



8) Italy 10 IPC

Political Situation

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

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 Italy:

Northern Italy: 2 Infantry, 2 Artillery, 1 tank, 1 Fighter,
1 Tac Bomber, 1 AA Gun, 1 Major IC

Southern Italy: 6 Infantry, 1 Fighter, 1 AA Gun,
1 Naval Base, 1 Airbase, 1 Minor IC

Albania: 2 Infantry, 1 tank

Italian Somaliland: 1 Infantry

Ethiopia : 2 Infantry, 1 Artillery

Libya: 1 Infantry, 1 Artillery

Tobruk: 3 Infantry, 1 Artillery, 1 Mech Infantry, 1 tank

Sea Zone 95: 2 Destroyer, 1 Cruiser, 1 Sub, 1 Transport

Sea Zone 97: 1 Cruiser, 1 Battleship, 2 Transport

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 Italy:

- When Italy is at War
1. Collect 5 IPCs per turn
if Axis powers control 3
of these 4 territories:
**Egypt, Southern France,
Greece, Gibraltar.**
 2. Collect 5 IPCs per turn
if there are **no** Allied surface warships
in the Mediterranean Sea
(**sea zones 92 through 99**)
 3. Collect 5 IPCs
if Axis powers control all
of the following North African territories:
**Morocco, Algeria, Tunisia, Libya,
Tobruk, Alexandria.**
 4. Collect 5 IPCs per turn
if Italy controls **Caucasus.**
 5. Collect 2 IPCs per turn
for **each** of the following
three territories Italy controls:
Iraq, Persia and Northwest Persia.

