

35. Total Victory:



At the final stages of World War II, the Axis resistance started to collapse under the overwhelming Allied pressure. But even against these impossible odds both Germany and Japan kept on fighting bitterly – hoping desperately that the tide would turn.

- Attack: -**
- Defense: -**
- Move: -**
- Cost: -**
- Maximum on game board: -**
- Enter game from: -**

The *Total Victory Conditions* are designed for games that include a careful *Strategic Planning* with a longer time span.

The side that first achieves one of the following *Total Victory Conditions* has won the game.

The *Total Victory Conditions* replace the *Winning Conditions* described in the G40 HRE rulebook at pg. 11.

The *Total Victory Conditions* include 4 *Winning Scenarios*:



Winning Scenario 1: *Total Military Victory*:

1. The Allies must capture *Berlin* and *Tokyo* and hold both these Capitals for 1 complete round of play. *Moscow, Washington* and *London* must be controlled by the Allies.
2. The Axis must capture 2 out of 3 Allied Capitals (*Moscow, Washington, London*) and they must hold these 2 Capitals for 1 complete round of play. *Berlin* and *Tokyo* must be controlled by the Axis.



Winning Scenario 2: *Total Economic Victory*:

1. The Allies must achieve a combined IPC Level at minimum **229** IPC at the *Expanded National Production Chart* by the end of France's turn. *Moscow, Washington* and *London* must be controlled by the Allies.
2. The Axis must achieve a combined IPC Level at minimum **188** IPC at the *Expanded National Production Chart* and hold that IPC Level until the end of France's turn. *Berlin* and *Tokyo* must be controlled by the Axis.



Winning Scenario 3: *Unconditional Surrender:*

1. The Axis surrender unconditionally when *Berlin* or *Tokyo* are captured by the Allies – and the Allies have achieved a combined IPC Level at minimum **189** IPC at the *Expanded National Production Chart* by the end of France's turn.

Moscow, Washington and *London* must be controlled by the Allies.

2. The Allies surrender unconditionally when the Axis have captured 1 out of 3 Allied Capitals (*Moscow, Washington, London*) – and the Axis have achieved a combined IPC Level at minimum **148** IPC at the *Expanded National Production Chart* by the end of France's turn.

Berlin and *Tokyo* must be controlled by the Axis.



Winning Scenario 4: *Total Destruction Victory:*

1. The Allied Powers achieve *Total Destruction Victory* when the Industrial Complexes in both *Berlin* and *Tokyo* are damaged with at least 60 Damage Points each.

The Industrial Complexes in *Moscow, Washington* and *London* must all be fully repaired and operational – and must be controlled by the Allies.

2. The Axis Powers achieve *Total Destruction Victory* when the Industrial Complexes in 2 out of 3 Allied Capitals (*Moscow, Washington, London*) are damaged with at least 60 Damage Points each.

The Industrial Complexes in *Berlin* and *Tokyo* must both be fully repaired and operational – and controlled by the Axis.

Note 1:

If the Industrial Complex in a Capital is transformed to an Underground Factory this Underground Factory must also be damaged with at least 60 Damage Points to achieve a *Total Destruction Victory*.



Note 2:

Any Damage Points that are achieved by *Strategic Bombing* and/or *Atomic Bomb* attacks count towards the *Total Destruction Victory*.



Note 3:

When an Industrial Complex/Underground Factory has 10 Damage Points, this facility cannot produce any units until repairs have been made.

Important:

The *Total Destruction Victory* rule makes it possible for the attacker to conduct *Strategic Bombing* against any Industrial Complex – and damage this facility unlimited.

Example:

The Industrial Complex in Western Germany has 35 Damage Points.

The UK player conducts a Strategic Bombing raid against this Industrial Complex – and adds further 9 Damage Points to this facility.

Remember:

An Underground Factory cannot be targeted by *Strategic Bombing*.

Only an Atomic Bomb attack can inflict damage at an Underground Factory.

