

WORLD WAR II

MULTI-PLAYER RULES

by Kip Allen and John Boardman

This is an official addition to SPI's WWII game. Players may wish to remove it from this magazine by opening the staples and pulling out these center four pages.

[1.0] INTRODUCTION

Multi-Player World War II is a simulation on an army level scale of the European, North African, and Middle Eastern theaters of operations from 1939 to 1945. It uses basically the same rules as the two-Player version of the same game. The rules listed below are specifically for the Multi-Player version and supercede any rules covering the same topics in the two-Player version. The Section and Case numbers correspond to the numbers used in the two-Player game. Where rules remain exactly the same as in the two-Player game it will be indicated.

[2.0] GENERAL COURSE OF PLAY

Multi-Player World War Two is a multi-Player game with provisions for four, five or six Players. In the six-Player version the countries involved are Britain, France, the United States, the Soviet Union, Germany and Italy. In the five-Player version, Italy is controlled by the German Player. In the four-Player version Italy is controlled by the German Player, and the US is controlled by the British Player following American Intervention (see 18.0).

[3.0] GAME EQUIPMENT

(SAME AS TWO-PLAYER)

[3.1] Game Charts and Tables

Various visual aids are provided for the Players to simplify and illustrate certain game functions. All the Charts and Tables that are used in the two-Player game (except the Russian Intervention Chart) are used in the Multi-Player version as well as several additional Charts and Tables. These are the National Objectives Chart (NOC), the US Intervention Chart (USIC), and the Minor Country Assignment Chart (MCAC).

[3.2] Game Equipment Inventory

(SAME AS TWO-PLAYER)

[3.3] Game Scale

(SAME AS TWO-PLAYER)

[4.0] SEQUENCE OF PLAY

[4.1] The Game Turn

World War Two is played in turns called Game-Turns. Each Game-Turn is composed of four, five or six Player-Turns. Each Player-Turn is composed of several Phases. The Player whose Player-Turn is in progress is termed the Phasing Player. In the six-Player version, Italy moves first followed by, in order, France, USSR, USA, Britain and Germany. In the five-Player version, France moves first followed by USSR, USA, Britain and Germany/Italy. In the four-Player version, France

moves first followed by the USSR, Britain/USA, and Germany/Italy.

[4.2] Sequence Outline

A fifteen-minute Diplomacy period takes place (thirty-minutes for the first Game-Turn only) during which Players negotiate alliances, strategies, and policy. Players are not bound to what they say; lying is permitted (and encouraged). Players are also permitted to attempt to eavesdrop on conversations. In short, the main rule is don't get caught.

A. DIPLOMACY INTERPHASE

B. FIRST PLAYER-TURN

C. SECOND PLAYER-TURN

D. THIRD PLAYER-TURN

E. FOURTH PLAYER-TURN

F. FIFTH PLAYER-TURN

G. SIXTH PLAYER-TURN

(All the Player-Turns follow the identical Phase sequence of the two-Player game, with the exception that the Russian Resources Computation Phase takes place at the end of the entire Game-Turn rather than at the end of the Russian Player-Turn.)

H. GAME TURN INDICATION

(SAME AS TWO-PLAYER)

[4.3] Game Length

(SAME AS TWO-PLAYER)

[4.4] Order of Movement

[4.41] Six-Player

1. Italy
2. France/Poland
3. USSR
4. USA
5. Britain
6. Germany

[4.42] Five-Player

1. France/Poland
2. USSR
3. USA
4. Britain
5. Germany/Italy

[4.43] Four-Player

1. France/Poland
2. USSR
3. Britain/USA
4. Germany/Italy

[5.0] MOVEMENT

[5.1 through 5.6]

(SAME AS TWO-PLAYER)

[5.7] Sea Movement

(SAME AS TWO-PLAYER, with the following exceptions)

The second sentence should read as follows:

The amount of Naval and Amphibious Transport available to the British and American Players for each Game-Turn is given on the Allied Naval Transport/Amphibious Availability Chart. For the first five Game-Turns all the Naval Transport belongs to the British Player. From the sixth to the twenty-third Game-Turn the Naval Transport and Amphibious Transport is divided evenly between the British and American Players with any odd point going to the British Player.

The fourth sentence should read as follows:

The Germans have a permanent Naval Transport capability in the Baltic and, if they have a friendly port available to them, in the Mediterranean.

[5.71 through 5.74]

(SAME AS TWO-PLAYER)

[5.75] The French have a permanent transport capability of one Naval Transport Point which may only operate between French Mediterranean ports (Marseilles, Lebanon, and French North African Ports) or Mediterranean ports controlled by an ally of France. The French Transport Points may transport Strength Points of any nationality that the French Player wishes. The French transport capability is always subject to the usual Mediterranean rules (see 6.53).

[5.76] (SAME AS TWO-PLAYER)

[5.77] The Germans have a permanent naval transport capability of one Strength Point per Game-Turn in the Baltic and, if there is a friendly port available to them, in the Mediterranean. The Italians also have a permanent naval transport capability of one Strength Point per Game-Turn that may be used for any Italian port or port of an ally of Italy in the Mediterranean. In the six-Player version, any nationality may be transported on Italian or German Transport Points at the owning Player's discretion. In the five and four-Player versions, only Italian Strength Points may be transported by Italian Transport Points and only German Strength Points may be transported by German Transport Points. In the six-Player version, the Italian Player may have as many Strength Points in North Africa as he desires. In the five and four-Player versions, the Italians may only have a maximum of three Strength Points in North Africa at any one time.

[5.78] (SAME AS TWO-PLAYER)

[5.79] (SAME AS TWO-PLAYER)

[5.8] **Amphibious Movement**
(SAME AS TWO-PLAYER)

[5.9] **Reinforcement of Amphibious Landing**
(SAME AS TWO-PLAYER)

[6.0] **ZONES OF CONTROL**
[6.1 through 6.4]
(SAME AS TWO-PLAYER)

[6.5] **Air Zones of Control**
GENERAL RULE:

Only, and all, German, British and US Combat Strength Points have an air zone extending two hexes in all directions. This air zone has deleterious effects upon naval and amphibious transport conducted through the zone. The Italians have a special "air" capability effect on the transport into the Mediterranean (this actually reflects the effects of the Italian Navy). The effect of Air Zones are completely different and exclusive on the two different types of transport.

[6.51] (SAME AS TWO-PLAYER)

[6.52] (SAME AS TWO-PLAYER)

[6.53] This rule is different only for Naval Transport into or through the Mediterranean belonging to a country that is hostile to Italy when there is at least one Italian Strength Point in supply in Africa. When any Naval Transport hostile to Italy takes place in the Mediterranean, the die is rolled once for each Strength Point. A roll of 1, 2 or 3 allows the Point to be landed safely; a roll of 4 or 5 causes the mission to be aborted (Strength Point returns to embarkation and may do no more that Game-Turn), and a roll of 6 causes the Strength Point to be eliminated by Enemy action. When a 6 is rolled, only the Combat Strength Point is eliminated, not the Naval Transport Point, Transport of any kind is never destroyed. This rule is only in effect at the discretion of the Italian Player in the six-Player version and, in the five and four-Player versions, after Italy has become an active belligerent.

[6.54] If there are no Italian Strength Points in supply in Africa when hostile Naval Transport moves through the Mediterranean, the normal air interdiction rules are applied.

[6.55] The special Mediterranean resolution (see 6.53) applies solely to units that are hostile to Italy (Italian Player's discretion) and are in the Mediterranean. It is the deterrent to the shipping of hostile units the quicker way as reinforcements to Egypt or the Persian Gulf or even to French Africa.

[6.56 through 6.58]
(SAME AS TWO-PLAYER)

[7.0] **STACKING**
(SAME AS TWO-PLAYER)

[7.1] **Effect on Combat**
[7.11 through 7.13]
(SAME AS TWO-PLAYER)

[7.14] In the event that units of different nationalities are stacked together and one side decides to attack the other, the side with the highest number of Strength Points in the stack may move the other unit one hex in any one direction so long as it is not into neutral territory, into impassible terrain, through a blocked hexside or into an Enemy zone of control that is not egated by

a friendly unit. In the event that both units are of the same strength, each Player rolls a die. The Player with the highest die roll may move the other unit one hex.

[7.2] **Unit Break-Down and Build-Up**
(SAME AS TWO-PLAYER)

[7.21 through 7.27]
(SAME AS TWO-PLAYER)

[7.28] This rule is not used in the Multi-Player version.

[8.0] **COMBAT**
(SAME AS TWO-PLAYER)

[8.11 through 8.14]
(SAME AS TWO-PLAYER)

[8.15] Units of two different nationalities may not combine their Attack Strengths in combat in the six-Player version. German and Italian may be combined in the five and four-Player versions and British and US may be combined in the four-Player version.

[8.2] **Multiple Unit and Multi-Hex Combat**
(SAME AS TWO-PLAYER)

[8.21] Note that different nationalities may combine their Defense Strength in Combat.
(SAME AS TWO-PLAYER)

[8.22 through 8.48]
(SAME AS TWO-PLAYER)

[8.5] **Combat Losses**
(SAME AS TWO-PLAYER)

[8.51] (SAME AS TWO-PLAYER)

[8.52] When only one nationality is the defender and incurs losses in combat, the Defender may chose to extract it from any of his units in the attacks hex. When more than one nationality is in a defending hex that incurs loss, the attacker may chose to extract the losses from either or both of the defending nationalities.

[8.53 through 8.8]
(SAME AS TWO-PLAYER)

[9.0] **SUPPLY**

[9.1] **Axis Supply Sources**

[9.1] This rule applies only in the four and five-Player versions.

[9.12] Italy may supply any foreign units in North Africa that it chooses in the six-Player version. The two-Player rule applies in the four and five-Player version.

[9.13] (SAME AS TWO-PLAYER)

[9.2] **Russian Supply Sources**
(SAME AS TWO-PLAYER)

[9.3] **British and US Supply Sources**
[9.31] (SAME AS TWO-PLAYER)

[9.32] This rule is valid only for the four-Player version. In the five and six-Player versions the British Player has the discretion over whether he will allow the US Player to trace supply through Gibraltar or Suez.

[9.33] The supply of foreign units in Britain is at the discretion of the British Player. Exception: US units are always in supply in Britain in the four-Player version.

[9.4] **French and Vichy French Units**
There is no Vichy France in Multi-Player WWII.

[9.41] (SAME AS TWO-PLAYER)

[9.42] Once French units leave France, they are in

supply if they can trace a supply line back to any three Resource Centers in France outside of Enemy Control or they may use supply of any Friendly country at that country's discretion.

[9.43] This rule is not used in the Multi-Player version.

[9.5] **Judging Supply**
(SAME AS TWO-PLAYER)

[9.6] **Supply Effects**
(SAME AS TWO-PLAYER)

[9.7] **Blocking Supply**
[9.71] (SAME AS TWO-PLAYER)

[9.72] This rule is applied in the four and five-Player versions. In the six-Player version, this rule applies only to Germany.

[9.73] (SAME AS TWO-PLAYER)

[10.0] **REINFORCEMENTS AND REPLACEMENTS**

(SAME AS TWO-PLAYER)

[10.1] **German Reinforcements**
(SAME AS TWO-PLAYER)

[10.2] **Italian Reinforcements**
(SAME AS TWO-PLAYER)

[10.3] **Russian Reinforcements**
[10.31] (SAME AS TWO-PLAYER with the following exceptions) Substitute word "Enemy" for "Axis". The Russian Intervention Table is not used in the Multi-Player version.

[10.32 through 10.34]
(SAME AS TWO-PLAYER)

[10.35] (SAME AS TWO-PLAYER except:) Lend Lease is given to Russia at the discretion of the US Player or the British Player in the four-Player version.

[10.36] (SAME AS TWO-PLAYER)

[10.4] **British Reinforcements**
(SAME AS TWO-PLAYER)

[10.41 through 10.43]
(SAME AS TWO-PLAYER)

[10.44] The British Player receives one replacement Point per Game-Year to be placed in any hex free of enemy Zones of Control in Britain.

[10.5] **US Reinforcements**

[10.51] This rule is used only in the four-Player version. For the five and six-Player versions, the rule should read as follows: US reinforcements arrive in the US Reinforcement Holding area. However, they may be placed in Britain immediately if the British Player allows.

[10.52 through 10.55]
(SAME AS TWO-PLAYER)

[10.6] **Axis Replacements**
(SAME AS TWO-PLAYER)

[10.7] **Russian Replacements**
(SAME AS TWO-PLAYER)

[10.71 and 10.72]
(SAME AS TWO-PLAYER)

[10.73] Russian Replacements or Reinforcements are brought on at controlled Resource Centers. Until a Limited or Full War situation has occurred, they may be no larger than two Strength Points in size. After Limited or Full War has occurred, they may be built up to three Strength Points, until the Spring 1943 Game-Turn when they may be built into units of four Strength Points. Should the Russian Player make peace and go off Limited or Full War status, he may still build units of greater

than two Strength Points. It is only necessary for him to go on war status once to build larger units.

[10.74 through 10.77]

(SAME AS TWO-PLAYER)

[10.8] US Replacements

[10.81] (SAME AS TWO-PLAYER)

[10.82] US Replacements are intrinsically equipped with transport enabling them to reach Britain only if the British Player agrees. Naturally, in the four-Player version, this process is automatic. If the US Player wishes to transport them further, the Naval Transport capability must be employed in the usual way.

[10.83] If Britain has fallen or if the British Player refuses to allow the US Player to use Britain as a staging area, the US Player must use his transport points to enter the map on any Friendly Port hex. If the US Player lacks sufficient transport points or does not wish to place his Replacement Points on the map, they are placed in the US Reinforcements Holding Area.

[10.84] US replacements may not delay their arrival. They must either enter the map or the US Reinforcements Holding Area in the Game-Turn they are scheduled to arrive or they are permanently lost.

[10.9] French Replacements

[10.91] The French Player receives one Replacement Point per Game-Year. They arrive during the Spring Game-Turn of any Game-Year and must be placed on any free Resource Hex in France (provided that there are at least three Resource Centers in France that are free of Enemy Zones of Control). These Replacement Points must be taken on the Game-Turn that they are do or they are permanently lost.

[11.0] WEATHER

(SAME AS TWO-PLAYER)

[12.0] NEUTRAL COUNTRIES

GENERAL RULE:

In the basic game of **Multi-Player WWII**, all countries except Germany, Italy, Britain, France, the US and Russia are considered neutral countries. **Any** Player may invade **any** neutral country that the Player wishes.

[12.1] Sweden

The Germans lose one-half of each Game-Turn's Replacement or Reinforcement rate if they invade Sweden. This means if they have lost eight Strength Points, they may only replace four Strength Points. If Sweden is invaded by another country, the German Player's Replacement and Reinforcement rate is not halved until the Swedish army has been completely eliminated. If Sweden is invaded by another country, the Swedish army is placed under the control of the German Player and German units may freely enter Sweden without penalty to their Replacement-Reinforcement rate. Should the Swedish army be completely eliminated by a non-German invader, the German Player's Replacement-Reinforcement rate is permanently halved, even if the German Player subsequently liberates Sweden from all invading forces.

[12.2] Finland

Any Player may invade Finland at will.

[12.3] Supply

(SAME AS TWO-PLAYER)

[12.4] Turkey

There may never be Sea Transport (Naval or Amphibious) past or through Turkish hexes as long as Turkey remains neutral (i.e., uninvaded by any Player).

[13.0] VICTORY CONDITIONS

See the National Objectives Chart. The Player with the highest number of Victory Points wins the game.

[14.0] SPECIAL RULES

Certain special rules are used in Multi-Player WWII. Note that there are no scenarios, the 1939 set-up is **always** used.

[14.1] Vichy Fance

There is no Vichy France in Multi-Player WWII.

[14.2] British Garrisons

(SAME AS TWO-PLAYER)

[14.3] Partition of Poland

Rule not used in Multi-Player WWII.

[14.4] Axis Garrison Requirement

Same as two-Player except that it applies to **all** countries at war with Russia.

[15.0] HOW TO SET-UP AND PLAY THE GAME

The 1939 scenario is always used in Multi-Player WWII.

[16.0] OPTIONAL RULES

[16.1] Minor Countries

[16.11] All countries other than Germany, Italy, Russia, Britain, France, and the US are considered "minor countries".

[16.12] Finland, Hungary, Bulgaria and Rumania are **always** allied to the German Player. The Alliances of other minor countries depend upon which Player invades them. (See Minor Country Control Chart to see which Player actually moves the units of minor countries).

[16.13] Not used in Multi-Player WWII.

[16.14] Any Player may attack any minor country that it wishes.

[16.15 through 16.17]

(SAME AS TWO-PLAYER)

[16.2] Self-Defense Neutrals

[16.21] Any Player may attack any Self-Defense Neutral that he wishes.

[16.22] Spain, Sweden, Norway, Denmark, Netherlands, Belgium, Yugoslavia, Greece and Turkey may not have their units moved until invaded by any Player.

[16.23] (SAME AS TWO-PLAYER)

[16.24] Once invaded, Self-Defense Neutrals may be reinforced with units of the controlling Player (see Minor Country Control Chart) or allies of the controlling Player, at his discretion.

[16.3] Pro-Axis Neutrals

[16.31] Pro-Axis Neutrals (Hungary, Finland, Rumania and Bulgaria) permit German movement through their countries (and the armies of any other country that the German Player permits) and may have their own armies moved within their respective borders. Their armies may not, however, move outside their borders nor attack until the Game-Turn that Russia or the Balkans are attacked by the German Player or his allies.

[16.32] As soon as Germany is actively at war with Russia, Rumania and Hungary may each send and maintain one Strength Point to join the German army in the war with Russia.

[16.33] Once German or German-allied units have attacked the Balkans (any part of Yugoslavia or Greece) the Bulgarians and Hungarians may send and maintain one Strength Point each in the Balkans.

[16.4] Finland

[16.41] Finnish units may not leave Finland until a non-German, non-German-allied unit has crossed their border. Finnish Zones of Control do not extend across their border until their border has been so violated.

[16.42] Finnish units may not attack until a Finnish unit has been attacked by a hostile unit or a non-German or non-German ally has crossed their border.

[16.43 and 16.44]

(SAME AS TWO-PLAYER)

[16.5] Partisans

(SAME AS TWO-PLAYER)

[16.6] Italian Entry

[16.61] This rule applies only in the four and five-Player versions. The Italian Player is totally free in the six-Player version.

[16.62] This rule only applies in the four and five-Player versions. The Italian Player is totally free in the six-Player version.

[16.63] This rule applies only in the four and five-Player versions. In the six-Player version anyone may attack Italy or Italian possessions at will.

[16.64] This rule applies only in the four and five-Player versions. In the six-Player version, there is no mandatory Italian Surrender.

[16.7] Airdrop

(SAME AS TWO-PLAYER)

[16.8] Three-Player Game

Not used in Multi-Player WWII.

[16.9] Special Poland Rule

[16.11] Poland is considered an ally of France. The French Player may use Polish territory and armies in any manner he sees fit. The Poles do receive their three Reinforcement Points and may move out of their country and attack at the discretion of the French Player.

[17.0] ADDITIONAL OPTIONAL RULES

This section number is held open for the addition of optional rules to the standard game.

[18.0] VARIABLE US ENTRY (OPTIONAL)

GENERAL RULE:

This optional rule is used with the four-Player version of WWII. It may either delay or hasten US entry into the conflict. US entry is determined by a combination of two die rolls. Also, certain German actions may effect US entry. The Chart given below gives the Game-Turn, the die rolls needed for US entry and the Game-Turn of US entry. The Chart also shows the die roll combination needed for US entry if Germany invades France, Britain or the USSR. Note that this special table is used only on the Game-Turn that one of the German actions occurs (a "triggering Game-Turn"). In other words, it may be used a maximum of three times per game, once for each action. Should US entry not be triggered by the Chart, it automatically becomes an active belligerent on the 3/43 Game-Turn. When the US enters the war, start US Reinforcements from the 3/42 Turn and work on until the end of the Game. If the US enters before the 3/42 Turn, and the Player runs out of spaces on the US Reinforcement track, the US continues to receive Reinforcements at a rate of 6 Strength Points and 2 Naval Transport Points per Game-Turn. Note that the US loses **all** of its Amphibious Transport on the 4/44 Game-Turn regardless of when US entry is Triggered. Players

should be careful to keep track of which Naval Transport Points and Amphibious Points belong to Britain and which belong to the US (see 5.7). The die is rolled by the British Player at the end of the German Player-Turn.

[18.1] US Intervention Table

Triggering Game-Turn	Die Rolls Needed	Game-Turn of Entry
4/39 (1)	1+1-3	2/41 (7)
1/40 (2)	1+1	3/41 (8)
2/40 (3)	1+1	3/41 (8)
3/40 (4)	1+1	4/41 (9)
4/40 (5)	1+1	4/41 (9)
1/41 (6)	1+1	1/42 (10)
2/41 (7)	1+1-2	2/42 (11)
3/41 (8)	1+1-3	3/42 (12)
4/41 (9)	1+1-4	3/42 (12)
1/42 (10)	1+1-5	4/42 (13)
2/42 (11)	1+1-6	1/43 (14)
3/42 (12)	1-2+1-6	1/43 (14)
4/42 (13)	1-3+1-6	2/43 (15)

Game-Turn that Germany invades France: 1-2+1-2=entry 5 Game-Turns after die roll.

Game-Turn that Germany invades Britain: 1-3+1-3=entry 5 Game-Turns after die roll.

Game-Turn that Germany invades USSR: 1+1-2=entry 4 Game-Turns after die roll.

Although the Optional Variable US Entry rule is designed for the four-Player version of WWII it is highly recommended that it be used with the five and six-Player versions as well because quite some time might pass before the US Player actually enters the game. Using the Variable US Entry rule Players may also incorporate this rule into the two-Player game.

[19.0] NATIONAL OBJECTIVES

How the Multi-Player Game is Won

In the Multi-Player Game a system of Victory Points is substituted for the two-Player Victory Conditions. The Player with the highest number of Victory Points at the end of the Game is declared the winner. Victory Points are awarded for controlling (or keeping free from control) the various countries on the map. See the chart.

[19.1] Definitions of Controlled and Normalized

[19.11] "C"=Player receives Victory Points indicated on the chart if his forces control that country at the end of the game. A Player has control of a minor country if it was a satellite or pre-war possession of his at the start of the game and has never been invaded by a hostile force. If such a country has been invaded by a hostile force, the original controlling Player regains control by eliminating (or driving out) all hostile forces in that country. A Player gains control of a truly neutral country (or an enemy satellite or possession) by eliminating or driving out all hostile forces in that country. The controlling Player must have passed through and have exerted an effective Zone of Control on every hex in such a country in order to control it. He must also leave at least one Strength Point as a garrison. If any of the Player's allies (who could receive points for controlling that country) have forces in that country greater than 50% of that of the nominally controlling Player's forces, neither Player controls that country. Control of France or Germany is calculated in the same manner as minor country control. Control of the USSR is dependent solely upon controlling all the Soviet Resource Centers and complying with the garrison requirement detailed in 14.4. Units

which are out of supply at the very end of the game are removed from the map before control is judged. Two or more major countries may not share control of a country.

National Objectives Chart

	Fr	Br	Ger	USSR	US	Italy
Poland	N2	N2	C3	C5	N2	—
Hungary	—	—	C1	C2	N1	—
Rumania	N1	—	C1	C2	N1	—
Yugoslavia	—	N1	C1	C1	N1	C3
Bulgaria	—	—	C1	C1	—	—
Greece	—	N1	C1	C1	N1	C3
Turkey	N1	N1	—	C3	—	C1
Finland	—	—	C1	C2	N2	—
Sweden	—	—	C1	—	N1	—
Norway	—	N2	C1	—	N1	—
Denmark	—	—	—	—	—	—
Netherlands	N2	N2	C1	—	N1	—
Belgium	N3	N3	C1	—	N2	—
Spain*	N2	N1	C1	—	N1	C1
Fr.Morocco	C2	—	—	—	—	C2
Algeria	C3	—	—	—	—	C3
Tunisia	C2	—	—	—	—	C2
Lebanon	C1	—	—	—	—	C1
Syria	C1	—	—	—	—	C1
Libya	C2	C1	—	—	—	C2
Egypt	C1	C3	C2	—	N1	C3
Palestine	—	C1	—	—	—	C1
Iraq	—	C1	—	C2	—	—
Persia	—	C1	C1	C3	N1	—
Kuwait	—	C2	C1	C1	—	—
France	—	N3	C3	—	N3	C2
Britain	N2	—	—	—	N3	—
Germany	—	—	—	C2	N1	—
USSR	—	—	C4	—	N1	—
USA	—	—	—	—	—	—
Italy	—	—	—	—	N1	—

* Includes Spanish Morocco

[19.12] "N"=Normalized. A country is normalized when there are no hostile forces in that country at the end of the game. Two or more Players may receive normalization Victory Points for the same country. Allied Players may receive points for a normalized country which is controlled by another Allied Player (i.e., a country can be both normalized and controlled if the Players receiving points for those conditions are allies). For example, if Britain controlled Egypt at the end of the game, the British Player could receive one Point for control and the U.S. Player could receive one Point for the normalization of Egypt (assuming the U.S. and Britain were non-hostile towards each other).

If a country is not controlled, but there are hostile forces in that country at the end of the game, then no Player can receive any Victory Points for that country. A hostile force is defined as a Player's units who has invaded a country or a possession of a country or who has had combat with that country's units or allies (and have not subsequently negotiated a peace).

[19.13] "—"=That Player receives no points for that country regardless of its status. Note that if a Major Power home country has more than half its hexes under hostile control at the end of the game, that Major Power receives no Victory Points

regardless of its accomplishments. "Control" in this case is interpreted as being the last to enter or pass through a hex or exert an uncontested Zone of Control upon it.

[19.2] Dual Identities

When, in a five- or four-Player game, one Player represents Germany and Italy and one Player represents US/Britain, the Players should use the German and US Objectives column. Alternatively, they may develop a new Objectives column by synthesizing the columns of the two nationalities they represent into a new column (the total Victory Points of which does not exceed 25). Such a synthesis must be secretly recorded at the start of the game.

[20.0] OPERATION OF MINOR COUNTRY ARMIES

Note that "operations" means only that the USA, German or French Player may move the units of the countries involved and conduct diplomacy for them. It does not mean control in a Victory Point sense.

If the USA Player invades any Minor Country whose armies he would normally operate, their operation is then assigned to the German Player.

[20.1] Minor Country Operations Chart [5&6 Player]

Country:	Operated By:
Poland	France
Hungary	Germany
Rumania	Germany
Bulgaria	Germany
Finland	Germany
Sweden	Germany (USA if invaded by Germany)
Spain	USA
Belgium	USA
Netherlands	USA
Denmark	USA
Norway	USA
Yugoslavia	USA
Greece	USA
Turkey	USA

[20.2] Minor Country Operation Chart [4 Player]

For some of the Minor Countries listed, two Players are named as the operating Player. In the event that the Player who is listed first should invade the Minor Country in question, the Player who is listed second conducts operations for that Minor Country.

Country:	Operated By:
Poland	France
Hungary	Germany
Rumania	Germany
Bulgaria	Germany
Finland	Germany
Sweden	Germany/Britain
Spain	Germany/France
Belgium	France/Britain
Netherlands	France/Britain
Denmark	Britain/Germany
Norway	Britain/Germany
Yugoslavia	Britain/Germany
Greece	Britain/France
Turkey	France/Britain