

1) Germany 30 IPC

Political Situation

Germany: At war with France and UK/ANZAC. May declare war on SU, USA & China without provoking others.

Turn sequence:

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

National Setup Germany:

Holland/Belgium: 4 Infantry, 2 Artillery, 3 tanks, 1 Fighter Western Germany: 3 Infantry, 1 Artillery, 4 Mech Infantry,

2 Fighters, 3 Tac bombers, 1 AA gun, 1 Major IC,

1 Naval base, 1 Airbase

Greater Southern Germany: 6 Infantry, 2 Artillery, 2 tanks Germany: 11 Infantry, 3 artillery, 1 Tac Bomber, 1 Bomber,

1 Major IC, 1 AA gun

Slovakia/Hungary: 2 Infantry, 1 Tank, 1 Fighter

Poland: 3 Infantry, 1 Tank, 1 Tac Bomber

Romania: 2 Infantry, 1 Tank Norway: 2 Infantry, 1 Fighter

Denmark: 2 Infantry Sea Zone 103: 1 Sub Sea Zone 108: 1 Sub

Sea Zone 113: 1 Cruiser, 1 Battleship, Transport

Sea Zone 117: 1 Sub Sea Zone 118: 1 Sub Sea Zone 124: 1 Sub

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



National Objectives Germany:

When not at War with the Soviet Union
1. Collect 5 IPCs per turn

When Germany is at War with the Soviet Union 2. Collect 5 IPCs per turn

for EACH of the following territories:

Novgorod, Volgograd, and/or Russia controlled by the Axis.

Collect 5 IPCs per turn if Germany controls Caucasus.

When Germany is at War with the European Allies

4. Collect 5 IPCs per turn

if there is at least one German land unit in an Axis controlled *Egypt*.

5. Collect 5 IPCs per turn

if Germany controls both *Denmark* and *Norway* while *Sweden* is not pro-Allies or Allied-controlled.

6. Collect 5 IPCs per turn

that Germany controls the *United Kingdom*.

7. Collect 2 IPCs per turn

for EACH of the following three territories that Germany controls:

Iraq, Persia and Northwest Persia.

