

Axis & Allies Global 1940 House Rules Expansion

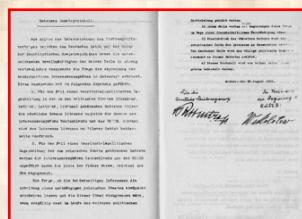
Non-aggression Pacts

The most iconic Non-aggression pacts of World War II were signed between Germany and the Soviet Union in 1939 and between the Soviet Union and Japan in 1941.

Here is the game related explanation of the two Non-aggression Pacts:

1. German-Soviet Non-aggression Pact:

This pact is already in effect when the game begins. The Non-aggression pact ends when Germany and the Soviet Union is at War with each other.



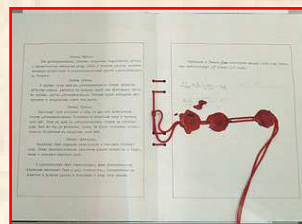
Why:

As part of balancing the game – and also bring more Historical enhancement to the game – the Soviet Union receives 10 IPC when Germany or Italy attacks the Soviet Union.

These 10 IPC represents the immediate Soviet switch from Peace time to War time production.

2. Japanese-Soviet pact:

This pact is automatically signed and effective at the beginning of round *Early 1941* – unless either Japan or the Soviet Union have attacked each other.



Why:

This Non-aggression pact benefits both Japan and the Soviet Union. Both Nations have their back clear of attacks, while they perform other missions elsewhere.

As the War goes on this Non-aggression pact gradually loses its value - meaning that the penalty for breaking the pact by either side is gradually reduced.

By Early 1945 the Non-aggression pact is no longer valid – and either side can attack each other without any penalty.

Detailed information on both Non-aggression pacts is described in the Axis & Allies Global 1940 House Rules Expansion on pg. 22-23.