

NETHERLANDS UNIT TABLES AND REFERENCE



INCOME AND PRODUCTION (Industrial Production Points)

SENARIO	DIPLOMACY	STARTING MONEY	STARTING INCOME	WARTIME INCOME (value of land zones)	ADDITIONAL INCOME
1936	PEACE	1	1	12	N/A
1939	PEACE	1	1	12	N/A

PEACE TIME BONUS INCOME (can not exceed wartime income)

Any Major power Initiates war with another power in Europe	+1 EACH
Any power attacks a land or sea zone next to Netherlands territory	+3 EACH
Starting July 1939.	+ D6 until reaching wartime income

DUTCH OVERVIEW

HOME COUNTRY	The Netherlands
WAR STATUS	The Dutch begin 1936 and 1939 scenarios at peace and do not go to war until another Major Power declares war on them or their territories.
SURRENDER CONDITIONS	When the Netherlands is conquered it may move its capital to London if Aligned at this time.. If both locations are taken Netherlands surrenders remove all Dutch units from the map. If Surrendered revert to British sheet for Dutch income.
LEND-LEASE	Netherlands when at war can lend-lease to any power at war with a major power
ALLIANCE	Netherlands will join the Allies if it meets Alignment conditions.

DUTCH DECLARATION OF WAR CONDITIONS

ALL NATIONS	Remains neutral until attacked
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DUTCH SPECIAL ABILITIES

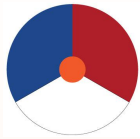
COMMANDO INFANTRY: Commandos represent elite elements of the Netherlands army and navy. Commandos are both airborne and marine units. Dutch may build 1 commando on Sumatra as if it were a militia

CELEBES: Hostile Population: The invader must leave one infantry on this island after it's capture or it reverts immediately to Dutch possession.

DUTCH GUYANA: If Dutch Guyana is possessed by an Alliance at war with the Allies, Increase cost of all Commonwealth, French and Dutch Aircraft by +1 IPP.

NETHERLAND ANTILLES & VENEZUELA: If the Netherlands Antilles & Venezuela/Aruba is possessed by an Alliance at war with the Allies, Increase cost of all Armor,naval units,and Aircraft by +1, until the US enters the war.

ORDER OF PLAY 1. GERMANY, 2. USSR, CCP & SPANISH REPUBLICANS, 3.JAPAN, 4.BRITAIN, FEC, CANADA, SOUTH AFRICA, ANZAC & NETHERLANDS, 5. FRANCE & FREE FRENCH, 6. ITALY, 7. UNITED STATES, KMT



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INFANTRY CLASS	A	D	➡	\$	AVAILABLE	NOTES
INFANTRY	2	4	1	3	ANY-TIME	
MILITIA	1	2	0*	2	ANY-TIME	no factory required, build 1 per land zone, build 1 or up to value of land zone in home country.
INFANTRY SPECIAL	A	D	➡	\$	AVAILABLE	NOTES: BUILD ONLY 2 OF EACH TYPE PER TURN
MARINE	2	4	1	4	ANY-TIME	no double casualties
MOUNTAIN	2	4	1	4	ANY-TIME	no mountain penalty, +1 defense in mountains
AIRBORNE	2	2	1	3	ANY-TIME	airborne assault
ELITE INFANTRY	+1	+1	1	+1	VARIES	infantry upgrade, must be on supply line to upgrade
COLONIAL	2	4	1	4	ANY-TIME	regular infantry, no factory required, build 1 per turn in non-home country with a point value.
COMMANDO*	2	2	1	3	ANY-TIME	Build 1 commando per turn at a factory location. Both a marine and airborne units.

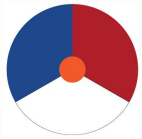
ARMOR CLASS	A	D	➡	\$	AVAILABLE	NOTES
CAVALRY	3	2	2	3	ANY-TIME	
MOTORIZED INF	2	4	2	4	ANY-TIME	infantry upgrade, can tow artillery (\$1 each existing infantry upgrade on supply route)
MECHANIZED INF	3	4	2	4	JULY 1939	pair with blitzing armor 1:1
ARMORED CAR	3	2	2	3	ANY-TIME	
LIGHT ARMOR	4	3	2	4	ANYTIME	
MEDIUM ARMOR	6	5	2	6	JAN. 1940	blitz
AMPH LT. ARMOR	3	2	2	5	ANYTIME	AMPHIBIOUS, no double casualties, 1 st round attack
TANK DESTROYER	5	5	2	5	JAN. 1942	target select @ 1 armor class
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV MECHANIZED	4	5	2	4	TECH	pair with blitzing armor 2:1, build in home country only
HEAVY ARMOR	8	7	2	8	TECH	blitz, target select @ 1, build in home country only

ARTILLERY CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARTILLERY	3	3	1	4	ANY-TIME	first strike, pair 1:1 with infantry
SP ARTILLERY	3	3	2	5	JULY 1941	SELF PROPELLED, first strike, pair 1:1 with infantry
ANTI-AIRCRAFT	3	3	1	4	ANY-TIME	1 st round only, 1 roll per plane(max 3 rolls) defends units
TECH. ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
ADV ARTILLERY	4	4	1	4	TECH	upgrades artillery, build in home country only
ADV SP ARTILLERY	4	4	2	5	TECH	upgrades self propelled artillery, build in home country only

AIRCRAFT CLASS	A	D	➡	\$	AVAILABLE	NOTES
FIGHTER	6(3)*	6(3)*	4	10	ANY-TIME	air superiority*
TAC. BOMBER	7	5	4	11	ANY-TIME	target select @ 1-3 ground/naval TAC=TACTICAL/DIVE Bomber
MED BOMBER	7(1)*	4	5	11	ANY-TIME	strategic bombing 1D6-facility
STRAT BOMBER	CB(1)*	2	6	12	JULY 1939	strategic bombing 2 D6-facility, airborne assault*
AIR TRANSPORT	N/A	N/A	6	9	ANY-TIME	transport infantry, airborne assault*
SEA PLANE	4	4	8	9	JULY 1938	can land in a sea zone with either a naval base or seaplane base. combat air patrol range is 2. target select naval @1
TECH ADVANCES	A	D	➡	\$	AVAILABLE	NOTES
JET FIGHTER	8(5)*	8(5)*	4	12	TECH	air superiority*, build in home country only
HEAVY STRATEGIC	CB(2)*	3	6	15	TECH	strategic bombing 3 D6-facility, airborne assault* build in home country only

* CB = Carpet Bombing, attack on units 3 @2, heavy 5 @2. (#) = Interception combat.

RAILROAD CLASS	A	D	➡	\$	AVAILABLE	NOTES
ARMORED TRAIN	N/A	N/A	8	10	ANY-TIME	combat move any one land unit using a rail move
RAIL GUN	5	2	3	5	ANY-TIME	first strike, siege gun = attack adjacent city by Carpet Bomb 1@5 or strategic @ 1 D6 max 1-3 damage to facility
ANTI-AIR TRAIN	3	3	3	4	ANY-TIME	1 st round only, 1 roll per plane (max 3 rolls) defends units or Rail Line strategic bombing.



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SUBMARINE CLASS	A	D	⇒	\$TURN/TURN	AVAILABLE	NOTES
COASTAL SUB	2	2	1	N/A	N/A	multiple special rules, cannot be built
SUBMARINE	3	3	3	6	ANY-TIME	multiple special rules
TECH ADVANCES	A	D	⇒	\$TURN/TURN	AVAILABLE	NOTES
ADV SUBMARINE	4	4	3	7	TECH	multiple special rules, build in home country only
NON-WARSHIP SURFACE CLASS	A	D	⇒	\$TURN/TURN	AVAILABLE	NOTES
TRANSPORT	N/A	N/A	2	8	ANY-TIME	Transport 1 unit, plus 1 infantry class unit
SURFACE WARSHIP CLASS	A	D	⇒	\$TURN/TURN	AVAILABLE	NOTES
TB DESTROYER	2	2	2	N/A	N/A	cannot be built
DESTROYER	4	4	3	8	ANY-TIME	shore bombardment @1
LIGHT CRUISER	5	5	3	5/5	ANY-TIME	shore bombardment @2
CRUISER	6	6	3	4/4/4	ANY-TIME	shore bombardment @2
1047 BATTLE CRUISER	7	7	3	5/5/4	JULY 1939	shore bombardment @3
BATTLESHIP	8	8	2	6/6/5/5	ANY-TIME	shore bombardment @4 *Capital ship, 2 hits
HEAVY BATTLESHIP	9	9	3	7/6/6/6	JULY 1939	shore bombardment @5 *Capital ship, 2 hits (-2 Attack/Defend per hit) build in home country only
LIGHT CARRIER	N/A	1	3	3/3/3	ANY-TIME	carries 1 aircraft (fighter or TAC bomber)
CARRIER	N/A	2	2	6/4/4/4	ANY-TIME	carries 2 (fighter or TAC bomber) *Capital ship 2 hits build in home country only

* Capital ship = multiple hits to sink, requires a Shipyard to build or repair (roll 2 d6 to determine repair cost while at shipyard, can repair in part or fully)

FACILITIES	MAX DAMAGE	\$ TURN/TURN	NOTES
MINOR FACTORY	5	5/5	builds 1 unit
FACTORY	10	5/5/5	builds 3 units
MAJOR FACTORY	20	5/5/5/5	builds 5 units can only be built in home country
FACTORY UPGRADE	0	5	upgrades 1 factory a level higher
AIR BASE	5	5/5	+1 movement for aircraft, scramble to neighboring sea zone
NAVAL BASE	5	4/3/3	+1 movement for ships, place up to 5 ships if in supply line
NAVAL SHIPYARD	8	5/5/5	naval base, build and repair capitol ships
SUBMARINE BASE	3	3	naval base only for subs
COASTAL ARTY	N/A	8	first round only, 1 roll per attacking ship, max 3 rolls/ships @3
FORTAFICATION	N/A	5/5	round 1 only +2 def. all units, 2 attacks @5
RAIL LINE	RAIL MOVE #	4	rail line extension, cost double (8) to cross mountain zone border
SEA PLANE BASE	3	3	required to place Sea planes, grants +1 movement bonus to Sea planes
FLAK TOWER	N/A	6	Additional AA 3@4 to land zone, either facility or troop defense.

Multiples of the same type can be built in the same land zone (rail line, Fortification, Flak tower all have maximum 1 per zone)