

**Turn 1
Research Center**



Cost = 10 IPC
1 turn to build, research can commence following turn

**Totaler Krieg –
Kürzester
Krieg**

“Total War”
Cost = 10 IPC
1 turn to mobilize,
research can commence
following turn

**Turn 2
Stage I**

**Ballistics &
Armor**
Cost = 5 IPC

**Advanced
Tactics &
Comms**
Cost = 5 IPC

**Advanced
Propulsion**
Cost = 5 IPC

Synthetic Fuel
Cost = 5 IPC

**Turn 3
Stage II**

**Heavy
Suspension**
Cost = 5 IPC

Jet Engine
Cost = 5 IPC

**RamJet &
Liquid O²**
Cost = 5 IPC

**Hydro-
dynamics &
batteries**
Cost = 5 IPC

**Turn 4
Design & Deploy**

Tiger I
Heavy Armor
Cost = 3 IPC

E-100
Super Heavy Tank
Cost = 3 IPC

Mobile Artillery
Cost = 3 IPC

Advanced Mech
Cost = 3 IPC

Arado 234
Medium Bomber
Cost = 5 IPC

ME 262
Jet Fighter
Cost = 5 IPC

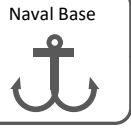
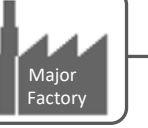
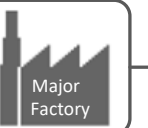
V1 Rocket
Cost = 2 IPC/Launch
V2 Rocket
Cost = 6 IPC/Launch

Type XXI U-Boat
Advanced Sumbarine

**Production/Deployment
Requirements**
(Major Factory Required?)



Already deployed mechs in
service must be retrofitted
at 1 IPC per unit



Must be in
control of
Berlin

**Cost/Move/
Defend/Hits**

Tiger I
Cost = 8
Move = 2
Attack = 4
Defend = 4
Hits = 2

E-100
Cost = 10
Move = 1
Attack = 4 + 1
Defend = 4
Hits = 3

Mobile Artillery
Cost = 6 IPC
Move = 2
Attack = 2
Defend = 2
Inf Support = 2

Advanced Mech Infantry
Cost = 4 IPC
Self Blitz Move = 2
Attack = 2
Defend = 2
Hits = 1

Arado 234
Cost = 16
Move = 4
Attack = 3
Defend = 2
Hits = 1

Me 262
Cost = 12
Move = 4
Attack = 4 + 1
Defend = 2
Hits = 1

V1 Cost = 2 IPC per launch
V2 Cost = 6 IPC per launch
Move = 0
Attack = 3/4
Ground Defend = 1
Range = 3 spaces

Type XXI U-Boat
Cost = 8 IPC
Combat Move = 2
Non-Combat Move = 3
Attack = 3
Defend = 1

**Special Abilities/
Repair/Etc.**

Incurs 2 hits
Field repair = 1 IPC
Factory repair = 0 IPC

Incurs 3 hits
Field repair = 2 IPC
Factory repair = 1 IPC

Supports 2 infantry units

Can blitz solo through
unoccupied enemy
territory (same as a tank)

Evades non-jet fighters
AAA requires 2 hits
Chain Home Radar AAA
hits on 1 (normal)

AAA requires target 2 hits,
Chain Home Radar AAA
hits on 1 (normal)

“Aerial Convoy Raid”
V1 hits on 4 or less, 1D6
IPC impact
V2 hits on 5 or less, 2D6
impact

Other/Transport

Requires 2 transport slots
(1 transport ship)
Cannot amphibious assault

Cannot be loaded on naval
transport
Cannot amphibious assault

Takes 1 slot on naval
transport

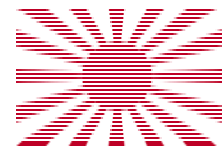
Takes 1 slot on naval
transport

When paired with figher
attacks at 4

Roll 1 D6 each turn at the
collect IPC phase and add
the value to IPCs collected

Accelerated Research = +10 IPC

**Stage 1
Research Center**



Cost = 10 IPC
1 turn to build, research can commence following turn

Hakkō ichū
八紘一宇
(under one roof)

Cost = 10 IPC
1 turn to mobilize, research can commence following turn

**Stage 2
Research**

Advanced Shipbuilding
Cost = 5 IPC

Advanced Propulsion
(cannot be researched until Germany has begun research)
Cost = 5 IPC

Advanced Tactics & Comms
Cost = 5 IPC

Ballistics & Armor
Cost = 5 IPC

Dai Tōa Kyōeiken 大東亞共榮圈
(Greater East Asia Co-Prospersity Sphere)
Cost = 5 IPC

**Stage 3
Research**

Ballistics & Armor

Compressed O² Propulsion
Cost = 5 IPC

Jet Engine
Cost = 5 IPC

Ballistics & Armor
Cost = 5 IPC

**Stage 3
Design**

Super Yamato
Heavy Battleship
Cost = 5 IPC

I-400 Submarine + Aichi M6A tactical bomber
Cost = 5 IPC

Type 93 "Long Lance" Torpedo
Cost = 3 IPC

J9Y Kikka Jet Fighter
Jet Fighter
Cost = 5 IPC

Advanced Mech
Cost = 3 IPC

Mobile Artillery
Cost = 3 IPC

O-I Super Heavy Tank
Cost = 5 IPC

**Stage 4
Production**
(Major Factory Required?)

Major Factory
Naval Base

Major Factory
Air Base

Already deployed mechs in service must be retrofitted at 1 IPC per unit

Major Factory

Must be in control of Tokyo

Cost/Move/Defend/Hits

Super Yamato Battleship
Cost = 23
Move = 2
Attack = 3D (4, 1, 1)
Defend = 4 + AAA (1)
Hits = 3

Type I-400 Submarine + Aichi Tactical Bomber
Cost = 15 IPC (incl. plane)
Combat Move = 2
Non-Combat Move = 3
Attack = 2D (2, 1)
Defend = 2

Aichi M6A Seiran TB
Cost = 11 w/o I-400
Move = 2
Attack = 3 (4 w/fighter)
Defend = 3

All subs now attack with 2 dice:
Hit on 2
Hit on 1

R2Y2 Keisei Kai
Cost = 10
Move = 4
Attack = 2
Defend = 2

J9Y Kikka
Cost = 12
Move = 4
Attack = 2D (4, 1)
Defend = 2

Advanced Mech Infantry
Cost = 4 IPC
Self Blitz Move = 2
Attack = 2
Defend = 2

Mobile Artillery
Cost = 6 IPC
Move = 2
Attack = 2
Defend = 2

O-I Super Heavy Tank
Cost = 10
Move = 1
Attack = 2D (4, 1)
Defend = 4
Hits = 3

**Special Abilities/
Etc.**

Attacks and bombards with 3 dice:
Hit on 4
Hit on 1
Hit on 1
Defend: 1 AAA dice roll:
1 Dice, Hits on 1

Each I-400 carries an Aichi M6A Seiran tactical bomber. The Aichi can be re-built if destroyed for 11 IPC at a factory

The M6A can attack submarine(s) for 1 roll/attack (w/o destroyer)
The enemy sub can destroy the Aichi on a roll of two 1's

Evade enemy fighters
AAA requires 2 hits

AAA destroys J9Y on 2D (1, 1)
Chain Home Radar AAA hits on 1 (normal)

Can blitz solo through unoccupied enemy territory (same as a tank)

Supports 2 infantry units

Attacks with 2 dice:
Hit on 4
Hit on 1
Incurs 3 hits
Field repair = 2 IPC/Dmg
Factory repair = 1 IPC/Dmg

**Other/Repair/
Transport**

Sea repair = 2 IPC
Naval base repair = 1 IPC
Cannot pass through the Panama Canal

Aichi M6A TB
Tactical/Float Bomber

Deploy from the I-400 or from a friendly Naval Base. If I-400 is sunk, the M6A can fly one space to a Naval Base (as if a carrier)

Can only be researched, designed and built if Germany has begun Stage 1 research on Jet Engines

Takes 1 slot on naval transport

Takes 1 slot on naval transport

Requires 3 transport slots (2 transport ships) – cannot amphibious assault

Roll 1 D6 each turn at the collect IPC phase and add the value to IPCs collected

Accelerated one research = +10 IPC

**Stage 1
Research Center**



Cost = 10 IPC
1 turn to build, research can commence following turn

"Victory at all costs.."

Cost = 15 IPC
1 turn to mobilize, research can commence following turn

**Stage 2
Research**

Radio and Range Finding
Cost = 5 IPC

Advanced Propulsion
Cost = 5 IPC

Advanced Tactics & Comms
Cost = 5 IPC

Ballistics & Armor
Cost = 5 IPC

Land Girls & Bevin Boys
Cost = 5 IPC

**Stage 3
Research**

Jet Engine
Cost = 5 IPC

Chain Home Radar
Radar
Cost = 5 IPC

Gloster Meteor
Jet Fighter
Cost = 5 IPC

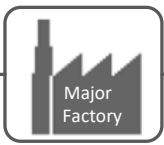
Advanced Mech
Cost = 3 IPC

Mobile Artillery
Cost = 3 IPC

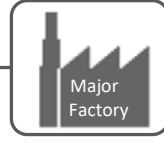
Churchill
Heavy Tank
Cost = 5 IPC

**Stage 3
Design**

**Stage 4
Production**
(Major Factory Required?)



Already deployed mechs in service must be retrofitted at 1 IPC per unit



Must be in control of London

Cost/Move/Defend/Hits

Chain Home Radar
Cost = 10
Move = 0
Attack = 0
Defend = 1
Hits = 1 (max = 5)

Gloster Meteor
Cost = 12
Move = 4
Attack = 4 +1
Defend = 2

Advanced Mech Infantry
Cost = 4 IPC
Self Blitz Move = 2
Attack = 2
Defend = 2

Mobile Artillery
Cost = 6 IPC
Move = 2
Attack = 2
Defend = 2

Churchill Heavy Tank
Cost = 8
Move = 2
Attack = 4
Defend = 4
Hits = 2

**Special Abilities/
Etc.**

1) AAA in same territory can target select
2) AAA in the same territory now hit conventional aircraft on 2 and jet aircraft on 1

AAA hits Meteor on two dice:
Hit on 1 x 2

Can blitz solo through unoccupied enemy territory (same as a tank)

Supports 2 infantry units

**Other/Repair/
Transport**

Chain Home Radar cannot be destroyed only damaged.
Max damage = 5. Any damage makes the radar inoperable.

Takes 1 slot on naval transport

Takes 1 slot on naval transport

Requires 2 transport slots (1 transport ship)
Incurs 2 hits
Field repair = 1 IPC
Factory repair = 0 IPC

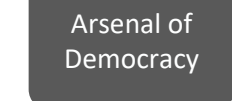
Roll 1 D6 each turn at the collect IPC phase and add the value to IPCs collected

Accelerated Research = +10 IPC

**Stage 1
Research Center**



Cost = 10 IPC
1 turn to build, research can commence following turn



Cost = 15 IPC
1 turn to mobilize, research can commence following turn

**Stage 2
Research**

Advanced Optics
Cost = 5 IPC

Advanced Propulsion
Cost = 5 IPC

Advanced Tactics & Comms
Cost = 5 IPC

Ballistics & Armor
Cost = 5 IPC

Mass Production
Cost = 5 IPC

War Bonds
Cost = 5 IPC

**Stage 3
Research**

Gyro-stabilization
Cost = 5 IPC

Jet Engine
Cost = 5 IPC

Cockpit Pressurization
Cost = 5 IPC

Improved Shipyards
Cost = 5 IPC

**Stage 3
Design**

Norden Bomb Sight
For strategic bombers
Cost = 5 IPC

P-80 Shooting Star
Jet Fighter
Cost = 5 IPC

Mark 18 Torpedo
Electric Torpedo
Cost = 5 IPC

Mobile Artillery
Cost = 3 IPC

Advanced Mech
Cost = 5 IPC

Pershing Tank
Heavy Tank
Cost = 5 IPC

B-29 Super Fortress
Heavy Long Range Bomber
Cost = 5 IPC

Montana Class BB
Heavy Battleship
Cost = 5 IPC

**Stage 4
Production**
(Major Factory Required?)



Already deployed mechs in service must be retrofitted at 1 IPC per unit



Must be in control of Washington D.C.

Cost/Move/Defend/Hits

1) Tactical Bombing: Roll 2D (4, 2)
2) Strategic Bombing: Strategic bombers now add +1 to die roll

P-80 Shooting Star
Cost = 12
Move = 4
Attack = 4 +1
Defend = 2

Mark 18 Torpedo
USA submarines now hit on a roll of 2 (normal). No cost to deploy.

Mobile Artillery
Cost = 6 IPC
Move = 2
Attack = 2
Defend = 2
Infantry Support = 2

Advanced Mech Infantry
Cost = 4 IPC
Self Blitz Move = 2
Attack = 2
Defend = 2

Pershing Heavy Tank
Cost = 8
Move = 2
Attack = 4
Defend = 4
Hits = 2

1) Tactical Bombing: Roll 2D (4, 1)
2) Strategic Bombing: Strategic bombers now add +2 to die roll

Montana Class BB
Cost = 23
Combat Move = 2, 3 (non)
Naval Attack = 4, 1
Defend = 4 (AAA 1)
Hits = 3

Naval Production
Montana Battleship - 23
Battleships - 17
Carriers - 13
Cruisers - 9
Destroyers - 7
Transports - 6
Submarine - 5

**Special Abilities/
Etc.**

Norden Bomb Sight
1) Strategic Bombers now cost 13 IPC
2) All existing bombers must pay 1 IPC to retrofit with the Norden Bomb Sight

AAA hits P-80 on two dice:
Hit on 1 x 2

Replaces the faulty Mark 14 torpedo. USA subs only hit on 1 before deployment of the upgraded Mark 18.

Supports 2 infantry units

Can blitz solo through unoccupied enemy territory (same as a tank)

B-29 Heavy LR Bomber
Cost = 13
Move = 7
Tactical Attack = 4
Defend = 2
Hits = 1

Attacks & Bombards with 2 dice:
Hit on 4
Hit on 1
Defend: 1 AAA dice roll: 1 Dice, Hits on 1

**Other/Repair/
Transport**

Does not apply to tactical bombers

Takes 1 slot on naval transport

Takes 1 slot on naval transport

Requires 2 transport slots (1 transport ship)
Incurs 2 hits
Field repair = 1 IPC
Factory repair = 0 IPC

Sea repair = 2 IPC
Naval base repair = 1 IPC

Roll 1 D6 each turn at the collect IPC phase and add the value to IPCs collected

Accelerated Research = +10 IPC

