

HOI4 Historical Rules (subject to change between games)

1.) Playable Countries (any not listed are banned):

Factions :	Axis	Allies	Comintern	Co-Prosperity Sphere	United Front
Majors:	-Germany -Italy	-France -United Kingdom -USA	-USSR	-Japan	-China
Minors:	-Hungary -Romania -Bulgaria -Sweden -Nationalist Spain	-Commonwealth -Philippines -Brazil -Argentina -Mexico -Ireland	-Iran -Afghanistan	-Manchukuo -Siam	-PRC

2.) General Rules:

1. Must stay historical ideologies/factions
2. **Minimum 500 hours for Major**
3. **Turkey, tibet, bhutan, saudi arabia, iraq may not be invaded**
4. No exploitations or things that are considered “gamey” (host has final say)
5. No unwanted boosting or coups
6. **No Strat bombers (except one for nukes, no nukes until 1943) and no 1944 planes may be utilized until 1944**
7. No “Space Marines” or infantry in tank templates
8. No overstacking carriers (only 4 per battle)
 - a. **May overstuff to 1.5x carrier capacity (If have base strike)**
9. Subs may not be set to convoy escort
10. May not place mines around countries you aren’t at war with (Friendly nations are fine).
11. Fleets may not be set to “Do Not Engage” unless the Repair now button is selected
12. Minimum combat width: 20 (exception is resistance suppression divisions, which may be 10 width)
13. No non-focus wars until Germany does “Danzig or War”
14. No deleting factories
15. No naval bombardment with tactical bombers
16. No Civil wars
17. No tension spiking (justifying then cancelling)

- 18. Must call in all puppets at start of wars.
- 19. Must attack encircled capitals
- 20. Air production focus is banned**
- 21. No releasing countries
- 22. No building forts above level 5 (focus may get them higher)
- 23. Only Japan may kamikaze
- 24. Only Japan may go Total Mob (Everyone may go total mob once soviet war starts)**
- 25. Only one arty/anti-air/tank per 10 combat width**
- 26. No converting paratroopers upon landing**

3.) Molotov Ribbentrop Pact:

- 1. Germany may not take pact focus until 1939
- 2. Germany and USSR must respect the pact. Cancelling the non-aggression pact with troops on the border does not cancel the Molotov Ribbentrop.
- 3. This means:
 - a. Germany may not attack until the pact has run its course or june 1941
 - b. Soviets may not attack until 6 months after the pact has run its course
- 4. May not interfere with each others spheres of influence (declaring on nations in each others faction until the pact has run its course.)

4.) Volunteer Rules:

- 1. Spanish civil war:
 - a. Italy and Japan may send max 2 volunteers each
 - b. Germany may send 3 volunteers
 - c. USSR may send max 6 volunteers
 - d. No tanks or mechanized/motorized to spanish civil war
 - e. Once volunteers die, may not send new ones
- 2. No volunteers to yugo-italian war, ethiopian-italian war, greek-italian war, sino-chinese war

5.) Country Specific Rules:

Axis-

1. German Reich

- a. Must do "Rhineland" focus ("Oppose Hitler" is banned).
- b. May not do Atlantikwall Focus
- c. May not do "Danzig for Slovakia" or "Befriend Czechoslovakia"
- d. Must do Molotov-Ribbentrop in 1939 and before going to war with Poland
 - i. Must cede eastern Poland to USSR

- e. Can't "Vichy-France" unless France and UK do not defend mainland France or nationalist Spain lost civil war.
- f. "Danzig or War" may not be done before 1939
- g. May not attack USSR through mainland Finland
- h. May not do Jäger program

2. Italy

- a. May not bypass Ethiopian war logistics focus
- b. Must do "Pact of Steel" focus ("Italy First" is banned)
- c. Must end Ethiopian war by January 1, 1937. If this is not achieved, the USSR may send volunteers (not tanks or motorized/mechanized).
- d. May take Yugoslavia and Greece before war starts (though UK can guarantee Greece)
- e. May puppet Ethiopia, however Ethiopian troops may only be used to hold Ethiopia/take Africa from Ethiopia.

3. Hungary

- a. May only pick "Balanced Budget" if "Elect a Fascist King" is the intent.
- b. Must go fascist
- c. May not form Austria-Hungary

4. Romania

- a. "Balkan Dominance" focus is banned
- b. Must cede Bessarabia and Bukovina to USSR
 - i. May not join Axis until ceding this land.
- c. May only appoint Axis friendly government
- d. Must go fascist

5.

6. Finland

- a. May join Axis when France falls or June 1940

7. Nationalist Spain

- a. Must pick Nationalist side
- b. May not convert factories
- c. May not have demagogues to turn communist or democratic
- d. May not join war but may send volunteers
- e. Volunteers sent to Spanish civil war may only be sent once. If you lose a division you may not send a replacement.
- f. May go total mob during civil war.
- g. Must end civil war within 2 years of start date
- h. May not take Portugal until war in Europe starts
 - i. If take Portugal, may not take or puppet Portuguese colonies

8. Bulgaria

- a. Go fascist and have a boolin time my dude
- b. May not be in offensive wars

Allies-

1. United Kingdom-

- a. Must not deny Rhineland and must allow German annexation of Sudetenland
- b. May not be in offensive wars
- c. Franco-British Union is not allowed
- d. Must invite Poland into allies when Germany declares
- e. May not guarantee Yugoslavia, but can guarantee Greece
- f. Cant call portugal into the allies
- g. May not annex commonwealth (except malaya)
- h. A Change in Course, Global Defense, and Revisit Colonial Policy are banned**
- i. May not give Northern Ireland to Ireland

2. France-

- a. Must not deny Rhineland and must allow German annexation of Sudetenland
- b. Franco-British Union is not allowed
- c. Vichy France is allowed if defense of mainland France is not attempted
- d. May not do "Revise Versailles"
- e. Must do "Go With Britain" ("Little Entente" is banned)
- f. May not go communist
- g. May not build additional ports in mainland France until after France falls
- h. Must surrender Indo-China to Japan if mainland France has fallen
- i. May not guarantee Yugoslavia, but can guarantee Greece

3. United States-

- a. Cannot join the allies or the war until Axis troops take a port in mainland UK, Co-Prosperity declares on Allies, 8 months after France falls, or January 1942.
- b. May not go to war over the USS Panay
- c. May not be in offensive wars
- d. Banned Focuses**
 - i. Reestablish the Gold Standard
 - ii. Suspend the Persecution
- e. May change economy law only if at war with a major, or has done focus "The Giant Wakes."

- f. May not guarantee countries not in the Americas
 - g. May not pre-position American troops in Allied territory prior to joining the war.
4. **Commonwealth-**
- a. Must stay in the Allies
 - b. Must pick "Pro-Britain" focuses
 - c. No Commonwealth troops in mainland France until after France falls or August 1st 1942
 - d. Commonwealth can't lend lease army equipment to UK until fall of France
5. **Philippines**
- a. Must stay within US influence
 - b. May not declare wars.
 - c. May not change ideology
6. **Brazil/Argentina**
- a. May join war when USA joins
 - b. Must go democratic or stay Non-Aligned
 - c. May declare war on ONE south American nation of your choice (not Brazil or Argentina)
 - d. Only one South American nation at a time, if one is picked the other cant be.
 - e. Max division count 100
 - f. May not pre-position troops
7. **Mexico**
- a. Must go democratic or stay Non-Aligned
 - b. May not declare wars
 - c. May join war when America joins.
 - d. May not pre-position troops in allied land
 - e. May not have civil wars
 - f. May not form factions
 - g. **Agricultural Credit Bank, Oppose yanqui, German Resource Exchange, Legacy of Revolution, Legion of Christ are banned focuses**
8. **Ireland**
- a. Must go democratic
 - a. May join allies when Germany declares war
 - b. May not declare wars
 - c. Cannot annoy UK

Comintern-

1. **USSR**

- a. Must purge before getting into a civil war
 - i. Can't pick options during the purge that lead to a civil war
- b. Must accept German tank treaty and Molotov-Ribbentrop pact
 - i. Once claims are gained from molotov-ribbentrop, may justify
- c. If Italy fails to take Ethiopia before January 1st, 1937, may send volunteers (no tanks or motorized/mechanized)
- d. If Japan fails to declare on China before January 1st, 1938, may send volunteers (negated if China waits on the event for marco polo bridge incident, or if China cedes beijing)
- e. May send a maximum of 40k rifles and 300 planes to China (may not lend lease PRC or warlords or send any additional equipment)
- f. May not lend lease any other nation
- g. May not Kamikaze
- h. If player on Finland, must accept winter war peace treaty, if not, may annex.
 - i. Must claim bessarabia and bukovina as soon as possible
- j. May not go to war with Japan until January 1 1944
- k. No allied troops in soviet union territory
- l. Max Divisions 500 until start of Operation Barbarossa

2. Iran/Afghanistan

- a. Must go communist/ join comintern
- b. Not allowed to justify war-goals
- c. Division limit- 100

Co-Prosperity Sphere

1. Japan

- a. Must choose "Purge the Khoda Faction" focus
- b. Must declare on China before January 1st, 1938.
 - i. Failure to do so will allow USSR to send volunteers to China
- c. May not declare on Shanxi unless declared on China first
- d. Must form Co-Prosperity Sphere (may not dismantle and join axis)
- e. May not go to war with the Allies until 1941
- f. May not go to war with Soviets until January 1944 (unless soviets declare on germany, forcing you to honor the tripartite pact).
- g. May not demand French Indo-China until after China has capitulated
- h. Cant put fleet in Europe/Atlantic unless owner of Panama Canal (Suez is ok but not Mediterranean)
- i. Kamikaze Zone:



i.

1.

2. Manchukuo

- a. Must go down Obedience focus tree
- b. Must stay loyal to Japan
- c. May not declare wars

3. Siam

- a. May not go to war with the allies until Japan goes to war
- b. Must join Co-Prosperity Sphere

Chinese United Front

1. China

- a. May not cede land to Japan
- b. May not declare on japan or japanese puppets
- c. Must do "Form United Front" focus before war with China happens ("Prioritize the Interior focus is banned")
- d. Pick a fight with Japan focus is banned
- e. Must call in all United Front members when war with Japan starts.
- f. May not wait on the event, must choose to go to war when the bridge incident event pops up
- g. May not dismantle faction and join another.
- h. If Japan is beaten, may not declare on another faction (aka axis, allies, comintern, or Co-Prosperity)

- i. Must accept Japanese surrender terms if victory is achieved.
- j. May send volunteers to Allies or Comintern after war with Japan is over.
- k. Minimum combat width-10
- l. May not do "super china" exploit
- m. May not have military access with any other nation**

2. PRC

- a. Only allowed if there are both a Manchukuo and a Siam player
- b. Must join United Front
- c. May not declare on Japan
- d. Must join war with Japan when called in.
- e. May not go to war with China or chinese minors until after the Sino-Japanese war is over
- f. Must pick "Agrarian Socialism" focus
- g. After war, may go to war with china. IF war with China is won and all of china belongs to PRC, may send volunteers to comintern
- h. Minimum combat width-10
- i.