®43.1 Army Leadership

##### ImmediateEffects

Place the Japanese Government marker in its Holding Box with its Army side face up.

### ®43.2 Communist Japan

##### ImmediateEffects

Change the current Japanese Leadership to Communist Japan; place the appropriate Leadership marker in the *DS* Strategic Warfare Box as a reminder.

The Axis faction has a Socialist Ideology (®5) on the *DS* map while this event is in effect.

##### Final *DoD* Setup Effects

Place these counters in the following locations:

* Strategic Warfare Box – Military Takeover marker
* Delay Box – Japanese Government marker

**Clarification:** Use the Axis counter with Reinforcement Number 36 for the Military Takeover marker.

The Axis faction must modify its *DS* deck as follows:

* Remove card 4 (*Economic Program).*
* Replace card 26 (*Political Expansion)* with card DSA-4 (*Comintern Expansion).*
* Remove card 36 (*Peace Offer)*

##### Game Effects

**Communist Combinations:** If this event is in effect, a Japanese colonial step *can* combine with a Japanese non-colonial step; ignore the restriction specified in 2.3.1.2.

**Additional Seasonal Replacements:** During Pacific Total War, the Axis faction receives one extra Japanese *colonial* infantry replacement step each Replacements Segment.

**Design Note**: The March 15 Incident goes badly for Japan’s military, triggering a backlash of support for the country’s nascent socialist movements. Meanwhile, covert aid from the Comintern and a call for direct action result in a *coup d’etat* and breakup of the *zaibatsu* (Japanese corporate interests).

### ®43.3 Constitutional Emperor

##### Immediate Effects

Change the current Japanese Leadership to Constitutional Emperor; place the appropriate Leadership marker near Tokyo (p4904) as a reminder.

The Axis faction has a Democratic Ideology (®5) on the *DS* map while this event is in effect.

##### Final *DoD* Setup Effects

Place these counters in the following locations:

* Strategic Warfare Box – Showa Restoration marker
* Axis Force Pool – one Japanese 0-1-1 colonial infantry [Col]
* Delay Box – Japanese Government marker
* *Outbreak of War* Conditional Events Box – two Japanese 0-1-1 colonial infantry [Ind, Rus], Quit India marker

**Clarification:** Use the Axis counters with Reinforcement Number 6 for the first two bullets. The counters on the last bullet come from the *Political Program* Conditional Events Box.

The Axis faction must modify its *DS* deck as follows:

* Remove its choice of *one* of cards 3 (*Army Program),* 4 (*Economic Program*), or 5 (*Navy Program*).
* Remove card 6 (*Political Program);* see Game Effects below*.*
* Replace cards 28a (*East Wind Rain)* and 28b (*North Wind Cloudy*) with card DSA-7 (*West Wind Clear).*
* Remove card 32a (*Operation WU-Go*).
* Replace card 36 (*Peace Offer)* with card DSA-8 (*Peace with Honor).*

##### Game Effects

**Political Program:** Card 6 is considered to have been played for future option card Selection Requirement purposes.

**Design Note**: In 1925, Prime Minister Kato Takaaki approves universal male suffrage while defeating conservative efforts to pass reactionary “Peace Preservation Laws.” Guided by the wishes of the new Emperor, the Japanese Diet grows in stature while the military learns to live with its civilian leaders.

### ®43.4 Japanese Diplomacy

##### Immediate Effects

The Axis faction must roll on one *DS* Area Table. If the result is a Neutral Minor Country, the Axis faction must apply *Influence* (37.19) to it.

### ®43.5 Japanese Foochow

##### Immediate Effects

Place Overlay #15 on the *DS* map. Foochow becomes a Japanese Dependent. Place the Japanese Foochow Dependent marker in the *DS* Ceded Lands Box.

### ®43.6 Japanese Gilbert Islands

##### Immediate Effects

Gilbert Islands becomes a Japanese Dependent. Place the Japanese Gilbert Islands Dependent marker in the *DS* Ceded Lands Box.

### ®43.7 Japanese Heilungkiang

This event can be applied only if Manchukuo is a Japanese Dependent *and* Kirin is *not* ceded to Russia.

##### Immediate Effects

Heilungkiang is reunited with Manchukuo. Remove the Heilungkiang Ceded to Russia marker from the *DS* Ceded Lands Box.

### ®+43.8 Japanese Intelligence

This event can be applied only if you are playing with the *Fortunes of War* optional rule (+15, +§12).

##### Immediate Effects

Place the Japanese Intelligence marker near Tokyo (p4904).

##### Game Effects

At *any* time, the Axis faction may discard the Japanese Intelligence marker and do *one* of the following:

* Force the Allied side to discard one random FoW card from its hand on the *DS* map.
* Draw one extra card from the FoWdeck for use on the *DS* map.

### ®43.9 Japanese Kamchatka

##### Immediate Effects

Kamchatka becomes a Japanese Dependent. Place the Japanese Kamchatka Dependent marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one additional Japanese 0-1-0 garrison [Pet] in Petropavlovsk (p5810).

### ®43.10 Japanese Karafuto

##### Immediate Effects

Karafuto is ceded to Japan. Remove the Karafuto Ceded to Russia marker from the *DS* Ceded Lands Box.

### ®43.11 Japanese Kirin

This event can be applied only if Manchukuo is a Japanese Dependent.

##### Immediate Effects

Kirin is reunited with Manchukuo. Remove the Kirin Ceded to Russia marker from the *DS* Ceded Lands Box.

### ®43.12 Japanese Mongol Frontier

This event can be applied only if Manchukuo is a Japanese Dependent.

##### Immediate Effects

Mongol Frontier becomes a Japanese Dependent. Place the Japanese Mongol Frontier Dependent marker in the *DS* Ceded Lands Box.

### ®43.13 Japanese Mongolia

This event can be applied only if Mongol Frontier is a Japanese Dependent.

##### Immediate Effects

Mongolia becomes a Japanese Subjugated Dependent. Place the Japanese Mongolia Subjugated Dependent marker in the *DS* Ceded Lands Box. Remove Mongolia Flag in Ulan Bator (a5621) and Japanese Mongol Frontier Dependent marker.

**Subjugated Dependent:** Mongolia is a Japanese Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®43.14 Japanese Naval Race

##### Immediate Effects

If the roll on the 1930s Economic Climate Narrative Table was a 4 or 5 (i.e., “Recession/recovery cycles”), place the Japanese *Naval Race* marker in Tokyo (p4904). If the roll was a 6 (i.e., “Steady economic growth” with a +1 DRM on the Naval Arms Race Table), place the Japanese *Naval Race+* marker in Tokyo.

##### Final *DoD* Setup Effects

**Japanese Naval Race Marker:** Place one additional Japanese Surf Fleet [7] in the *DS* Axis Force Pool.

§If *SK* is being used, the Axis faction must *remove* two Japanese CV [Akagi, Kaga] from play, then place these additional Japanese ships in the locations specified:

* Any suitable Port hex(es) in Japan or a Japanese Dependent – six BB [Akagi, Amagi, Ashitaka, Atago, Kaga, Tosa]
* *DS Outbreak of War* Conditional Events Box – four BB [Kii, Owari, Mikawa, Shima]

**Japanese Naval Race+ Marker:** Place these additional counters in the locations specified:

* *DS* Axis Force Pool – one Japanese Surf Fleet [7]
* *DS Outbreak of War* Conditional Events Box – one Japanese Surf Fleet [9]

§If *SK* is being used, the Axis faction must *remove* two Japanese CV [Akagi, Kaga] from play, then place these additional Japanese ships in the locations specified:

* Any suitable Port hex(es) in Japan or a Japanese Dependent – ten BB [Akagi, Amagi, Ashitaka, Atago, Iga, Kaga, Kii, Owari, Settsu, Tosa]
* *DS Outbreak of War* Conditional Events Box – four BB [Mikawa, Shima, Suruga, Totomi]

Remove any Japanese Naval Race marker from play after Final *DoD* Setup.

### ®§43.15 Japanese Naval Rearmament

##### Immediate Effects

Ignore this event if *SK* is not being used.

Place the Japanese Naval Rearm marker near Tokyo (p4904).

##### Final *DoD* Setup Effects

The Axis faction adds these additional Japanese ships in the location specified:

* *DS Outbreak of War* Conditional Events Box – BB1 [Yamato], BB2 [Musashi], CV1 [Shokaku], CV2 [Zuikaku]

Remove the Japanese Naval Rearm marker from play after Final *DoD* Setup.

### ®43.16 Japanese Naval Resurgence

##### Immediate Effects

Place the Japanese Naval Resurg marker near Tokyo (p4904).

##### Final *DoD* Setup Effects

Place one additional Japanese Surf Fleet [7] in the *DS Outbreak of War* Conditional Events Box.

§If *SK* is being used, the Axis faction also places these additional Japanese ships in the locations specified:

* Any suitable Port hex(es) in Japan or a Japanese Dependent – two BB [Kii, Owari]
* *DS Outbreak of War* Conditional Events Box – two BB [Mikawa, Shima], CV1 [Shokaku], CV2 [Zuikaku]

Remove the Japanese Naval Resurg marker from play after Final *DoD* Setup.

### ®43.17 Japanese New Guinea

##### Immediate Effects

Place Overlay #16 on the *DS* map. German New Guinea becomes a Japanese Dependent. Place the Japanese German New Guinea Dependent marker in the *DS* Ceded Lands Box.

### ®43.18 Japanese Primorye

##### Immediate Effects

Primorye becomes a Japanese Dependent. Place the Japanese Primorye Dependent marker in the *DS* Ceded Lands Box.

### ®43.19 Japanese Sakhalin

##### Immediate Effects

Sakhalin becomes a Japanese Dependent. Place the Japanese Sakhalin Dependent marker in the *DS* Ceded Lands Box; use the marker from *DS* with Reinforcement Number 27 on it for this.

### ®43.20 Japanese Shanghai

##### Immediate Effects

Shanghai becomes a Japanese Dependent. Remove any Shanghai Ceded Land marker in the *DS* Ceded Lands Box.

### ®43.21 Japanese Solomon Islands

##### Immediate Effects

Solomon Islands becomes a Japanese Dependent. Place the Japanese Solomon Islands Dependent marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one additional Japanese 0-1-0 garrison [Rab] in Rabaul (p2808).

### ®43.22 Japanese Tientsin

##### Immediate Effects

Place Overlay #19 on the *DS* map. Tientsin becomes a Japanese Dependent. Place the Japanese Tientsin Dependent marker in the *DS* Ceded Lands Box.

### ®43.23 Japanese Tsingtao

##### Immediate Effects

Place Overlay #20 on the *DS* map. Tsingtao becomes a Japanese Dependent. Place the Japanese Tsingtao Dependent marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

Place one additional Japanese 0-1-0 garrison [Tsing] in Tsingtao (a5025).

### ®43.24 Kodoha Leadership

##### Immediate Effects

Place the Kodoha Faction marker near Tokyo (p4904).

##### Final *DoD* Setup Effects

Place these counters in the following locations:

* *DS* Strategic Warfare Box – Axis Military Takeover marker
* Japanese Government Marker Holding Box – Army Government marker
* *DS* Axis Force Pool – one Japanese 2-1-1 HQ [1Ex], one Japanese 1-1-2 infantry [IG]

**Clarification:** The Military Takeover marker and other units placed during this event come from *DS* Axis cards 30 and 36.

The Axis faction must modify its *DS* deck as follows:

* Remove card4 (*Economic Program*).
* Remove card 30 (*Imperial Rule Assistance Association*).
* Remove card 36 (*Peace Offer).*

Remove the Kodoha Faction marker from play after Final *DoD* Setup.

**Design Note**: The *Kodoha* (“Imperial Way”) faction was a group of radical, ultra-nationalistic military leaders determined to take direct action against the threats of liberal democratic movements and corporate corruption.

### ®43.25 Navy Leadership

##### Immediate Effects

Place the Japanese Government marker in its Holding Box with its Navy side face up.

### ®43.26 Pacific Mandate

##### Immediate Effects

Roll *one* die (no DRM) to determine the status of *all* four of these Regions: Saipan, Western Carolines, Eastern Carolines, and Marshall Islands:

**1-2:** they become Japanese Dependents

**3-4:** they become British Dependents – but see **Japanese Purchase** below

**5-6**: they become US Dependents – but see **Japanese Purchase** below

Mark the Regions as appropriate with Dependent markers in the *DS* Ceded Lands Box.

**Japanese Purchase:** If these Regions are to become British or US Dependents, the Axis faction may cancel that result in part or in whole and turn them into Japanese Dependents instead. It does this by selecting the Creation Events listed below. For each event selected, the Japanese faction may change *one* of Saipan, Western Carolines, Eastern Carolines, or Marshall Islands to a Japanese Dependent. Remove the selected Western Dependent marker from the *DS* Ceded Lands Box. No item can be selected more than once.

*Negotiating with Britain:*

* *British Foochow* (®19.7).
* *British Shanghai* (®19.25).
* *British Tsingtao* (®19.29).
* Allow the Western faction to apply *Pro-West* (®48.2) to the Chinese Country of its choice.

*Negotiating with US:*

* *Hopeh Tsingtao* (®26.11).
* *Kiangsu Foochow* (®26.12).
* *Kiangsu Shanghai* (®26.13).
* Allow the Western faction to apply *Nonalignment* (®48.1) to the Chinese Country of its choice.

**Example:** If the Regions were due to become British Dependents, the Axis faction could allow the Western faction to apply *British Foochow* and *Pro-West* once to a Chinese country and in exchange for Saipan and Western Carolines.

**Design Note:** This trade represents Japan accepting additional Western colonial settlements in China in exchange for Pacific bases.

### ®43.27 Toseiha Leadership

##### Immediate Effects

Place the Toseiha Faction marker near Tokyo (p4904).

##### Final *DoD* Setup Effects

Take the IGHQ Logistics marker from the *DS* Axis *Economic Program* Conditional Events Box and place it in the *Outbreak of War* Conditional Events Box.

Place the Japanese Government marker in the Delay Box.

The Axis faction must modify its *DS* deck as follows:

* Remove its choice of *one* of cards 3 (*Army Program),* 5 (*Navy Program*), or 6 (*Political Program).*
* Remove card 4 (*Economic Program*);see Game Effects below*.*

##### Game Effects

**Economic Program:** Card 4 is considered to have been played for future option card Selection Requirement purposes.

**Design Note**: The *Toseiha* (or “Control”) faction was an army faction formed in opposition to the *Kodoha*. While still very militaristic, the *Toseiha* attracted more moderate and conservative leaders to its positions of cautious expansionism and engagement with the *zaibatsu* to prepare Japan for Total War.

### ®43.28 Treaty with Britain

##### Immediate Effects

Change Britain’s Policy on the *DS* map to Neutrality; use the *DS* marker with Reinforcement Number 31 to mark this. Then place the *DS* British Entry marker on the Turn Track in the Nov/Dec 1942 Turn Box.

##### Game Effects

**No Pact Check:** The Axis faction does *not* have to apply the *British Neutrality Pact Check* Conditional Event (38.1.4) while the British Entry marker is on the Turn Track.

**Treaty Renewal:** If the Axis faction plays *DS* card 31a *British Neutrality Pact,* it applies 38.2.5 normally except a *Step 5* is added at the end of the sequence: Remove the British Entry marker from the Turn Track.

**Design Note:** This event represents a renewal of the Anglo-Japanese Alliance in 1923. This event will mean both Britain and Japan have some protection from each other in the early war. The Western faction will not be able to play card 25a *Britain Challenges Japan*, and the Axis faction will have to use the Navy government if it wants to voluntarily break the Neutrality Policy with Britain.

### ®43.29 Treaty with Russia

##### Immediate Effects

Change the Policies for both Russia and Soviet Minors on the *DS* map to Neutrality; use the *DS* markers with Reinforcement Number 31 to mark this. Then place the *DS* Russian Entry marker on the Turn Track in the Nov/Dec 1942 Turn Box.

##### Game Effects

**No Garrison Check:** The Axis faction does *not* have to apply the *Manchukuo Garrison Check* Conditional Event (38.1.3) while the Russian Entry marker is on the Turn Track.

**Treaty Renewal:** If the Axis faction plays *DS* card 31b *Russian Neutrality Pact,* it applies 38.2.5 normally except a *Step 5* is added at the end of the sequence: Remove the Russian Entry marker from the Turn Track.

## ®44. Jordan

##### Immediate Effects

Jordan becomes a Minor Country. Place the Jordan Flag marker in Amman (e1516).

##### Game Effects

**Setup:** Jordan has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®45. Kazakhstan

##### Immediate Effects

Kazakhstan becomes a Minor Country. Place overlay #18 on the *DS* map. Place the Kazakhstan Flag marker in Alma Ata (a5411).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *DS* deck as follows:

* Replace card 20 (*Demand East Turkestan*) with card DSS-4 (*Demand Kazakhstan*) if Central Russia is part of Russia, or with card DSS-3 (*Demand Central Russia*) if Central Russia is part of Siberia.

##### Game Effects

**Setup:** Kazakhstan has two 0-1-1 infantry [Res, *re:* 1] and one 1-1-2 cavalry [Exp] to be placed upon activation (13.7.1).

**Eastern Europe Box:** Soviet units *cannot* enter the Eastern Europe Box from the west map edge hexes in Kazakhstan (a5311 to a5811) and vice versa. Axis units *can* enter those west map edge hexes.

**Design Note:** Geographical purists will note that modern-day Kazakhstan also has some territory on the *TK* map, east of the Caspian Sea. For simplicity, we ignore that with this event – Kazakhstan is a *DS*-only Minor Country.

## ®46. Libya

##### Immediate Effects

Libya becomes a Minor Country. Place the Libya Flag marker in Tripoli (w1522).

##### Game Effects

**Setup:** Libya has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®47. Malaya

### ®47.1 Free Malaya

##### Immediate Effects

Malaya becomes a Minor Country. Place the Malaya Flag marker in Singapore (a3218).

##### Final *DoD* Setup Effects

Remove the British 0-2-0 *Sing* fortress unit from play.

##### Game Effects

**Setup:** Malaya has two 0-1-1 infantry [Res, *re:* 1] to be placed upon activation (13.7.1).

### ®47.2 Rebellious Malaya

##### Immediate Effects

Malaya becomes a British Subjugated Dependent. Remove the Malaya Flag marker from Singapore (a3218). Place the British Malaya Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Malaya is a British Subjugated Dependent subject to possible Partisan Base placement (®8.4).

## ®48. Miscellaneous

### ®48.1 Nonalignment

##### Immediate Effects

Apply *one* of the following to the Neutral Minor Country named by the event:

* If there is an Influence marker in the Minor Country’s Capital, remove that marker.
* If there is not an Influence marker in the Minor Country’s Capital, place a Neutrality marker in that location.

### ®48.2 Pro-[Axis, Soviet, Western]

##### Immediate Effects

Apply *one* of the following to the Neutral Minor Country named by the event:

* If the Minor Country contains a Neutrality marker or Influence marker belonging to an enemy of the faction named by the event, remove that marker.
* If the Minor Country does not contain an Influence or Neutrality marker, place an Influence marker belonging to the faction named by the event in that Country’s Capital.

**Clarification:** A Minor Country will never “activate” as a result of a *Pro-[Faction]* Creation Event. Placing Influence is the best you can do with this event. It is the *DoD* equivalent to a *Neutrals Pressured* Political Event in *TK* or *DS*.

### ®48.3 Proxy War

##### Immediate Effects

Each result on the **Proxy War Table** (†2.18) will name a “Trouble Country.” If the Trouble Country is *not* a Neutral Minor Country, then treat this event as No Result. Otherwise, perform the following steps.

**Step 1:** The Proxy faction must designate *another* Neutral Minor Country that shares a Border with the Trouble Country as a second Trouble Country. If no such Neutral Minor Country is available, treat this event as No Result. Pass the Proxy Player marker to the next player.

**Step 2:** The new Proxy faction must activate one of the two Trouble Countries as an *Axis* Minor Country. The other Trouble Country is activated as an *Allied* Minor Country per 13.5.

**Clarification:** One side will pick the second Trouble Country; the other will pick which sides the Trouble Countries join.

**Example:** A roll of 3 on the Proxy War Table indicates that Bulgaria is the Trouble Country. The Western faction is the current Proxy faction.

Bulgaria shares a border with Rumania, Greece, Turkey, all of which are Neutral Minor Countries. Mindful that the Axis faction will have the final say, the Western faction rules out Turkey and Greece as potential Trouble Countries – either of those would put Green Strategic Hexes at risk. The Western faction picks Rumania, as it potentially exposes a Grey Strategic Hex.

The Axis faction becomes the new Proxy faction and decides to activate Rumania as an Axis Minor Country. Bulgaria is then activated as an Allied Minor Country per 13.5. Since Bulgaria does not share a border with a Soviet Country (priority 4), it is activated as a Western Minor Country. If the Axis faction had chosen Bulgaria instead, then 13.5 priority 5 would have applied (Pre-War is in effect) and the Axis faction would have chosen which Allied faction Rumania would join.

If Bulgaria were not a Neutral Minor Country, but were instead a Turkish Dependent, then this whole event would be treated as a No Result.

## ®49. Mongolia

### ®49.1 Free Mongolia

##### Immediate Effects

Mongolia becomes a Minor Country. Place the Mongolia Flag marker in Ulan Bator (a5621). Remove any Mongolia Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Setup:** Mongolia has one 0-1-1 infantry [Res] and one 1-1-2 cavalry [Exp] to be placed upon activation (13.7.1).

### ®49.2 Mongolian Frontier

##### Immediate Effects

Mongol Frontier is ceded to Mongolia. Remove any Mongol Frontier marker in the *DS* Ceded Lands Box.

### ®49.3 Mongolian Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *Mongolian Frontier* (®49.2).
* Apply *Mongolian Inner Mongolia* (®49.4).
* Apply *Mongolian Tuva* (®49.6).

If all of the above are already in effect, the faction applying this event must apply *Nonalignment* (®48.1) to any Neutral Minor Country sharing a border with Mongolia.

### ®49.4 Mongolian Inner Mongolia

##### Immediate Effects

Inner Mongolia is ceded to Mongolia. Place the Inner Mongolia Ceded to Mongolia marker in the *DS* Ceded Lands Box.

##### Game Effects

**Infantry Unit:** If Mongolia activates while Inner Mongolia is ceded to it, it sets up with one additional 0-1-1 infantry [*re:* IM] (13.7.1).

### ®49.5 Mongolian Loss

##### Immediate Effects

The faction applying this event must do one of the following below. **Important:** An event cannot be applied to a particular Region unless it is part of Mongolia.

* Apply *Hopeh Inner Mongolia* (®26.8).
* Apply *Japanese Mongol Frontier* (®43.12) or *Russian Mongol Frontier* (®60.35).
* Apply *Russian Tannu Tuva* (®60.43) or *Tuvan Protectorate* (®60.46).

If all the above are already in effect, the faction applying this event must apply *Hopeh Mongolia* (®26.10), *Japanese Mongolia* (®43.13) or *Russian Mongolia* (®60.36).

### ®49.6 Mongolian Tuva

##### Immediate Effects

Tannu Tuva is ceded to Mongolia. Place the Tannu Tuva Ceded to Mongolia marker in the *DS* Ceded Lands Box.

## ®50. Morocco

### ®50.1 Free Morocco

##### Immediate Effects

Morocco becomes a Minor Country. Place the Morocco Flag marker in Casablanca (w2005). Remove the French Morocco Subjugated Dependent marker from the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Add card TKW-13 (*North African League*)

If France is a Western Minor Country, move the French Detachment in Casablanca to the Western Force Pool.

##### Game Effects

**Setup:** Morocco has three 0-1-2 infantry [Res, *re:* 1, 2] to be placed upon activation (13.7.1).

### ®50.2 Northern Morocco

This event cannot be applied unless Morocco is a Neutral Minor Country.

##### ImmediateEffects

Spanish Morocco is ceded to Morocco. Place the Moroccan Spanish Morocco Ceded Land marker in the *TK* Ceded Lands Box.

If Morocco reverts to being a French Dependent, remove the Moroccan Spanish Morocco Ceded Land marker from the *TK* Ceded Lands Box.

### ®50.3 Rebellious Morocco

##### Immediate Effects

Morocco becomes a French Subjugated Dependent. Remove the Morocco Flag marker from Casablanca (w2005). Place the French Morocco Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Morocco is a French Subjugated Dependent subject to possible Partisan Base placement (®8.4).

## ®51. Netherlands East Indies (NEI)

### ®51.1 Dutch-Japanese Alliance

##### Immediate Effects

The Axis faction may activate NEI as an Axis Minor Country (13.7). If it does so, then the Western faction may apply *Prepared US* (®71.4) and *Pro-West* (®48.2) to *all* of the following Minor Countries on the *DS* map: Australia, France, India, Indochina, Malaya, Siam, Philippines.

### ®51.2 Extra Forces

##### Immediate Effects

Place an Extra Forces marker near Batavia (a2819).

##### Game Effects

**Garrison Unit:** When NEI is activated, it sets up with one additional 0-1-0 garrison [Bat] on the map (13.7.1). This unit must be placed in Batavia (a2819). Remove the Extra Forces marker from play after NEI is activated.

**§Additional Counters for *SK:*** Place the following NEI markers in the specified locations:

* Any suitable Port hex(es) in NEI or an NEI Dependent – two BB [Holland, Zeeland]

### ®51.3 Dutch Oil Embargo

##### Immediate Effects

Place the Oil Embargo marker with Reinforcement Number 17 in the *DS* Strategic Warfare Box.

##### Final *DoD* Setup Effects

Place the US 2-2-2 marine [3Mar] with Reinforcement Number 17 in the *DS* Western Force Pool.

The Western faction must modify its *DS* deck as follows:

* Remove card 17 (*Oil Embargo*)

§If *SK* is being used, place the British Res Fleet marker with Reinforcement Number 17 in Singapore (a3218). The Western faction must set up three British surface ships, including at least two British BB, in that hex.

##### Game Effects

**Oil Embargo:** Card 17 is considered to have been played for future option card Selection Requirement purposes.

## ®52. New Zealand

##### Immediate Effects

New Zealand becomes a Minor Country. Place the New Zealand Flag marker in Wellington (p1317).

##### Final *DoD* Setup Effects

***Totaler Krieg:*** The Western faction must modify its *TK* deck as follows:

* Replace card 17 (*Operation Compass*) with card TKW-9 (*Operation Lustre)*

***Dai Senso:*** If *Australia* (®12) is not in effect, add one British 1-2-2 colonial infantry [Aus] with Reinforcement Number 3 to the *DS* Western Force Pool.

If *Free India* (®38.1) is not in effect, add two British 1-2-2 colonial infantry [Ind] with Reinforcement Number 3 to the *DS* Western Force Pool.

The Western faction must modify its *DS* deck as follows:

* Replace card 3a (*Commonwealth Rearmament)* with card DSW-1 (*Commonwealth Rearmament*); replace card 3b (*Commonwealth Mobilization)* with card DSW-2 (*Commonwealth Mobilization)*.

##### Game Effects

**Setup:** New Zealand has one 0-1-1 infantry [Res] to be placed upon activation (13.7.1).

## ®53. Pakistan

### ®53.1 East Pakistan

##### Immediate Effects

Bangladesh is ceded to Pakistan. Place the Bangladesh Ceded to Pakistan marker in the *DS* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** If Pakistan activates while this event is in effect, it sets up with one additional 0-1-0 garrison [Dac] in Dacca (a4313).

### ®53.2 Free Pakistan

##### Immediate Effects

Pakistan becomes a Minor Country. Place the Pakistan Flag marker in Karachi (a4405).

##### Game Effects

**Setup:** Pakistan has three 0-1-1 infantry [Res, *re:* 1, 2] and one 1-1-2 cavalry [Exp] to be placed upon activation (13.7.1).

## ®54. Palestine

##### Immediate Effects

Palestine becomes a Minor Country. Place the Palestine Flag marker in Jerusalem (e1415).

##### Game Effects

**Setup:** Palestine has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®55. Philippines

### ®55.1 Free Philippines

##### Immediate Effects

Philippines becomes a Minor Country. Place the Philippines Flag marker in Manila (a3824).

##### Final *DoD* Setup Effects

The Western faction must modify its *DS* deck as follows:

* Remove cards 8a (*Philippine Independence)* and 8b (*Philippine/US Army Integration*).
* Remove card 32b (*Manila Fortifications*)*.*

Remove the US 0-1-0 *Man* garrison unit from play.

##### Game Effects

**Setup:** The Philippines has three 0-1-1 infantry [Res, *re:* NL, SL] to be placed upon activation (13.7.1).

### ®55.2 Rebellious Philippines

##### Immediate Effects

Philippines becomes a US Subjugated Dependent. Place the US Philippines Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Philippines is a US Subjugated Dependent subject to possible Partisan Base placement (®8.4).

## ®56. Piedmont-Sardinia

##### Immediate Effects

Piedmont-Sardinia becomes a Minor Country. Place the Piedmont-Sardinia Flag marker in Turin (w3020).

##### Game Effects

**Setup:** Piedmont-Sardinia has three 0-1-2 infantry [Res, *re:* 1, 2] to be placed upon activation (13.7.1).

## ®57. Poland

### ®57.1 Dominant Poland

##### Final *DoD* Setup Effects

For Poland to be Dominant, there must be **two** Polish Ceded Land markers in the *TK* Ceded Lands Box. Place the Dominant Poland marker near Warsaw (e3702).

##### Game Effects

Dominant Poland places these additional units in the Delay Box upon activation (13.7.1): one 2-2-2 HQ, one 1-1-3 armor [Exp], War Economy +1. Remove the Dominant Poland marker from play after Polish setup.

**Clarification:** Dominant Poland uses its P counters for these units. Poland remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA) and Expanded War Economy +2 marker as potential gains. Dominant Poland will also receive the 0-1-0 garrison in Riga (e4304), because Polish Baltic States (®57.4) will be in effect.

### ®57.2 Expanded Poland

##### Final *DoD* Setup Effects

For Poland to be Expanded, there must **one** Polish Ceded Land marker in the *TK* Ceded Lands Box. Place the Expanded Poland marker near Warsaw (e3702).

##### Game Effects

Expanded Poland places these additional units in the Delay Box upon activation (13.7.1): one 2-2-2 HQ, one 1-1-3 armor [Exp]. Remove the Expanded Poland marker from play after Polish setup.

**Clarification:** Expanded Poland uses its P counters for these units. Poland remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA) and War Economy +1 marker as potential gains.

### ®57.3 Free Poland

##### Immediate Effects

Poland becomes a Minor Country. Flip the Poland Ceded to Russia marker in the *TK* Ceded Lands Box to the Eastern Poland Ceded to Russia side. Place the Poland Flag marker in Warsaw (e3702).

##### Game Effects

**Setup:** Poland has one 1-1-3 cavalry [Exp], three 1-1-2 infantry [*re:* Kp, Kr, Pru], and five 0-1-2 infantry [Res, *re:* Ld, Mo, Pm, Pz] to be placed upon activation (13.7.1).

**Partnership Improvements:** Poland is a potential Partnership Country (13.8.7). If any faction plays its *Partnership* card on Poland, add the following units to the Delay Box:

* One Polish 1-1-3 armor [Exp]
* One Polish 2-2-2 HQ

If a *Successful Improvements* Political Event (19.38) is applied to Poland, the owning faction may either place the Polish Air Force unit or the Polish War Economy +1 marker in the Delay Box.

### ®57.4 Polish Baltic States

##### Immediate Effects

Baltic States is ceded to Poland. Place the Baltic States Ceded to Poland marker in the *TK* Ceded Lands Box. Remove the Baltic States Flag marker in Riga (e4304).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Remove card 8b (*Negotiations with Baltic States*).

##### Game Effects

**Garrison Unit:** If Poland activates while this event is in effect, it sets up with one additional 0-1-0 garrison [Riga] in Riga (e4304).

### ®57.5 Polish Corridor

This event can be applied only if Poland is a Minor Country.

##### Immediate Effects

The Polish Corridor is ceded to Poland. Remove the Polish Corridor Ceded to Germany marker from the *TK* Ceded Lands Box.

### ®57.6 Polish East Prussia

This event can be applied only if Poland is a Minor Country. It also *cannot* be applied if Lithuania is a German Dependent.

##### Immediate Effects

East Prussia is ceded to Poland. Place the East Prussia Ceded to Poland marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Axis faction must modify its *TK* deck as follows:

* Replace card 14 (*Demand Lithuania*) with card TKA-11 (*Demand East Prussia*).

### ®57.7 Polish Eastern Poland

This event can be applied only if Poland is a Minor Country.

##### Immediate Effects

Eastern Poland is ceded to Poland. Remove the Eastern Poland Ceded to Russia marker from the *TK* Ceded Lands Box.

### ®57.8 Polish Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *Polish Baltic States* (®57.4).
* Apply *Polish Corridor* (®57.5).
* Apply *Polish East Prussia* (®57.6).
* Apply *Polish Eastern Poland* (®57.7).
* Apply *Polish Galicia* (®57.9).
* Apply *Polish Lithuania* (®57.10).

If all of the above are already in effect, the faction applying this event must apply *Nonalignment* (®48.1) to one of Austria-Hungary, Czechoslovakia, or Hungary.

### ®57.9 Polish Galicia

##### Immediate Effects

Galicia is ceded to Poland (even if Poland is currently a Russian Dependent). Remove overlay #3 from the *TK* map and any Galicia marker in the *TK* Ceded Lands Box.

### ®57.10 Polish Lithuania

This event can be applied only if Baltic States has been ceded to Poland.

##### Immediate Effects

Lithuania is ceded to Poland. Remove the Lithuania German Dependent marker from the *TK* Ceded Lands Box.

### ®57.11 Polish Loss

##### Immediate Effects

The faction applying this event must do one of the following. An event can be selected only if the Region named in the event has been ceded to Poland:

* Apply *Free Baltic States* (®16.6).
* Apply *German Corridor* (®35.9).
* Apply *German East Prussia* (®35.13).
* Apply *German Lithuania* (®35.18).
* Apply *Russian Eastern Poland* (®60.19).
* Apply *Ukrainian Galicia* (®70.9).

If none of the above events can be applied, the faction applying this event must apply *Russian Poland* (®60.40) if both Byelorussia and Ukraine are part of Russia. If neither of these regions are part of Russia, the faction must apply *Russian Gain* (®60.25) instead.

## ®58. Portugal

### ®58.1 Anglo-Portuguese Alliance

##### Immediate Effects

The Western faction may immediately activate Portugal as a Western Minor Country (13.7). If it does so, then the Axis faction may:

* apply *Pro-Axis* (®48.2) to Spain if it is *not* a Civil War Country.
* apply *German Diplomacy* (®35.12) if Spain *is* a Civil War Country.

### ®58.2 Extra Forces

##### Immediate Effects

Place an Extra Forces marker near Lisbon (w2705).

##### Game Effects

**Cavalry Unit:** When Portugal is activated, it sets up with one additional 1-1-3 cavalry [Exp] in the Delay Box (13.7.1). Remove the Extra Forces marker from play after Portugal is activated.

## ®59. Rumania

### ®59.1 Free Rumania

##### Immediate Effects

Rumania becomes a Minor Country. Place the Rumanian Flag marker in Bucharest (e2802).

##### Game Effects

**Setup:** Rumania has one 1-1-3 cavalry [Exp], two 1-1-2 infantry [*re:* 3, 4] and three 0-1-2 infantry [Res, *re:* 1, 2] to be placed upon activation (13.7.1).

### ®59.2 Rumanian Bessarabia

##### Immediate Effects

Bessarabia is ceded to Rumania. Remove the Bessarabia Ceded to Russia marker from the *TK* Ceded Lands Box.

## ®60. Russia

### ®§60.1 Battleship Poltava

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place one additional Russian BB [Poltava] in the *TK* Soviet *Outbreak of War* Conditional Events Box.

### ®60.2 Collective Security

##### Immediate Effects

Place the *Collective Security* marker near Moscow (e4312).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Remove card 5a (*Political Purges*).
* Remove card 7a (*Nazi-Soviet Pact*).
* Remove card 8a/TKS-2 (*Demand Baltic States/Byelorussia*).
* Remove card 9a (*Molotov Diplomacy*).
* Remove card 10a (*Eastern Bloc).*
* Remove card 20a/TKS-13/TKS-14/TKS-15 (*Demand Bessarabia/Crimea/Rumania/Ukraine).*
* Remove card 22a (*Ultimatum).*

Remove the Collective Security marker from play after Final *DoD* Setup.

### ®60.3 Comintern Committees

##### Immediate Effects

Add one Soviet Partisan Base marker to the *TK* Soviet *Outbreak of War* Conditional Event Box.

### ®60.4 Communist Russia

##### Immediate Effects

Change the current Russian Leadership to Communist Russia. This is Russia’s “default” Leadership if no Leadership marker is in Moscow (e4312).

The Soviet faction has a Socialist Ideology (®5) on both the *TK* and *DS* maps while this event is in effect.

### ®60.5 Constitutional Tsar

##### Immediate Effects

Change the current Russian Leadership to Constitutional Tsar; place the appropriate Leadership marker in Moscow (e4312) or \*the Eastern Europe Box on the *DS* map as a reminder.

The Soviet faction has a Democratic Ideology (®5) on both the *TK* and *DS* maps while this event is in effect.

##### Final *DoD* Setup Effects

Add two Russian 0-1-2 colonial infantry units [Col] to the *TK* Soviet Force Pool.

The Soviet faction must modify its *TK* deck as follows:

* Remove card 1a (*Military Purges*).
* Remove card 4a (*Russian Mobilization*).
* Replace card 22b (*Comintern*)with card TKS-16 (*Russian Treaty).*
* Remove card 27a (*Great Patriotic War*).

The Soviet faction must modify its *DS* deck as follows:

* Remove card 1a (*Mongol Purges*).

##### Game Effects

**Colonial Units:** If it is being placed as a replacement (1.3.4), a Russian colonial unit *must* be placed in a City under friendly control in any Russian Dependent on the *TK* map.

**Design Note:** The Duma and Tsar work together in the face of internal and external dangers. While the army becomes complacent and contemptuous, industrialization flourishes with American and European investment money. During play, treat all references to Stalin as references to the Tsar and his Duma.

### ®§60.6 Imperial Battleships

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place the Russian Imperial BBs marker in Moscow (e4312).

##### Final *DoD* Setup Effects

Place these additional Russian ships in any suitable Black Sea Port hex(es) in Russia on the *TK* map: two BB [Imp Aleks, Imp Ekat]. Remove the Imperial Battleship marker from play after Final *DoD* Setup.

### ®60.7 Lesser Russian Empire

##### Immediate Effects

Apply *all* of the following:

* *Russian Baltic States* (®60.10).
* *Russian Eastern Poland* (®60.19).
* *Russian Finnish Frontier* (®60.24).

### ®60.8 Political Purges

##### Immediate Effects

Place the *Political Purges* marker near Moscow (e4312).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Remove card 5b (*Collective Security*).
* Remove card 7b (*Franco-Russian Entente*).
* Remove card 8b/TKS-3 (*Negotiations with Baltic States/Byelorussia*).
* Remove card 9b (*Litvinov Diplomacy*).
* Remove card 10b (*Central Alliance).*
* Remove card 20b (*Balkan Pact).*
* Remove card 22b/TKS-16 (*Comintern/Russian Treaty).*

Remove the Political Purges marker from play after Final *DoD* Setup.

### ®60.9 Prepared Russia

##### Immediate Effects

If the Unprepared Russia marker is in the *TK* Soviet *Russian Emergency Mobilization* Conditional Events Box, remove it from play. Otherwise, place the Prepared Russia marker in the *Russian Emergency Mobilization* Conditional Events Box.

##### Final *DoD* Setup Effects

Take the units in the Soviet *Russian Emergency Mobilization* Conditional Events Box and place them in the Soviet *TK* Force Pool. Remove the Prepared Russia marker from play after Final DoD Setup.

### ®60.10 Russian Baltic States

##### Immediate Effects

Baltic States is ceded to Russia. Remove the Baltic States Flag marker in Riga (e4304) and any Baltic Ceded Land markers in the *TK* Ceded Lands Box. Place the Baltic States Ceded to Russia marker with Reinforcement Number 8 in the *TK* Ceded Lands Box.

If East Prussia is part of Baltic States when this Creation Event is occurs, apply *German East Prussia* (®35.13).

##### Final *DoD* Setup Effects

If Baltic States is ceded to Russia *and* East Prussia is part of Germany, the **Axis** faction must modify its *TK* deck as follows:

* Replace card 14 (*Demand Lithuania)* with card TKA-12 (*Ribbentrop Diplomacy*)*.*

### ®60.11 Russian Bessarabia

##### Immediate Effects

Bessarabia is ceded to Russia. Place the Bessarabia Ceded to Russia marker with Reinforcement Number 20 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

If Crimea is part of Russia, the Soviet faction must modify its *TK* deck as follows:

* Replace card 20a (*Demand Bessarabia)* with card TKS-14 (*Demand Rumania*)*.*

### ®60.12 Russian Byelorussia

##### Immediate Effects

Byelorussia is ceded to Russia. Remove the Byelorussia Flag marker in Minsk (*TK* e3906).

### ®§60.13 Russian Carrier

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place one additional Russian CV [Izmail] in the *TK* Soviet *Outbreak of War* Conditional Events Box.

### ®60.14 Russian Caucasian Lands

##### Immediate Effects

The Soviet faction may select *one* of the following Minor Countries: Armenia, Azerbaijan, Caucasus, or Turkey. The selected Minor Country *must* share a border with Russia; Turkey cannot be selected if Armenia is a Minor Country. Apply the event below to the selected Minor Country.

* **Armenia:**
* *If Russian Armenia is part of Armenia:*Russian Armenia is ceded to Russia. Remove the Russian Armenia Ceded to Armenia marker in the *TK* Ceded Lands Box. Move the Armenia Flag marker in Yerevan (e2621) to Erzerum (e2518).
* *If Russian Armenia is not part of Armenia:*Turkish Armenia is ceded to Russia. Remove the Armenia Flag marker in Erzerum (e2518). Place the Turkish Armenia Ceded to Russia marker in the *TK* Ceded Lands Box. See additional Game Effects below.
* **Azerbaijan:**Azerbaijan is ceded to Russia. Remove the Azerbaijan Flag marker in Baku (e2825).
* **Caucasus:**
* *If Southern Region is part of Caucasus:*Southern Region is ceded to Russia. Remove the Southern Region Ceded to Caucasus marker in the *TK* Ceded Lands Box.
* *If Southern Region is* not *part of Caucasus:*Caucasus is ceded to Russia. Remove the Caucasus Flag marker in Tiflis (e2821).
* **Turkey:**Turkish Frontier is ceded to Russia. Place the Turkish Frontier Ceded to Russia marker with Reinforcement Number 19 in the *TK* Ceded Lands Box.

### ®60.15 Russian Crimea

##### Immediate Effects

Crimea is ceded to Russia. Remove the Crimea Flag marker in Sevastopol (e2912) or any Crimea Ceded Land marker in the *TK* Ceded Lands Box.

### ®60.16 Russian Diplomacy

##### Immediate Effects

The Soviet faction must roll on *one* of the following *TK* Area Tables: **Balkans, Central, Ostland**. If the result is a Neutral Minor Country, the Soviet faction must apply *Influence* (19.19) to it.

### ®60.17 Russian Donbass

##### Immediate Effects

Donbass is ceded to Russia. Remove the Donbass Flag marker in Kharkov (e3613) or any Donbass Ceded Land marker in the *TK* Ceded Lands Box.

### ®60.18 Russian East Turkestan

##### Immediate Effects

East Turkestan is ceded to Russia. Place the East Turkestan Ceded to Russia marker with Reinforcement Number 20 in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Soviet faction must modify its *DS* deck as follows:

* Replace card 20 (*Demand East Turkestan)* with card DSS-5 (*Demand Sinkiang*)*.*

### ®60.19 Russian Eastern Poland

##### Immediate Effects

Eastern Poland is ceded to Russia. Place the Eastern Poland Ceded to Russia marker with Reinforcement Number 11 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace card 11 (*Demand Eastern Poland)* with card TKS-6 (*Demand Poland*)*.*

### ®60.20 Russian Empire

##### Immediate Effects

Apply *all* of the following:

* *Russian Baltic States* (®60.10).
* *Russian Bessarabia* (®60.11).
* *Russian Caucasian Lands* (®60.14).
* *Russian Finland* (®60.23).
* *Russian Poland* (®60.40).
* *Russian Tannu Tuva* (®60.43).

### ®60.21 Russian Far East

This event can be applied only if Siberia is *not* a Minor Country.

##### Immediate Effects

Amur, Kamchatka, Primorye, and Trans-Baikal are all ceded to Russia. Remove the Far East Republic Flag marker from Chita (*DS* w5824). Remove the Amur, Kamchatka, Primorye, and Trans-Baikal Ceded to Far East Republic markers from the *DS* Ceded Lands Box.

### ®60.22 Russian Federation

##### Immediate Effects

Apply *all* of the following:

* *Byelorussia* (®23).
* *Free Caucasus* (®25.4).
* *Free Ukraine* (®70.3), *Ukrainian Crimea* (®70.6), and *Ukrainian Donbass* (®70.7)*.*

### ®60.23 Russian Finland

##### Immediate Effects

Finland becomes a Russian Subjugated Dependent. Remove the Finland Flag marker in Helsinki (e4704) or any Ceded Lands marker associated with Finland (including the Finnish Frontier) in the *TK* Ceded Lands Box. Place the Russian Finland Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Finland is a Russian Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®60.24 Russian Finnish Frontier

##### Immediate Effects

Finnish Frontier is ceded to Russia. Place the Finnish Frontier Ceded to Russia marker with Reinforcement Number 18 in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace card 18 (*Demand Finnish Frontier)* with card TKS-8 (*Demand Finland*)*.*

### ®60.25 Russian Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *Russian Byelorussia* (®60.12).
* Apply *Russian Crimea* (®60.15).
* Apply *Russian Donbass* (®60.17).
* Apply *Russian Far East* (®60.21).
* Apply *Russian Kazakhstan* (®60.31).
* Apply *Russian Siberia* (®60.42).
* Apply *Russian Ukraine* (®60.44). This event cannot be applied if Ukraine has any marker in the *TK* Ceded Lands Box.

If none of those seven events can be applied because all of these Regions are already part of Russia, then the faction must do one of the following:

* Apply *Russian Baltic States* (®60.10) if Eastern Poland is part of Russia and Lithuania is *not* a German Dependent, or *Russian Northern Baltics* (®60.39) if Eastern Poland is *not* part of Russia or Lithuania is a German Dependent.
* Apply *Russian Bessarabia* (®60.11).
* Apply *Russian Caucasian Lands* (®60.14).
* Apply *Russian Eastern Poland* (®60.19)
* Apply *Russian Finnish Frontier* (®60.24).
* Apply *Russian Sakhalin* (®60.41).

If none of those six events can be applied because all of these Regions are already part of Russia, then the faction must do one of the following:

* Apply *Russian East Turkestan* (®60.18).
* Apply *Russian Finland* (®60.23).
* Apply *Russian Galicia* (®60.26).
* Apply *Russian Heilungkiang* (®60.27).
* Apply *Russian Karafuto* (®60.30).
* Apply *Russian Kirin* (®60.32). This event cannot be selected unless Heilungkiang is ceded to Russia.
* Apply *Russian Poland* (®60.40).
* Apply *Russian Tannu Tuva* (®60.43).

### ®60.26 Russian Galicia

This event can be applied only if Poland is a Russian Dependent *and* Galicia is ceded to Austria-Hungary.

##### Immediate Effects

Galicia becomes part of Poland. Remove any Galicia marker in the *TK* Ceded Lands Box.

### ®60.27 Russian Heilungkiang

Ignore this event if Trans-Baikal is not part of Russia.

##### Immediate Effects

Heilungkiang is ceded to Russia. Place the Heilungkiang Ceded to Russia marker in the *DS* Ceded Lands Box.

### ®+60.28 Russian Intelligence

This event can be applied only if you are playing with the *Fortunes of War* optional rule (+15, +§12).

##### Immediate Effects

The Soviet faction must place the Russian Intelligence marker in Moscow (e4312) or \*the Eastern Europe Box on the *DS* map.

##### Game Effects

At *any* time, the Soviet faction may discard the Russian Intelligence marker and do *one* of the following:

* Force the Axis faction to discard one random FoW card from its hand on the *TK* map.
* Draw one extra card from the FoWdeck for use on the *TK* map. This card is usable *only* by the Soviet faction.
* Force the Axis faction to discard one random FoW card from its hand on the *DS* map.
* Draw one extra card from the FoWdeck for use on the *DS* map. Again, this card is usable *only* by the Soviet faction.

**Clarification:** You can stack the Russian Intelligence marker on top of a FoW card as a reminder that it belongs to the Soviet faction. But the marker is spent; you can only use it *one* time to discard an Axis FoW card or draw a new one.

### ®§60.29 Russian K-boats

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place one additional Russian K-boat [K-21] in the *TK* Soviet *Outbreak of War* Conditional Events Box.

### ®60.30 Russian Karafuto

This event can be applied only if Sakhalin is part of Russia.

##### Immediate Effects

Karafuto is ceded to Russia. Place the Karafuto Ceded to Russia marker in the *DS* Ceded Lands Box.

### ®60.31 Russian Kazakhstan

##### Immediate Effects

Kazakhstan is ceded to Russia. Remove the Kazakhstan Flag marker in Alma Ata (a5411) and overlay #18 from the *DS* map.

### ®60.32 Russian Kirin

This event can be applied only if Heilungkiang is also ceded to Russia.

##### Immediate Effects

Kirin is ceded to Russia. Place the Kirin Ceded to Russia marker in the *DS* Ceded Lands Box.

### ®60.33 [Increase, Reduce] Russian Leadership

Russia has three possible levels of Leadership. From “highest” to “lowest,” they are:

* *Tsarist Russia* (®60.45).
* *Constitutional Tsar* (®60.5).
* *Communist Russia* (®60.4).

##### Immediate Effects

When instructed to increase or reduce the Russian Leadership, do so by one level. The Russian Leadership cannot go above *Tsarist Russia* or below *Communist Russia*.

### ®60.34 Russian Loss

##### Immediate Effects

**Important:** An event cannot be applied to a particular Region unless it is ceded to Russia or a Russian Dependent.

**Example:** If Finland is a Swedish Dependent, you cannot apply *Free Finland* (®33.1) to fulfill this event.

The faction applying this event must do one of the following:

* Apply *Japanese Heilungkiang* (®43.7).
* Apply *Japanese Karafuto* (®43.10).
* Apply *Japanese Kirin* (®43.11).
* Apply *East Turkestan* (®26.5).
* Apply *Free Finland* (®33.1) and *Russian Finnish Frontier* (®60.24).
* Apply *Free Mongolia* (®49.1) and *Russian Mongol Frontier* (®60.35).
* Apply *Mongol Frontier* (®49.2).
* Apply *Free Poland* (®57.3) and *Russian Eastern Poland* (®60.19).
* Apply *Tuvan Protectorate* (®60.46).
* Apply *Turkish Frontier* (®68.18).

If none of the events above can be applied because none of the named Regions are ceded to Russia or Russian Dependents, then the faction must do one of the following:

* Apply *Free Baltic States* (®16.6).
* Apply *Rumanian Bessarabia* (®59.2).
* Apply *Finnish Frontier* (®33.2).
* Apply *Polish Eastern Poland* (®57.7).

If none of those events can be applied because none of the named Regions are ceded to Russia, then the faction must do one of the following:

* Apply *Byelorussia* (®23).
* Apply *Free Caucasus* (®25.4).
* Apply *Crimea* (®27).
* Apply *Donbass* (®30).
* Apply *Far East Republic* (®32).
* Apply *Kazakhstan* (®46).
* Apply *Free Siberia* (®63.1). This event cannot be selected unless Far East Republic is a Minor Country.
* Apply *Greater Siberia* (®63.2). This event cannot be selected unless Siberia is a Minor Country.
* Apply *Free Ukraine* (®70.3).

### ®60.35 Russian Mongol Frontier

##### Immediate Effects

Mongol Frontier is ceded to Russia. Place the Mongol Frontier Ceded to Russia marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

If Mongol Frontier is part of Russia *and* Jehol is *not* part of Hopeh, the Axis faction must modify its *DS* deck as follows:

* Remove card 8 (*Demand Mongol Frontier).*

### ®60.36 Russian Mongolia

This event can be applied only if Mongol Frontier is ceded to Russia.

##### Immediate Effects

Mongolia becomes a Russian Subjugated Dependent. Place the Russian Mongolia Subjugated Dependent marker in the *DS* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Mongolia is a Russian Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®60.37 Russian Naval Race

##### Immediate Effects

Place the Russian Naval Race marker in Moscow (e4312).

##### Final *DoD* Setup Effects

Place one additional Russian Surf Fleet [Baltic] in the *TK* Soviet Force Pool.

§If *SK* is being used, the Soviet faction places these additional ships in any suitable Baltic Sea Port hex(es) in Russia on the *TK* map: four BB [Borodino, Izmail, Kinburn, Navarin]. Remove the Russian Naval Race marker from play after Final *DoD* Setup.

### ®§60.38 Russian Naval Resurgence

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place the Russian Naval Resurg marker in Moscow (e4312).

##### Final *DoD* Setup Effects

Place these additional Russian ships in any suitable Baltic Sea Port hex(es) in Russia on the *TK* map: two BB [Borodino, Izmail]. Remove the Russian Naval Resurg marker from play after Final *DoD* Setup.

### ®60.39 Russian Northern Baltics

If East Prussia is part of Poland, change this Creation Event to *Russian Baltic States* (®60.10).

##### Immediate Effects

Northern Baltic States is ceded to Russia. Place the appropriate Ceded Land marker in the *TK* Ceded Lands Box. Remove the Baltic States Flag marker in Riga (e4304).

If East Prussia is part of Baltic States when this Creation Event is occurs, apply *German East Prussia* (®35.13).

If East Prussia is part of Germany when this Creation Event occurs, apply *German Lithuania* (®35.18).

### ®60.40 Russian Poland

##### Immediate Effects

Poland becomes a Russian Subjugated Dependent. Remove the Poland Flag marker in Warsaw (e3702). Place the Russian Poland Subjugated Dependent marker in the *TK* Ceded Lands Box.

If Polish Corridor is part of Poland when this Creation Event occurs, apply *German Corridor* (®35.9).

If East Prussia is part of Poland when this Creation Event occurs, apply *German East Prussia* (®35.13).

##### Final *DoD* Setup Effects

If Austria-Hungary is a Minor Country, the Soviet faction must modify its *TK* deck as follows:

* Replace card 11 (*Demand Eastern Poland)* with card TKS-5 (*Demand Galicia*)

##### Game Effects

**Subjugated Dependent:** Poland is a Russian Subjugated Dependent subject to possible Partisan Base placement (®8.4).

**Clarification:** Be sure to use the Poland Subjugated Dependent marker that comes with *DoD* and not the Poland Ceded to Russia marker on the back of the Eastern Poland marker in *TK*.

### ®60.41 Russian Sakhalin

##### Immediate Effects

Sakhalin is ceded to Russia. Remove the Sakhalin Ceded to Japan marker in the *DS* Ceded Lands Box.

### ®60.42 Russian Siberia

##### Immediate Effects

All of Siberia (including Central Russia, if it part of Siberia) is ceded to Russia. Remove the Siberia Flag marker in Irkutsk (a5821) and the Central Russia Ceded to Siberia marker in the *DS* Ceded Lands Box.

### ®60.43 Russian Tannu Tuva

##### Immediate Effects

Tannu Tuva is ceded to Russia. Place the Tannu Tuva Ceded to Russia marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Soviet faction must modify its *DS* deck as follows:

* Replace card 22 (*Demand Tannu Tuva)* with card DSS-9 (*Asian Diplomacy*)*.*

### ®60.44 Russian Ukraine

This event cannot be applied if any of Bessarabia, Crimea, Donbass, or Galicia are ceded to Ukraine.

##### Immediate Effects

Ukraine is ceded to Russia. Remove the Ukraine Flag marker in Kiev (e3609).

### ®60.45 Tsarist Russia

##### Immediate Effects

Change the current Russian Leadership to Tsarist Russia; place the appropriate Leadership marker near Moscow (e4312) or \*the *DS* Eastern Europe Box as a reminder.

The Soviet faction has a Totalitarian Ideology (®5) on both the *TK* and *DS* maps while this event is in effect.

##### Final *DoD* Setup Effects

Remove the two 1-1-3 tank units that start in Russia’s *TK* Force Pool and replace them with two 1-1-3 cavalry [*re*: Cos] units.

The Soviet faction must modify its *TK* deck as follows:

* Remove card 1b (*Tukhachevsky Reforms*).
* Remove card 4b (*Red Army Mobilization*).
* Replace card 22b (*Comintern*)with card TKS-16 (*Russian Treaty).*
* Remove card 26b (*Siberian Reserves Released).*
* Remove card 27b (*Red Army Conspiracy*).

The Soviet faction must modify its *DS* deck as follows:

* Remove card 11a (*Siberian Troop Transfer*)*.*
* Remove card 19b (*Russian Neutrality Pact).*

**Design Note**: The new Tsar maintains good relations with the peasant farmers, and keeps order with his loyal Cossacks and the Russian army. However, modernization is neglected and trouble looms in the Far East, where there remains a score to be settled with Japan. During play, treat all references to Stalin as references to the Tsar.

### ®60.46 Tuvan Protectorate

##### Immediate Effects

Tannu Tuva becomes a Russian Dependent. Remove the Tannu Tuva Ceded to Russia marker from the *DS* Ceded Lands Box.

### ®60.47 Unprepared Russia

##### Immediate Effects

If the Prepared Russia marker is in the *TK* Soviet *Russian Emergency Mobilization* Box, remove it from play. Otherwise, place the Unprepared Russia marker in the *Russian Emergency Mobilization* Conditional Events Box.

##### Game Effects

When the *Russian Emergency Mobilization* Conditional Event is triggered in *TK* (20.5.3), place *only* the Unprepared Russia marker in the Delay Box – do not place the other Russian units in the Delay Box at this time.

When the Unprepared Russia marker is removed from the Turn Track, remove it from play and place the remaining Soviet *Russian Emergency Mobilization* counters in the Delay Box.

**Clarification**: This event only applies to the *TK* map – it has no effect in *DS* map. The Siberian army is assumed to stay in a greater state of readiness watching Japan.

## ®61. Serbia

##### Immediate Effects

Serbia becomes a Minor Country. Remove all Yugoslavian counters from the game. Place Overlay #5 on the *TK* map. Place the Serbia Flag marker in Belgrade (e2802).

##### Game Effects

**Setup:** Serbia has five 0-1-2 infantry [Res, *re:* 1, 2, 3, 4] to be placed upon activation (13.7.1).

## ®62. Siam

### ®62.1 Extra Forces

This event can be applied only if Siam is a Minor Country.

##### Immediate Effects

Place an Extra Forces marker near Bangkok (a3817).

##### Game Effects

**Infantry Unit:** When Siam is activated, it sets up with one additional 0-1-1 infantry [*re:* 2] on the map (13.7.1). Remove the Extra Forces marker from play after Siam is activated.

**§Additional Counter for *SK:*** Place the following Siamese marker in the specified locations:

* Any suitable Port hex in Siam – one CD [Thonburi]

### ®62.2 Free Siam

##### Immediate Effects

Siam becomes a Minor Country. Place the Siam Flag marker in Bangkok (a3817). Remove any Siam Ceded Land marker in the *DS* Ceded Lands Box.

##### Game Effects

**Setup:** Siam has two 0-1-1 infantry [Res, *re:* 1] to be placed upon activation (13.7.1).

### ®62.3 Siamese-Japanese Alliance

##### Immediate Effects

The Axis faction may immediately activate Siam as an Axis Minor Country (13.7). If it does so, then the Western faction may apply *Dutch Oil Embargo* (®51.3) and *Pro-West* (®48.2) to *all* of the following Minor Countries on the *DS* map: Burma, France, India, Indochina, Malaya, NEI, Philippines.

## ®63. Siberia

### ®63.1 Free Siberia

This event can be applied only if Far East Republic is a Minor Country.

##### Immediate Effects

Siberia becomes a Minor Country. Place the Siberia Flag marker in Irkutsk (a5821).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *DS* deck as follows:

* Replace card 21 (*Demand Mongolia)* with card DSS-6 (*Demand Siberia).*

##### Game Effects

**Setup:** Siberia has one 0-1-1 infantry [Res] to be placed upon activation (13.7.1).

### ®63.2 Greater Siberia

This event can be applied only if Kazakhstan *and* Siberia are Minor Countries.

##### Immediate Effects

Central Russia is ceded to Siberia. Place the Central Russia Ceded to Siberia marker in the *DS* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Soviet faction must modify its *DS* deck as follows:

* Replace card 20 (*Demand East Turkestan)* with card DSS-3 (*Demand Central Russia)*

##### Game Effects

**Setup:** If Greater Siberia is in effect, Siberia has six 0-1-1 infantry [Res, *re:* 1, 2, 3, 4, 5], to be placed upon activation (13.7.1). In addition, one Siberian 1-1-2 cavalry [Exp] is placed in the Delay Box.

**Winter Blitz Ability:** A Blitz-Enabled Siberian unit can attack a hex affected by Snow.

**Clarification**: The event will mean that all Russian units on the *DS* map must enter from and trace supply to the Eastern Europe Box.

## ®64. Spain

### ®64.1 Communist Spain

##### Immediate Effects

Place the Communist Spain marker near Madrid (w2710) as a reminder of this event. Then check the Leadership for both Russia and Germany:

* If Germany has a Socialist Ideology and Russia does not, apply *Pro-Axis* (®48.2) to Spain.
* If Russia has a Socialist Ideology and Germany does not, apply *Pro-Soviet* (®48.2) to Spain.
* If neither Russia nor Germany have Socialist Ideologies, or both do, apply *Nonalignment* (®48.1) to Spain.

##### Game Effects

**Possible Activation as a Soviet Minor Country:** If Communist Spain is activated as an Allied Minor Country *and* Russia has a Socialist Ideology, then Spain is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

### ®64.2 Extra Forces

##### Immediate Effects

Place an Extra Forces marker near Madrid (w2710).

##### Game Effects

**Armor Unit:** When Spain is activated, it sets up with one additional 1-1-3 armor [Exp] in the Delay Box (13.7.1). Remove the Extra Forces marker from play after Spain is activated.

**§Additional Ship for *SK*:** Place this additional Spanish ship as follows upon activation:

* Any suitable Port hex in Spain – one BB [Alf XIII]

### ®64.3 Fascist Spain

##### Immediate Effects

Place the Fascist Spain marker near Madrid (w2710) as a reminder of this event. Then check Germany’s current Leadership:

* If the current German Leadership is *Nazi* *Germany*, apply *Pro-Axis* (®48.2) to Spain.
* If the current German Leadership is *Communist Germany*, apply *Pro-West* (®48.2) to Spain.
* If the current German Leadership is *Constitutional Kaiser, Democratic Germany,* or *Imperial Germany,* apply *Nonalignment* (®48.1) to Spain.

##### Game Effects

**Possible Activation as a Soviet Minor Country:** If Fascist Spain is activated as an Allied Minor Country *and* Britain has a Socialist Ideology, then Spain is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

### ®64.4 Spanish Basque

##### ImmediateEffects

Basque is ceded to Spain. Remove the Basque Flag marker in Bilbao (w3011).

### ®64.5 Spanish Catalonia

##### ImmediateEffects

Catalonia is ceded to Spain. Remove the Catalonia Flag marker in Barcelona (w2714).

### ®64.6 Spanish Civil War

##### Immediate Effects

Spain becomes a Civil War Country (13.8.6). Apply *Spanish Basque* (®64.4), and *Spanish Catalonia* (®70.7) to those Regions if they are *not* Ceded to Spain.

Place the Civil War Country marker near Madrid (w2710) and determine Republican Support (®5.3).

##### Final *DoD* Setup Effects

Place the following markers on the map:

* La Corunna (w3208) – Nationalist Territory
* Bilbao (w3011) – Nationalist Territory
* Madrid (w2710) – Republican Capital
* Barcelona (w2714) – Republican Territory
* Valencia (w2512) – Republican Territory
* Seville (w2408) – Nationalist Capital

##### Game Effects

**Breakaway Regions:** Basque and Catalonia are potential Breakaway Regions while Spain is a Civil War Country. If *Provincial Independence* (19.34) is applied to one of these regions, it will form a Neutral Minor Country (®18 and ®24, respectively).

**§Civil War Spain in *SK:*** If Spain is activated while there is a Civil War Country or Civil War Reconstruction marker in Madrid, roll one die (no DRM) for each ship listed below during setup.

**1-3:** the ship is placed normally

**4-6:** the ship is removed from play

* Two BB [Espana, Jaime I]
* Two CA [Baleares, Canarias]

After making all rolls, the owning faction may place remaining Spanish ships in any suitable Port hex(es) in Spain.

### ®64.7 Spanish Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *Spanish Basque* (®64.4).
* Apply *Spanish Catalonia* (®64.5).
* Apply *Spanish Morocco* (®64.9). This event can only be applied if Morocco is a Neutral Minor Country and Northern Morocco has been ceded to it.

If all of the above are in effect, then the faction applying this event must do one of the following:

* Apply *Anglo-Portuguese Alliance* (®58.1).
* Apply *Extra Forces* to Spain(®64.2).

### ®64.8 Spanish Loss

##### Immediate Effects

The faction applying this event must do one of the following below:

* Apply *Basque* (®18).
* Apply *Catalonia* (®24).
* Apply *Northern Morocco* (®50.2). This option can only be selected if Morocco is a Neutral Minor Country.

If none of these events can be applied, then the faction must apply *Nonalignment* (®48.1) to Spain.

### ®64.9 Spanish Morocco

##### ImmediateEffects

Spanish Morocco is ceded to Spain. Remove the Moroccan Spanish Morocco Ceded Land marker from the *TK* Ceded Lands Box.

## ®65. Sweden

### ®65.1 Extra Forces

##### Immediate Effects

Place an Extra Forces marker near Stockholm (e4601).

##### Game Effects

**Ski Unit:** When Sweden is activated, it sets up with one additional 1-1-3 ski [Exp] in the Delay Box (13.7.1). Remove the Extra Forces marker from play after Sweden is activated.

### ®65.2 Swedish Finland

##### Immediate Effects

Finland becomes a Swedish Subjugated Dependent. Remove the Finland Flag marker in Helsinki (e4704). Place the Swedish Finland Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** If Sweden activates while this event is in effect, it sets up with one additional 0-1-0 garrison [Hel] in Helsinki (e4704).

**Subjugated Dependent:** Finland is a Swedish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

## ®66. Syria

### ®66.1 Free Syria

##### Immediate Effects

Syria becomes a Minor Country. Place the Syria Flag marker in Damascus (e1716). Remove any Syria Ceded Land marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

If France is a Western Minor Country, move the French Detachment in Beirut (e1715) to the Western Force Pool. Remove the French 0-1-0 *Dam* garrison unit from play.

##### Game Effects

**Setup:** Syria has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

### ®66.2 Greater Syria

##### Immediate Effects

Syria becomes a Minor Country. Place the Syria Flag marker in Damascus (e1716). Remove any Ceded Land markers pertaining to Syria, Palestine, Iraq, or Trans-Jordan from the *TK* Ceded Lands Box. Remove any Flag markers in Palestine, Iraq, or Trans-Jordan. Place the Palestine, Iraq, and Trans-Jordan Ceded to Syria markers in the *TK* Ceded Lands Box.

If another Creation Event causes Iraq or Syria to no longer be part of Greater Syria, then the remaining portions of Greater Syria are immediately dissolved into its many smaller states. Apply *British Kuwait* (®19.13), *Free Iraq* (®40.1), *Jordan* (®45), *Palestine* (®55), *Free Syria* (®66.1), and *Turkish Hatay* (®68.21) as necessary.

##### Final *DoD* Setup Effects

If France is a Western Minor Country, move the French Detachment in Beirut (e1715) to the Western Force Pool. Remove the French 0-1-0 *Dam* garrison unit from play.

##### Game Effects

**Setup:** Greater Syria has two 0-1-2 infantry [Res, *re:* 1] to be placed upon activation (13.7.1). In addition, one 1-1-3 Syrian cavalry [Exp] is placed in the Delay Box.

**Greater Syria Dissolution:** If Greater Syria is ever conquered, liberated, or named as the subject of a *Case Yellow* or *Operation Avalanche* Conditional Event, it immediately dissolves into its many smaller states. If this happens, remove all Syrian counters from the game and replace them with the standard counters for Iraq, Palestine, Syria, and Trans-Jordan added as required. These counters are placed wherever Syrian counters would have been placed by the event that triggered dissolution. If Hatay and Kuwait were also part of Greater Syria, those regions become ceded to Turkey or a British Dependent, respectively.

**Example:** If a Totalitarian Axis faction conquered a Democratic, Western-aligned Greater Syria, the new units would be placed in the Western Conquered Minors Box.

### ®66.3 Rebellious Syria

##### Immediate Effects

Syria becomes a French Subjugated Dependent. Remove the Syria Flag marker from Damascus (e1716). Place the French Syria Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Subjugated Dependent:** Syria is a French Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®66.4 Syrian Hatay

This event can be applied only if *Greater Syria* (®66.2) is in effect *and* there is no Turkish marker in the *TK* Ceded Lands Box.

##### Immediate Effects

Place Overlay #7 on the *TK* map. Hatay is ceded to Syria. Place the Hatay Ceded to Syria marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** Syria sets up with one additional 0-1-0 garrison [Ada] in Adana (e2114) upon activation (13.7.1).

### ®66.5 Syrian Kuwait

This event can only be applied if *Greater Syria* (®66.2) is in effect.

##### Immediate Effects

Kuwait is ceded to Syria. Remove any Kuwait Ceded Land marker in the *TK* Ceded Lands Box. Place the Kuwait Ceded to Syria marker in the *TK* Ceded Lands Box.

## ®67. Tunisia

##### Immediate Effects

Tunisia becomes a Neutral Minor Country. Place the Tunisia Flag marker in Tunis (w2021).

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Add card TKW-13 (*North African League*)

If France is a Western Minor Country, move the French Detachment in Tunis to the Western Force Pool.

##### Game Effects

**Setup:** Tunisia has one 0-1-2 infantry [Res] to be placed upon activation (13.7.1).

## ®68. Turkey

### ®68.1 Communist Turkey

##### Immediate Effects

Place the Communist Turkey marker near Ankara (e2412) as a reminder of this event. Then check the Leadership for both Russia and Germany:

* If Germany has a Socialist Ideology and Russia does not, apply *Pro-Axis* (®48.2) to Turkey.
* If Russia has a Socialist Ideology and Germany does not, apply *Pro-Soviet* (®48.2) to Turkey.
* If neither Russia nor Germany have Socialist Ideologies, or if both do, apply *Nonalignment* (®48.1) to Turkey.

##### Game Effects

**Possible Activation as a Soviet Minor Country:** If Communist Turkey is activated as an Allied Minor Country *and* Russia has a Socialist Ideology, then Turkey is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

### ®68.2 Dominant Turkey

##### Final *DoD* Setup Effects

For Turkey to be Dominant, there must be at least **seven** Turkish Ceded Land markers in the *TK* Ceded Lands Box. Place the Dominant Turkey marker near Ankara (e2412) as a reminder.

##### Game Effects

**Additional Turkish Counters:** Dominant Turkey places these additional units in the Delay Box upon activation (13.7.1): one 2-2-2 HQ. one 1-1-3 mech [Exp]. War Economy +1.

**Clarification:** Dominant Turkey uses its P counters for these units. Turkey remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA), Surf Fleet (see below), and Expanded War Economy +2 marker as potential gains.

**Ottoman Navy:** Dominant Turkey receives one Convoy marker that may be set up in the Black Sea or Eastern Mediterranean Convoys Box (in either mode) when Turkey is activated (13.7.1).

If Turkey is selected as a Partnership country (13.8.7) and the *Successful* *Improvements* (19.38) Political Event is applied to it, the owning faction may select the Turkish Surf Fleet support unit and place it in the Delay Box.

§If *SK* is being used, Dominant Turkey sets up with four additional BB [Azizye, Fatih, Mahmud, Orhaniye] in any suitable Port hex(es) in Turkey or a Turkish Dependent.

**Marker Removal:** Remove the Dominant Turkey marker from play after Turkish setup.

### ®68.3 Expanded Turkey

##### Final *DoD* Setup Effects

For Turkey to be Expanded, there must be **five or six** Turkish Ceded Land markers in the *TK* Ceded Lands Box. Place the Expanded Turkey marker near Ankara (e2412) as a reminder.

##### Game Effects

**Additional Turkish Counters:** Expanded Turkey places these additional units in the Delay Box upon activation (13.7.1): one 2-2-2 HQ. one 1-1-3 mech [Exp].

**Clarification:** Dominant Turkey uses its P counters for these units. Turkey remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA), Surf Fleet (see below), and Expanded War Economy +1 marker as potential gains.

**Ottoman Navy:** Expanded Turkey receives one Convoy marker that may be set up in the Black Sea or Eastern Mediterranean Convoys Box (in either mode) when Turkey is activated (13.7.1).

If Turkey is selected as a Partnership country (13.8.7), and the *Successful* *Improvements* (19.38) Political Event is applied to it, the owning faction can select the Turkish Surf Fleet support unit and place it in the Delay Box.

§If *SK* is being used, Expanded Turkey sets up with two additional BB [Azizye, Fatih] in any suitable Port hex(es) in Turkey or a Turkish Dependent.

**Marker Removal:** Remove the Expanded Turkey marker from play after Turkish setup.

### ®68.4 Fascist Turkey

##### Immediate Effects

Place the Fascist Turkey marker near Ankara (e2412) as a reminder of this event. Then check Germany’s current Leadership:

* If the current German Leadership is *Nazi* *Germany*, apply *Pro-Axis* (®48.2) to Turkey.
* If the current German Leadership is *Communist Germany*, apply *Pro-West* (®48.2) to Turkey.
* If the current German Leadership is *Constitutional Kaiser, Democratic Germany,* or *Imperial Germany,* apply *Nonalignment* (®48.1) to Turkey.

##### Game Effects

**Possible Activation as a Soviet Minor Country:** If Fascist Turkey is activated as an Allied Minor Country *and* Britain has a Socialist Ideology, then Turkey is always considered to “share a border with a Soviet Country” under Priority 4 of 13.5, regardless of whether it actually does.

### ®68.5 Greater Turkish Empire

##### Immediate Effects

Apply *all* of the following:

* *Turkish Antalya* (®68.9).
* *Turkish Armenia* (®68.10).
* *Turkish Cyprus* (®68.14).
* *Turkish Frontier* (®68.18).
* *Turkish Hatay* (®68.21).
* *Turkish Iraq* (®68.22).
* *Turkish Kuwait* (®68.23).
* *Turkish Palestine* (®68.26).
* *Turkish Rhodes* (®68.27).
* *Turkish Straits* (®68.30).
* *Turkish Syria* (®68.31).
* *Turkish Trans-Jordan* (®68.32).
* *Turkish Western Anatolia* (®68.33).

### ®68.6 Lesser Turkish Empire

##### Immediate Effects

Apply *all* of the following:

* *Turkish Antalya* (®68.9).
* *Turkish Armenia* (®68.10).
* *Turkish Frontier* (®68.18).
* *Turkish Hatay* (®68.21).
* *Turkish Straits* (®68.30).
* *Turkish Syria* (®68.31).
* *Turkish Western Anatolia* (®68.33).

### ®68.7 Sick Man of Europe

##### Immediate Effects

Place Overlays #6 and #7 on the *TK* map, then apply *all* of the following:

* *British Cyprus* (®19.3)
* *French Hatay* (®34.12).
* *Greek Western Anatolia* (®36.5).
* *Russian Caucasian Lands* (®60.14) if Caucasus is *not* a Minor Country.

### ®68.8 Turkish Albania

This option can be applied only if at least one of Greece or Serbia is a Turkish Dependent.

##### Immediate Effects

Albania becomes a Turkish Dependent. Remove the Albania Flag marker in Tirana (e2402) or any Albania Ceded Land marker in the *TK* Ceded Land Box. Place the Turkish Albania Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** Turkey sets up with one additional 0-1-0 garrison [Alb] in Tirana (e2402) upon activation (13.7.1).

### ®68.9 Turkish Antalya

##### Immediate Effects

Antalya is ceded to Turkey. Remove the Italian Antalya Dependent marker from the *TK* Ceded Lands Box.

### ®68.10 Turkish Armenia

##### Immediate Effects

Turkish Armenia is ceded to Turkey. Remove the Turkish Armenia Ceded to Armenia marker from the *TK* Ceded Lands Box.

If no Regions remain ceded to Armenia after applying this event, then Armenia no longer exists. Remove Overlay #8 from the *TK* map.

### ®68.11 Turkish Bulgaria

##### Immediate Effects

Bulgaria becomes a Turkish Subjugated Dependent. Remove the Bulgaria Flag marker in Sofia (e2605). Place the Turkish Bulgaria Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Colonial Unit:** Turkey sets up with one additional 1-1-2 colonial infantry [Bulg] in the Delay Box upon activation (13.7.1). If taken as a replacement, this unit can only be placed in Sofia (e2605) while it is under friendly control.

**Subjugated Dependent:** Bulgaria is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.12 Turkish Caucasus

##### Immediate Effects

Caucasus becomes a Turkish Subjugated Dependent. Place Overlay #9 on the *TK* map. Remove the Caucasus Flag marker in Tiflis (e2821) and all Caucasian Ceded Land markers from the *TK* Ceded Land Box. Place the Turkish Caucasus Subjugated Dependent marker in the *TK* Ceded Lands Box.

**Clarification:** If Southern Region were ceded to Caucasus at the time of this event, it is returned to Russia.

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace card 19 (*Demand Turkish Frontier*) with card TKS-10 (*Demand Caucasus*).

##### Game Effects

**Colonial Units:** Turkey sets up with three additional 1-1-2 colonial infantry [Cau] in the Delay Box upon activation (13.7.1). If taken as a replacement, a Cau colonial infantry unit can only be placed in a city in Caucasus under friendly control.

**Subjugated Dependent:** Caucasus is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.13 Turkish Civil War

##### Immediate Effects

Turkey becomes a Civil War Country (13.8.6). Remove *all* Turkish Ceded Land markers in the *TK* Ceded Lands Box, then apply *Lesser Turkish Empire* (®68.6). Any former Dependents of Turkey that can become Minor Countries do so – apply the appropriate event. Dependents and Ceded Regions that cannot become Minor Countries assume new ownership as printed on the map.

**Example:** Turkish Rhodes and Cyprus would become Italian and British Dependents, respectively.

Place the Civil War Country marker near Ankara (e2412) and determine Republican Support (®5.3).

##### Final *DoD* Setup Effects

Place Overlay #8 and the following markers on the map:

* Istanbul (e2508) – Nationalist Capital
* Erzerum (e2518) – Republican Territory
* Ankara (e2412) – Republican Capital
* Smyrna (e2108) – Nationalist Territory
* Adana (e2114) – Nationalist Territory
* Damascus (e1716) – Republican Territory

##### Game Effects

**Breakaway Regions:** Turkish Armenia and Syria are potential Breakaway Regions while Turkey is a Civil War Country. If *Provincial Independence* (19.34) is applied to one of these regions, it will form a Neutral Minor Country (®11 and ®66.1, respectively).

**§Civil War Turkey in *SK:*** If Turkey is activated while there is a Civil War Country or Civil War Reconstruction marker in Ankara, roll one die (no DRM) for each ship listed below during setup.

**1-3:** the ship is placed normally

**4-6:** the ship is removed from play

* *If the Central Powers marker is in Ankara:* One BB [Yavuz]
* *If the Entente marker is in Ankara:* Two BB [Resadiye, S Osman]
* *If neither the Central Powers or Entente marker is in Ankara:* One BB [Resadiye]

After making all rolls, the owning faction may place remaining Turkish ships in any suitable Port hex(es) in Turkey or a Turkish Dependent.

### ®68.14 Turkish Cyprus

##### Immediate Effects

Cyprus becomes a Turkish Dependent. Remove any Cyprus Dependent marker in the *TK* Ceded Lands Box. Place the Turkish Cyprus Dependent marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

Move the British Detachment in Famagusta (e1814) to the Western Force Pool.

##### Game Effects

**Garrison Unit:** Turkey sets up with one additional 0-1-0 garrison [Cypr] in Famagusta upon activation (13.7.1).

### ®68.15 Turkish Cyrenaica

This event can be applied only if Egypt is a Turkish Dependent.

##### Immediate Effects

Cyrenaica becomes a Turkish Dependent. Remove any Cyrenaica Dependent marker in the *TK* Ceded Lands Box. Place the Turkish Cyrenaica Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Colonial Unit:** Turkey receives one additional 0-1-2 colonial infantry [Cyr] in the Delay Box upon activation (13.7.1). If taken as a replacement, this unit can only be placed in Tobruk (e1406) while it is under friendly control.

### ®68.16 Turkish Egypt

##### Immediate Effects

Egypt becomes a Turkish Subjugated Dependent. Remove any Egypt Flag marker in Cairo (e1212). Place the Turkish Egypt Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison and Colonial Units:** Turkey sets up with two additional 0-1-0 garrison [Said, Suez] in Port Said (e1312) and Suez (e1213) and two additional 1-1-2 colonial infantry [Egy] in the Delay Box upon activation (13.7.1). If taken as a replacement, an *Egy* colonial infantry unit can only be placed in a city in Egypt under friendly control.

**Subjugated Dependent:** Egypt is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.17 Turkish Empire

##### Immediate Effects

Apply *all* of the following:

* *Turkish Antalya* (®68.9).
* *Turkish Armenia* (®68.10).
* *Turkish Frontier* (®68.18).
* *Turkish Hatay* (®68.21).
* *Turkish Iraq* (®68.22).
* *Turkish Palestine* (®68.26).
* *Turkish Straits* (®68.30).
* *Turkish Syria* (®68.31).
* *Turkish Trans-Jordan* (®68.32).
* *Turkish Western Anatolia* (®68.33).

### ®68.18 Turkish Frontier

##### Immediate Effects

Turkish Frontier is ceded to Turkey. Remove the Turkish Frontier Ceded to Russia marker from the *TK* Ceded Lands Box.

### ®68.19 Turkish Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *Turkish Antalya* (®68.9).
* Apply *Turkish Armenia* (®68.10).
* Apply *Turkish Frontier* (®68.18). This event cannot be selected if Armenia is a Minor Country.
* Apply *Turkish Hatay* (®68.21).
* Apply *Turkish Straits* (®68.30).
* Apply *Turkish Western Anatolia* (®68.33).

If none of those six events can be applied because all of these Regions are already part of Turkey, then the faction must do one of the following:

* Apply *Turkish Iraq* (®68.22).
* Apply *Turkish Palestine* (®68.26).
* Apply *Turkish Syria* (®68.31).
* Apply *Turkish Trans-Jordan* (®68.32).

If none of those four events can be applied because all of these Regions are already Turkish Dependents, then the faction must do one of the following:

* Apply *Turkish Albania* (®68.8). This option can be selected only if at least one of Greece or Serbia is a Turkish Dependent.
* Apply *Turkish Bulgaria* (®68.11).
* Apply *Turkish Caucasus* (®68.12).
* Apply *Turkish Cyprus* (®68.14).
* Apply *Turkish Cyrenaica* (®68.15). This option can be selected only Egypt is a Turkish Dependent.
* Apply *Turkish Egypt* (®68.16).
* Apply *Turkish Greece* (®68.20).
* Apply *Turkish Kuwait* (®68.23).
* Apply *Turkish Libya* (®68.24). This option can be selected only if Cyrenaica is a Turkish Dependent.
* Apply *Turkish Rhodes* (®68.27).
* Apply *Turkish Serbia* (®68.29). This option can be selected only if at least one of Greece or Bulgaria is a Turkish Dependent *and* Yugoslavia is not a Minor Country.

### ®68.20 Turkish Greece

##### Immediate Effects

Greece becomes a Turkish Subjugated Dependent. Remove any Greece Flag marker in Athens (e2204). Place the Turkish Greece Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison and Colonial Units:** Turkey sets up with one additional 0-1-0 garrison [Crete] in Khania (e1805) and one additional 1-1-2 colonial infantry [Gre] in the Delay Box upon activation (13.7.1). If taken as a replacement, the colonial unit can only be placed in Athens (e2204) while it is under friendly control.

**Subjugated Dependent:** Greece is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.21 Turkish Hatay

##### Immediate Effects

Hatay is ceded to Turkey. Remove Overlay #7 from the *TK* map and the French Hatay Dependent marker from the *TK* Ceded Lands Box.

### ®68.22 Turkish Iraq

##### Immediate Effects

Iraq becomes a Turkish Subjugated Dependent. Remove any Iraq Flag marker in Baghdad (e1722) or any Iraq Dependent marker in the *TK* Ceded Lands Box. Place the Turkish Iraq Subjugated Dependent marker in the *TK* Ceded Lands Box.

If Greater Syria exists when this Creation Event is applied, Greater Syria will be dissolved (®66.2).

##### Game Effects

**Colonial Unit:** Turkey sets up with one additional 1-1-2 colonial infantry unit [Iraq] in the Delay Box upon activation (13.7.1). If taken as a replacement, this unit can only be placed in Baghdad (e1722) while it is under friendly control.

**Subjugated Dependent:** Iraq is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.23 Turkish Kuwait

This event cannot be applied if Iraq is a Minor Country or British Dependent.

##### Immediate Effects

Kuwait becomes a Turkish Dependent. Place the Turkish Kuwait Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** Turkey sets up with one additional 0-1-0 garrison [Basra] in Basra (e1427) upon activation (13.7.1).

### ®68.24 Turkish Libya

This event can be applied only if Cyrenaica is a Turkish Dependent.

##### Immediate Effects

Libya becomes a Turkish Dependent. Remove any Libya Flag marker in Tripoli (w1522). Remove the Turkish Cyrenaica Dependent marker from the *TK* Ceded Lands Box. Place the Turkish Libya Dependent marker there instead.

**Clarification:** Cyrenaica becomes part of Libya with this event.

##### Game Effects

**Colonial Units:** Turkey sets up with one additional 0-1-2 colonial infantry [Lib] in the Delay Box upon activation (13.7.1). If taken as a replacement, the *Lib* unit can only be placed in Tobruk (e1406) or Tripoli (w1522). The Replacement Location must be under friendly control.

### ®68.25 Turkish Loss

##### Immediate Effects

**Important:** Any event listed below cannot be applied to a particular Region unless it is a Turkish Dependent or is part of Turkey.

**Example:** You can’t select an Egypt that is a British Dependent and apply the *Free Egypt* (®31.1) event to it to turn that area into a Minor Country.

The faction applying this event must do one of the following:

* Apply *Balkan Albania* (®9.1), *Free Albania* (®9.2), or *Italian Albania* (®42.6).
* Apply *Bulgaria* (®21).
* Apply *Free Caucasus* (®25.4) or *Russian Caucasian Lands* (®60.14).
* Apply *British Cyprus* (®19.3), *Greek Cyprus* (®36.3), or *Italian Cyprus* (®42.12).
* Apply *British Cyrenaica* (®19.4) or *Italian Cyrenaica* (®42.13).
* Apply *British Egypt* (®19.6), *Free Egypt* (®31.1), or *Rebellious Egypt* (®31.2).
* Apply *Free Greece* (®36.2).
* Apply *British Kuwait* (®19.13).
* Apply *French Tripolitania* (®34.22) and *Turkish Cyrenaica* (®68.15), or *Italian Libya* (®42.15), or *Libya* (®47).
* Apply *British Rhodes* (®19.24), *Greek Rhodes* (®36.4), or *Italian Rhodes* (®42.20).
* Apply *Serbia* (®62).

If none of the events above can be applied because none of the named Regions are ceded to Turkey or Turkish Dependents, then the faction must do one of the following:

* Apply *British Iraq* (®19.11) or *Free Iraq* (®40.1)
* Apply *British Palestine* (®19.23) or *Palestine* (®55). *British Palestine* cannot be selected unless Egypt is a British Dependent.
* Apply *French Syria* (®34.21) or *Free Syria* (®66.1).
* Apply *British Trans-Jordan* (®19.28) or *Jordan* (®45). *British Trans-Jordan* cannot be selected unless at least one of Iraq or Palestine are British Dependents.

If none of those events above can be applied because none of the named Regions are Turkish Dependents, then the faction must do one of the following:

* Apply *Italian Antalya* (®42.7).
* Apply *Armenia* (®11), or *Russian Caucasian Lands* (®60.14) if Caucasus is *not* a Minor Country.
* Apply *Turkish Frontier* (®68.18). This event cannot be selected if Armenia is a Minor Country.
* Apply *French Hatay* (®34.12) or *Syrian Hatay* (®66.4).
* Apply *British Straits* (®19.27).
* Apply *Greek Western Anatolia* (®36.5).

If none of the events above can be applied because none of the named Regions are ceded to Turkey or Turkish Dependents, then the faction must apply *Nonalignment* (®48.1) to Turkey.

### ®68.26 Turkish Palestine

##### Immediate Effects

Palestine becomes a Turkish Subjugated Dependent. Remove any Palestine Flag marker in Jerusalem (e1415). Place the Turkish Palestine Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Colonial Unit:** Turkey sets up with one additional 0-1-2 colonial infantry [Pal] in the Delay Box upon activation (13.7.1). If taken as a replacement, this unit can only be placed in Jerusalem (e1415) while it is under friendly control.

**Subjugated Dependent:** Palestine is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.27 Turkish Rhodes

##### Immediate Effects

Rhodes becomes a Turkish Dependent. Remove any Rhodes Dependent marker in the *TK* Ceded Lands Box. Place the Turkish Rhodes Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Garrison Unit:** Turkey sets up with one additional 0-1-0 garrison [Rho] in Rhodes (e1908) upon activation (13.7.1).

### ®68.28 Turkish Rump State

##### Immediate Effects

Place Overlays #6, #7, and #8 on the *TK* map, then apply *all* of the following:

* *Armenia* (®11).
* *British Cyprus* (®19.3)
* *British Straits* (®19.27).
* *French Hatay* (®34.12).
* *Greek Western Anatolia* (®36.5).
* *Italian Antalya* (®42.7).

### ®68.29 Turkish Serbia

This option can only be selected when at least one of Bulgaria or Greece is a Turkish Dependent *and* Yugoslavia is not a Minor Country.

##### Immediate Effects

Serbia becomes a Turkish Subjugated Dependent. Remove any Serbia Flag marker in Belgrade (e2802). Place the Turkish Serbia Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Colonial Unit:** Turkey sets up with one additional 1-1-2 colonial infantry [Serb] in the Delay Box upon activation (13.7.1). If taken as a replacement, this unit can only be placed in Belgrade (e2802) while it is under friendly control.

**Subjugated Dependent:** Serbia is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.30 Turkish Straits

##### Immediate Effects

The Turkish Straits are ceded to Turkey. Remove the British Turkish Straits Dependent marker from the *TK* Ceded Lands Box.

### ®68.31 Turkish Syria

##### Immediate Effects

Syria becomes a Turkish Subjugated Dependent. Remove Overlay #7 if it is on the *TK* map. Remove any Syria Flag marker in Damascus (e1716) or any Syria Dependent marker in the *TK* Ceded Lands Box. Place the Turkish Syria Subjugated Dependent marker in the *TK* Ceded Lands Box.

If Greater Syria exists when this Creation Event is applied, Greater Syria will be dissolved (®66.2).

##### Game Effects

**Colonial Unit:** Turkey sets up with one additional 1-1-2 colonial infantry unit [Syr] in the Delay Box upon activation (13.7.1). If taken as a replacement, this unit can only be placed in Damascus (e1716) while it is under friendly control.

**Subjugated Dependent:** Syria is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.32 Turkish Trans-Jordan

##### Immediate Effects

Trans-Jordan becomes a Turkish Subjugated Dependent. Remove any Jordan Flag marker in Amman (e1516). Place the Turkish Trans-Jordan Subjugated Dependent marker in the *TK* Ceded Lands Box.

##### Game Effects

**Colonial Unit:** Turkey sets up with one additional 0-1-2 colonial infantry [T-J] in the Delay Box upon activation (13.7.1). If taken as a replacement, this unit can only be placed in Amman (e1516) while it is under friendly control.

**Subjugated Dependent:** Trans-Jordan is a Turkish Subjugated Dependent subject to possible Partisan Base placement (®8.4).

### ®68.33 Turkish Western Anatolia

##### Immediate Effects

Western Anatolia is ceded to Turkey. Remove Overlay #6 from the *TK* map and the Western Anatolia Greek Dependent marker from the *TK* Ceded Lands Box.

## ®69. Two Sicilies

##### Immediate Effects

Two Sicilies becomes a Minor Country. Place the Two Sicilies Flag marker in Naples (*TK* w2424).

##### Game Effects

**Setup:** Two Sicilies has three 0-1-2 infantry [Res, *re:* 1, 2] to be placed upon activation (13.7.1).

## ®70. Ukraine

### ®70.1 Dominant Ukraine

##### Final *DoD* Setup Effects

For Ukraine to be Dominant, there must be at least **four** Ukrainian Ceded Land markers in the *TK* Ceded Lands Box. Place the Dominant Ukraine marker near Kiev (e3609).

##### Game Effects

Dominant Ukraine places these additional counters in the Delay Box upon activation (13.7.1): one 1-1-2 HQ [B], one 1-1-3 tank [Exp], and War Economy +1. Remove the Dominant Ukraine marker from play after Ukrainian setup.

**Clarification:** Dominant Ukraine uses its P counters for these units. Ukraine remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA) and Expanded War Economy +2 marker as potential gains.

### ®70.2 Expanded Ukraine

##### Immediate Effects

For Ukraine to be Expanded, there must be **three** Ukrainian Ceded Land markers in the *TK* Ceded Lands Box. Place the Expanded Ukraine marker near Kiev (e3609).

##### Game Effects

Dominant Ukraine places these additional units in the Delay Box upon activation (13.7.1): one 1-1-2 HQ [B], one 1-1-3 tank [Exp]. Remove the Expanded Ukraine marker from play after Ukrainian setup.

**Clarification:** Expanded Ukraine uses its P counters for these units. Ukraine remains a potential Partnership country (13.8.7) with its Air Force (§plus two LBA) and War Economy +1 marker as potential gains.

### ®70.3 Free Ukraine

##### Immediate Effects

Ukraine becomes a Neutral Minor Country. Place the Ukraine Flag marker in Kiev (e3609).

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace card 11 (*Demand Eastern Poland*) with card TKS-7 (*Demand Ukraine*) if Donbass is part of Russia.
* Replace card 20a (*Demand Bessarabia)* with card TKS-15 (*Demand Ukraine*) if Donbass is *not* part of Russia, but Crimea is.
* Add card TKS-17 (*Ostland Pact*).

##### Game Effects

**Setup:** Ukraine has two 1-1-2 infantry [*re:* 1, 2], three 0-1-2 infantry [Res, *re:* 3, 4], and one 1-1-3 cavalry [Exp] to be placed upon activation (13.7.1).

**Partnership Eligible:** Ukraine is a potential Partnership Country (13.8.7).

**Clarification:** Be sure to use the P-marked Ukrainian replacement counters provided: 1-2-2 HQ [A], 1-1-3 tank [Exp], Air Force, and War Economy +1 marker (§plus two LBA when using SK).

### ®70.4 Ukrainian Bessarabia

##### Immediate Effects

Bessarabia is ceded to Ukraine. Place the Bessarabia Ceded to Ukraine marker in the *TK* Ceded Lands Box.

##### Game Effects

**Additional Unit:** Ukraine sets up with one additional 0-1-2 infantry [*re:* 7] upon activation (13.7.1).

### ®70.5 Ukrainian Civil War

##### Immediate Effects

**If Ukraine is *not* a Minor Country:** The Proxy faction must apply *Russian Loss* (®60.34). If *Free Ukraine* (®70.3) can be selected to fulfill this event, it *must* be the choice selected.

**If Ukraine is a Minor Country:** Ukraine becomes a Civil War Country (13.8.6). Apply *Polish Galicia* (®57.9) and *Rumanian Bessarabia* (®59.2) to these Regions if they are Ceded to Ukraine. Apply *Ukrainian Crimea* (®70.6), and *Ukrainian Donbass* (®70.7) to these Regions if they are *not* Ceded to Ukraine.

Place the Civil War Country marker near Kiev (e3609) and determine Republican Support (®5.3).

##### Final *DoD* Setup Effects

Place the following markers on the map:

* Kiev (e3609) – Nationalist Capital
* Kharkov (e3613) – Republican Territory
* Zhmerinka (e3506) – Nationalist Territory
* Dnepropetrovsk (e3311) – Republican Capital
* Odessa (e3109) – Nationalist Territory
* Sevastopol (e2912) – Republican Territory

##### Game Effects

**Breakaway Regions:**Crimea and Donbass are potential Breakaway Regions while Ukraine is a Civil War Country. If *Provincial Independence* (19.34) is applied to one of these regions, it will form a Neutral Minor Country (®27 and ®30, respectively).

### ®70.6 Ukrainian Crimea

##### Immediate Effects

Crimea is ceded to Ukraine. Place the Crimea Ceded to Ukraine marker in the *TK* Ceded Lands Box.

##### Final *DoD* Setup Effects

The Soviet faction must modify its *TK* deck as follows:

* Replace card 20a (*Demand Bessarabia*) with card TKS-13 (*Demand Crimea)*.

##### Game Effects

**Additional Unit:** Ukraine sets up with one additional 0-1-0 fortress [*re:* Sev] in Sevastopol (e2912) upon activation (13.7.1).

### ®70.7 Ukrainian Donbass

##### Immediate Effects

Donbass is ceded to Ukraine. Place the Donbass Ceded to Ukraine marker in the *TK* Ceded Lands Box.

The Soviet faction must modify its *TK* deck as follows:

* Replace card 11 (*Demand Eastern Poland*) with card TKS-4 (*Demand Donbass)*.

##### Game Effects

**Additional Units:** Ukraine sets up with one additional 1-1-2 infantry [*re:* 5] and one additional 0-1-2 infantry [*re:* 6] upon activation (13.7.1).

### ®70.8 Ukrainian Gain

##### Immediate Effects

The faction applying this event must do one of the following:

* Apply *Ukrainian Bessarabia* (®70.4).
* Apply *Ukrainian Crimea* (®70.6).
* Apply *Ukrainian Donbass* (®70.7).
* Apply *Ukrainian Galicia* (®70.9).

If none of the above events can be applied, apply *Pro-Axis* (®48.2) to any Minor Country sharing a border with Ukraine.

### ®70.9 Ukrainian Galicia

If Ukraine is not a Minor Country, ignore this event.

##### Immediate Effects

Place Overlay #3 on the *TK* map. Galicia is ceded to Ukraine. Place the Galicia Ceded to Ukraine marker in the *TK* Ceded Lands Box. Remove any other Galicia marker in that location.

##### Game Effects

**Additional Units:** Ukraine sets up with one additional 0-1-2 infantry [*re:* 8] on the map and one additional 1-1-2 HQ [A] in the Delay Box upon activation (13.7.1).

**Galician Return:** If Ukraine is later ceded to Russia, then the Galicia ceded to Ukraine marker is removed from play. Galicia becomes part of Poland and assumes the same status as that Region.

### ®70.10 Ukrainian Loss

##### Immediate Effects

The faction applying this event must do one of the following. An event can only be selected if the region named in the event has been ceded to Ukraine:

* Apply *Austro-Hungarian Galicia* (®14.7).
* Apply *Crimea* (®27).
* Apply *Donbass* (®30).
* Apply *Polish Galicia* (®57.9).
* Apply *Rumanian Bessarabia* (®59.2).

If none of the above events can be applied, apply *Russian Ukraine* (®60.44) if at least one of Byelorussia or Donbass is part of Russia. If both Byelorussia and Donbass are minor countries, change this event to *Russian Gain* (®60.25).

## ®71. United States

### ®71.1 Communist US

##### Immediate Effects

Change the current US Leadership to Fascist US. Place the Communist US marker in the Western US Off-Map Box or Eastern US/Canada Off-Map Box as a reminder.

The Western faction has a Socialist Ideology (®5) on the *DS* map while this event is in effect.

**Clarification:** The Western faction’s Ideology remains Democratic on the *TK* map unless *Communist Britain* (®19.30) or *Fascist Britain* (®19.31) is in effect.

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Remove card 20a (*Arsenal of Democracy*).

The Western faction must modify its *DS* deck as follows:

* Remove card 8b (*Philippine/US Army Integration).*
* Remove card 35a (*Arsenal of Democracy*).

**Design Note:** This event assumes Huey Long survives the attempt on his life in 1935 and goes on to lead a populist revolt in the United States with support from Norman Thomas and other socialists. During play, treat all references to Roosevelt as Long.

### ®71.2 Fascist US

##### Immediate Effects

Change the current US Leadership to Fascist US. Place the Fascist US marker in the Western US Off-Map Box or Eastern US/Canada Off-Map Box as a reminder.

The Western faction has a Totalitarian Ideology (®5) on the *DS* map while this event is in effect.

**Clarification:** The Western faction’s Ideology remains Democratic on the *TK* map unless *Communist Britain* (®19.30) or *Fascist Britain* (®19.31) is in effect.

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Remove card 20b (*US Victory Program*).
* Replace card 30 (*Wartime Footing*) with card TKW-11 (*Anti-Long Conspiracy).*

The Western faction must modify its *DS* deck as follows:

* Remove card 8a (*Philippine Independence).*
* Remove card 35b (*US Victory Program*).

**Clarification:** Note that the Western faction does not receive the AFHQ Logistics marker when it plays the *Anti-Long Conspiracy* card in *TK*.

**Design Note:** This event assumes Huey Long survives the attempt on his life in 1935. After winning the presidency with support from Father Charles Coughlin and William Lemke, his demagoguery turns militant. During play, treat all references to Roosevelt as Long.

### ®71.3 Lend-Lease Veto

##### Immediate Effects

Place the Lend-Lease Veto marker in either the Western US Off-Map Box or Eastern US/Canada Off-Map Box as a reminder.

##### Final *DoD* Setup Effects

The Western faction must modify its *TK* deck as follows:

* Remove card 19 (*Lend-Lease to Allies*)*.*

The Western faction must modify its *DS* deck as follows:

* Remove card 19b (*Lend-Lease to Allies).*

Remove the Lend-Lease Veto marker from play after Final *DoD* Setup.

### ®71.4 Prepared US

##### Immediate Effects

If the Unprepared US marker is in the *DS* Western US Box, remove it from play. Otherwise, place the Prepared US marker in the *DS* Western *Far Eastern Forces* Conditional Events Box.

##### Final *DoD* Setup Effects

The Western faction starts with its *US Far Eastern Forces* counters in its Force Pool, not the Conditional Events Box. Remove the Prepared US marker from play after Final *DoD* Setup.

### ®71.5 Unprepared US

##### Immediate Effects

If the Prepared US marker is in the *DS* Western US Box, remove it from play. Otherwise, place the Unprepared US marker in the *DS* Western *Far Eastern Forces* Conditional Events Box.

##### Game Effects

When the *US Far Eastern Forces* Conditional Event is triggered (38.3.3), place *only* the Unprepared US marker in the Delay Box – do not place the US HQ unit, Air Force unit, and Convoy marker in the Delay Box at this time.

When the Unprepared US marker is removed from the Turn Track, remove it from play and place the remaining Western *US Far Eastern Forces* counters in the Delay Box.

### ®+71.6 US Intelligence

This event can be applied only if you are playing with the *Fortunes of War* optional rule (+15, +§12).

##### Immediate Effects

Place the US Intelligence marker in the Western US Box on the *DS* map.

##### Game Effects

At *any* time, the Western faction may discard the US Intelligence marker and do *one* of the following:

* Force the Axis faction to discard one random FoW card from its hand on the *DS* map.
* Draw one extra card from the FoWdeck for use on the *DS* map. This card is usable *only* by the Western faction.

**Clarification:** You can stack the US Intelligence marker on top of this FoW card as a reminder that it belongs to the Western faction. But the marker is spent; you can only use it *one* time to discard an Axis FoW card or draw a new one.

### ®71.7 US Naval Race

##### Immediate Effects

If the roll on the 1930s Economic Climate Narrative Table was a 4 or 5 (i.e., “Recession/recovery cycles”), place the US *Naval Race* marker in the *DS* Western US Box. If the roll was a 6 (i.e., “Steady economic growth” with a +1 DRM on the Naval Arms Race Table), place the US *Naval Race+* marker in the Western US Box.

##### Final *DoD* Setup Effects

**US Naval Race Marker:** The Western faction places one additional US Surf Fleet [Asiatic] in the *DS* Western Force Pool.

§If *SK* is being used, *remove* one US CV [Saratoga] from play, then place these additional counters in the locations specified:

* *TK Outbreak of War* Conditional Events Box or \**DS European Reserves* (Limited War) Conditional Events Box – three US BB [Constitut, Montana, Sara]
* Any Western Off-Map Box(es) or any suitable Port hex(es) in a US Dependent on the *DS* map – four US BB [Constell, Iowa, So Dak, Wash]
* Manila (a3824) – US Res Fleet marker

**\*Clarification:** If playing standalone *TK* ignore the second and third bullets above.

**US Naval Race+ Marker:** The Western faction places these additional counters in the locations specified:

* *TK Outbreak of War* Conditional Events Box or \**DS European Reserves* (Limited War) Conditional Events Box – one US Surf Fleet [2]
* *DS* Western Force Pool – one US Surf Fleet [Asiatic]

**\*Clarification:** If playing standalone *TK* ignore the second bullet.

§If *SK* is being used, *remove* two US CV [Lexington, Saratoga] from play, then place these additional counters in the locations specified:

* *TK Outbreak of War* Conditional Events Box or \**DS European Reserves* (Limited War) Conditional Events Box – four US BB [Indiana, Lexingtn, Mass, Ranger]
* Any Western Off-Map Box(es) or any suitable Port hex(es) in a US Dependent on the *DS* map – nine US BB [Constell, Constitut, Iowa, Montana, No Car, So Dak, Sara, United St, Wash]
* Manila (a3824) – US Res Fleet marker

**\*Clarification:** If playing standalone *TK* ignore the second and third bullets above.

Remove any US Naval Race marker after Final *DoD* Setup.

##### Game Effects

If the Philippines becomes a Neutral Minor Country through play of *DS* Western Option Card 8a *Philippine Independence,* remove the Manila US Res Fleet marker from play and place all US ships in Manila in the *DS* Delay Box – do not rebase them.

### ®§71.8 US Naval Rearmament

Ignore this event if *SK* is not being used.

##### Immediate Effects

Place the US Naval Rearm marker in the *DS* Western US Box.

##### Final *DoD* Setup Effects

The Western faction places these additional US ships in the locations specified:

* *DS US Far Eastern Forces* Conditional Events Box – BB1 [No Carol], BB2 [Wash], BB3 [So Dakota], CV1 [Wasp]
* Available for Construction Box – five BB [BB13-17]

Remove the US Naval Rearm marker after Final *DoD* Setup.

### ®71.9 US Naval Resurgence

##### Immediate Effects

Place the US Naval Resurg marker in the *DS* Western US Box.

##### Final *DoD* Setup Effects

The Western faction places one additional US Surf Fleet [Asiatic] in the *DS* Western Force Pool.

§If *SK* is being used, the Western faction places these additional counters in the locations specified:

* Any Western Off-Map Box(es) or any suitable Port hex(es) in a US Dependent on the *DS* map – US BB1 [No Carol], BB2 [Wash], BB3 [So Dakota], CV1 [Wasp]
* *DS US Far Eastern Forces* Conditional Events Box – US BB4 [Mass], CV2 [Hornet]
* Manila (a3824) – US Res Fleet marker
* Available for Construction Box – five US BB [BB13-17], three US CV [CV21-23]

Remove the US Naval Resurg marker after Final *DoD* Setup.

##### Game Effects

If the Philippines becomes a Neutral Minor Country through play of *DS* Western Option Card 8a *Philippine Independence,* remove the Manila US Res Fleet marker from play and place all US ships in Manila in the Delay Box – do not rebase them.

## ®72. Yugoslavia

##### Immediate Effects

Yugoslavia becomes a Minor Country. Place the Yugoslavia Flag marker in Belgrade (e2802).

##### Game Effects

**Setup:** Yugoslavia has one 1-1-3 cavalry [Exp] and seven 0-1-2 infantry [Res, *re:* 1, 2, 3, 4, 5, 6] to be placed upon activation (13.7.1).

# Module Notes

## Designer’s Notes

*by Alan Emrich, with additional commentary from Thomas Prowell*

The whole concept of a Random Campaign Generator goes back to when I explained to Harry Rowland how such a thing could be done for his popular *World in Flames* game. I knew it would add a new dimension to strategic-level WWII games that I’d always wanted.

Harry went on, of course, to produce *Days of Decision,* evolving my idea into a game in its own right. But that was not what I wanted: a quick little pre-game module that avoided the same old “ho hum” WWII opening situation in Europe was what I was after, and that’s what you get when you generate a Random Campaign Game for *Totaler Krieg!*

**Commentary:** These are Alan’s notes from the original 1999 edition of the *Dice of Decision.* TheRandom Campaign Generator was one of the most popular features of *TK,* and we always planned to have it remain a part of the game as it moved through its *Axis Empires* stage of development. Of course, this meant expanding our “quick little pre-game module” to cover events in the Pacific as well!

You’ll notice there are certain “givens” in the scenarios generated here. First, I stand by the historical interpretation that WWII was a direct outcome of WWI, so that is where our story begins. Second, I needed to end the story where it would neatly begin with the players sitting down at the game table. Consequently, there are still three factions, the Axis (led by Germany), the Russian/“Soviet” faction (which may not be Communist), and the Western Allies (who always include Britain and the US). Furthermore, I needed a WWII starting date sometime around 1939, to keep the technology covered by the game appropriate, as well as maintaining the 1942 Total War Mandate that is built into the Axis card hand.

You’ll notice too that the fates of Germany and Russia are the beginning and ending points of most events. These were the two great Superpowers of Europe at that time, and the social and political revolutions that rocked these countries, I believe, were monumental in their consequence.

The stability I perceived in Britain and the US with their isolationist and generally peace-embracing policies is apparent, although considerable turbulence can occur in other Western countries as unrest, coups, and civil wars take place in countries like France, Italy, and Spain.

**Commentary:** What Alan said in 1999 made a ton of sense to me at the time … but the viewpoint I have 20 years later is that the idea of Britain or the US slipping into something more totalitarian is not so far-fetched. Because it also enables more game variations, with this edition of *DoD* it’s now possible – though unlikely – to see Britain or the US turn into a Communist or Fascist Major Country.

Even two of WWI Europe’s creaking old dynasties, the Austro-Hungarian and Ottoman Empires, might survive intact or even stronger to play a role on our hypothetical WWII stage. Of course, even if they survive the end of WWI, two decades of European social, political, and economic upheaval will still probably see these once-great powers broken up before the game begins, but you never know.

Perhaps the most enjoyable part of this process, besides presenting my interpretation of the inter-war years via these tables, was in coming up with the counter mix for all the new potentialities.

**Commentary:** What Alan said here remains true, doubly so now. This time, we got to include a host of possibilities beyond Austria-Hungary – theoretical nations like the Far East Republic or Two Sicilies or Greater Syria – and we also got to include a bunch of alt-world naval ship designs for *SK.* The blank counter sheets we’d reserved for *DoD II* pieces very much felt like a wide-open candy shop to this kid.

Although it was possible to have the myriad tables provide a logical background story and specify effects for a plethora of events in *TK* campaign game terms, there is one thing that I can’t guarantee – play balance. Now, I have made an effect to marry what science fiction writers call “the time stream inertia” (the reinforcement of historical outcomes as fated) with the laws of probability (meaning that, historically, nothing but 3s and 4s were rolled on these tables, and 2s and 5s are not usually very disruptive).

But as greater variations happen (in particular, throwing 1s and 6s), our team’s ability to perfectly play balance every permutation went right out the window. I did make a serious effort to try to keep things “between the fences” for individual outcomes. This means that no individual event outcome would be decisively advantageous in and of itself; most individual outcomes feature trade-offs in their application. But the cumulative effect of combining several specific divergent outcomes is simply more than I could guarantee play balance for.

**Commentary:** This warning remains, and we suggest you take the guidance in ®1.3 to heart.

So now I have what I always wanted, a Random Campaign Game Generator for my favorite global, strategic-level WWII game. I figured that the project wouldn’t be complete without it and I hope that you agree.

During playtesting, it was very easy to find volunteers to try this amazing whirligig and play out its creations. Because you can anchor the game on the story it generates, it brought a lot of people into these random scenarios. But it was the excitement of discovery where these scenarios lead, the thrill of working without the usual historical buoys to chart your progress by, that kept people playing these games out. Like the real participants in WWII whose roles you’re playing in the game, there is no historical road map to follow. You’ve just got to wing it and hope it all comes out right in the end. Let the good dice roll!

## Design Credits

**Dice of Decision II Design and Development:** Alan Emrich and Thomas Prowell

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