

Section 9: Optional Rules and Notes

Optional Rule by game creator: Germany/NATO Restricted: On Germany/NATO's first turn, the Germany/NATO player CANNOT make any attack moves, but CAN purchase units, or develop weapons, or conduct non-combat movements to fortify allied positions. This restriction is lifted effective Germany/NATO's second turn, or if Germany/NATO is attacked prior to taking their first turn.

Notes (and/or other rule proposals):