

“P.O.W. CAMP



Overview: The POW Camp marker represents concentrations of prisoners of war.

Placement: At the end of each land battle, the victor must roll two six sided dice. If the zone is the home country of a major power add +2. If he rolls a “12” or greater he must place a POW marker in a land zone within three zones. Place a nationality marker under the POW marker. If more than one nation’s forces were defeated, choose which nation’s marker is under the POW marker randomly.

Liberation: If a POW marker is liberated by the opposing player, that player is given 1 infantry which will arrive at the end of the turn in the home country.



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Optional rules and House rules have been a part of gaming since the beginning. To continue this tradition, the staff of HBG have compiled some of our favorites from all over the Internet as well as what we use in our games at home. We not only want to provide our customers with a high quality product, but also offer suggestions on how to implement these pieces into your game. Several rules are outlined in a detailed format so that you might take them at face value, and enjoy. Others simply point you in a general direction. We encourage you to use these rules as a guideline to creating your own house rules. Thank you for your patronage.

The HBG Staff
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We would love to hear from you! If you have house rules or ideas you'd like to share, send them to us. If we love it, we'll post here with the others. Send your rules to:

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