



4) United States 52 IPC

Political Situation

USA: Not at war. When not at war, not allowed to move into neutral or allied territories

While **not at war**, may only move to **SZ 121, 101, 89, 64** and **102** on **Europe map**. On **Pacific map**, may not move to SZ's adjacent to **Japanese** controlled TT's.

If provoked by **Axis**, or **Japan** provokes **UK/ANZAC**, or **London** is captured by **Axis**, allowed to engage **war** at beginning of next turn. On **turn 3**, if not yet at war, allowed to declare **war** at beginning of Collect Income Phase.

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 United States:

Western US: 2 Infantry, 1 Mech Infantry, 1 Artillery, 1 Fighter, 1 AA Gun, 1 Airbase, 1 Naval Base, 1 Minor IC

Hawaiian Islands: 2 Infantry, 2 fighters, 1 Airbase, 1 Naval Base.

Philippines: 2 Infantry, 1 fighter, 1 Airbase, 1 Naval Base.

Midway: 1 Airbase

Wake Island: 1 Airbase

Guam: 1 Airbase

Eastern United States: 1 Infantry, 1 Fighter, 1 Artillery, 1 AA Gun, 1 Airbase, 1 Naval Base, 1 Minor IC

Central United States: 1 Infantry, 3 Mech Infantry, 1 Tank, 1 Bomber, 1 Minor IC

Sea Zone 26: 1 Sub, 1 Destroyer, 1 Cruiser, 1 Transport

Sea Zone 10: 1 Battleship, 1 Cruiser, 1 Destroyer, 1 Transport, Carrier w/Tac & Ftr

Sea Zone 35: 1 Destroyer, 1 Submarine

Sea Zone 101: 1 Cruiser, 1 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 United States:

When at War

1. Collect **10 IPCs** per turn for complete control of the continental US (**WUS, CUS, EUS**).

2. Collect **5 IPCs** per turn if the Allies control 5 of the 7 following islands. **Midway, Wake, Marianas, Iwo Jima, Caroline, Solomon Islands** and **Guam**.

3. Collect **5 IPCs** per turn for controlling the Philippines.

4. Collect **5 IPCs** per turn for controlling **Hawaii, Alaska, the Aleutian Islands, Line Islands,** and **Johnston Island**.

5. Collect **5 IPCs** per turn for controlling **Mexico, Southern Mexico, Central America** (Panama) and the **West Indies**.

6. Original minor IC's in USA are **auto-upgraded**. (Can be done earlier, but paid)

I WANT YOU FOR U.S. ARMY

