

3. Heavy Industry Production



Military production during World War II was a critical component to military performance during the War. Over the course of the War, the Allied countries out produced the Axis Powers in most categories of weapons.

Attack: -

Defense: -

Move: -

Cost: 2 (Minor) and 3 (Major)

Maximum on game board: see below

Enter game from: Game start (*Early 1940*)

An industrial complex (IC) can be upgraded to *Heavy Industry Production*. This means that the industrial complex can produce a larger number of units.

Only industrial complexes that exist from game start can be upgraded.

A Major Industrial Complex can be upgraded to produce 2 units in addition to its original production capacity.
The cost is 3 IPC.

A Minor Industrial Complex can be upgraded to produce 1 unit in addition to the original production capacity.
The cost is 2 IPC.

Example:

The German player wants to upgrade the industrial complex in Berlin to *Heavy Industry Production 2 Units*.

The German player pays 3 IPC in the *Purchase & Repair Units* phase to upgrade the industrial complex to *Heavy Industry Production*.

The German player immediately places the *Heavy Industry 2 units* marker underneath the industrial complex in Berlin to show that it can now produce a maximum of 12 units in each turn – beginning from the same turn that the industrial complex is upgraded.

Note 1:

If there is any damage to the industrial complex it must be repaired before the upgrade to *Heavy Industry Production* is purchased – this can occur in the same turn.

Note 2:

If the enemy captures the industrial complex the *Heavy Industry Production* capacity is eliminated – this means that the industrial complex after being captured can produce only a number of units according to the original G40 rulebook.

Note 3:

If a minor industrial complex is upgraded to *Heavy Industry Production* it is still possible to convert this industrial complex to a major industrial complex according to the original G40 rulebook. In that case the *Heavy Industry 1 unit* capacity is eliminated.

Note 4:

When an industrial complex is upgraded to *Heavy Industry Production* and then converted to an Underground Factory, any upgrade to *Heavy Industry Production* is eliminated. It is possible to upgrade an Underground Factory to *Heavy Industry Production*.

Note 5:

Only the original owner of the Industrial Complex can upgrade to *Heavy Industry Production*.

Note 6:

Air bases can be upgraded with *Heavy Industry Production* markers as well. An air base can be upgraded to scramble up to 4 friendly fighter units. To make this upgrade a *Heavy Industry 2 Units* marker must be purchased and placed under the air base marker.

