2. Winning The Game:

Winning conditions; the side that first achieves either a Military or Economic Victory wins the game.

1. **Military Victory:**
   The Axis: Conquer *Moscow, London* or *Washington* – and hold that Capital for one complete round of play. *Berlin* and *Tokyo* must be controlled by The Axis.
   The Allies: Conquer *Berlin* or *Tokyo* – and hold that Capital for one complete round of play. *Moscow, London* and *Washington* must be controlled by The Allies.
2. **Economic Victory:**
   The Axis: The Axis powers are victorious if they have a *combined* National Production Level of at least 148 IPC. *Berlin* and *Tokyo* must be controlled by The Axis.
   The Allies: The Allied powers are victorious if they have a *combined* National Production Level of at least 189 IPC. *Moscow, London* and *Washington* must be controlled by The Allies.
   Note 1: These Economic Victory conditions must be fulfilled after a completed round of play: after France's turn is over, take a look at the ENPC and check the IPC levels.
   Note 2: the IPC that each Nation receives from *National Objective and Bonus Income* and *Advanced Production Capacity* etc. do not count towards the IPC level required for the Winning Conditions.
3. **Surrender:** either side can surrender at any time due to a hopeless military situation.

3. Cost Of All Units:

Due to the multiple new units and rules that are now available, some original units have seen a cost reduction. All playable units from both the original G40 rulebook and the G40 House Rules Expansion are listed on later pages.

Example:

Axis & Allies Global 1940, House Rules Expansion

Cost of all units

Unit	Cost	Move	Attack	Defend	Enter game from round
Land based combat units:					
Infantry	3	1	1	2	Game start
Elite infantry	3	1	1(2 dice)	2 (2 dice)	Game start
Mechanized infantry	4	2	1	2	Game start
German Panzer Grenadier	4	2	2	3	Game start
US Armored infantry	4	2	2	3	Game start
Paratrooper	4	2	1 or 3	2 or 3	Game start
Soviet Guard Infantry	10 (3 units)	2	2	3	Game start
Waffen-ϟϟ Infantry	+ 1	2	2	4	Game start
British Commando infantry	+ 1	1	1 or 3	2	Game start
US Marines infantry	+ 1	1	1 or 3	2	Game start
Waffen-ϟϟ Fallschirmjäger	+ 2	3	3 or 4	4	*Early 1943*
Waffen-ϟϟ Oberst-Gruppenführer	+ 3	2	2	4	*Late 1940*
Soviet Commissar	5	2	2	3	Game start
Artillery	4	1	2	2	Game start
Waffen-ϟϟ artillery	+ 2	2	3	4	Game start
Panzer General	8	2	3	3	*Late 1940*
Tank (Panzer)	5	2	3	3	Game start
Waffen-ϟϟ Panzer	+ 2	2	4	5	*Late 1942*
Soviet Tank Mass Production	12 (3 units)	2	3	3	*Late 1942*