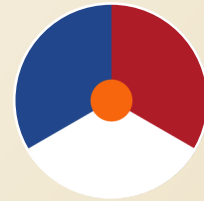


# NETHERLANDS



## INCOME AND PRODUCTION *(Industrial Production Points)*

|                               |             |             |  |
|-------------------------------|-------------|-------------|--|
| PEACETIME AND STARTING INCOME | 1936: 1 IPP | 1939: 1 IPP | Value of Territories (Wartime income)<br><b>12 IPP</b> |
|-------------------------------|-------------|-------------|--|



## NETHERLANDS SUMMARY *(NFB Table 1-1)*

| AREA                            | SPECIAL RULES   |
|---------------------------------|---|
| Celebes                         | Hostile Population: The Japanese 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 the cost of all British, FEC, ANZAC, French and Dutch aircraft by 1.  |
| Netherland Antilles & Venezuela | Add 1 Oil Derrick in Venezuela<br>If the Netherland Antilles or Venezuela/Aruba is controlled by an Alliance at war with the Allies, increase the cost of all Allies Armor, Ships, Submarine and Aircraft by 1 until the United States enter the war. |



## NETHERLANDS OVERVIEW

|                      |   |
|----------------------|---|
| Victory Objectives   | All Dutch territories are part of the controlling player's territories for purpose of determining victory.                                      |
| 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.      |
| Colonial Income      | Income from all colonies can be sent to the Dutch capital in exile (London).  |
| Surrender Conditions | When the Netherlands is conquered it must move its capital to London.   |
| Colonial Infantry    | The Dutch may build one colonial infantry unit per turn. This may be in any colony it possess that has a point value. The infantry costs 4 IPP. |
| Dutch Oil Boycott    | The first time an Axis power declares war on the Netherlands reduce Japanese US Trade (oil) income by 1.  |
| Special Units        | The Dutch may build Marines, Commandos  |

## TURN PHASES

### 1. PRODUCTION

- Repair units
- Lend-Lease
- Research technology
- Purchase units

### 2. COMBAT MOVEMENT

- Move units into combat
- Combat related actions

### 3. COMBAT

- Resolve all combat

### 4. NON-COMBAT

- Move units not in combat
- Strategic rail movement

### 5. PLACE UNITS AND COLLECT INCOME

**Order of Play** 1. Germany, 2. Soviet Union and Communist China, 3. Japan, 4. Great Britain, Far East Command, ANZAC, 5. France & Free France, 6. Italy, 7. United States, Nationalist China

| LAND UNITS    | Att | Def | ⇒  | \$ | Notes                               |
|---------------|-----|-----|----|----|-------------------------------------|
| INFANTRY      | 2   | 4   | 1  | 3  |                                     |
| MILITIA       | 1   | 2   | NA | 2  | Build in non-factory site           |
| MOTORIZED     | 2   | 4   | 2  | 4  | Infantry upgrade, Can tow artillery |
| MECHANIZED    | 3   | 4   | 2  | 4  | Avail. July 1939, pair to blitz     |
| CAVALRY       | 3   | 2   | 2  | 3  |                                     |
| ARTILLERY     | 3   | 3   | 1  | 4  | First strike, pair with infantry    |
| ANTI-AIRCRAFT | 3   | 3   | 1  | 4  | Up to 3 rolls, first round only     |
| LIGHT ARMOR   | 4   | 3   | 2  | 4  |                                     |
| MED. ARMOR    | 6   | 5   | 2  | 6  | Avail. January 1940, Blitz          |

| AIR UNITS     | Att    | Def    | ⇒ | \$ | Notes                                 |
|---------------|--------|--------|---|----|---------------------------------------|
| FIGHTER       | 6(3)*  | 6/(3)* | 4 | 10 | Air superiority                       |
| TAC BOMBER    | 7      | 5      | 4 | 11 | Target Selection "1-3" (Ground/Naval) |
| MED BOMBER    | 7(1)*  | 4      | 5 | 11 | Strategic Bombing 1D6 - Facility      |
| STRAT BOMBER  | CB(1)* | 2      | 6 | 12 | Avail. July 1939, Strat bombing 2 D6  |
| AIR TRANSPORT | N/A    | N/A    | 6 | 9  | Transports units, Airborne assault    |

(#)\* Interception combat, CB = Carpet Bombing: 3 Attacks @2

| SEA UNITS     | Att | Def | ⇒ | \$      | Notes                            |
|---------------|-----|-----|---|---------|----------------------------------|
| TB DESTROYER  | 2   | 2   | 2 | NA      | Cannot be built during game      |
| DESTROYER     | 4   | 4   | 3 | 8       | Shore bombardment 1              |
| CRUISER       | 6   | 6   | 3 | 4/4/4   | Shore bombardment 2              |
| BATTLESHIP    | 8   | 8   | 2 | 6/6/5/5 | Shore bombardment 4              |
| LIGHT CARRIER | NA  | 1   | 3 | 3/3/3   | Carries 1 aircraft               |
| CARRIER       | NA  | 2   | 3 | 6/4/4/4 | Carries 2 aircraft, Capital ship |
| SUBMARINE     | 3   | 3   | 3 | 6       | Multiple special rules           |
| COASTAL SUB   | 2   | 2   | 1 | NA      | Multiple special rules           |
| TRANSPORT     | NA  | NA  | 2 | 8       | Transports 1 inf + 1 other unit  |

| SPECIALIST INF | Att | Def | ⇒ | \$ | *Build limit: 2 per turn                         |
|----------------|-----|-----|---|----|--|
| MOUNTAIN       | 2   | 4   | 1 | 4  | +1 Defense in mountains, No Attacker penalty     |
| MARINES        | 2   | 4   | 1 | 4  | No double casualties                             |
| AIRBORNE       | 2   | 2   | 1 | 3  | Airborne assault                                 |
| COMMANDO*      | 2   | 2   | 1 | 3  | Build 1 commando per turn at a factory location. |

\*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.

| TECH ADVANCES   | Att    | Def | ⇒ | \$ | Notes                           |
|-----------------|--------|-----|---|----|---------------------------------|
| ADV. ARTILLERY  | 4      | 4   | 1 | 4  | First strike                    |
| ADV. MECH       | 4      | 5   | 2 | 4  | Blitzes with armor at 2:1 ratio |
| HEAVY ARMOR     | 8      | 7   | 2 | +2 | Blitz, Target selection 1       |
| JET AIRCRAFT    | 8/5    | 8/5 | 4 | 12 |                                 |
| HEAVY STRATEGIC | CB(2)* | 3   | 6 | 15 | Strategic Bombing 3D6           |
| ADV. SUBMARINE  | 4      | 4   | 3 | 7  | Multiple special rules          |

(#)\* Interception combat, CB = Carpet Bombing: 5 Attacks @2

| FACILITIES        | \$      | Max D. | Notes   |
|-------------------|---------|--------|---|
| MINOR FACTORY     | 5/5     | 5      | Builds 1 unit   |
| FACTORY UPGRADE   | 5/5     | NA     | Converts minor to major factory                                       |
| MAJOR FACTORY     | 5/5/5/5 | 20     | Builds 5 units  |
| AIR BASE          | 5/5     | 5      | Extends range by 1, scramble  |
| NAVAL BASE        | 4/3/3   | 5      | Adds +1 to the movement   |
| NAVAL SHIPYARD    | 5/5/5   | 8      | Build and repair Cap. Ships, naval base                               |
| SUBMARINE BASE    | 3       | 3      | Naval base for submarines   |
| COASTAL ARTILLERY | 8       | NA     | First 3 shots @ 3 at attacking ships                                  |
| FORTIFICATION     | 5/5     | NA     | Combat bonus md 1 of combat, +2 all land units 2 attacks @ 5 first md |

## NETHERLANDS 1936 SETUP

|                 | FACILITIES   | LAND UNITS              | AIR UNITS | SEA UNITS  |
|-----------------|--|-------------------------|-----------|--|
| THE NETHERLANDS | 1 Naval base (SZ25)                                  | 2 infantry              |           | 1 Cruiser (SZ25)<br>1 Torpedo Boat Destroyer (SZ25)                                    |
| JAVA            | 1 Submarine Base (SZ132)<br>1 Seaplane Base (SZ132)* | 2 Militia<br>1 Infantry |           | 1 Submarine (SZ132)<br>1 Destroyer (SZ132)   |
| BORNEO          | 1 Oil Derrick (NFB 2.0)                              | 1 Infantry              |           | 1 Transport (SZ123)<br>1 Coastal Submarine (SZ123)<br>1 Torpedo Boat Destroyer (SZ123) |
| SUMATRA         | 1 Oil Derrick (NFB 2.0)<br>1 Air Base                |                         |           |  |

\*If playing with Expansion TPD0 (Fokker XVII Seaplane)