

## Turn Sequence

Germany	Russia	CCP	Japan	UK	FEC	Anzac	France	Italy	US	KMT
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## Starting IPP

UK	FEC	Anzac	France	US	KMT
16	7	4	5	16	7

Land Units	A	D	M	\$	\$	\$	\$
Militia	1	2	-	2	2	2	2
Militia, British Home Guard	-	2+1	-	2	-	-	-
Infantry	2	4	1	3	3	3	3
Infantry, Colonial (in IPP #, 1 pr. turn)	2	4	1	4	4	-	-
Infantry, Mountain (2 pr. turn)	2	4	1	4	4	4	4
Infantry, Airborne (2 pr. turn)	2	2	1	3	3	3	-
Infantry, Marine (2 pr. turn)	2	4	1	4	4	4	-
Infantry, Marine, US (2 pr. turn)	3	5	1	-	-	5	-
Infantry, Ski (1st, retreat, 2 pr. turn)	2	4	1	4	4	4	-
Motorized Infantry	2	4	2	4	4	4	-
Mechanized Infantry	3	4	2	4	4	4	-
Mechanized Infantry, Advanced (B: 2:1)	4	5	2	4	4	4	-
Anti Aircraft (^3)	3	3	1	4	4	4	(5)
Artillery (1st)	3	3	1	4	4	4	(4)
Artillery, Advanced (1st)	4	4	1	4	4	4	-
Artillery, Self-propelled (1st)	3	3	2	5	5	5	-
Artillery, Self-propelled, Advanced (1st)	4	4	2	5	5	5	-
Cavalry	3	2	2	3	3	3	3
Light Armor	4	3	2	4	4	4	-
Medium Armor (avail. January '40)	6	5	2	6	6	6	-
Heavy Armor	8[1]	7	2	8	8	8	-

Air Units	A	D	M	\$	\$	\$	\$
Fighter	6(3)	6(3)	4	10	10	10	-
Bomber, Tactical	7[3]	5	4	11	11	11	-
Bomber, Medium	7(1)	4	5	11	11	11	-
Bomber, Strategic	(1)	2	6	12	12	12	-
Bomber, Strategic, Heavy	(2)	3	6	15	15	15	-
Seaplane, Catalina	4	4	6(1)	-	-	8	-
Seaplane, Sunderland	4	4	8(2)	9	-	-	-
Jet	8(5)	8(5)	4	12	12	12	-
Transport	-	-	6	9	9	9	-

## Country Specific - Turn wise

United States	
All rounds until Wartime	Income rises +1D12
Jan. '40 onwards	Lend Lease 1 Fighter to KMT (5 IPP. A/D:7)
Income level	Ability
15 IPP	Lend-lease to countries at war with a major power
35 IPP	Reinforce Pacific Islands. Perform Escort duty in the Atlantic Ocean
50 IPP	Engage Germany in naval combat within 2 SZ of US coast.
63 IPP	May declare war and move ships between the Atlantic & Pacific

Sea Units	A	D	M	\$	\$	\$	\$
Torpedo Boat	2	2	2	-	-	-	-
Destroyer	4(1)	4	3	8	8	7	-
Cruiser	6(2)	6	3	3/4/4	4/4/4	3/4/4	-
Battleship	8(4)	8[2]	2	5/5/5/5	6/6/5/5	5/5/5/5	-
Battleship, Iowa Class	9(5)	9[2]	3	-	-	7/6/6/6	-
Light Carrier	-	1	3	3/3/3	3/3/3	3/3/3	-
Carrier	-	2[2]	3	4/4/4/4	6/4/4/4	4/4/4/4	-
Submarine	3	3	3	6	6	6	-
Submarine, Coastal	2	2	1	-	-	-	-
Submarine, Advanced	4	4	3	7	7	7	-
Transport	-	-	2	8	8	7	-

Facilities	Max Damage	\$	\$	\$	\$
Minor Factory	5(-)	5/5	5/5	5/5	-
Factory Upgrade	-	5/5	5/5	5/5	-
Major Factory	20(1 less pr.)	5/5/5/5	5/5/5/5	5/5/5/5	-
Airbase	5(-)	5/5	5/5	5/5	-
Submarine Base	3(-)	3	3	3	-
Seaplane Base	3(-) (-AA)	3	3	3	-
Minor port (M+0)	3(-) (-AA)	5	5	5	-
Naval Base (M+1)	5(-)	4/3/3	4/3/3	4/3/3	-
Shipyards	8(-)	5/5/5	5/5/5	5/5/5	-
Coastal Artillery (^3@3)	-	8	8	8	-
Fjell Battery (^3@4, conv. BB)	-	5/5	5/5	5/5	-
Fortification (2@5, D+2/R1, -B)	-	5/4	5/5	5/5	-
GHQ Line Bunker(2@5, D+2/R1, +1/R)	-	5/5	-	-	-
Maginot Line (2@6, D+3/R1)	-	-	-	-	-
MG Pill Box (2@5, Infantry)	-	3	3	3	-
Railroad	4/2/1(-)	4(8)	4(8)	4(8)	-
Radar	5(-)	5	5	5	-
Rocket Launching Facility	8(-)	8	8	8	-

## Wartime Bonus Income

United Kingdom	IPP
Possession of Suez Canal	+3
Iran is Neutral or possessed by the Allies	+2
<b>Far East Command</b>	
Aden & Suez are controlled by the Allies	+2
<b>Anzac</b>	
No Japanese warships in - or south of - Netherlands East Indies	+2
<b>France</b>	
Suez is controlled by the Allies	+1
Possession of French Indo China (Hanoi & Saigon)	+2
<b>USA</b>	
Possession of contiguous USA (lower 48 states)	+12
<b>KMT</b>	
Burma Road is open	+1

## Victory Points

United Kingdom	Scoring	#
Contain Communism	Russia does not have units in Europe west of Eastern Poland & does not possess Bosphorus Strait	1
Maintain the Empire	Possession of South Africa, Cairo & Aden	1
Contain Fascism	Germany & Italy within their starting boundaries	1
Mediterranean Security	Controls Malta & twice the number of capital ships as Axis in the Mediterranean	1
<b>Far East Command</b>		
Preserve the Empire	Possession of all zones worth at least 1 IPP in India, Burma, Ceylon & Malay	1
<b>Anzac</b>		
South Pacific Security	No enemy troops in Australia & New Zealand. No enemy warships in - or south of - Netherlands East Indies.	1
<b>France</b>		
Disarm Germany	German income is <24 IPP	1
Eliminate Communism	Comintern does not possess any territories adjacent to French Home Country	1
Maintain the Empire	Possession of all French Home Country & all other starting territories worth IPPs	1
<b>USA</b>		
Monroe Doctrine	No Axis or Comintern land units in the Western Hemisphere. No US Home Country has been enemy possessed during the game	1
Contain Fascism	Germany & Italy within their starting boundaries	1
Contain Communism	< 3 new nations possessed by Comintern	1
Pacific Security	Twice the number of capital ships as Japan in the Pacific	1
Maintain the Empire	Possession of all original territories	1
Technological Superiority	Researched: Jet Aircraft, Long Range Aircraft, Heavy Bombers & Strategic Rockets	1
<b>KMT</b>		
Expel foreign influence	No enemy foreign troops (ex. CCP) in mainland China	1
Reclaim China	Possession of any two of the following: Jehol, Western Manchuria, Eastern Manchuria, Northern Manchuria & Formosa.	1
Defeat the Communists	No CCP units left in China	1

## Peacetime Bonus Income

USA	IPP
Japan completes Battleship, Carrier & Light Carrier	+3 each
Japan declares war on Russia	+1D6
Japan declares war on any neutral	+2D12
Japan declares war on UK/France	+5D12
Germany is at war with UK	+5
Axis possess London	+25
Germany declares war on Russia	+1D12
Italy declares war on UK/France	5



## Special Abilities

United Kingdom	Ability
Dutch Territories	When the Netherlands is attacked, its territories joins the UK. The British player may distribute the IPP among UK/FEC/Anzac
Canadian Factory	May receive Lend-lease from the US in any Canadian Major Factory. May build additional Major Factories in Canada
Island Nation	Can be blocked by enemy surface warships
Channel Ports	Can non-combat move 1 unit each to Belgium & Picardia per turn from London (or anywhere in the UK incl. using rail)
<b>France</b>	
Maginot Line	2 first strike @6. All defending units +3 on the first round. May not build fortification on the border towards Belgium.
<b>USA</b>	
Neutrality Patrol	May attack Axis submarines within 1 SZ of US coast
Call to Arms	If enemy land units attack contiguous USA, regular Infantry units cost 2 the following turn
Canadian Factory	UK may in Canadian Major Factories produce any unit available to the US player
National Guard	During the first turn the US is at war with a Major Power, all land units cost -1 IPP
<b>KMT</b>	
Decentralized Military	May place Infantry, Mountain Infantry & Cavalry in any Chinese territory they have possessed since the start of the turn
Attack Weakness	Upon attacking, each Chinese Infantry-class unit & Cavalry that rolls 10 or more retreats to the territory it attacked from
Facilities	May purchase facilities and produce all units available to the US player after they have eliminated all CCP units
American Volunteer Group	US may lend-lease a Fighter to China. Cost: 5 IPP (may be shared between US/China). Attack/Defence:7(3)