

G40 Alt-Universe Summary (Version Beta-1.4)

National Objectives

Germany

- 5 IPCs if Germany is not at war with the Soviet Union – Trade with the Soviet Union
- 5 IPCs if Germany controls two or more Soviet Union cities – Natural Enemies
- 5 IPCs if the Axis control all of UK12, UK13, UK14, PA5, PA8, PX4 – Western Wall
- 5 IPCs if the Axis control all of PA7, UK7, UK11, G20 – Outer Defense
- 5 IPCs per territory if Germany controls UK4, F13 or A4 – Sea Lion
- 5 IPCs if the Axis control G2, G5, PX2 and R1 – North Sea Resources

Soviet Union

- 2 IPCs per territory if the Soviet Union controls PA4, PA10, PA11 or PA12 (note, must be at war to take Pro-Allied territories) – Growth of the Union
- 3 IPCs if there are no Allied units on any originally controlled Soviet Union territories while the Soviet Union is at war – National Prestige
- 5 IPCs if the Soviet Union controls 3 or more originally Axis territories – Expansion
- 5 IPCs if the Allies control G2, PX2, R1 and R5 – North Sea Resources

Japan

- 10 IPCs if Japan has not made an unprovoked declaration of war against the UK or ANZAC and is not at war with France or the US – Trade with the US and France
- 5 IPCs if Japan is not at war with China – Trade with China
- 5 IPCs per territory if Japan controls US22, A4, F13, UK27, UK10 or R26 – Allied Cities
- 5 IPCs if the Axis control A5, A7, PA6 and R22 – Northern Defense Perimeter
- 5 IPCs if the Axis control all originally Chinese territories – Imperialism Rampant

United States

- 5 IPCs if the US controls US2, US3 and US22 while at war – Island Influence
- 10 IPCs if the US controls all of its original mainland territories while at war – National Pride
- 10 IPCs if the US is at war – War Time Production *Optionally 5 IPCs
- 5 IPCs if the US controls at least one original German, Italian or Japanese non-island territory (see Industrial Complex Placement section for what constitutes a non-island territory) – Boots on the Ground

China

- 2 IPCs per territory if China owns C1, C5 or C21 while at war, and the adjacent Allied territory is Allied controlled – Allied Financial Support
- While at War, China may purchase a single Artillery or Antiaircraft Artillery in each of C1, C5 or C21 if the territory was owned at the beginning of China's turn and the adjacent Allied territory is Allied controlled at the beginning of China's turn – Allied Materials

United Kingdom

- 5 IPCs if the Allies control UK7, UK11, UK12, UK13, UK14 and G20 – Continental Influence
- 5 IPCs if the UK control 5 or more Pro-Allied territories – Expanding Democracy
- 5 IPCs if there are no Axis warships in Sea Zones 58, 68, 69, 83 or 84 – Southern Shipping Lanes
- 2 IPCs (10 IPC maximum) per territory for each Independent Neutral territory that the Axis have attacked if the Allies have not attacked any Independent Neutral territories and France remains at reduced income – French Lend-Lease

Italy

- 5 IPCs per Territory if Italy controls R26, UK27 or F13 – Roman Resurgence
- 3 IPCs if the Axis control UK21, UK22, UK23, UK24, UK25, UK26 – Southern Wall
- 5 IPCs if the Axis control UK30, NL10, NL11, NL12 and NL13 – Southern Resources
- 3 IPCs if the Axis control 3 out of UK20, PA14, UK30, UK31, PA15 – Amphibious Ambitions

ANZAC

- 3 IPCs if ANZAC controls all of its original territories and PA6 when at war with Japan – Island Resources
- 3 IPCs if there are no Axis warships in the ANZAC/Soviet/Chinese Sea (i.e. Sea Zones 33, 34, 41, 42, 43, 48, 49, 50, 51, 52, 53, 62, 63, 64, 65) while at war with all Axis powers – Shipping Lanes

France

- 2 IPCs (10 IPC maximum) per territory for each Independent Neutral territory that the Axis have attacked if France remains at reduced income – Rearmament
- 5 IPCs if France owns all of its original territories while at war – Fatherland
- 2 IPCs (6IPC maximum) per territory if France controls original German, Italian or Japanese territories – Diplomacy Abandoned

Special Situations

- Chinese income while neutral -> 12
- French income while neutral -> 6 (32 if Axis attack Neutral League)
- France may declare war on 3rd turn after Axis attack Neutral League or turn 12
- Sea Zone 76 straight -> unique movement rules

Rule Changes from Base Game

- Ability to fly over non-friendly neutrals -> results in neutral joining opposing alliance
- IPC capture:
 - o 3 IPCs – minor industrial complex
 - o 10 IPCs – major industrial complex
 - o 5 IPCs – capturing a city
- UK unified income
- Independent Neutrals
- No kamikaze strikes

Strait Connections

UK5 to F3	G19 to I1	C10 to C11	C10 to J1
C9 to J1	C16 to J1	C16 to J8	

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