

"We have resolved to finish it, I know that you will all **Play** your part with **Calmness and Courage**"  
-Neville Chamberlain

## Historical Rules



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# NATIONS LIST

Playable nations listed below. All other nations are not playable. All listed nations must stay in their specified faction

**Axis:** Germany, Italy, Romania, Hungary, Bulgaria, (Volunteer only - Spain)

**Co-Prosperity Sphere:** Japan, Manchukuo, Siam

**Allies:** US, UK, France, Raj, South Africa, Australia, New Zealand, Canada, Brazil, Mexico, Ireland, Norway

**Comintern:** USSR

If there are more than 22 players, we will assign co-ops. If players cannot agree to who gets a co-op, the following order of priority is used:

Russia, Germany, Russia 2, UK, Japan, US, Germany 2, Russia 3, Germany 3, Italy

## General Rules

- Wargoes by focus only - Any exceptions listed in Nation Specific rules below
- All nations limited to the ideology of their faction as indicated above
- Don't disband troops on or near the frontline; don't change templates of encircled units
- Factories may not be deleted except for space purposes (i.e. Bulgarian docks)
- Faction members may not leave a faction they are in
- Lend lease unlimited within your faction (France, US and China restricted)
- Allies cannot issue new guarantees until 1939
- No releasing nations, except for Laos/Cambodia for player Siam -> Rattanakosin
- All nations have a minimum combat division size of 10. Garrison units are exempt.
- Total divisions limited to 700 per player. Special Forces limited to majors-48, minors-24

## Tech Rules

- Air 3 allowed, Jets banned til June 42
- Strat Bombers allowed, rocket sites allowed
- Sub 3 and 4 + snorkel 2 banned; Mines banned - Too much lag
- Modern tanks allowed, Bulldozer Blades banned

## Volunteer Rules

- Volunteers may only be sent to Spain and by Spain (see Nation Specific for Spain)
- Only Soviets may send volunteers to Republican Spain, only templates that contain no tanks may be sent as volunteers to Spain, Spain can send any type out after civil war

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- Volunteers cannot participate in naval invasions - bugged naval interception
- Air Volunteers may be sent for the purposes of watching a war (i.e. US wants to watch the Allies) those planes may not participate in combat

## **Economy Rules**

- Total Mob - Only Japan and Spain until Axis - Soviet war. anyone allowed after Barb
- Max boosting before 1938 - 6 Factories to any major, necessary trade doesn't count
- All trade must be economically necessary other than allowed boosting
- Tradebacks between nations on the same economy law are politely encouraged
- Allies should direct all possible trade to the Soviet Union
- Air Production continuous focus banned, even for licensing

## **Navy Rules**

- Do Not Engage is allowed only for damaged ships retreating to repair
- Always Engage and Convoy Escort are banned for subs; max 20 subs per task force
- Rapidly toggling allowed convoy access level is banned

## **Spy Rules**

- No coups
- No unwanted boosting
- No propaganda
- Tech theft, infiltration, collab gov't, resistance, and coordinated strike are allowed

## **Additional Rules**

- No flicker bombing, bombers can only switch air zones once per 60s or 10 game days
- Planes cannot perform missions from nations who are not in the war
- No surrounding a capital to cut off supply, must be constantly attacked until it falls.
- Turkey and Sweden are neutral and may not be attacked. One Eastern Front is plenty.
- If you have something you think is cheesy, ask the host but the answer is probably no
- If a rule is in doubt, pause the game and ask the host
- This is a game. We're here to have fun. Don't bitch to the host about rules you don't like. Constructive criticism is appreciated.

# **NATION SPECIFIC**

# **AXIS**

- Sealion banned until Gibraltar + Suez are taken and held for 1 month
- Max 6 months grinding per AI war, 5 civs to Russia until war ends for exceeding 6 months, no oil purchases with penalties

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## Germany

- Oppose Hitler, Alliance with USSR, Alliance with Spain, Befriend Turkey, Befriend Denmark, and Danzig for Slovakia are banned
- Germany must complete the Rhineland focus during 1936, Allies may not contest Rhineland or Sudetenland
- Germany may not bring ships to Med Sea unless Gibraltar controlled for 1 month
- Germany must offer the Molotov-Ribbentrop Pact before going to war with major nations or Poland and must not be broken until 1 year 6 months after offering it.
- Germany may not invite the Baltic States/ROM/FIN to defend them from the MR pact.
- Must do Danzig or War during 1939 and declare war on Poland before Jan 1st, 1940. If late, 10 civ penalty to USSR until Barb begins.
- The German-Soviet war may not be started by or because of a minor. Germany must declare war on USSR between Jan 1st and July 1st, 1941. Late declaration = 20 civ penalty to Russia until war is declared.
- No Vichy France (this applies to France too, don't click the become Vichy event)
- See Getting to Barbarossa rules if Germany cannot break France

## Italy

- Italy must follow historical focus tree path
- Yugoslavia and Greece may be attacked after their relevant foci are completed; Italy may call any other Axis members except Germany. Allies may not interfere.
- France will be given 3 months to remove his guarantee after claims on Yugo is completed; if France has not removed the guarantee Italy may attack Yugo and France must take the penalty for breaking the guarantee.
- Above war goals may not be fabricated until after Italy has completed claims on Yugoslavia. Hungary must have it's cores on Yugo returned; don't be a dick
- Italy cannot join WWII until France falls, only Italy can station troops/planes/ships in Africa until Italy declares
- Italy must declare within 30 days of the Fall of France, 20 civ penalty to Russia if late
- Surface ships must stay in Med until Gibraltar/Suez are taken and held for 1 month
- Italy may take Iraq if Suez has been held for 6 months, may not attack Comintern through Iraq

## Hungary

- Must Renounce Treaty of Trianon. Strengthen Fascists and Fascist King are both allowed, Democratic King, Habsburg Price, and People's Commissars are banned
- May demand Transylvania, Romania does not have to give it. May not escalate
- Should demand Southern Slovakia before 1st Vienna Award (save Germany a focus)

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## Romania

-Balkans Dominance, Basing Rights for the Soviets, and Renew Romanian-Polish Alliance are banned

-May choose between Iron Guard, Securitate, and Constitutional Guarantees but must have fascist government in power by 1939

-Must give Bessarabia to the Soviets when they justify after Molotov-Ribbentrop Pact

-May join Axis 60 days after M-R Pact is signed. If Soviets has not justified to take Bessarabia, Soviet claim is considered lost

## Bulgaria

-Oppose the Royal Dictatorship, Plot Against Boris, Approach the UK are banned, both sides of Power to the Tsar tree are allowed but must end with Join Tripartite Pact

-Join the Axis and avoid civil war, don't do anything stupid with the party decisions

-May not start a war until Italy completes Claims on Yugoslavia; (this includes decision/focus wars); May not attack Turkey (yes I know it's tempting, but it's neutral)

-May ask for core/future core territory in the Yugo/Greece peace deals, don't be a dick

## Spain

-Popular Front, Sin Paquito, Join the Allies, Restore the Monarchy, and Dios, Patria, y Rey are banned, Autarky is allowed but you must go Free Trade afterwards

-May join Axis for 300 days to complete Fascist Economic Aid focus, then must leave

-May justify on Portugal in 1939. May annex Iberian Portugal only, remainder left free

-Volunteer only to European Axis nations, cannot join war directly

-May send 24 infantry volunteers in addition to tanks

-May send 24 tank volunteers, no more than 12 divisions may contain heavy/SH tanks

-If Spain loses the civil war, rejoin and break free as Republican Spain. Pay 5 factories to Soviets for the rest of the game, go fascist via politician and send vols to Axis.

# ALLIES

-Only French ground troops may fight in mainland Europe until France falls

-Naval landings are allowed in mainland Europe 6 months after France falls

## UK

-Revisit Colonial Policy, A Change in Course, Global Defense, any "Coerce" focus, Scandinavian Intervention, and Embargo the USSR are banned

-May take Secure Iraq and Secure Iran if all of Africa is taken and held for 6 months (including Libya)

-Must guarantee Poland before Danzig or War finishes (manually or by event)

**-Minors must listen to UK**

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## **USA**

-Reestablish the Gold Standard, Suspend the Persecution, Limited Intervention, Intervention in the Americas, War Plan Gold, War Plan White, War Plan Red, and Strategic Bombing banned

-USA may join WWII June 1st 1941, when Japan declares, and/or if Sea Lion occurs

-USA may join Allies to watch after Danzig or War

-May only lend lease fuel and convoys until France falls, unlimited afterward

-May only have units on starting states + Philippines until US joins the war

## **France**

-Invite Communist Ministers, Utilize the Leagues, Confirm Eastern Commitments, France Leads, Intervention in Spain are banned

-No Vichy France, do not intervene in Spain, do not get a civil war

-Must choose Go with Britain focus, must join WWII when Poland is attacked.

-Must remove guarantee on Yugo within 3 months of Claims on Yugo finishing; if France has not removed the guarantee Italy may attack Yugo and France must take the penalty for breaking the guarantee.

-Cannot lend lease Allies, must use all French land equipment in the defense of France/Africa. May send planes to the air controller.

-Up to 20% of French troops can be stationed in Africa at start of WWII, rest in Europe

-Divisions may begin evacuation once Nord-Pas-De-Calais state is controlled by Axis

-Must give Indochina to Japan when requested (after the fall of Paris).

## **Raj**

-Swaraj is banned

-Raj should warn Japan before going independent. Raj should try to avoid going independent when Japan occupies the territory of Pakistan/Bangladesh. If unavoidable, frontlines should be restored to their previous position wherever possible.

-Japan should not intervene and give Raj at least 2 weeks to fix frontlines

-When Pakistan and Bangladesh start fighting, one of them will be invited to the Allies and the other will be attacked. Choice is at the discretion of UK and Raj.

## **South Africa**

-Abandon Westminster is banned

## **Australia**

-Never Another Gallipoli is banned

## **New Zealand**

-Statute of Westminster is banned

## **Canada**

-Patriation is banned

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## **Ireland**

-Collectivist Ethos banned

-May join WWII when the UK does

## **Norway**

-Collectivist Ethos banned

-May join WWII when the UK does

## **Brazil**

-Collectivist Ethos banned

-May join WWII when US does, may remain non-aligned or go democratic

## **Mexico**

-Agricultural Credit Bank, Legacy of the Revolution, Falangist Veterans, Support Spain's Loyalists, Oppose Yanqui Imperialism, German Resource Exchange are banned

-May join WWII when US does, may remain non-aligned or go democratic, no civil war

# **COMINTERN**

-Max grinding 6 months in Finland, 5 civs per month to Germany until war ends for exceeding 6 months, no rubber/chromium/tungsten purchases

## **Soviet Union**

-Beaten but not Defeated, The Right/Left Opposition, Threat from the Rising Sun, Reconcile Japan, Respect Baltic Self-Determination, Offer Poland Protection, Seek Balkan Cooperation, Demand Balkan Submission, The Southern Thrust, Recover Alaska, Liberation of the European Proletariat, and Policy of Collective Security are banned

-Essentially, you must choose The Centre, don't fuck with the foreign policy branch

-Avoid civil war and kill Trotsky, don't let paranoia reach 100%, accept the M-R pact

-Soviet can only take the claims from the M-R pact using the ultimatum rather than war. This means only taking Bess/Buco from Romania and taking a peace deal from Finland.

-Soviet must begin justification on Romania within 60 days of Molotov Ribbentrop Pact focus completing, after 60 days claim is considered lost and Romania may join Axis.

-The Soviet player may not attack Axis; if Germany is late to Barbarossa (after Jul 41) insist on 20 civ penalty

-No volunteers or planes to China or Chinese minors, allowed lend lease - 20k guns once + 1 fuel per day

## **China**

**-Please note: China must lose the war with Japan so the GEACPS-Allies war is meaningful. China should consider himself a winner if he can last until 1940.**

-Prioritize the Interior banned, must form CUF within 1 focus of Japan declaring war

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- Must call the entirety of the Chinese United Front to war immediately
- May receive 20,000 guns as lend lease, nothing else, 0 volunteers
- May not convert civs to mils, screws over Japan too much
- May not put AA and/or SPAA in his divisions, support or line
- If defeated, take over a nation that has left or co-op someone
- If China is still alive Jan 1st 1940, he must surrender to Japan
- China is allowed to gloat about Japan's shit micro if he survives til 40

# GEACPS

## Japan

- Unthinkable Option, Support Kodoha, and Strengthen Civilian Government are banned
- Japan must **declare war on China before January, 1938 using Marco Polo focus**
- Japan may not declare war on the Allies until Jan 1st, 1941, may use focus or manual justification (manual to allow Bypass the Philippines), may not attack the Soviet Union
- Must pause on declaration to allow Allies to call countries to war
- Kamikazes limited to west of Hawaii, north of New Guinea, and east of Singapore (not inclusive, no kamikaze in Straits of Malacca or Hawaii zones) Yellow zones yes, Red no



- Penalty for out of bounds kamikaze at host discretion and depends on what the kamikazes killed - if 2 DDs and a convoy, sincere apology and delete 10 DDs, if multiple carriers, delete air force + all Capital ships.
- This is a huge kamikaze zone, don't abuse it.

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## Manchukuo

-Assertiveness is banned

-Don't complain about the split of China, Japan is allowed to give Manchu nothing

## Siam

-Interventionism and Internationalism are banned

-Japan may release Laos/Cambodia as after taking Indochina

-Siam may create Rattanakosin Empire by attacking with manual justification after 1939, Allies may not intervene

# Gentlemen's Agreements

## Getting to Barbarossa

-Many games end before 1941 because of one side's incompetence; where possible this will be rectified with a gentleman's agreement.

-If Germany cannot achieve the Fall of France within 10 months of Around the Maginot, he is allowed to invoke the **Fellatio of France**.

-Germany must go into the Allies' discord and admit that he is a little bitch who cannot break France. Germany will debase himself until France's ego has been satisfied.

-France will evacuate metropolitan France and Germany will let them go unmolested.

-Axis will not convoy raid for the rest of the game.

-Germany will then fight in Africa and invade the Soviets as normal by July 1941.

## Honorable Naval Combat

-If the game is going to end before a large naval battle has taken place in the Pacific, either side may request a climactic battle

-Both sides will stop convoy raiding and bring their fleets to a mutually agreed upon sea zone; if agreement cannot be reached the battle takes place in the Philippine Sea

-Do not battle in Malacca or Midway, time zones cause half carrier sorties (two night sorties, CV planes -100% mission efficiency at night)

-You are allowed to battle in those zones during the game, in fact it's recommended if you lack CVs and have more land based planes.

-Japan will not use kamikazes, neither side will use land based bombers or fighters

-Both sides will screenshot the battle to attempt to determine why victory was achieved (let's be honest, does anyone understand MtG navy that well?)

## Mods

-Any vanilla+ optimization mod

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