

Kaihlhac's Balance and History Mod for Global 1940

v3.2.8

New General Rules

- If a capital is recaptured (any time after the first capture), the IPCs get destroyed ("going to the bank") instead of going to the capturer.
- Cruisers cost 11 IPCs.
- Only half of the attacking (Strat-) Bombers roll in the air fight in strategic bombing raids (rounded up). Tactical Bombers and Fighters still get 1 die each.
- Strict Neutrals work differently now.
 - If a strict neutral is attacked, the opponent side chooses one strict neutral at the end of that turn's Non-Combat Move Phase, that becomes "Pro" their side.
 - The Allied democracies (USA, UK, Canada, ANZAC, France), in addition, have to pay the Neutral's troop's combined cost in IPCs at the beginning of their combat move phase, reflecting the political stress and civil opposition to such action (Axis and Soviet Union don't have to pay). In case of Spain for example, America would have to pay 18 (3*6) IPCs to attack it (Remember that this only applies to strict Neutrals. If a strict Neutral changed to "Pro Axis" earlier, it does not apply).
 - If UK plans to attack a strict neutral, it can split the cost among the two economic zones as it desires.
 - Mongolia can never be selected to become "Pro Axis" for this matter. If Mongolia is selected to become "Pro Allies", all of its parts become "Pro Allies".
- Minor Factories can only produce one capital ship (Aircraft Carrier or Battleship) per turn (except US starting factories before they are at war).
- Lend & Lease (Allies and Germany for Italy only):
 - A Nation can produce one unit with a cost of 8 or less per round for a receiving nation (Look for restrictions/exceptions in the countries section and below).
 - Place that unit in the color of the receiving nation" on the **land territory** with a factory of your choice that you control (this counts towards the production limit). Mark the unit with a "Lend & Lease"-Token, to indicate, that it is not a fight-ready unit. Ships always need to be placed in a land territory with factory at the coast (not in a sea zone). They are treated as "in dock". A unit can only be placed on a landlocked factory, if it's a land unit, and if the nation has a theoretical land path to any territory of the receiver's nation where they are allowed to receive lend lease via land (this path *can* be under opponents or neutral control at the moment). Otherwise it has to be placed in a coastal factory. In the receiving nations deployment phase, **after they deployed their own units, if they are at war**, they may choose one unit per turn, that is designated for them, and move it along a legal path to a factory of theirs that still has capacity left and deploy it under their control (If they can't, because of factory limits or there being no legal paths open, the unit stays where it is for upcoming rounds).
 - The receiving nation must control its capital (except China).

- Legal Paths: To transfer the material, the receiver must show that a legal path exists from the source to the target zone.
 - To do this, they follow these steps:
 1. Make sure source and target factory are intact and the target factory still has capacity this turn (special reception zones are listed below and always count as "intact").
 2. (Sea way only) Choose a sea zone adjacent to the source factory's space and place the unit in it.
 3. Take as many of the units legal* non combat moves as desired (that means within friendly sea zones or friendly territories) with the goal of reaching the target factory. Land units that move over a sea route act like transports, while ships move normally to reach the desired deployment sea zone next to a factory. You may not switch between land territories and sea zones when choosing your legal path for a land unit, except in one special case (see below).
 Additionally, transports' (and land units') paths are also blocked by submarines if there is no friendly surface warship of any nation allied to the sender in the same sea zone. Warships that are being leased can ignore submarines on their paths as usual.
Notice: Since this happens after the receivers own units are placed, a legal path can be created by deploying a surface warship into a sea zone with an enemy submarine the same turn.

*: While moving material over land, a legal path for China's units can contain territories otherwise illegal to enter for Chinese forces.

While moving material over land, a legal path can contain a still neutral playable nation's territories, if that nation agrees.

 4. Deploy the unit in the target zone (Unlike normal deployment, ships cannot be deployed in hostile sea zones as this would count as a blocked path).
- Exceptions for reception:

Russia can also receive Lend & Lease material in Archangel, as if there were a factory there. Additionally, Russia can receive land units in Stalingrad (or the Caucasus, if there is a factory there), if a legal sea path exists to SZ 80, and the territories Persia, Northwest Persia and the Caucasus form a continuous Allied-controlled path. This is an exception to the rule, that you normally can't switch between land and sea route (mentioned above).

China can receive lend lease in Burma, Yunnan or Szechwan, as if there were a factory present. Even though Burma might be under another Allied nation's control and that nation might not be at war with Japan yet, this is an exception to the usual spawning rules for Chinese units.
- *Notice:* Narrow sea ways that are blocked also block Lend & Lease material by sea. (For example, Germany could not send destroyers to Italy through a British-controlled Strait of Gibraltar). Narrow sea must be open since the beginning of the turn in order to receive material through them.
- *Notice:* Paths that contain enemy warships but no destroyers do not block a legal path for submarines. The strait of Gibraltar does not block legal paths for submarines.
- *Notice:* Lend & Lease is only blocked by warships hostile to the sender. That means if the sender

is not at war with a certain power, a legal path cannot be blocked by ships belonging to that power.

- If a territory containing Lend & Lease material is captured, the material is immediately destroyed at the end of combat. It does not fight.
- The Soviets can only receive lend & lease in Europe, if they are at war in Europe, and in the Pacific, if they are at war in the Pacific, respectively (Keep in mind that to receive in the Pacific, the Soviets must control a factory on the Pacific board, which they do not at the beginning of the game).
- China can only receive infantry or artillery and never give material to anyone else.
- Lend & Lease between UK Europe, UK Pacific, Canada, and ANZAC is not allowed.

Country changes

Germany

- Can Lend & Lease material to Italy.
- Germany may not enter territories originally owned by the Soviet Union until Germany has declared war on the Soviet Union (Fixing base game loophole).

Soviet Union

Setup Changes

- Add one Neutral Artillery in Ulaanbaatar and Buyant-Uhaa.
- The territories Urals, Novosibirsk, Kazakhstan and Amur are now worth 2 IPCs. The territories Evenkiyskiy, Yenisey, Yakut S.S.R. and Buryatia are now worth 0 IPCs.
- Evenkiyskiy - Yakut S.S.R. are now impassible by land (No unit can end its move in these territories, but planes can fly over them).

Rules

- The Soviet Union can pay 12 IPCs in the Purchase & Repair Phase and announce that they will move a minor factory they control. The move then happens in the Deployment Phase. The factory must be moved to a legal target (2+ ipc's worth territory that is under the Soviet Union's control since the beginning of their turn) and it must be fully intact (0 damage) to do so. It is allowed for a factory to be repaired and moved in the same turn. A factory being moved cannot produce during the turn it is being moved (neither in the old spot, nor in the new one).
- Scorched Earth: The Soviet Union can damage their own facilities in the Purchase & Repair Phase. For every 1 IPC they choose to spend, they may cause 2 points of damage to a facility of their choice. They may do this to as many facilities as they desire in a turn.
- Never surrender: The Soviet Union is less effected when their capital is taken. They lose their IPCs to the invader, like normal, but they continue collecting **halve their income** (rounded down) in turns they don't control Moscow. However, they cannot collect national objectives (but the Stalin Doctrine upholds) and cannot receive lend & lease while this is the case. If the Soviets liberate Moscow and an Axis power recaptures it, the IPCs are still destroyed (see "New General Rules"). They can always produce, repair and use their Scorched Earth ability, if they have the IPCs required.
- Trans-Siberian Railroad: The Soviet Union can move up to 2 land units across the Trans-Siberian railroad

per turn (From Buryatia to Novosibirsk or back) as long as all of the relevant territories are under Soviet control.

- In addition to normal Lend & Lease rules, the Soviet Union can also receive Lend & Lease material in Archangel as if there were be a factory.
- The Soviet Union can not Lend & Lease to UK, ANZAC, Canada or France while not at war with Germany (Theme: Molotov-Ribbentrop-Pact).
- In addition to the normal Soviet-Mongolian Defensive Pact rules, if the Soviet Union performs a non combat move into Korea, Mongolia will also not ally itself with the Soviet Union anymore (*Note: The Pact still stays active if the Soviet Union non-combat moves units into Manchuria*).

National Objective Changes

- Remove the 5 IPCs National Objective bonus for keeping sea zone 125 free of Axis warships. This is now compensated by lend and lease rules.
- Iraq, Ethiopia, Italian Somaliland, Tobruk and Libya are no longer eligible for the Soviet Union's National Objective "Spread of Communism."
- Stalin Doctrine: -1 IPC for each Allied unit in original Soviet territories under Soviet control (max.: -3).

Japan

- In addition to the normal movement restrictions, Japanese ships can't enter SZ 26, 25, 13, 27, 31, 30 while not at war with the USA.
- Japan can now produce Kamikaze tokens for 5 IPCs each, but cannot have more than 6 Kamikaze tokens at any moment.
- Japan cannot collect the 10 IPCs bonus in round 4 or later rounds anymore.
- Japan can not use the Lend & Lease rules with any nation.

USA

Setup Changes

- Remove one BB in SZ 10. Replace the warships in SZ 26 with 2 damaged Battleships* and a Cruiser. Add one Destroyer in SZ 25 and one in 31.
 - *: The Battleships are in port and mostly unmanned. In order to represent this on the board, they are considered as "damaged".
 - Skip the American Repair step for these ships until they are at war.
 - The ships are also immediately repaired (manned) when America declares war for the first time.

Movement Restrictions

- In addition to normal USA movement restrictions, while at peace, American warships (any ship except transports) have restrictions. Any USA warship, that startet on the European board or in SZ 10, as well as any purchased USA warships, cannot end their move on any Pacific board SZ, except SZ 1, 2, 3, 8, 9, 10, 11 & 12 (Basically the 2 zone barrier, that Japan can't cross from the other side).
 - *Notice:* Therefore, the submarine and destroyer in sea zone 35 (adjacent to Philippines), the destroyer starting in sea zone 31 (adjacent to Wake Island), and the destroyer starting in sea zone

25 (adjacent to Midway) as well as all transports are exceptions and don't fall under this restriction. They can move freely every turn (without violating the base game's restrictions).

- Additionally, The two Battleships and the Cruiser in Hawaii cannot leave SZ 26 (transports and units that didn't start there can).

Other Rules

- The USA's starting IPCs are adjusted to 32 IPCs to represent the lingering effects of Isolationism as well as the Great Depression. There is a national penalty of -10 IPCs called **The Burden of Isolationism**. This penalty applies for the first USA turn, no matter the state of war.
- Cash and Carry: If an Allied transport (British, Canadian, ANZAC, etc...) ends its movement in SZ 101 or SZ 10 while the USA is not yet at war, the owner of the transport can load any available USA land units as if they would be their own onto the Allied transport. When loaded this way, the land units are replaced with the nation's equivalent at no cost. Additionally, if at least one unit got loaded this way, that transport may use the US naval base in the following turn, even if America is not at war yet. Indicate this with a naval base token beneath that transport as a reminder for everyone (This ability is not to be confused with Lend & Lease abilities).
- The USA may purchase one unit to lend lease during any of its turns, including its first turn (see "New General Rules"). However, receivers of Lend & Lease material originating from the USA cannot accept Lend & Lease material until after the end of the USA's second turn. However, if the USA is at war before the end of their second turn, Lend Lease material can be received without restrictions.
 - *Note:* This is because in reality, the USA did not ratify the Lend & Lease Act until Feb. 1941, and was not at war when it did so.
- The USA can not receive Lend & Lease material from others.

China

Setup Changes

- Replace one infantry with one artillery in Szechwan.

Rules

- China can no longer purchase artillery (use Lend & Lease rules to place Chinese artillery!).
- In addition to the normal Chinese movement rules, China can now attack into French Indo China. However, attacks into French Indo China have restrictions: China can only fight one round of combat and then has to retreat, even if all defenders are destroyed. (Therefore, China can never capture French Indo China. This represents partisan attacks on vital supply lines in the north, but no full scale invasion).
- China's "Burma Road" National Objective is replaced with these two new National Objective rules:
 - China collects 3 Bonus IPCs, if Yunnan is Allied-controlled at the end of their turn (Theme: Safe base of operations).
 - China collects 3 Bonus IPCs, if Burma and Yunnan is Allied-controlled at the end of their turn (Theme: Burma road as a vital supply line).
- As mentioned above, China can receive lend lease material in Burma. On top of that, they can also non-combat (or retreat) units into Burma, while Britain is not at war with Japan yet.

Notice: Japan cannot attack these Chinese in Burma without declaring war on Britain.

Canada

Setup Changes

- Swap the UK units in Canadian land territories to Canadian units.
- Add a Canadian cruiser in SZ 1.
- Add a Canadian fighter in Quebec.
- Add 1 Canadian Infantry to the United Kingdom (London).

Rules

- Canada is now its own player-controlled power.
- Canada's turn is after China's turn (and before the UK's turn).
- National Objective: "Support for the Empire": +5 IPCs if the United Kingdom territory (London) is under British control and sea zone 106 is free of Axis warships, and the "Move the UK Capital to Ottawa" decision has not been taken.
- National Penalty: "Crumbling Empire": -8 IPCs if the "Move the UK Capital to Ottawa" decision has been taken and London is not under Canadian control. This penalty is applied to income gained from all territories *except* territories that were originally Canadian territories *at the start of the match*.
- Canadian units cannot go into sea zones 25, 26, 30, 13 and 31 while the USA is not at war.
- The British, ANZAC and Canadian can still enter the Dutch territories, but they can't take control of them while at peace with Japan (except Suriname). Should there be a land unit on them the moment a state of war is enacted, they immediately take control of it (if there are multiple nations present, you decide who takes control). This counts as "since the beginning of the turn".
- Canada starts at war with Italy and Germany. They can choose to declare war on Japan at the beginning of their Combat Move Phase, if they desire so. The same rules regarding ANZACs special ties to the UK for that matter apply; so if a state of war between one of the three and Japan is established, its between all of them and Japan immediately.

United Kingdom

Setup changes

- Add 1 UK destroyer in SZ 94.
- Add 1 UK infantry in Borneo.
- Add a UK transport and a UK destroyer in SZ 43.
- Add 1 UK AAA in Gibraltar.

London falling

- The first time London is captured by an Axis nation, give the IPCs to the capturing Axis nation as usual. Once this has happened, a new rule becomes active: At the beginning of every Canadian Collect Income Phase, the Canadian player and the British player can agree to move the capital to Ottawa. If they do, this means Canada takes control over all British (Europe) territories and becomes the original owner of all originally British (Europe) territories. Also, afterwards, remove every factory Canada controls except in (geographically) Canada.

From then on, Canada can never collect their national objective again and might temporarily be subject to the "Crumbling Empire" national penalty (see Canada section). Britain (Europe) can never collect income at all anymore.

- *Notice:* From now on British troops occupy territories for Canada on the European side of the Board.

Other rules

- UK units cannot go into the sea zones 25, 26, 30, 13 and 31 while the USA is not at war.
- Special Transport Ability: As long as at least two territories from Gibraltar, Malta, or Egypt are under Allied control during the non-combat phase of a UK turn, the UK (not its dominions) can move one land unit from one of these friendly territories to another of these territories. The unit must not have been used any other action during this turn. This move is only possible if the sea zones between the two territories that are being moved to/from are not hostile. *Example:* On the UK's first turn it moves an AAA gun from Malta to Egypt during its noncombat phase. During this phase the sea zones 96 and 98 were not hostile. (Remember that from the normal rules, enemy submarines and transports present in a sea zone do not make a sea zone hostile, only enemy surface warships do).
- Should Italy or the UK capture each other's "Special Transport" territories (Example: If the UK captured Tobruk and Northern Italy), they still cannot use the other's special ability. This reflects the difference in civilian cooperation and logistical know-how for the respective regions).
- The British, ANZAC and Canadian can still enter the Dutch territories, but they can't take control of them while at peace with Japan (except Suriname). Should there be a land unit on them the moment a state of war is enacted, they immediately take control of it (if there are multiple nations present, you decide who takes control). This counts as "since the beginning of the turn".

Italy

- Cannot give lend lease to anyone.
- Sicily and Southern Italy are now considered connected when it comes to land movement and/or air movement.
- Special Transport Ability: As long as at least one of Libya or Tobruk and at least one of Northern Italy or Southern Italy or Sicily are under Italian control at the beginning of the Noncombat Movement Phase of an Italian turn, Italy can move one land unit from one of the two mentioned African territories to one of the three mentioned Italian territories each turn, or the other way around. This move is only possible if the sea zones between the two territories that are being moved to/from are not hostile. *Example:* On Italy's first turn, there are UK surface warships in SZ 97. However, SZ 96 and SZ 95 are not hostile to the Axis, so during its noncombat phase Italy moves one tank from Northern Italy to Tobruk. The tank did not take part in Italy's combat phase and also did not perform any other task during the noncombat phase except this special movement.
- Should Italy or the UK capture each other's "Special Transport" territories (Example: If Italy captured Malta and Gibraltar), they still cannot use the other's special ability. This reflects the difference in civilian cooperation and logistical know-how for the respective regions.

National Objective Clarifications

- Vichy French control of Morocco, Algeria, and/or Tunisia does not count for Italy's North Africa National Objective.
- Southern France being under Vichy control *does* count for the "Greater Roman Empire" National Objective.

ANZAC

- Cannot end movement of any units in the sea zones 25, 26, 30, 13 and 31 while the USA is not at war.
- The British, ANZAC and Canadian can still enter the Dutch territories, but they can't take control of them while at peace with Japan (except Suriname). Should there be a land unit on them the moment a state of war is enacted, they immediately take control of it (if there are multiple nations present, you decide who takes control). This counts as "since the beginning of the turn".

France

Setup changes

- Add 1 French infantry to French West Africa.

Instate Vichy regime

Condition

If for the first time Normandy and France are occupied by the Axis while Southern France is either French and has no other Allied nation's units on it or is Axis controlled in an Axis nations collect income Phase: The player that controls France (Paris) can choose to instate the Vichy regime. However, if Southern France is controlled by another Axis power, its player has to agree.

Instatement

No matter who controls Southern France at this moment, it changes control to Vichy and all Axis land units are moved to France (Paris). Every French controlled territory among "Morocco", "Algeria", "Tunisia", "Syria", "French Indo China", "French Guiana" and "Madagascar" change control to Vichy, unless there are another Allied nation's units on them. If that happens, all its French units, that are currently on it are considered Vichy French troops, as well as every French ship that is in SZ 93 at that moment.

The controller of "France (Paris)" is now referenced as the **"Victor over France"** in these rules. *The victor over France* gains a new national objective: "French occupation payments", which's value is 3 and condition is that Vichy France is under Vichy control and none of Normandy and France are under Allied control.

Rules

- Vichy France is officially neutral, but de facto under heavy pressure of *The Victor over France*. That's why the European Axis powers can land **Aircraft only** in Vichy colonial territories freely (all but Southern France).
 - Either side can fly over Vichy territories.
- At any time, either side can attack Vichy French territories with no penalty, except Vichy controlled French Indo China, which can only be attacked by any Allied power if that power is at war with Japan.
 - If there are Axis Aircraft in the territory while the Allies attack it, conduct the combat as if Vichy

- was on the Axis side (fight all nations at once).
 - If there are Axis Aircraft in the territory while another Axis nation attack it, conduct the combat without those planes. If captured or not, in any case the other nation's aircraft stay in the territory.
 - European Axis planes can land in a Vichy colonial territory that that nation captured the same turn, if Vichy already exists since the beginning of their turn.
- Vichy French units don't move.
- To form the Army of the Armistice, Vichy spawns one infantry at the end of each French turn's end.
- Vichy French ships do not block movement for either side and can be ignored in battles. At any time, either side can attack the Vichy French ships with no penalty. If there are an opposing nation's naval units in the sea zone while you choose to attack the French ships, you need to battle both at the same time. Your opponent with units involved chooses the order of losses. It is possible to scramble planes into the battle as well, should there be an Airbase in Southern France with planes at the moment of the attack. The ships have to be attacked by any side that wants to perform a naval invasion of Southern France (Vichy) .
- Free French rule: If the Vichy regime was instated this game, place a Free French flag in French West Africa. From then on (until the rest of the game, France spawns one free infantry in French West Africa every round. If it's captured, remove the flag and this effect ends.
- If there are Vichy ships in SZ 93 in a turn's purchase phase, where Vichy existed since the beginning of that turn, the *The Victor over France* may strike a deal with the French to take over the ships. They may pay 4 IPCs for the Cruiser and/or 3 IPCs for the Destroyer to replace it with *The Victor over France's* equivalent. Also add one Infantry (if the Destroyer was taken over) and one Artillery (if the Cruiser was taken over) to Vichy France. The ships cannot move or attack that entire turn.

Collapse

- The *Victor over France* can choose to collapse the Vichy Regime in the non combat phase. For that, he has to make a non combat move into Southern France with an amount of land units equal or higher (AAA not counted) than the amount of Vichy units in Southern France. The French colonies that are still under Vichy control at this point become Free French again, with their troops. Dissolve all Vichy troops in Southern France. He may also remove the Vichy controlled French ships in SZ 93 at that moment, if he desires so. Then he takes control of Southern France.
- If in the beginning of the French turn, at least one French land unit is in Normandy or France (Paris), Vichy collapses and all Vichy territories become French. All its units (including ships) also become French. This is considered to happen between turns (The units can act that turn).
- If Southern France is not under Vichy control at any moment, Vichy collapses immediately and all Vichy territories become French. All its units (including ships) also become French.

Clarifications

- If Vichy dissolves in the *Victor over France's* turn, all of the *Victor over France's* planes that didn't move in the combat phase have to leave Vichy territories in the same non combat phase. Planes that attacked in the combat phase can't land there anymore. Any plane that can't make it to a different legal landing space is destroyed. Other Axis nation's planes in any Vichy territory get a free movement of 1 range to a friendly territory that was friendly since the beginning of the turn or a friendly carrier or are lost.
- If Vichy dissolves in the beginning of France's turn, all Axis planes in Vichy territories get a free

movement of 1 range to a friendly territory that was friendly since the beginning of the turn or a friendly carrier or are lost.