

POLITICAL SITUATION: AXIS

GERMANY

- Free to declare war on anyone anytime

ITALY

- Starts the game at war with UK
- Free to declare war on anyone anytime

JAPAN

- Free to declare war on anyone anytime
- Ceasefire with China. Japan may use the Japan-China strait when not at war with China (may use strait on same turn war is declared)
- No kamikaze strikes

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POLITICAL SITUATION: USSR

- Cannot declare war until round 4 unless the Axis have attacked one or more of the following territories:

PA4, PA10, PA11, PA12

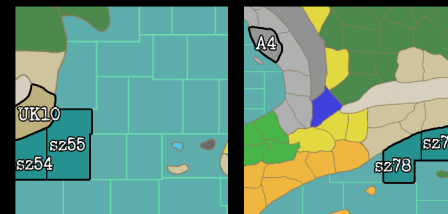
NL3, NL4, NL5, NL6, NL7, NL8



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POLITICAL SITUATION: USA

- Cannot declare war until the START of turn 3 unless Axis capture A4 or UK10
- Must end movement of sea units in sea zones adjacent to US territories with the exception of sea zones 54, 55, 78, 79
- Minor ICs upgrade when at war like in G40 rules



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POLITICAL SITUATION: UK

UK

- Starts game at war with Italy
- Free to declare war on anyone anytime
- UK income is not split like in G40 OOB

ANZAC

- Politically integrated with the UK
- Cannot declare war independently

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POLITICAL SITUATION: FRANCE

Cannot declare war unless:

- Axis attack a Neutral League territory
- Axis attack UK19

- France will move up the diplomatic escalation chart each time the Axis attack an Independent Neutral (providing Axis have attacked cumulatively more Independent Neutrals than the Allies)
- France will discontinue diplomatic escalations for rest of game if Allies are first to attack the Neutral League



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FRANCE ESCALATION LEVELS

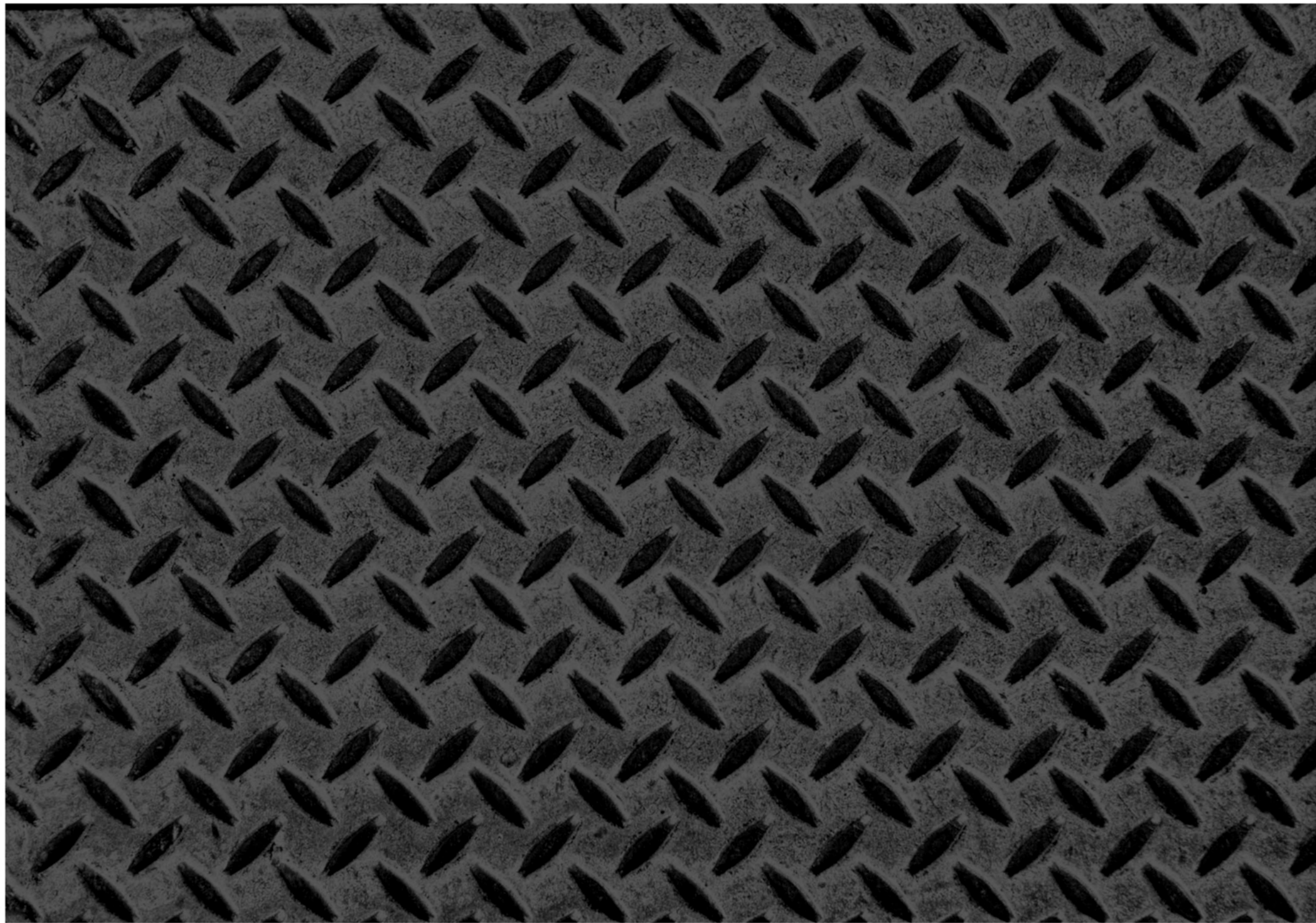
1) Collected income capped at 16. May move only 3 units per turn. Naval units cannot end movement adjacent to Axis territories if they are not also adjacent to a French territory (not obligated to move if they begin turn adjacent only to Axis territories)

2) Collected income capped at 16. Free movement of land/air units within French borders. Naval units still restricted as per above.

3) Full income collected. Unrestricted naval movement. Military access for Allied powers in French territory.

4) Free to declare war.

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POLITICAL SITUATION: CHINA

- Collected income capped at 12 IPCs when not at war
- If no Japan DOW on China turn 1 the Flying Tigers must move to US21 and become a US unit for remainder of game.
- All Chinese units restricted to original Chinese and Japanese territories. China may move into R26, R31, R32, UK26, A10 providing respective Allied power is at war with Japan. Allies cannot enter China unless at war with Japan.
- May place units in any original Chinese territory (even those captured on same turn). China may place one artillery or AA gun in each of C1, C5 or C21 as described in national objective
- China is immune to convoy raids

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STRAITS

All enemy-controlled straits block movement of submarines

ANGLO-FRENCH STRAIT

UK5 to F3

(France always allows passage of Allied sea units)



GERMAN-ITALIAN STRAIT

G19 to I1



CHINESE-JAPANESE STRAIT

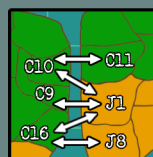
C10 to C11

C10 to J1

C9 to J1

C16 to J1

C16 to J8



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NEUTRALS

PRO-AXIS/PRO-ALLIES

- G40 rules

NEUTRAL LEAGUE

- G40 Strict Neutral rules

INDEPENDENT NEUTRALS

- No alignment (attacking an Independent Neutral may piss off France)

- Allies must be at war to move into neutrals (including friendly). Axis have no restrictions

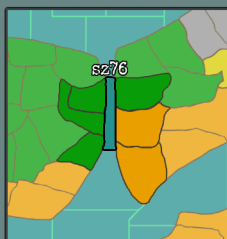
- Can fly air units over non-friendly neutrals (counts as act of aggression)

- Attacking an Independent Neutral will not impact relations with other Independent Neutrals or the Neutral League

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SEA ZONE 76

- Sea units from any power can move into sz76 but cannot move through to the other side unless all six adjacent territories are friendly controlled at the start of the turn. Sea units already in sz76 can exit either side.
- Air units can ignore sz76 if crossing between land territories.



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CITIES AND FACTORIES

- No capital cities (powers continue to collect IPCs until all cities are captured)

- Bonus income upon capture of enemy cities and factories:

MINOR IC 3 IPCs

MAJOR IC 10 IPCs

CITY 5 IPCs

(bonus income taken directly from enemy power's treasury. Can only occur once per city/factory per game)

- Powers unable to collect income retain unspent IPCs.

- If NL11 is captured, bonus IPCs come from the bank.



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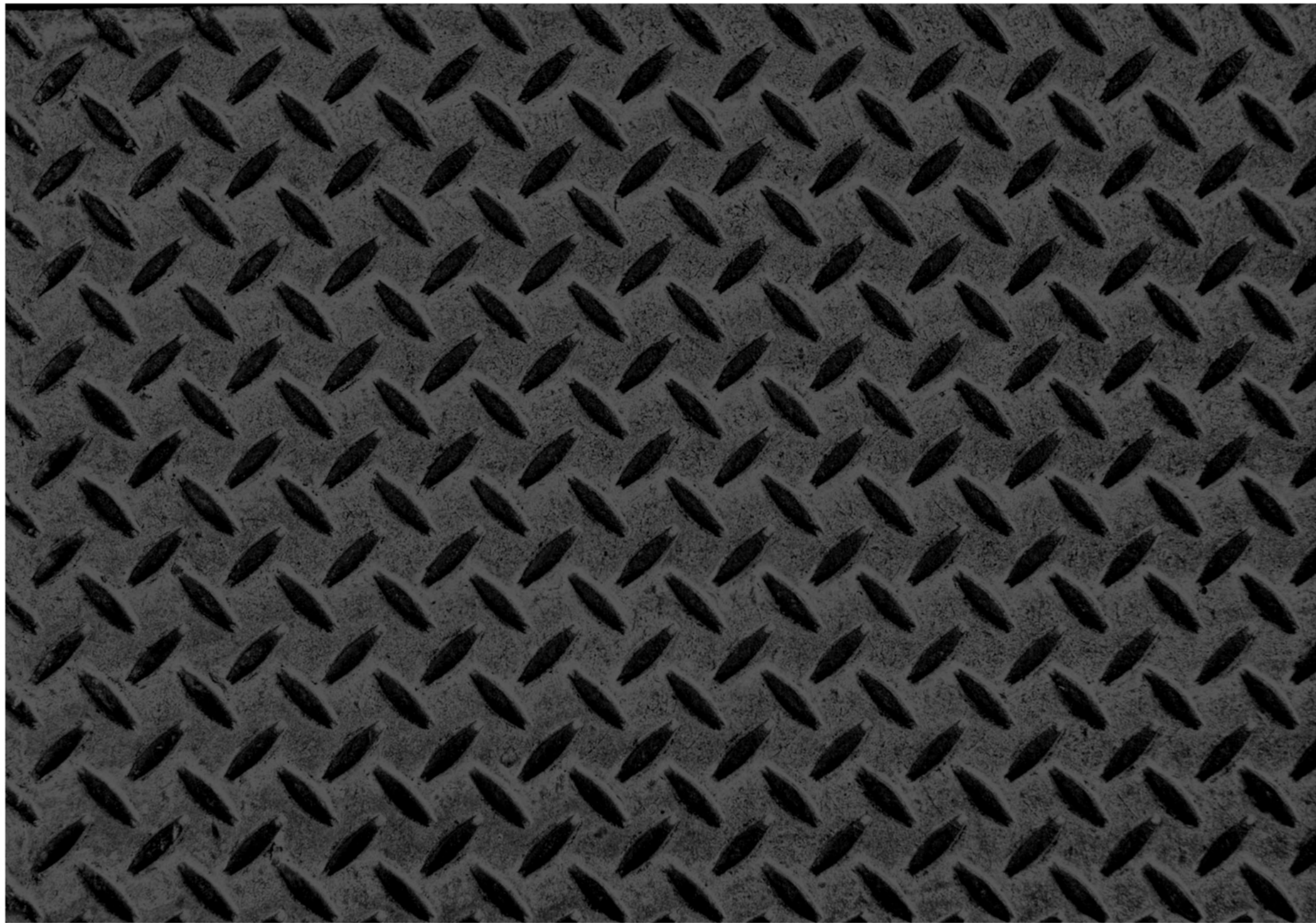
LIBERATING TERRITORIES

- If a territory originally owned by a Power with no remaining cities is liberated, it will be captured by the liberating Power and not the original owner

- If the original owner subsequently has one of its cities liberated, an immediate decision must be made for each such territory to either revert control to the original owner, or retain control by the friendly Power

- Territories with cities must always revert control to the original owner

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VICTORY CONDITIONS

AXIS

- The Axis control 14 or more cities for an entire game round

ALLIES

- The Axis control less than 6 cities for an entire game round

- On round 8 and each subsequent round, the Axis control less than 8 cities for an entire game round

Game round - commencing and ending with the power whose turn it was when said victory condition was met

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STRATEGIC BOMBERS

- Defending bombers function like transports in that they do not have a defense value and may only be taken as casualties after all other defending units are exhausted



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