

The Empires of History™

WW II

Allies Political Options Booklet

Welcome to the Allies 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

British Empire:

1) Close the Suez Canal:

US Entry: -1

Closing the Suez Canal means that only the British, British Allies and neutral nations may move ships through the canal. In order for nations at war with the British to be able to move ships through the Suez Canal they will need to capture and hold the territory of Suez.

2) Close Gibraltar:

US Entry: -1

Closing the Gibraltar Straits means that only the British, British Allies and neutral nations may move ships through it. In order for nations at war with the British to be able to move ships through the Gibraltar Straits they will need to capture and hold the territory of Gibraltar. Enemy submarines are not affected by the closure of the straits and may continue to pass through.

3) Occupy Netherlands East Indies:

US Entry: 7 in 10, -1

British forces (or any commonwealth forces) may occupy any and all Netherlands East Indies territories. This option may only be chosen if the Netherlands' homeland in Europe has been conquered by an Axis power. This option may not be chosen if the Japanese player has already chosen the political option to occupy the East Indies. Occupation of the East Indies shall allow the East Indies territories to be treated as Commonwealth territories and the British or another Commonwealth nation may collect full value from the East Indies territories.

4) Support Russia:

US Entry: 3 in 10, -1

If Russia has joined the general war and is at war with Germany, the British player may attempt to support Russia by gifting resources. The British 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).

5) Support Poland: US Entry: 4 in 10, +1

The British may attempt to support Poland by gifting resources. The British 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).

6) Support France: US Entry: 4 in 10, +1

The British may attempt to support France by gifting resources. The British 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).

7) Support Free French: US Entry: No Affect

The British may attempt to support the Free French by gifting resources. The British 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).

8) Naval Blockade of Germany: US Entry: 7 in 10, -1

This option declares a British enforced naval blockade of Germany in the north seas. It does not directly attack the Germany naval trade resources listed on the map, but prevents US arms sales from reaching Germany. Prior to this option being chosen by the British player and until the United States becomes at war with Germany, both Germany and the United States shall receive 5 bonus resources from the arms trade between them.

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9) Successful Military Landing in France (Post Conquest)

US Entry: 2 in 10, -1

This isn't so much a political option, but rather the political ramifications of this event happening. Each time the British or Commonwealth forces can capture, by seaborne invasion, a coastal territory in France (Not Vichy France), post conquest by the Axis Powers, there will be a 2 in 10 chance that US Entry will go down 1. This simply represents American sentiments towards isolationism and the appearance of British successes will have the opposite affect of spurring Americans towards entering the war.

10) Support China: US Entry: 8 in 10, +1

The British may attempt to support Nationalist China by gifting resources. The British 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). If China no longer owns any coastal territories, the only means of land support will be via the Burma Road. The British may not trace a land route through Soviet held lands to reach Chinese Nationalist held lands along the Soviet border.

11) Unrestricted Strategic Bombing: US Entry: -2

In choosing this option the British are willingly deciding that they will become the mass air bombing of German cities with the specific intent of causing mass civilian casualties, or at least mass bombings of any and all German military targets with a total disregard of civilian casualties. Once choosing this option, when doing strategic bombing mission, in addition to the option of targeting saved resources or saved oil, the British may chose to target German populations. If this option is chosen, each "Hit" a bomber scores will reduce German Manpower reserves by 1 point. Strategic Bombing missions that target population must be conducted on a city territory and the maximum number of Manpower points any such mission can cause (in a single turn) is the fortification value of the target city.

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12) Support Yugoslavia / Partisans: US Entry: 7 in 10, +1

The British may attempt to support Yugoslavia or Yugoslavian partisans by gifting resources. The British player may gift up to 30 resources per turn this way to Yugoslavia or just 10 resources per turn to Yugoslavian partisans, 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). If resources are being gifted to Yugoslavian partisans, they need not trace a line of supply to a partisan held territory, but merely just a line of supply to any original Yugoslavian territory.

13) Declare War on Russia: US Entry: +1

14) Declare War on Italy: US Entry: 8 in 10, +1

15) Declare War on Japan: US Entry: +1

16) Declare War on China (any faction) US Entry: -2

17) Declare War on a Neutral US Entry: 4 in 10, -1

French Political Options

French political options may only be played prior to the French surrender or conquest to the Germans. They may also be played after any French liberation. If mainland France is conquered and the Free French are formed, then refer to Free French political options.

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1) Support Poland: US Entry: 5 in 10, +1

The French may attempt to support Poland by gifting resources. The French 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).

2) Support Yugoslavia / Partisans: US Entry: 6 in 10, +1

The French may attempt to support Yugoslavia or Yugoslavian partisans by gifting resources. The French player may gift up to 20 resources per turn this way to Yugoslavia or just 10 resources per turn to Yugoslavian partisans, 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). If resources are being gifted to Yugoslavian partisans, they need not trace a line of supply to a partisan held territory, but merely just a line of supply to any original Yugoslavian territory.

3) Support the British: US Entry: No Affect

The French may attempt to support the British by gifting resources. The French 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).

4) Support Russia: US Entry: 2 in 10, +1

The French may attempt to support Russia by gifting resources. The French 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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- 5) **Declare War on a Neutral:** US Entry: 5 in 10, -1
- 6) **Declare War on Japan:** US Entry: 8 in 10, -1
- 7) **Declare War on Italy:** US Entry: -1
- 8) **Declare War on Spain:** US Entry: -1
- 9) **Declare War on Russia:** US Entry: +1

10) Establish the Free French: US Entry: 9 in 10, +1
 The French player may establish the Free French on any turn that mainland France is completely conquered or on the turn the German player chooses the establishment of Vichy France. If mainland France is completely conquered at the time that the Free French government is established, then all remaining parts of the French empire will automatically become loyal to and controlled by the new Free French government. If you are establishing the Free French government in reaction to the Germany establishment of Vichy France, then you must roll for each French colony to see which side it will be loyal to. Roll 1D10 for each colony for its chance of becoming Free French:

Morocco	4 in 10	Algeria	2 in 10
Tunisia	1 in 10	Syria	3 in 10
French West Africa	8 in 10	French Equatorial Africa	9 in 10
French Indo China	3 in 10	New Caledonia	9 in 10

French Fleet
 (roll for each ship. 1-4 Free French, 5 Italian, 6 German, 7-8 Vichy, 9-10 Remove)

If a territory does not become Free French, it by default becomes Vichy. Free French and Vichy territories retain the units that are in them at the time of the above die role. Vichy becomes a "neutral" nation on the game map. Free France remains an active ally against the Axis powers. Vichy territories that are captured by the Free French, should Free France chose to declare war on Vichy, become Free French.

Free French Political Options

- 1) **Declare War on a Neutral:** US Entry: 8 in 10, -1
- 2) **Declare War on Vichy France** US Entry: +1
- 3) **Declare War on Japan:** US Entry: No Affect
- 4) **Declare War on Italy:** US Entry: No Affect
- 5) **Declare War on Russia:** US Entry: -1

6) Strategic Rail Disruption: US Entry: 2 in 10, +1
 Strategic Rail disruption is something the Free French persons inside mainland France may attempt to do. It costs 5 resources per turn it is attempted. On a 5 in 10 chance, the resistance will have successfully assaulted the rail lines inside France. For one full turn, this means no nation may do strategic movements into or out of any territory inside mainland France. Each time strategic rail disruption is successful, roll for the 2 in 10 chance of US Entry going +1. If a strategic rail disruption attempt fails, do not roll for US Entry affects.

Poland Political Options

1) Declare War on Russia US Entry: 8 in 10, -1

2) Declare War on Neutral US Entry: 3 in 10, -1

3) Establish Free Polish Forces: US Entry: 8 in 10, +1

This option will cost 5 resources. From the point that Germany first invades Poland until the point of its conquest, Poland may move any to all of its units south into Romania (assuming movement allowances allow said units to reach there). Any units that can make it into Romania are removed from play and become Free Polish forces and are placed in either London or Paris. When establishing the Free Polish government in exile, you must chose between the British or the French to be host to the government in exile. If you chose the British, place the Polish forces that make it into Romania in London. If you chose the French, place those forces in Paris. When Poland is fully conquered, those forces that escaped through to Romania become the maximum amount of forces that the Free Polish forces will be able to have at any one time.

As the war progresses and more Polish partisan units enter play, each Polish partisan unit that enters play and then also enters into Romania is removed from play and the maximum number of Free Polish infantry allowed in play at one time is increased by 1.

The Free Polish forces are very different than the Free French, as once Poland is conquered, there is no extended Polish empire to draw resources upon and to operate out of. The Free Polish forces are completely sponsored by the host nation that was chosen. During game play, that nation may chose to build a Free Polish unit (assuming one is available to build) rather than its own and if that unit would consume a Manpower Point, subtract that Manpower from the Polish Manpower limit. It is important to remember what the "Maximum" Free Polish forces are, as you can never have more

than that many Free Polish units in play at any given time. Some number of those units would need to be destroyed before replacements could be built. Free Polish units may be built out of any location the host nation would be able to build that same unit.

4) Strategic Rail Disruption: S Entry: No Affect

This option costs 8 resources per attempt. The resistance movement inside Poland may attempt to disrupt Axis rail lines running through occupied Poland. On a 1 in 8 chance on a D10, the Free Polish forces will disrupt all strategic rail movement into, out of or through Poland for the turn. For instance, in order for German units to be able to strategic move from Berlin to somewhere out on the Russian front in the Ukraine, they would have to trace a supply route around Poland and through southern Europe and the Balkans, if possible.

5) Support Warsaw Rebellion: US Entry: 7 in 10, +1

This can happen any time two active Polish partisan units inside Poland have the ability to move into Warsaw during the same turn. If this is done and the Support Warsaw Rebellion option is chosen, the Free Polish host nation must pay 5 resources. Remove the two partisan units and roll 1D10. On a 1 in 6 chance, the partisan units will successfully spark a rebellion. If that happens, roll 1D10+5 and that is the number of rebel polish "Infantry Units" you will have attacking the city. For the purpose of this battle, do not count the city fortification value for the defending Germans/Axis troops. If the rebel units capture the city, leave the Polish infantry there on the city. The city is now considered free and liberated and if those Polish infantry units can continue to hold it, they may collect resources locally and spend them on new Polish units. Remove a number of Manpower points from the Polish Manpower reserve for the number of infantry units that assaulted Warsaw. If those units failed to capture the city, removed two times that number from the Polish Manpower reserve.

Russian Political Options:

Russian production starts the war at just 75 resources per turn. A mere fraction of Russia's total potential. The many purges conducted by Stalin has left the nation in shambles. If Germany declares war on Russia, Russia's production will instantly shoot up to a maximum of 140 per turn and then finally, to no maximum, on the 5th turn after Germany's declaration of war on Russia.

1) Russo-German Partition Pact

US Entry: -1

Technically, Stalin had agreed to the Russo-German partition pact prior to the onset of war with Poland. As the Russian player though, you don't have to necessarily honor it. Acceptance of the pact will mean that Russian forces may move forward to attack and occupy all territories ceded to Russia under the pact, and without any additional affects on US entry. This means attacking and occupying Poland up to the partition line. It also means the ability to invade Estonia, Latvia and Lithuania without the effects of declarations of war on neutrals. It also means Soviet troops may move south and occupy the two Romanian territories of Iasi and Bessarabia. Acceptance of the partition pact also means that the Soviet Unit will be completely unable declare war on Germany for the next 12 turns (2 years).

2) Limited War with Japan:

US Entry: -1

Otherwise known as undeclared border skirmishes and incursions. This war automatically ends if either Japan or Russia have lost 10 resources or more.

3) Major War on Japan:

US Entry: -4

Declaration of full war on Japan will not enable Russia to increase its limited production from its 75 resource per turn limit up to its 140 per turn limit until the war has been ongoing for 12 or more turns. After 12 turns, the Russian income limit would raise from 75 to 140, but as the aggressor in this conflict, the Soviets would never raise the kind of support from its populace to raise above the 140 resource per turn limit.

5) Declare War on Germany:

US Entry: -4

Russia can only declare war on Germany if it chose not to accept/honor the Russo-German Partition Pact, or until 12 turns after the start of the war. If Russia declares war on Germany its production maximum will raise to 140 resources per turn on the 3rd turn after the declaration. Its production maximum will increase to be unrestricted 12 turns after the declaration of the war.

6) Declare War on Poland (Without accepting Partition Pact)

US Entry: -2

7) Support Mongolia:

US Entry: 3 in 10, -1

The Soviets may move troops into Mongolia to help garrison and defend it.

8) Support Chinese Communists:

US Entry: 8 in 10, -1

The Soviets may lend assistance to the Chinese Communists in the form of gifted resources. Up to 40 resources may be gifted in this fashion per turn, without trade penalty. These resources must be able to trace a supply route to reach Chinese Communist held territories. Such a supply route may go through Mongolian and Xing territories.

9) Seek Unification for Chinese Communist Factions:

US Entry: -1

Russia may use its influence as the head of the Communist movement to try and get the Chinese Communists and Communist state of Xing to unify. This will cost 10 resources per attempt and may only be attempted once per turn. Roll 1d10 per attempt and success is had on a "1". If successful the independent Communist Chinese state of Xing will merge with the Chinese Communist forces and become one larger state. If this unification happens, US Entry will go -1.

10) Turn Bulgaria:

US Entry: 2 in 10, -1

The Bulgarian government held nominally good relations with Russia and though strained due to Soviet politics, the Bulgarian peoples held the Russian peoples in high esteem. Pressured by Germany and its neighbors, Bulgaria joined the Axis powers as a junior ally upon Germany's invasion of Russia. However, Bulgaria only did so on the condition that none of its troops would be asked to participate in the war in Russia. Bulgaria would contribute locally and in the Med theatres against the western allies. Once per turn, Russia may spend 10 resources to try and turn Bulgaria into an active ally against the Axis. Roll 1D10 and Russia gets Bulgaria to switch sides on a roll of a "1". If Russia controls any territory adjacent to Bulgarian, that becomes successful on a roll of an 8 in 10.

Chinese Nationalist Political Options:**1) Declare War on Xing**

US Entry: 1 in 10, +1

2) Declare War on Vichy Indo-China

US Entry: No Affect

May only declare war on Indo-China after France has been conquered and a Vichy government declared and if French Indo-China joined the Vichy government.

3) Declare War on Neutral:

US Entry: 5 in 10, -1

4) Retake Peking:

US Entry: -1

If the Chinese Nationalists capture Peking from the Japanese, US Entry goes -1. (Seen as China doing well enough that Japan is becoming less of a threat)

5) Cooperation with the British:

US Entry: +1

If the British have become at war with Japan and the US is still neutral, this option will allow cooperation between the British and Chinese nationalists. The two nations' troops may now share territories.

6) Attack Chinese Communists:

US Entry: 1 in 10, -1

Each turn the Chinese Nationalists attack a Chinese Communist held territory, roll for a 1 in 10 chance of US Entry going -1.

Chinese Communist Political Options:**1) Declare War on Mongolia:**

US Entry: 4 in 10, -1

2) Declare War on Xing:

US Entry: 2 in 10, -1

3) Declare War on Neutral:

US Entry: 3 in 10, -1

4) Retake Peking:

US Entry: No Affect

5) Attack Chinese Nationalists:

US Entry: 2 in 10, +1

Each turn the Chinese Communists attack a Chinese Nationalist held territory, roll for a 2 in 10 chance of US Entry going -1.