

NEUTRALS

THERE ARE THREE KIND OF NEUTRALS:

- STRICT NEUTRALS
- PRO-ALLIES NEUTRALS
- PRO-AXIS NEUTRALS

STRICT NEUTRALS

Strict neutrals can be controlled by invading them. They are treated in the same way as unfriendly neutrals, with one exception. An attack by either alliance on a strict neutral territory (whether successful or not) will result in all remaining strict neutrals becoming pro-Allies or pro-Axis, depending on who violated the strict neutral's neutrality.

FRIENDLY NEUTRALS

Friendly neutrals may not be attacked, and air units may not fly over them. They can be moved into (but not through) as a noncombat move by land units of a power that is at war. This moves the territory out of its neutral status. The first friendly power to do so places its control marker territory, and its IPC income is adjusted upward by the value of the territory. With the territory's loss of neutrality in this way, its standing army is immediately activated. The units placed belong to the power that now controls the formerly neutral territory, and may be used freely beginning on that power's next turn.

UNFRIENDLY NEUTRALS

Neutrals that are friendly to the opposing side are said to be unfriendly neutrals. Moving into an unfriendly neutral is considered a combat move and combat must be resolved during the Conduct Combat phase. Before the neutral territory can be taken control of, all of the neutral's standing army units must be eliminated. Air units can't fly over an unfriendly neutral unless they are attacking it. Capturing an unfriendly neutral gives the capturing player the IPC income of the territory. The invading power places its control marker on the territory, and its national production level is adjusted upward by the value of the captured territory.