

**57. NEUTRAL/MINOR POLITICAL RULES.** (V 10.11.25)

Any minor country that is not involved in the war during the current turn is classed as neutral (Rule ???). They may not be entered by ground units or overflowed by air units without declaring war on them. **Exception: The rules for a specific nation or region may modify this general rule.** *Note: All coastal sea hexes have international waters and may be moved though by naval and air units as long as the land portion of the hex does not have its neutrality violated.*

Some countries are neutral throughout the game unless invaded. At this point they come under the control of the opposing side and become part of any one contingent. The controlling contingent may be changed in the initial phase of the first turn of a month. Others are neutral at the start of the game but join the Axis at a later date (see Rule ???).

**57.A. COMMON RULES.**

Certain common rules may apply to neutral nations as described below.

**57.A.1. SURPRISE EFFECTS ON NEUTRALS.**

When undisputed hexes (Rule ???) of a neutral nation become controlled by the invading player (or non-belligerent status is rolled), their installations become operational very gradually. Place a "Turn 0" marker in the country on the invasion turn. Rail capacity, airbase capacity, and the port size is increased each following turn (to the maximum) as shown below:

- a) Turn 0: No usable capacity.
- b) Turn 1: Railcap + 1/2 RE; +1 airbase capacity; +1 port size.
- c) Turn 2: Railcap + 1 RE; +2 airbase capacity; +2 port size.
- d) Turn 3: Railcap + 1 1/2 RE; +3 airbase capacity; +3 port size.
- e) Turn 4+: Continue progression.
- f) *Note: This is the maximum. All damage must still be taken into account.*

If parts of the nation or colony join opposing sides, effects of the turn marker occur on the invading players turn.

**57.A.2. NEUTRAL NATION REACTION.**

The air and ground units of some neutral nations are checked when certain events occur, such as an Axis penetration into Egypt, Iraq, or Yemen (as defined below). When the conditions for a reaction are triggered, the Axis player rolls one die for each air and ground unit of the reacting neutral nation and consults the SUCCESS TABLE.

Forces of a neutral that do not undergo reaction checks are always loyal to their governments.

Table 1 Neutral Nation Reaction Results and Modifiers

NEUTRAL NATION REACTION	
Results:	
F*:	Complete Failure: The ground or air unit is loyal to its government.
F:	Failure: The ground or air unit is demobilized and is eliminated. If the neutral nation joins a side, treat demobilized forces as eliminated loyal forces of that side.
S:	Success: The ground or air unit is controlled by the Axis player and is considered an Axis unit for the rest of the game.

**57.A.3. ENTERING THE WAR.**

Certain neutral nations (or regions of Vichy France) may enter the war and join one side or the other. If one side invades a neutral nation, that nation automatically joins the opposing side unless the country specific rules show another procedure. When a neutral joins a side, its loyal forces are controlled by that side's player and are that side's units for the rest of the game. *Note: Demobilized loyal air units can possibly re-enter play through replacement.*

Once in the war, the former neutral receives replacements per its ORDER OF BATTLE.

**57.A.4. STATUS OF FORCES.**

When a neutral nation or region joins a side, check for and resolve the following conditions within the territory of the neutral:

- a) If formerly neutral units occupy the same hex with units of the now opposing side, the player with the lowest total printed defence strength must immediately retreat his units from the hex. Follow the standard rules of retreat (Rule ???) except that all ZOCs of the minor country units and the opposing side's units are ignored. *For example, if both Egyptian and Allied units occupy a hex when the Egyptian forces join the Axis, then Egyptian and Allied ZOCs are ignored but not non-Egyptian Axis ZOCs.*
- b) Position AA may not retreat and are eliminated if required to do so. SPs/SRPs may not retreat and are either destroyed or captured by the enemy (Rule ???).
- c) Once units are retreated per above, check airbases in the neutral's territory. Air units at airbase in hexes tat are enemy-owned must attempt to escape (Rule ???).

**57.A.5. GOVERNMENTS.**

The location of the governments of various nations are shown by capital markers. The OB specifies where each capital markers is placed at the beginning of each scenario.

During any initial phase of the side controlling a nation with a capital marker in play, the phasing player may:

- a) Evacuate the government, moving it to another city (including a point city) in its country.
- b) Sent the government into exile; removing it from play.

*Note: It does not cost the phasing player any rail capacity (or naval transport, etc.) to evacuate a government or send it into exile.*

If the enemy player gains ownership of the hex containing a government, the player owing the government rolls on the SUCCESS TABLE.

- a) A Success result means the government escapes capture, and the owning player must evacuate it or send it into exile in his next initial phase.
- b) Any Failure result means the enemy player captures the government. Remove the capital marker from the map.

Evacuating the government, sending it into exile, or having it captured by the enemy may have various game effects as specified below.

**57.A.6. MORALE.**

A nations combat units have their combat strengths halved:

- a) For the remainder of the game turn, and throughout the following game turn, in which their government is captured by the enemy.
- b) Throughout the player turn in which their government is sent into exile.

**57.A.7. OPERATIONAL AREAS.**

All minor countries and Italy have limits on where their forces may be deployed. On the Jan 1 turn of each year, a 2d6 roll is made on the OPERATIONAL AREA TABLE for each applicable country. "Free" forces get a -4 die roll modifier.

An additional d10 is rolled to see when the original die roll will apply. The number rolled is the month at which point the operational area roll takes effect. For example, if a 3 was rolled on the d10, the operational area roll would apply from March 1 until the next years roll applied.

If a country's units are no longer in their operational area, they are removed from the map and are placed on any fronts TURN TRACK so as to arrive 8 turns later.

Table 2 Military Aid Requirements Modifiers

OPERATIONAL AREA TABLE	
DIE	EFFECTS
2	All forces may operate anywhere on the map.
3	All forces may operate within a 3 MD radius. Only two major depots and HQs may leave the home country. Six x Base REs may operate anywhere.
4	All forces may operate within a two MD radius. Only two major depots and HQs may leave the home country. Four x Base REs may operate anywhere.
5	All forces may operate within a two MD radius. Only two major depots and HQs may leave the home country. Three x Base REs may operate anywhere.
6	All forces may operate within a one MD radius. Only one major depot and HQ may leave the home country. Three x Base REs may operate anywhere.
7	All forces may operate within a one MD radius. One major depot and HQ may exit the home country. Three x Base REs may operate within a three MD radius.
8	Six x Base REs may operate within a one MD radius. One major depot and HQ may exit the home country. Three x Base REs may operate within a two MD radius.
9	Six x Base REs may operate within a one MD radius. No major depots or HQs may leave the home country. Two x Base REs may operate within a two MD radius.
10	Five x Base REs may operate within a one MD radius. No major depots or HQs may exit the home country. Two x Base REs may operate within a two MD radius.
11	Four x Base REs may operate within a one MD radius. No major depots or HQs may leave the home country. Base REs may operate within a two MD radius.
12	Three x Base REs may operate within a one MD radius. No major depots or HQs may leave the home country.

*Note: Base REs are equal to the size of the country (Rule ???) multiplied by four.*

**Modifiers (Cumulative):**

- 4 "Free" Allied forces.
- 2 Puppet fascist/communist government.
- 1 Enemy power has previously attacked or occupied part of the minor country.
- +1 Enemy forces are within one MD distance from the minor.
- +2 Enemy forces have previously invaded the minor country with more than 12 REs.
- +3 Enemy forces are occupying the minor with more than 3 REs.
- +4 Enemy forces are occupying the minor with more than 12 REs.

**57.A.8. SURRENDER.**

After entering the war, formerly neutral minor countries (or regions of Vichy France) may roll for surrender as shown in the SURRENDER OCCURRENCES TABLE below. All surrender rolls are made in the initial phase of the opposing sides turn. When a minor country surrenders, immediately roll on the ADDITIONAL POLITICAL EFFECTS TABLE. A minor country that surrenders forfeits all accumulated replacements and no longer receives any reinforcements.

The surrender of a minor country affects only its own forces, and other forces may operate in the surrendered nation or region if allowed by the surrender results. *For example, if Iran joins the Axis and subsequently surrenders, Iranian forces are eliminated but Allied and other Axis forces may operate in Iran.*

The current year may modify an Axis requested surrender attempt. *For example, in 1942 the Axis player would be required to capture two cities in a turn to request a surrender roll.*

If a country has not surrendered by the time all its cities are captured, it will make an automatic roll on the UNCONDITIONAL SURRENDER TABLE.

Table 3 Surrender Occurrences Table

SURRENDER OCCURRENCES TABLE	
CAUSE	EFFECT
Government Captured	One roll each turn for 8 turns on the Minor Country Surrender Table..
Government Moved	One roll each turn for 4 turns on the Minor Country Surrender Table.
City Captured	One roll no matter how many captured in a turn. Any unoccupied city in front of friendly lines may be declared an open city. This counts as captured before the surrender roll.
City Recaptured	No surrender roll is required if a city causing the roll is recaptured in the owning players turn. <i>Note: Other effects may still cause a surrender roll.</i>

**Modifiers to number of required rolls and number of captured cities:**

- 1 1942 Axis attempts a surrender roll.
- 2 1943 Axis attempts a surrender roll.
- 3 1944 Axis attempts a surrender roll.
- 4 1945 Axis attempts a surrender roll.

*Note: All surrender rolls are made in the initial phase of the enemy turn.*

**57.A.8.a. MILITARY AID.**

A minor country nation may prevent surrender rolls by receiving military aid from its controlling contingent.

**57.A.8.a.1. MILITARY AID REQUIREMENTS.**

The REs of required aid are listed on THE MILITARY AID REQUIREMENTS TABLE. Total the REs of all applicable conditions to get the required REs of aid.

Table 4 Military Aid Requirements Table

MILITARY AID REQUIREMENTS TABLE	
REs	CONDITION
5	If attacked. ( x ½ if by Italy)
5	Adjacent country surrenders to opposing side. ( x ½ if by Italy)
5	Adjacent country attacked by opposing side. ( x ½ if by Italy)
5	Adjacent country becomes Axis-controlled.
3	Adjacent country becomes pro-Axis neutral.
1	Point city captured (originally owned by minor).
2	Reference city captured (originally owned by minor).
3	Dot city captured (originally owned by minor).
4	Partial hex city captured (originally owned by minor).
5	Full hex city captured (originally owned by minor).
10	Government captured.
2 (+)	Government moved. (+ 1 for each city size difference between the current capital and the new capital.)
1	Per 5 terror bombing hits on minor countries cities since last surrender roll.
1	Per 5 minor countries units strength points in eliminated boxes.

**57.A.8.a.2. REDUCTIONS IN REQUIRED MILITARY AID.**

The required military aid may be reduced by sending aid to the minor country or by putting units in harms way as shown on the below table. *For example, a 3 RE Armoured Div would in an enemy ZOC would reduce the required aid by 36 REs (3 REs x 4 (armour symbol) x 3 for being in a ZOC).*

Table 5 Military Aid Requirements Modifiers

MILITARY AID REQUIREMENTS MODIFIERS	
REs	CONDITION
-1	Per 1 SP of foreign aid since last surrender roll.
-5	Per 1 RP of foreign aid since last surrender roll.
-½	Per ARP of foreign aid since last surrender roll.
-1	Per Arm RP of foreign aid since last surrender roll.
-1	Per allied air unit.
-½	Per aborted allied air unit.
-1	Per RE of allied non-motorized units.
-2	Per RE of allied combat/motorized units.
-4	Per RE of allied units with the armour symbol. Use instead of c/m rate.
-1	Per point of NGS of allied ships on coastal hexes of the minor.
x ½	If on islands or being used to fulfill garrison requirements.
x 1	If more than 7 hexes from invading ground units.
x 2	If within 7 hexes of invading ground units.
x 3	If in enemy ZOC.

**57.A.8.a.3. SURRENDER ROLL.**

If the military aid requirements are not met or the attacking player requests it, a minor country will roll for surrender on the SURRENDER TABLE. Roll 2d6 and modify the result by the difference between the required military aid and the actual military aid. An unmodified roll of “two” is always a “No Surrender” result.

Table 6 Minor Country Surrender Table

MINOR COUNTRY SURRENDER TABLE	
DIE	EFFECTS
0	Fanatical Resistance: Extra inf RPs. Non-cadre 1 RE units take only one turn to build. Cadres or 3 RE units take only two turns to build. All attacks + 1 to main combat and RED die rolls. All defences -1 to main combat die roll and + 1 to RED die roll. Ignore next four surrender rolls.
1	Population Rallies to Defence: Extra inf RPs, Non-cadre 1 RE units take only two turns two build. Civilian labour. Ignore next three surrender rolls.
2-3	More Volunteers: Extra inf RPs. Ignore next two surrender rolls.
4-5	No Surrender: May ignore the next surrender roll.
6-8	No Surrender: Fighting continues.
9-10	Will to fight weakening: Half inf RPs next 4 turns. All attacks -1 to main combat die roll. All defences + 1 to RED die rolls.
11-12	Peace Overtures: Roll on Peace Offer Table. Reroll on Surrender Table if peace offer is refused and ignore next surrender roll. If 2-12 is rolled use the following effects: ½ inf RPs next 4 turns, all attacks -1 to main combat die roll, all defences + 1 to RED die rolls.
13	Conditional Surrender: Roll on Conditional Surrender Table. Reroll on Surrender Table if peace offer is refused. If 3-13 is rolled use the following effects: no inf RPs for next for turns, all attacks -1 to main combat die roll and + 1 to RED die roll, all defences + 1 to main combat die roll and + 1 to RED die rolls.
14	Unconditional Surrender: Roll on Unconditional Surrender Table.

*Note: An unmodified roll of “2” is always a “No Surrender” result.*

**57.A.8.a.4. PEACE OVERTURES.**

If a result of “Peace Overtures” occurs on the MINOR COUNTRY SURRENDER TABLE, make an additional die roll on the PEACE OFFER TABLE. The attacker may accept or refuse the peace offer. The minor country suffers the listed effects if a 2-12 is rolled but may ignore the next surrender roll. If a 13 or higher is rolled, implement the listed results.

Table 7 Peace Offer Table

PEACE OFFER TABLE	
DIE	EFFECTS
2	Attacker Crushed: Return to original borders. Aggressor pays war reparations of 2 RP and 10 SPs immediately plus cost of repairs to all installations. One RP and 5 SPs are payed monthly for next year.
3	Victorious Defence: Return to Original borders. Aggressor pays war reparations of 1 RP and 5 SPs immediately. Two SPs are payed monthly for next year.
4	Stalemate: Return to original borders.
5	Peace Offer: Return to original borders. Minor pays two SP per month war reparations.
6-8	Peace Offer: Return to original borders. Minor pays ½ RP and 2 SP per month war reparations.
9	Peace Offer: Minor offers to cede territory within two hexes of border of attacking country and its allies. It pays ½ RP and 3 SP per month war reparations.
10	Attacker Victory: Minor offers to cede territory within three hexes of border of attacking country and its allies. It pays ½ RP and 4 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. No partisan activity.
11	Conditional Surrender: Minor offers to cede territory within four hexes of border of attacking country and its allies. It pays 1 RP and 4 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Units may be moved using the minors rail net and ports but may not stay in country more than one turn. Partisan activity at ½ normal rate.
12	Surrender: Minor offers to cede territory within five hexes of border of attacking country and its allies. It pays 1 RP and 5 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Units may be moved using the minors rail net and ports but may not stay in country more than one turn. Garrisons may be placed; 1 RE per dot city, 3 REs per major city. Partisan activity at normal rate.

**57.A.8.a.5. UNCONDITIONAL SURRENDER.**

If a result of “Conditional Surrender” occurs on the MINOR COUNTRY SURRENDER TABLE, make an additional die roll on the CONDITIONAL SURRENDER TABLE. The attacker may accept or refuse the conditional surrender. The minor country suffers the listed effects if a 2-13 is rolled but may ignore the next surrender roll. If a 14 or higher is rolled, implement the listed results.

Table 8 Conditional Surrender Table

CONDITIONAL SURRENDER TABLE	
DIE	EFFECTS
2	Stalemate: Return to original borders.
3	Peace Offer: Return to original borders. Minor pays two SP per month war reparations.
4	Peace Offer: Return to original borders. Minor pays ½ RP and 2 SP per month war reparations.
5-6	Peace Offer: Minor offers to cede territory within two hexes of border of attacking country and its allies. It pays ½ RP and 3 SP per month war reparations.
7-9	Attacker Victory: Minor offers to cede territory within three hexes of border of attacking country and its allies. It pays ½ RP and 4 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. No partisan activity.
10	Conditional Surrender: Minor offers to cede territory within four hexes of border of attacking country and its allies. It pays 1 RP and 4 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Units may be moved using the minors rail net and ports but may not stay in country more than one turn. Partisan activity at ½ normal rate.
11	Surrender: Minor offers to cede territory within five hexes of border of attacking country and its allies. It pays 1 RP and 5 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Units may be moved using the minors rail net and ports but may not stay in country more than one turn. Garrisons may be placed; 1 RE per dot city, 3 REs per major city. Partisan activity at normal rate.
12	Surrender: Occupied country. It pays 1 RP and 5 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Garrisons may be placed; 1 RE per dot city, 3 REs per major city. Units equal to the total garrison strength may be placed anywhere in the country. Partisan activity at normal rate.

**57.A.8.a.6. UNCONDITIONAL SURRENDER.**

If a result of “Unconditional Surrender” occurs on the MINOR COUNTRY SURRENDER TABLE, make an additional die roll on the UNCONDITIONAL SURRENDER TABLE. The attacker may refuse to accept the results. In this case, no war reparations are paid, a -2 modifier is used on THE ADDITIONAL POLITICAL EFFECTS TABLE, and the occupying power may move into and garrison the country in any manner he wishes.

Table 9 Unconditional Surrender Table

UNCONDITIONAL SURRENDER TABLE	
DIE	EFFECTS
2	Peace Offer: Minor offers to cede territory within two hexes of border of attacking country and its allies. It pays ½ RP and 3 SP per month war reparations.
3	Attacker Victory: Minor offers to cede territory within three hexes of border of attacking country and its allies. It pays ½ RP and 4 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. No partisan activity.
4	Conditional Surrender: Minor offers to cede territory within four hexes of border of attacking country and its allies. It pays 1 RP and 4 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Units may be moved using the minors rail net and ports but may not stay in country more than one turn. Partisan activity at ½ normal rate.
5-6	Surrender: Minor offers to cede territory within five hexes of border of attacking country and its allies. It pays 1 RP and 5 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Units may be moved using the minors rail net and ports but may not stay in country more than one turn. Garrisons may be placed; 1 RE per dot city, 3 REs per major city. Partisan activity at normal rate.
7-8	Surrender: Occupied country. It pays 1 RP and 5 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Garrisons may be placed; 1 RE per dot city, 3 REs per major city. Units equal to the total garrison strength may be placed anywhere in the country. Partisan activity at normal rate.
9-10	Unconditional Surrender: Occupied country. It pays 1 RP and 5 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Garrisons may be placed; 1 RE per dot city, 3 REs per major city. Units equal to double the garrison strength may be placed anywhere in the country. Partisan activity at normal rate.
11	Unconditional Surrender: Occupied country. It pays 1 RP and 5 SP per month war reparations. Supply may be moved and traced through the minors rail lines and ports. Garrisons may be placed; 1 RE per reference city, 3 REs per dot city, 6 REs per major city. Units equal to double the garrison strength may be placed anywhere in the country. Partisan activity at normal rate.
12	Unconditional Surrender: Occupied country. It pays 1 RP and 5 SP per month war reparations. Garrisons may be placed; 1 RE per reference city, 3 REs per dot city, 9 REs per major city. Unlimited units may be placed anywhere in the country. Partisan activity at normal rate.

**57.A.8.a.7. ADDITIONAL POLITICAL EFFECTS.**

Once a country has surrendered, a 2d6 roll on THE ADDITIONAL POLITICAL EFFECTS TABLE is made. Previously rejected surrender table results will modify the roll. Implement the results as required.

Table 10 Additional Political Effects Table

ADDITIONAL POLITICAL EFFECTS TABLE	
DIE	EFFECTS
2	Massive Resistance: Partisan activity at triple rate. All units may be evacuated to friendly territory unless disarmed by equal REs of enemy forces entering their hex. Evacuated units fight on as "Free" forces. One half of normal inf RPs are received starting at zero for the first month and increasing by one per month to the maximum. All islands, overseas possessions, and units on them are controlled by government in exile.
3	Major Resistance: Partisan activity at double rate. All units may be evacuated to friendly territory unless disarmed by ½ the REs of enemy forces entering their hex. Evacuated units fight on as "Free" forces. Roll on the Success Table for effects. Results are: F* eliminates unit permanently but add back ½ inf RP cost, F eliminate unit but add back entire inf RP cost, S unit operates normally. One quarter of normal inf RPs are received starting at zero for the first month and increasing by one per month to the maximum. The government in exile controls all islands, possessions, and units on them.
4	Significant Resistance: Partisan activity at double rate. All units may be evacuated to friendly territory unless disarmed by enemy forces entering their hex. Evacuated units fight on as "Free" forces. Roll on the Success Table for effects. Results are: F* eliminates unit permanently, F eliminate unit permanently but add back ½ inf RP cost, S unit disrupted and then operates normally. One tenth of normal inf RPs are received starting at zero for the first month and increasing by one per month to the maximum. All islands, overseas possessions, and units on them are controlled by government in exile if within 10 hexes of an allied unit.
5	Sporadic Resistance: Partisan activity at normal rate. All units may be evacuated to friendly territory unless disarmed by enemy forces entering their hex. Evacuated units fight on as "Free" forces. Roll on the Success Table for effects. Results are: F* or F eliminates unit permanently, S eliminate unit but add back full inf RP cost. One tenth of normal inf RPs are received per month one year after surrender. The government in exile controls all islands, possessions, and units on them if within 5 hexes of an allied unit.
6	Minor Resistance: Partisan activity at normal rate. All units may be evacuated to friendly territory unless disarmed by enemy forces entering their hex. Evacuated units fight on as "Free" forces. Roll on the Success Table for effects. Results are: F* or F eliminates unit permanently, S eliminate unit permanently but add back ½ inf RP cost. One tenth of normal inf RPs are received per month one year after surrender. All islands, overseas possessions, and units on them are controlled by government in exile if occupied by an allied unit.
7	Some Resistance: Partisan activity at normal rate. No mainland units may be evacuated. All islands, possessions, and units on them are controlled by government in exile if occupied by an allied unit.
8	Insignificant Resistance: Partisan activity at normal rate. No mainland units may be evacuated. The government in exile controls all islands, possessions, and units on them if the hex they are in is occupied by an allied unit.
9	Army Surrenders: All territory and units surrender. Allied units own the hexes they are in and those in their ZOCs.
10	Army Abides By Surrender Terms: Allied units have two turns to evacuate occupied territory or they may be attacked by minor country units.
11	Puppet Government: Allied units have two turns to evacuate occupied territory or they may be attacked by minor country units. Once all ex-allied units are evacuated all on-map units roll on Success Table. Results are: F* unit permanently eliminated, F mainland unit eliminated permanently, no effect if unit is on island or overseas possession, S unit remains on map.
12	Fascist/Communist Puppet Government: Allied units have two turns to evacuate occupied territory or they may be attacked by minor country units. Once all ex-allied units are evacuated all on-map units roll on Success Table. Results are: F* unit permanently eliminated, F mainland unit eliminated permanently, no effect if unit is on island or overseas possession, S unit remains on map. Minor countries forces are now allied to victor.

Modifiers (Cumulative):

- +1 Government captured or sent into exile.
- 1 For each peace offer previously not accepted by the attacker.
- 1 For each conditional surrender result previously not accepted.
- 2 For each unconditional surrender result that is not accepted.

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