

ANZAC

Get an ANZAC fighter to London

Receive 3 ACE tokens for aircrafts

ANZAC

Sink any European Axis power naval vessel

Receive CA off Sydney

ANZAC

Occupy a Japanese starting territory

10 IPC's

ANZAC

Liberate an occupied Chinese possession

Receive 2 inf in capital and a sub off coast

ANZAC

Build solely ground units for 2 consecutive rounds

May build heavy tanks for 7 IPC's in New Zealand exclusively and 1 free super heavy tank in Sydney

ANZAC

Build a new factory on any non-continental Australian starting territory

1 IPC discount on all infrastructure (excludes mines)

ANZAC

Invade and occupy a neutral territory

Receive territories value in number of free heavy tanks and place on any owned space

ANZAC

Maintain all starting territories as well as Dutch East Indies for 2 rounds straight (starting after round 1)

Receive 1 ESC, 1 TRS, and 1 CA

ANZAC

Have ANZAC inf. in London and 3 other commonwealth capital cities

Receive 1 ANZAC w/ eliet token in every commonwealth capital

ANZAC

Build a Super BB or Super CA

May freely upgrade and designate one AA CA

ANZAC

Use up every special ANZAC
unit token on board
simultaneously

Receive 2 tokens per round

ANZAC

Commit a successful act of
sabotage against Japan

1 air transport and 2 para
tokens

ANZAC

Use a submarine to target and
destroy a Japanese transport

Receive 5 IPC's and 1 ocean
liner

ANZAC

Liberate an allied Atlantic
theater possession

Cape Town, South Africa, and
German South West Africa are
transferred to the ANZACs

ANZAC

Use all but one special in
the same round

May re-roll a special