

# The Empires of History™

## WW II

### Axis Political Options Booklet

Welcome to the Axis political options booklet for the Empires of History: WWII board game. This booklet details the various political options each nation has available to them. These political options and their effects on US Entry and other aspects of the game are listed on each nation's Nation Sheet, but this booklet provides the complete rules and descriptions for each political option. Political options are listed by nation below.

Each political option will detail the effect on US Entry. It may be a positive number or negative number or it may be a random effect. In the event of a random effect, the player using the political option will have to roll 1 ten sided die to see what affect the political choice will have on US Entry. You need not roll for such once the US has entered the general war

## Germany

### 1) Establishment of Vichy France:

US Entry: +1

Cost: 10

The German player may use this option if Germany has taken Paris. The French surrender and a "new" French player then takes over as Vichy France. If the German player uses this option when Germany has completely conquered mainland France, then all remaining parts of the French Empire will automatically become Free French. Please see the Allies Political Options Book: French Political Options: 10) Establish a Free French.

### 2) Coup attempt in Bulgaria

US Entry 3 in 10: +1

Cost: 8

If successful Bulgaria becomes a full member of the Axis Powers and will fight against the Soviet Union

### 3) Establishment of Labor Camps

US Entry 8 in 10: +1

Cost: 20

Each Conquered city provides 2 additional resources per turn. Roll 1D10 per turn for each conquered city, on a 10 the labor camp revolts. The opposing player places 1 infantry on that city. If there are no Axis troops there then the city becomes liberated and may be built out of on the following turn. If there are troops there, the new rebel infantry unit must attack the forces present.



**4) Attempt to assassinate Hitler**

US Entry 5 in 10: +1

Cost: 20

The attempt has a 2 in 10 chance of being successful.

If successful: All German Generals receive +1 for the rest of the game. The German player gets 2 free technology upgrade attempts on 2 different technologies.

If fails: remove one (1) General from the game (roll 1D10: 1-5: Allied Player chooses 6-10: Axis player chooses)

**5) Fast Track Jets**

US Entry 5 in 10: +1

Cost: 40

If less than Fighter Tech 2, get Fighter Tech 2, If already at Fighter Tech 2, Get Jet Tech.

**6) Field the SS**

US Entry: 3 in 10: +1

Cost: 10

This Political Option releases the SS from only police duties and turns them loose on the field of battle. The German player may now begin building SS units.

**7) Invade England**

US Entry: +4

If at any time German land units fight ON English soil (Any UK territory in the British Isles), this Political Option is fulfilled and US Entry goes up +4.

**8) Begin V2 Rocket Attacks**

US Entry: 6 in 10: +1

To use this option you must first have the technology of Rockets. The German player chooses to attack the British Isles with V2 Rockets.

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**9) Hitler Youth into Action**

US Entry: -1

Cost: 15

With this Political Option the German player is running out of men and must put into the war the Hitler Youth. This has a negative effect on US entry as no one wants to kill young boys in war. Add and extra 25 to the German Manpower Limit.

**10) Death Camps**

US Entry: 0

Cost: 20

It costs 20 to build a single Death Camp, no Death Camp may be built in Germany, only in conquered territories. Each Death Camp can only take people from a single conquered country (but need not be placed in the country for which it will kill the populace from. They can be railed in) and once that Death Camp is placed it cannot move. Death Camps take the land and any belongings that the people being killed might have. Any money put into the Death Camps comes back in 2 turns at 150%. In other words if the German player puts in 20 production, in 2 turns the German player gets back 30 production. Always round down. Each Death Camp may only process a maximum of 20 resources invested per turn (ala, to get back 30 resources in 2 turns). For each 10 production invested in this manner, reduce the manpower limit for the nation associated with that Death Camp by 1. If at any time Death Camp can not trace a line of supply to any city belonging to the conquered nation it is linked to, the Death Camp may not receive any investments that turn.

**11) Death Camps Discovered**

US Entry: +3

If an Allied nation takes a territory that has a Death Camp it becomes common knowledge about the German Death Camps and US Entry effected. This is the only German Political Option that the Allied players activate.

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**12) Unrestricted Submarine Warfare**

US Entry: +2

Germany may declare unrestricted submarine warfare at any time. While unrestricted submarine warfare is active, any British or French Trade Resources that are lost due to submarine will be increased by 1. For instance, if there is a Trade Resource amount of 3 in a given sea zone and German submarines in that sea zone cause 1 of those resources to be lost, then 2 will be lost instead. However, even if zero resources are lost, so long as at least one German submarine were present in the sea zone, at least one Trade Resource will be lost. Once announced, Germany can not retract its unrestricted submarine policy without spending 25 resources and never being able to use unrestricted sub warfare for the rest of the war. Each turn unrestricted sub warfare is in effect there is a 3 in 10 chance that the US Entry will go up 1 point. While unrestricted submarine warfare is in effect, German subs may attempt to sink any US transports carrying lend lease units as if they were Allied units. A sinking of a US ship will not cause a declaration of war on the US, but for each ship lost in this fashion there is an additional 1 in 10 chance of the US entry going up 1. If at any time the target of a lend lease nation that would receive resources under lend lease can not trace a line of supply via sea from a US port to a port owned by the target nation, where that line of supply is free of any sea zones containing a German submarine, then the resources to be sent via lend sea can NOT be sent.

**13) Support Italy**

US Entry: 1 in 10: +1

The Germans may attempt to support the Italians by gifting resources. The German player may gift up to 30 resources per turn this way, without trade penalty. Roll for US Entry affects only when this option is first chosen, not each time resources are gifted. The gifted resources are not automatically transferred, but rather must trace a supply route to reach the destination (and may be subject to convoy attacks of tracing a supply route by sea).

**14) Support Hungary**

US Entry: 1 in 10: +1

The Germans may attempt to support the Hungarians by gifting resources. The German player may gift up to 20 resources per turn this way, without trade penalty. Roll for US Entry affects only when this option is first chosen, not each time resources are gifted. The gifted resources are not automatically transferred, but rather must trace a supply route to reach the destination (and may be subject to convoy attacks of tracing a supply route by sea).

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**15) Support Romania**

US Entry: 1 in 10: +1

The Germans may attempt to support the Romanians by gifting resources. The German player may gift up to 20 resources per turn this way, without trade penalty. Roll for US Entry affects only when this option is first chosen, not each time resources are gifted. The gifted resources are not automatically transferred, but rather must trace a supply route to reach the destination (and may be subject to convoy attacks of tracing a supply route by sea).

**16) Support Bulgaria**

US Entry: 1 in 10: +1

The Germans may attempt to support the Bulgarians by gifting resources. The German player may gift up to 20 resources per turn this way, without trade penalty. Roll for US Entry affects only when this option is first chosen, not each time resources are gifted. The gifted resources are not automatically transferred, but rather must trace a supply route to reach the destination (and may be subject to convoy attacks of tracing a supply route by sea).

**17) Support Finland**

US Entry: 1 in 10: +1

The Germans may attempt to support the Fins by gifting resources. The German player may gift up to 20 resources per turn this way, without trade penalty. Roll for US Entry affects only when this option is first chosen, not each time resources are gifted. The gifted resources are not automatically transferred, but rather must trace a supply route to reach the destination (and may be subject to convoy attacks of tracing a supply route by sea).

**18) Declare War on Russia**

US Entry: 1 in 10: +1

**19) Declare War on a Neutral**

US Entry: 4 in 10: +1

**20) Declare War on Italy**

US Entry: 5 in 10: +1

**21) Capture the Suez**

US Entry: 8 in 10: +1



# Japan

**1) Minor War with Russia** US Entry: 6 in 10: +1  
Otherwise known as undeclared border skirmishes and incursions. This war automatically ends if either Japan or Russia have lost 10 resources or more.

**2) Cut China off from the Coast** US Entry: +1 & 5 in 10: +1  
If at the end of any turn China ( all factions) no longer has a territory that is next to the Ocean (any Ocean) China is considered cut off from the coast and this Political Option comes into play. US Entry is effected at +1 and has a 50% chance of being effected again at +1

**3) Major War with Russia** US Entry: +2  
This is the real kind of war. Once declared

**4) Cut off the Burma Road** US Entry: 7 in 10: +1  
If the Japanese take the territories of Kunming, Lijiang or Myitkyina the Burma road is cut off from China and this Political Option comes into play. Further, the Burma road is considered cut off if the Japanese or other Axis powers have cut off the city of Myitkyina from being able to trace a line of supply to any Allied port. If the Burma road has been cut off and China has been cut from the coast, the western allies may not use "Support China" diplomatic options or lend lease and the US may not add any units to the Flying Tigers.

**5) Conquest of China** US Entry: +4  
If the Japanese player or some combination of Axis players eliminates China from the game this Political Option goes into effect.

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**6) Sneak Attack** US Entry: 0  
This may only be used once and played on any neutral or allied nation the Japanese player wishes and that Japan is NOT currently at war with. When this option is used all fighters and Bombers attack at 9 for the turn. All Infantry get +2 to attack and suffer no beach landing penalty.

**7) Occupy Netherland East Indies** US Entry: +2  
This political option enters into affect if the Japanese have landed any forces onto any territories belonging to the Netherlands East Indies.

**8) Declare War on Vichy France** US Entry: 7 in 10: +1

**9) Declare War on Mongolia** US Entry: 2 in 10: +1

**10) Declare War on the British** US Entry: +8

**11) Declare War on a Neutral** US Entry: 5 in 10: +1

# Italy

**1) Invade England** US Entry: +2  
If at any time an Infantry unit has combat on the British Isles then this Political Option is considered active.

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**2) Overthrow Mussolini**

US Entry: 9 in 10: -1

Cost: 20

As long as Mussolini is the head of the government, Italy will remain an Axis Power. All Italian Generals gain +1. This has a 5 in 10 chance of overthrowing Mussolini, if it doesn't work, it cannot be tried again for 5 turns and Italy remains an Axis Power and all Italian Generals get -1.

**3) Declare War on France**

US Entry: +1

**4) Declare War on Vichy France**

US Entry: 6 in 10: +1

**5) Declare War on Germany**

US Entry: -1

**6) Capture the Suez Canal**

US Entry: 8 in 10: +1

**7) Capture Gibraltar**

US Entry: +1

**8) Declare War on a Neutral**

US Entry: 3 in 10: +1