



7) ANZAC 10 IPC

Political Situation

ANZAC: At war with Germany/Italy.

May declare war on Japan.

May not move units into **China** unless at war with Japan.



Turn sequence:

- 1) Tech development
- 2) Purchase & repair
- 3) Combat Movement
- 4) Resolve combat
- 5) Non combat movement
- 6) Unit placement
- 7) Collect income (check bonus & convoys)

National Setup ANZAC:

New South Wales: 2 Infantry, 1 AA gun,
1 Minor IC, 1 Naval Base.

New Zealand: 1 Infantry, 2 Fighters,
1 Airbase, 1 Naval Base.

Queensland: 2 Infantry, 1 Artillery, 1 Fighter,
1 Airbase, 1 Naval Base.

Malaya: 1 Infantry

Egypt: 2 infantry

Sea Zone 62: 1 Destroyer, 1 Transport

Sea Zone 63: 1 Cruiser

National Objectives ANZAC:

When ANZAC is at **War** with Japan

1. Collect 5 IPCs per turn if the Allies (not including the Dutch) control **Dutch New Guinea, New Guinea, New Britain** and the **Solomon Islands**

2. Collect 5 IPCs per turn if the Allied powers control

Malaya and **ANZAC** controls all of its original territories.

Victory conditions:

Objectives to be met for a full round of play

Axis: control 6 of 8 VC's on Pacific map, **OR** control 8 of 11 VC's on Europe Map

Allies: Control all Axis capitals

