

BARRICADES & BORDERS NAVAL DEPLOYMENT, TREATIES AND TRADE PLAYSHEET

Naval deployment	Responsibility: Navy Minister
<ul style="list-style-type: none"> • Off the coast of the Player state or an Allied minor state • Off the coast of another state • Off the coast of one of the player state's colonies • Off the coast of another state's colony 	
Squadrons can be deployed individually to any of the above as numbers permit.	



Treaties		Must be signed by the respective Heads of State. MAXIMUM of 3 treaties
Duration: a single turn unless renewed. Prepared format MUST be used		
Defensive Alliance	2 or more parties agree to declare war and fight together if one is attacked	Responsibility: Secretary of State
Offensive Alliance	2 or more states agree to support one of the parties (i.e. declare war and fight) if that party declares war on a named Major State	
Non-Aggression	2 or more parties agree not to attack one another, either singularly or in an alliance	
Neutrality	A state agrees to remain neutral in relation to a war between two or more Major States (the names of the states must be included).	



Trade Agreements		Maximum of 3 trade agreements, one of each type of agreement Split of revenue is agreed between the parties
Duration can be agreed. Default i= rest of the game Between two of played states – must be same type		
Type	Revenue from a Trade Agreement	
Preferred Trading Partner	The sum of the Industrial levels of the two states x3	
Favoured Trading Partner	The sum of the Industrial levels of the two states x2	
Privileged Trading Partner	The sum of the Industrial levels of the two states	
		Responsibility: Finance Minister