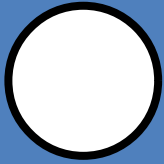
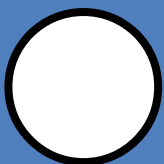
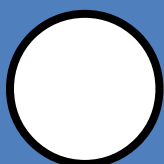
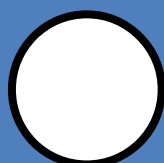
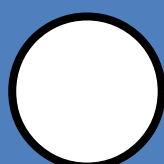
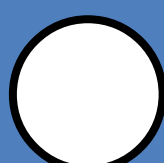
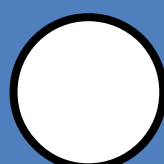


Axis Strategic Objectives

<p>Germany</p> <p>The Spanish Civil War</p>	<p>1 Victory Point</p> 	<p>The Nationalists win the Spanish Civil War. Spain is subsequently neutral or Aligned with Germany. (If Madrid is captured by an Enemy Alliance, Germany loses the objective).</p> <p>Bonus: 1 Blue Legion (regular Infantry) to be placed in the German capital (each Player Turn).</p>
<p>Germany</p> <p>Lebensraum</p>	<p>2 Victory Points</p> 	<p>Possess 3 Soviet city land zones.</p> <p>Bonus: 1 Minor Factory in two of the three possessed Soviet cities (once per game).</p>
<p>Germany</p> <p>Festung Europa</p>	<p>1 Victory Point</p> 	<p>At least one German land unit is present in all seven coastal land zones from Denmark to Aquitaine at the end of the German Non-combat Phase.</p> <p>Bonus: 1 Fortification or 1 Coastal Artillery to be placed in one of these land zones as pieces of the <i>Atlantic Wall</i> (each Player Turn).</p>
<p>Japan</p> <p>Pacific Buffer Zone</p>	<p>1 Victory Point</p> 	<p>Possess Wake, Midway, Attu & Kiska and Guam.</p> <p>Bonus: 1 Fortification or 1 Coastal Artillery to be placed on one of these Islands (each Player Turn).</p>
<p>Japan</p> <p>KidōButai</p>	<p>1 Victory Point</p> 	<p>Japan has more undamaged Capital Ships in the Pacific than the Allies while at war with an Allies' Major Power. Each Heavy Battleship and Heavy Carrier count as two.</p> <p>Bonus: Capital Ships can be built for -1 IPP per stage, per ship.</p>
<p>Japan</p> <p>Access to Resources</p>	<p>1 Victory Point</p> 	<p>Possess all of Manchukuo, Borneo, Java and Sumatra.</p> <p>Bonus: 1 additional Strategic Rail Movement in all regions (each Player Turn). 1 additional Strategic Naval Movement (each Player Turn).</p>
<p>Japan</p> <p>Asia for Asians</p>	<p>1 Victory Point</p> 	<p>Possess Burma, Siam, Cochinchina, Annam Tonkin and British Malaya.</p> <p>Bonus: 1 Minor Factory to be placed in one of these land zones (once per game). 1 Airbase to be placed in one of these land zones (once per game).</p>

Italy
Africa Orientale Italiana

1 Victory Point

Possess Eritrea, Abyssinia & Italian Somaliland.
Bonus: 2 Militia, 1 Colonial Infantry and either 1 Airbase or 1 Major Port upgrade to be placed in Eritrea, Abyssinia or Italian Somaliland (once per game).

Italy
Impero Italiano

1 Victory Point

Possess Albania, Cyprus, Malta and all of Greece.
Bonus: 1 Air Transport and 1 Seaplane to be placed at an eligible factory. If either are shot down, they can be placed back in the place unit box on the build queue at no cost, as long as objective conditions are met.

Axis Victory Cities

Berlin

1 Victory Point

Rome

1 Victory Point

Tokyo

1 Victory Point

London

1 Victory Point

Paris

1 Victory Point

Calcutta

1 Victory Point

Sydney

1 Victory Point

Nanking

1 Victory Point

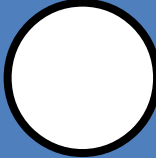
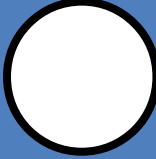
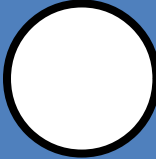
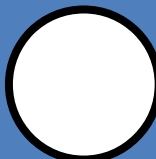
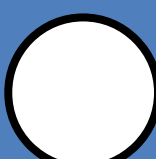
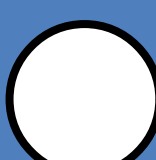
Moscow

1 Victory Point

Stalingrad

1 Victory Point

Allies Strategic Objectives

<p>British Commonwealth African Colonialism</p>	<p>1 Victory Point</p> 	<p>Lower Egypt and Cape Town connected via undamaged railroad in British Commonwealth-possessed land zones. Bonus: 1 Airbase to be placed in any British Commonwealth possessed land zone in Africa (once per game). 1 additional Strategic Rail Movement in Africa (each Player Turn).</p>
<p>British Commonwealth The Sun Never Sets</p>	<p>2 Victory Points</p> 	<p>Possess Gibraltar, Malta, Lower Egypt, Cape Town & British Malaya. Bonus: 1 additional Strategic Naval Movement (each Player Turn).</p>
<p>France A World Power</p>	<p>2 Victory Points</p> 	<p>France is a Major Power at war with an Axis Major Power. Bonus: 1 Foreign Legion to be placed in a French-possessed land zone with a IPP value (each Player Turn).</p>
<p>KMT Chinese Civil War</p>	<p>1 Victory Point</p> 	<p>Evolve to Major Power. Bonus: 1 Major Factory to be placed in a city land zone or 1 Minor Factory to be placed in a land zone (once per game, per 14.3.1).</p>
<p>USA Big Blue Fleet</p>	<p>1 Victory Point</p> 	<p>USA has Twice as many undamaged Capital Ships in the Pacific as Japan. Each Heavy Battleship and Heavy Carrier count as two. Bonus: Capital Ships can be built for -1 IPP per stage, per ship. Note this may stack with Improved Construction technology for a total of -2 IPP per stage, per ship.</p>
<p>USA Triumph of Capitalism</p>	<p>1 Victory Point</p> 	<p>USA is at war with a Major Power and the combined incomes (including bonuses) of Great Britain and USA are more than twice the income of USSR (including bonuses). Bonus: USA can place one of its purchased units at a factory in Great Britain's Home Country (each Player Turn)</p>

USA
American
Technological
Supremacy

1 Victory Point

Have researched: Heavy Strategic Bombers, Long-range Aircraft, Strategic Rockets, and Jet Fighters
Bonus: 1 Heavy Strategic Bomber & 1 Strategic Rocket to be placed at an eligible factory (once per game).

USA
Sphere of
Influence

1 Victory Point

Possess Wake, Midway, Attu & Kiska and Guam.
Bonus: 1 additional Strategic Naval Movement (each Player Turn).

Allies Victory Cities

Berlin

Rome

Tokyo

London

Paris

1 Victory Point

1 Victory Point

1 Victory Point

1 Victory Point

1 Victory Point

Calcutta

Sydney

Nanking

Moscow

Stalingrad

1 Victory Point

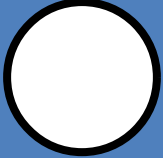
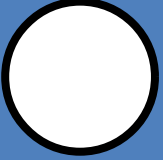
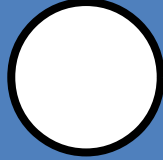
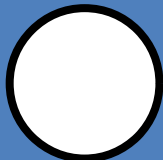
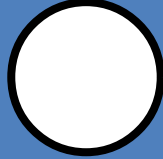
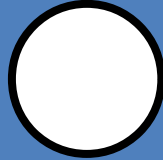
1 Victory Point

1 Victory Point

1 Victory Point

1 Victory Point

Comintern Strategic Objectives

<p>CCP Chinese Civil War</p>	<p>1 Victory Point</p> 	<p>Evolve to Major Power. Bonus: 1 Major Factory to be placed in a city land zone or 1 Minor Factory to be placed in a land zone (once per game, per 14.3.1).</p>
<p>CCP Spread the Revolution</p>	<p>1 Victory Point</p> 	<p>Possess Burma, Siam, Cochinchina & Annam Tonkin. Bonus: 2 Infantry and 1 Minor Factory to be placed in one of these land zones(once per game).</p>
<p>USSR Pacific Expansion</p>	<p>1 Victory Point</p> 	<p>Possess Kurile Islands and all of Manchukuo. Bonus: Minor Factory in Novosibirsk gets upgraded to Major Factory or 1 Medium Factory to be placed in a city land zone in Soviet Home Country (once per game).</p>
<p>USSR Spanish Civil War</p>	<p>1 Victory Point</p> 	<p>The Republicans win the Spanish Civil War. Spain is subsequently neutral or Aligned with USSR. (If Madrid is captured by an Enemy Alliance, USSR loses the objective). Bonus: 1 International Brigade (regular Infantry) to be placed in the Soviet capital (each Player Turn).</p>
<p>USSR Winter War</p>	<p>1 Victory Point</p> 	<p>Possess Helsinki. Bonus: Move two of the following three Technologies up one stage:Advanced Artillery, Advanced Mechanized Infantry or Heavy Armor(once per game).</p>
<p>USSR Soviet Technological Supremacy</p>	<p>1 Victory Point</p> 	<p>Have researched: Jet Fighters and Strategic Rockets Bonus: 1 Jet Fighter and 1 Strategic Rocket to be placed at an eligible factory(once per game).</p>

USSR

Propaganda War

1 Victory Point

Possess all city land zones in Soviet Home Country.
Bonus : N/A

USSR

Access to the Mediterranean

1 Victory Point

Possess Istanbul and an undamaged shipyard in Crimea.
Bonus: 1 Naval Transport. If sunk, can be placed back in the place unit box on the build queue at no cost as long as objective conditions are met. Must be placed in Crimea.

USSR

European Buffer Zone

2 Victory Points

Possess Warsaw and Central Romania.
Bonus: 1 Fortification to be placed in Warsaw and 2 Infantry to be placed in Central Romania (once per game).

Comintern Victory Cities

Berlin

Rome

Tokyo

London

Paris

1 Victory Point

1 Victory Point

1 Victory Point

1 Victory Point

1 Victory Point

Calcutta

Sydney

Nanking

Moscow

Stalingrad

1 Victory Point

1 Victory Point

1 Victory Point

1 Victory Point

1 Victory Point