

The United Kingdom: Global 1940					Unit Stats:				
United Kingdom National Objectives					Land Units	Cost	Move	Attack	Defense
Global: 5 IPCs when there are no German subs on the board.					Infantry	3	1	1	2
Global: 5 IPCs when the UK and ANZAC ctrl all of their original territories.					Mechanized Infantry	4	2	1	2
					Artillery	4	1	2	2
					Tank	6	2	3	3
Europe: 5 IPCs when there are no German subs on the board.					AA Gun	6	1		1
Europe: 5 IPC one time for first time the UK liberates one of: Normandy/Bordeaux, Holland/Belgium, or Western Germany.					Minor Industrial Complex	12*			1
					Major Industrial Complex	30			1
					Air Base	15			1
Pacific: 5 IPCs Allies (excluding the Dutch) ctrl Sumatra, Java, Celebes, and Borneo at the same time.					Naval Base	15			1
Pacific: 5 IPCs for controlling Kwangtung and Malaya at the same time.					Air Units				
					Fighter	10	4	3	4
					Tactical Bomber	11	4	3	3
					Bomber	12	6	4	1
					Sea Units				
					Submarine	6	2	2	1
					Transport	7	2		
					Destroyer	8	2	2	2
					Cruiser	12	2	3	3
					Aircraft Carrier	16	2	1	2
					Battleship	20	2	4	4
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Soviet Union: Global 1940

Soviet Union National Objectives

Global: 5 IPCs when at war, SZ 125 is free of Axis ships, ctrl Archangel, and no other Allied units on original territories.

Global: When controls all original territories, 6 IPCs for ctrl of each originally German territory.

Europe: 5 IPCs when at war, SZ 125 is free of Axis ships, ctrl Archangel, and no other Allied units on original territories.

Europe: When controls all original territories, 3 IPCs for ctrl of each originally German territory.

*Upgrade a Minor IC to a Major IC for 20 IPC

Turn Sequence

1. Research & Development
2. Purchase Units
3. Combat Move
4. Conduct Combat
5. Noncombat Move
6. Mobilize New Units
7. Collect Income

Order of Play

1940 Global:

1. Germany
2. Soviet Union
3. Japan
4. United Kingdom
5. ANZAC
6. Italy

Europe:

1. Germany
2. Soviet Union
3. U.K.
4. Italy
5. U.S.
6. France

Pacific:

1. Japan
2. U.S.
3. China
4. U.K.
5. ANZAC

Unit Stats:

Land Units	Cost	Move	Attack	Defense
Infantry	3	1	1	2
Mechanized Infantry	4	2	1	2
Artillery	4	1	2	2
Tank	6	2	3	3
AA Gun	6	1		1
Minor Industrial Complex	12*			1
Major Industrial Complex	30			1
Air Base	15			1
Naval Base	15			1
Air Units				
Fighter	10	4	3	4
Tactical Bomber	11	4	3	3
Bomber	12	6	4	1
Sea Units				
Submarine	6	2	2	1
Transport	7	2		
Destroyer	8	2	2	2
Cruiser	12	2	3	3
Aircraft Carrier	16	2	1	2
Battleship	20	2	4	4

Germany: Global 1940

Germany National Objectives

Global: 5 IPCs when there is at least one German land unit in Egypt.

Global: 5 IPCs ctrls both Denmark and Norway and Sweden is neutral or controlled by the Axis.

Global: 5 IPCs while not at war with the Soviet Union

Global: 5 IPCs each if Axis ctrls Novgorod (Leningrad), Volgograd (Stalingrad), or Moscow.

Europe: 5 IPCs Axis ctrl all: Poland, Norway, Denmark, Holland/Belgium, and the 3 home French territories.

Europe: 5 IPCs Axis ctrl: Leningrad or Stalingrad.

Europe: 5 IPCs when there is at least one German land unit in Egypt.

Europe: 5 IPCs ctrls both Denmark and Norway and Sweden is neutral or controlled by the Axis.

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1940 Global:

1. Germany
2. Soviet Union
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Europe:

1. Germany
2. Soviet Union
3. U.K.
4. Italy
5. U.S.
6. France

Pacific:

1. Japan
2. U.S.
3. China
4. U.K.
5. ANZAC

Unit Stats:

Land Units	Cost	Move	Attack	Defense
Infantry	3	1	1	2
Mechanized Infantry	4	2	1	2
Artillery	4	1	2	2
Tank	6	2	3	3
AA Gun	6	1		1
Minor Industrial Complex	12*			1
Major Industrial Complex	30			1
Air Base	15			1
Naval Base	15			1
Air Units				
Fighter	10	4	3	4
Tactical Bomber	11	4	3	3
Bomber	12	6	4	1
Sea Units				
Submarine	6	2	2	1
Transport	7	2		
Destroyer	8	2	2	2
Cruiser	12	2	3	3
Aircraft Carrier	16	2	1	2
Battleship	20	2	4	4

Japan: Global 1940				Unit Stats:				
Japan National Objectives Global: 5 IPCs Axis ctrl All: Manchuria, Kiangsu, French Indo-China Thailand Global: 5 IPCs Axis ctrl 4: Kwangtung, East Indies, Borneo, Philippine Islands, New Guinea, Solomon Islands Global: 5 IPCs Axis ctrl 1: Hawaiian Islands, Australia, India Pacific: 5 IPCs for controlling Java, Sumatra, Borneo, and Celebes at the same time Pacific: 5 IPCs for controlling Solomon Islands, Dutch New Guinea, New Guinea, and New Britain Pacific: 5 IPCs for controlling Honolulu Pacific: 5 IPCs for controlling Sydney Pacific: 5 IPCs for controlling Calcutta				Land Units	Cost	Move	Attack	Defense
				Infantry	3	1	1	2
				Mechanized Infantry	4	2	1	2
				Artillery	4	1	2	2
				Tank	6	2	3	3
				AA Gun	6	1		1
				Minor Industrial Complex	12*			1
				Major Industrial Complex	30			1
				Air Base	15			1
				Naval Base	15			1
				Air Units				
				Fighter	10	4	3	4
				Tactical Bomber	11	4	3	3
				Bomber	12	6	4	1
				Sea Units				
				Submarine	6	2	2	1
				Transport	7	2		
				Destroyer	8	2	2	2
				Cruiser	12	2	3	3
				Aircraft Carrier	16	2	1	2
				Battleship	20	2	4	4
				*Upgrade a Minor IC to a Major IC for 20 IPC				
Turn Sequence	Order of Play							
1. Research & Development	1940 Global:	Europe:	Pacific:					
2. Purchase Units	1. Germany	7. United States	1. Japan					
3. Combat Move	2. Soviet Union	8. China	2. U.S.					
4. Conduct Combat	3. Japan	9. France	3. U.K.					
5. Noncombat Move	4. United Kingdom	4. Italy	4. U.K.					
6. Mobilize New Units	5. ANZAC	5. U.S.	5. ANZAC					
7. Collect Income	6. Italy	6. France						

Italy: Global 1940				Unit Stats:				
Italy National Objectives Global: 5 IPCs Axis ctrl: Egypt, Greece, and Southern France Global: 5 IPCs when there are no Allied surface ships (subs allowed) in the Mediterranean Sea as defined by SZ 92 to 99. Europe: 5 IPCs Axis ctrl: Egypt, Greece, and Southern France Europe: 5 IPCs when there are no Allied surface ships (there can be subs) in the Mediterranean Sea as defined by SZ 92 to 99. Europe: 5 IPCs when Africa contains no Allied units				Land Units	Cost	Move	Attack	Defense
				Infantry	3	1	1	2
				Mechanized Infantry	4	2	1	2
				Artillery	4	1	2	2
				Tank	6	2	3	3
				AA Gun	6	1		1
				Minor Industrial Complex	12*			1
				Major Industrial Complex	30			1
				Air Base	15			1
				Naval Base	15			1
				Air Units				
				Fighter	10	4	3	4
				Tactical Bomber	11	4	3	3
				Bomber	12	6	4	1
				Sea Units				
				Submarine	6	2	2	1
				Transport	7	2		
				Destroyer	8	2	2	2
				Cruiser	12	2	3	3
				Aircraft Carrier	16	2	1	2
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Turn Sequence	Order of Play							
1. Research & Development	1940 Global:	Europe:	Pacific:					
2. Purchase Units	1. Germany	7. United States	1. Japan					
3. Combat Move	2. Soviet Union	8. China	2. U.S.					
4. Conduct Combat	3. Japan	9. France	3. U.K.					
5. Noncombat Move	4. United Kingdom	4. Italy	4. U.K.					
6. Mobilize New Units	5. ANZAC	5. U.S.	5. ANZAC					
7. Collect Income	6. Italy	6. France						

France: Global 1940				
France National Objectives				
Global: Once per game, when France (the territory) is liberated place 4 French infantry on that territory.				
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ANZAC: Global 1940

ANZAC National Objectives

Global: 5 IPCs Allies (excluding the Dutch) ctrl: Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands.

Global: 3 IPCs Allies ctrl: Malaya and ANZAC controls its original territories.

Pacific: 5 IPCs Allies (excluding the Dutch) ctrl: Dutch New Guinea, New Guinea, New Britain, and the Solomon Islands.

Pacific: 5 IPCs (once and only once) for occupying any territory that was originally Japanese controlled.

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2. Purchase Units
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4. Conduct Combat
5. Noncombat Move
6. Mobilize New Units
7. Collect Income

Order of Play

1940 Global:	Europe:	Pacific:
100%	100%	100%

- | | | | |
|-------------------|------------------|-----------------|----------|
| 1. Germany | 7. United States | 1. Germany | 1. Japan |
| 2. Soviet Union | 8. China | 2. Soviet Union | 2. U.S. |
| 3. Japan | 9. France | 3. U.K. | 3. China |
| 4. United Kingdom | | 4. Italy | 4. U.K. |
| 5. ANZAC | | 5. U.S. | 5. ANZAC |
| 6. Italy | | 6. France | |

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