

## Section 8: Place New Units and Collect Income

During the "Place New Units" phase, place any new units you bought at the start of your turn. Units MUST be placed on a land territory that you own and owned at the start of your turn, that contains an industrial complex that you owned at the start of your turn. New units CANNOT be placed in a space containing a new industrial complex that you bought this turn until your next turn. Sea units MUST be placed in a sea zone directly adjacent to an industrial complex that you owned at the start of your turn. Sea units MAY be placed in a contested sea zone, with the enemy having the option to attack or retreat on their turn. Starting industrial complexes have no limit in production. However, any newly purchased industrial complexes can only produce a number of units equal to the IPC value of the space in which they are placed. Newly purchased industrial complexes can be placed in any land territory that you owned at the start of your turn during this phase.

When collecting income, the IPC income chart should have been updated to show the sum of the IPC value of the territories you owned at the start of your turn PLUS the sum of any captured territories' IPC value. This is what you will be paid by the bank. For example, if in their first turn the CABAL conquers French West Africa, French Equatorial Africa, and the Congo, during the "Collect Income" phase, the player who controls the CABAL will be paid IPCs equal to the IPC value of each captured territory in addition to their starting income. Income is gained and lost for each nation through combat.