# The United Kingdom: Global 1940 United Kingdom National Objectives Global: 5 IPCs when there are no German subs on the board. Global: 5 IPCs when the UK and ANZAC ctrl all of their original territories. **Europe:** 5 IPCs when there are no German subs on the board. Europe: 5 IPC one time for first time the UK liberates one of: Normandy/Bordeaux, Holland/Belgium, or Western Germany. Pacific: 5 IPCs Allies (excluding the Dutch) ctrl Sumatra, Java, Celebes, and Borneo at the same time. Pacific: 5 IPCs for controlling Kwangtung and Malaya at the same time. \*Upgrade a Minor IC to a Major IC for 20 IPC Turn Sequence 1. Research & Development Order of Play 1940 Global: Europe: Pacific: 2. Purchase Units 7. United States 1. Germany 1. Germany 1. Japan 3. Combat Move 2. Soviet Union 8. China 2. Soviet Union 2. U.S.

9. France

Japan

5. ANZAC

6. Italy

4. United Kingdom

4. Conduct Combat

5. Noncombat Move

7. Collect Income

6. Mobilize New Units

Research & Development
 Purchase Units
 Combat Move
 Conduct Combat
 Noncombat Move
 Mobilize New Units
 Collect Income

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

The United States: Global 1940	
United States National Objectives	
Global: 30 IPCs when the USA is at war and ctrls both Eastern, Western and Central USA.	
Europe: 30 IPCs when the USA is at war and ctrls both Eastern and Central USA.	
Europe: 5 IPC one time for first time the UK liberates one of: Normandy/Bordeaux, Holland/Belgium,	
or Western Germany.	
Pacific: Income for Western USA goes from 10 to 50 IPCs when at war with the Axis.	
Pacific: 5 IPCs for controlling the Philippines.	
Pacific: 5 IPCs for controlling Okinawa and Iwo Jima at the same time.	
*Upgrade a Minor IC to a Major IC for 20 I	IPO
Turn Sequence Order of Play	

Order of Play		grade a rimor 10 to	
1940 Global:		Europe:	Pacific:
1. Germany	7. United States	<ol> <li>Germany</li> </ol>	<ol> <li>Japan</li> </ol>
<ol><li>Soviet Union</li></ol>	8. China	<ol><li>Soviet Union</li></ol>	2. U.S.
<ol><li>Japan</li></ol>	9. France	3. U.K.	<ol><li>China</li></ol>
<ol><li>United Kingdon</li></ol>	1	4. Italy	4. U.K.
5. ANZAC		5. U.S.	5. ANZAC
6. Italy		6. France	

3. U.K.

4. Italy

5. U.S.

6. France

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

# Soviet Union: Global 1940 Soviet Union National Objectives Global: 5 IPCs when at war, SZ 125 is free of Axis ships, crtl Archangel, and no other Allied units on original territories. Global: When controls all original territories, 6 IPCs for crtl of each originally German territory. Europe: 5 IPCs when at war, SZ 125 is free of Axis ships, crtl Archangel, and no other Allied units on original territories. Europe: When controls all original territories, 3 IPCs for crtl of each originally German territory. \*Upgrade a Minor IC to a Major IC for 20 IPC Turn Sequence Order of Play

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rn Sequence	Order of Play			
Research & Development	1940 Global:		Europe:	Pacific:
Purchase Units	1. Germany	<ol><li>United States</li></ol>	<ol> <li>Germany</li> </ol>	<ol> <li>Japan</li> </ol>
Combat Move	2. Soviet Union	8. China	<ol><li>Soviet Union</li></ol>	2. U.S.
Conduct Combat	3. Japan	9. France	3. U.K.	<ol><li>China</li></ol>
Noncombat Move	4. United Kingdom	1	4. Italy	4. U.K.
Mobilize New Units	5. ANZAC		5. U.S.	5. ANZAC
Collect Income	6. Italy		6. France	

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.
<b>Europe:</b> 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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*Upgrade a Minor IC to a Major IC for 20 I
Turn Sequence Order of Play

Turn Sequence	Order of Play			
Research & Development	1940 Global:		Europe:	Pacific:
2. Purchase Units	1. Germany	7. United States	<ol> <li>Germany</li> </ol>	<ol> <li>Japan</li> </ol>
3. Combat Move	2. Soviet Union	8. China	<ol><li>Soviet Union</li></ol>	2. U.S.
4. Conduct Combat	3. Japan	9. France	3. U.K.	<ol><li>China</li></ol>
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	

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 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 \*Upgrade a Minor IC to a Major IC for 20 IPC **Turn Sequence** Order of Play 1940 Global: 1. Research & Development Europe: Pacific: 7. United States 2. Purchase Units 1. Germany 1. Germany 1. Japan 3. Combat Move 8. China 2. U.S. 2. Soviet Union 2. Soviet Union 4. Conduct Combat 3. Japan 9. France 3. U.K. 3. China 5. Noncombat Move 4. United Kingdom 4. Italy 4. U.K.

5. ANZAC

1. Germany

Japan

5. ANZAC

6. Italy

Soviet Union

4. United Kingdom

6. Italy

6. Mobilize New Units

7. Collect Income

2. Purchase Units

4. Conduct Combat

5. Noncombat Move

7. Collect Income

6. Mobilize New Units

3. Combat Move

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

Italy: Global 1940			
Italy National Objectives			
Global: 5 IPCs Axis ctrl: Egypt, Greece,	and Southern France		
Global: 5 IPCs when there are no Allied	I surface ships (subs all	lowed) in the Mediterranean Sea	as
defined by SZ 92 to 99.			
· ·			
Europe: 5 IPCs Axis ctrl: Egypt, Greece	e, and Southern France		
Europe: 5 IPCs when there are no Allie	d 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		
		*Upgrade a Minor IC	to a Major IC for 20 IPC
Turn Sequence	Order of Play		
1. Research & Development	1940 Global:	Europe:	Pacific:

7. United States

8. China

9. France

5. U.S.

6. France

1. Germany

3. U.K.

4. Italy

5. U.S.

6. France

2. Soviet Union

5. ANZAC

1. Japan

3. China

4. U.K.

5. ANZAC

2. U.S.

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

# 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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100	ırn Sequence
1.	Research & Development
2.	Purchase Units
3.	Combat Move
4.	Conduct Combat
5.	Noncombat Move
6.	Mobilize New Units
7.	Collect Income
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Order of Play			
1940 Global:		Europe:	Pacific:
<ol> <li>Germany</li> </ol>	7. United States	<ol> <li>Germany</li> </ol>	<ol> <li>Japan</li> </ol>
<ol><li>Soviet Union</li></ol>	8. China	<ol><li>Soviet Union</li></ol>	2. U.S.
<ol><li>Japan</li></ol>	9. France	3. U.K.	<ol><li>China</li></ol>
<ol><li>United Kingdom</li></ol>		4. Italy	4. U.K.
5. ANZAC		5. U.S.	5. ANZAC
6. Italy		6. France	

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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
Battleshin	20	2	4	4

# China: Global 1940

China National Objectives

**Global:** 6 IPCs when the Burma road is totally open (India, Burma, Yunnan, and Szechwan). Also allowed to purchase artillery units.

Pacific: 6 IPCs when the Burma road is totally open (India, Burma, Yunnan, and Szechwan). Also allowed to purchase artillery units.

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

	*Up	grade a Minor IC to	a Major IC for 20
Order of Play			
1940 Global:		Europe:	Pacific:
<ol> <li>Germany</li> </ol>	7. United States	<ol> <li>Germany</li> </ol>	<ol> <li>Japan</li> </ol>
<ol><li>Soviet Union</li></ol>	8. China	<ol><li>Soviet Union</li></ol>	2. U.S.
<ol><li>Japan</li></ol>	9. France	3. U.K.	<ol><li>China</li></ol>
<ol><li>United Kingdon</li></ol>	า	4. Italy	4. U.K.
5. ANZAC		5. U.S.	5. ANZAC
6. Italy		6. France	

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

# 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.

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

	*Upgr	ade a Minor IC to a	Major IC for 20 IPC			
Order of Play						
1940 Global:		Europe:	Pacific:			
<ol> <li>Germany</li> </ol>	7. United States	<ol> <li>Germany</li> </ol>	1. Japan			
<ol><li>Soviet Union</li></ol>	8. China	<ol><li>Soviet Union</li></ol>	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				

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