

BARRICADES & BORDERS MINOR STATES PLAYSHEET



The Minor States (non-played states)	Responsibility:
<ul style="list-style-type: none">• Will not allow passage of that state's Army through its territory• Will oppose an Army which attempts to do so.• May join with another minor state of the same grouping which is being attacked by that played state (assuming that it is geographically viable).• The Political Level and Industrial Level of minor states is assumed to be the same as that of the lowest levels of any of the player teams• If attacked the Army Technology Level will be one less than that of the Player State	Foreign Secretary



The Use of Influence	Responsibility:
<ul style="list-style-type: none">• Influence counters can be played on a particular minor state.• Each minor state has a maximum number of 'slots' in which Influence Counters can be placed. Once played, Influence counters cannot be moved to another state but may be removed and discarded by the owning team.• The first time a state plays an Influence Counter on Minor state of the same Ethnicity, one extra (free) counter is also placed.• The first time a state plays Influence Counters on Minor state which is opposed to it, a minimum of two counters must be allocated, one of which is placed and the other is lost.• The Played State with the highest number of Influence Counters in a minor state AND more than half the maximum number of influence counters which can be played into that state, now has that Minor State as an ALLY.	Foreign Secretary



Minor States as Allies	
<ul style="list-style-type: none">• Will contribute an Army Corps to a War along its borders.• Has an Army technology Level of one less than the Allied Player State.	