

England

Build a main battle tank in the capital

Receive an attempt at gaining Turkey, Sweden, Chile, or Argentina on a roundly basis until one is won over

England

Build a railway connecting Cairo to Cape Town (must own all of the railway)

Receive a free Technology, +2 to value of both cities, and 1 armored train in either city

England

Build a third or more of the United Kingdoms budget in India for 3 consecutive rounds

1 super heavy tank place in capital, 4 railroads placed in India or Middle East

England

Liberate 6 IPC's of allied property in the same round

2 commando tokens and 2 inf. place in capital

England

Occupy and control any Italian territory

1 heavy tank place in any UK city

England

Occupy an original Japanese territory with a value of 2 or higher

Receive 8 IPC's

England

Retain control of European theater territories (minor powers excluded)

Duplicate factory, build two fortresses, and one costal gun

England

Control all original territories (one full round, starting after round one)

Re-roll a special and receive 3 attempts for the same technology

England (1940)

Avoid bringing allied minor power into the war until round 3 when they join automatically

Receive +1 value to Tehran and Saudi Arabia joins UK

England

Liberate all Polish possessions

15 IPC's and England may forfeit cash to the Polish

England

Eliminate all German U-Boats
on the map

1 IPC reduction from CA price
and 3 free bi-planes in
capital

England

Control Albania, Bulgaria,
and Yugoslavia

5 IPC's per zone and one inf.
per zone

England

Liberate and hold Amsterdam
and Holland while maintaining
allied control of Dutch East
and West Indies (activate
after round 3 in 1940)

25 IPC's

England

Allied control of all
Japanese mainland possessions

30 IPC's

England

Invade and occupy one neutral
territory

Gain Saudi Arabia or roll for
Portugal, Brazil, or Greece

England

Eliminate all Axis ground
units in Africa and the
Middle East

45 IPC's

England (1940)

Prevent Paris from falling in
round 1. If after round 1:
liberate all of European
France simultaneously (no
corrosion)

Now have 5 objective cards
and 2 inf. per zone

England

Sink all Italian vessels in
Atlantic, Med., and Black
Sea.

Receive another Enigma
decoded spc.

England

Build fort. or COG. on every
English territory in the
British Isles and mine every
surrounding sea zone

Receive 5 mines, 2 coastal
guns, and 1 super heavy tank

England

Build a factory and AA gun on
Malaya

Receive 2 coastal guns and 1
Gurkha inf. placed anywhere
in Asia

England

Build an Ice carrier in the Hudson Bay

Re-roll a special or receive 1 bomber

England

Use every Gurkha token on the board and have them all presently alive

May establish a Gurkha training camp outside India and 2 Gurkha tokens per round

England

Have a combined Allied fleet power of 80 surface ships in the Atlantic (Med. Excluded)

Unlocks improved Naval yards and +1 to value of Liverpool and Halifax

England (1940)

Invade and conquer either Sweden, Turkey, or Greece

+1 value to London, tanks are 2 for 9 IPC's, 4 inf. placed in capital

England

Lend lease 10 IPC value to an ally in the same round

1 tran. Off UK NB and 1 commando token

England (1940)

Liberate Oslo and Warsaw (if Paris is occupied)

+1 to city value and 3 inf. in each zone

England (1940)

Get a unit from Atlantic to an Australian starting city, then lend lease it

May inter share a technology (once) than the Anzacs have or re-roll a special

England

Liberate any of Holland, Oslo, Trondheim, Norway, Czechoslovakia, or West Poland

2 IPC's per zone and one ACE for every 2 zones

England

Re-unite the U.K. through the occupation of Erie

Place an industrial complex and value of Erie +2 permanently

England

English control over any Japanese Island (once only)

5 IPC's, one airfield, and 1 PBY