

GREAT BRITAIN NATIONAL REFERENCE SHEET

INCOME AND PRODUCTION *(Industrial Production Points)*



SCENARIO	STARTING IPPS	STARTING INCOME TRACKER	WARTIME INCOME (Total Value of Land Zones)	ADDITIONAL INCOME
1936	11	11	25	Peacetime Income Increases (see below)
1939	16	25	25	Wartime Bonus Income (see below)

GREAT BRITAIN OVERVIEW

HOME COUNTRY	London, Northern England, British Midlands, Scotland, Northern Ireland.
BRITISH COMMONWEALTH	British Commonwealth includes Great Britain, FEC and ANZAC. These share the same turn, war status, technology marker, per-turn limits on technology development, per-turn lend-lease limits, as well as strategic rail and strategic naval movement limits.
CANADA	Great Britain treats all territories marked with a Canadian roundel as British. Great Britain may receive lend-lease from the United States in Canada. Great Britain may build Medium and Major factories in Canada.
1936 SCENARIO	British Commonwealth is at peace with all nations.
1939 SCENARIO	British Commonwealth is at war with Germany. Poland aligns with Great Britain at the start of the British turn.
LEND-LEASE	To FEC/ANZAC: No To Spanish factions: Yes (only one Allied sender per turn). To any other nation: Yes, once Great Britain is at war with a Major Power.
SURRENDER	If London is captured Great Britain may move its capital to South African Union, Ottawa, Sydney or Calcutta. Great Britain may then receive lend-lease at that new location through the lend-lease process. If all 5 possible capitals are Enemy possessed at the end of the British Commonwealth turn, Great Britain surrenders.

BRITISH COMMONWEALTH VICTORY OBJECTIVES



OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
Contain Communism	1	Score 1 victory objective if USSR has no land unit in Austria, Denmark, Spain, Norway or in the Home Countries of Germany, Italy, France and Great Britain.
Maintain the Empire	1	Score 1 victory objective if Great Britain Possesses the following land zones: South African Union, Eastern Egypt and Aden.
Contain Fascism	1	Score 1 victory objective if both Germany and Italy are at or below their scenario starting income for 1939 scenario (24 IPP for Germany, 10 IPP for Italy).
Mediterranean Security	1	Score 1 victory objective if Great Britain has twice as many capital ships as the Axis in the Mediterranean and Possesses Malta, Eastern Egypt and Gibraltar.

WARTIME BONUS INCOME -

Once at war with a Major Power.

CONDITION	BONUS PER TURN
Possession of Suez Canal in Eastern Egypt	+3
Iran is neutral or Possessed by Great Britain.	+2
Dutch Colonies	See below
There are no Enemy submarines on any British Commonwealth convoy line	+2

Strategic Naval Movement (15.10):
3 Units (Land/Sea) **Range:** 5 Shared
among all Commonwealth Nations



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PEACETIME INCOME INCREASES -

Income while at Peace cannot exceed wartime income.

CONDITION	BONUS PER TURN
<i>Rearmament:</i> Starting July 1939 British income increases +D12 IPP per turn until it reaches Wartime Income of 25. Roll at the start of Production Phase	+D12 (each turn)
Germany or Italy declares war on USSR	+D12 (once only)
Germany or Italy declares war on any neutral nation in Europe	+2D12 (each time)
Axis or Comintern declares war on France	Britain moves to Wartime Income
Germany completes a capital ship	+1 (each time)
Japan declares war on neutral (including China)	+2 each time
Germany Annexes Austria, Bohemia, Slovakia	+1 (each time)

DECLARATIONS OF WAR

CAN GREAT BRITAIN DECLARE WAR ON:	ANSWER
ANY MINOR NATION	Yes, but a 10 IPP penalty applies (5.6)
GERMANY, ITALY, JAPAN	Yes, once Britain reaches wartime income and only if that nation has declared war on another nation during the game.
USSR, CCP	Yes, under any of the following circumstances: Britain is at wartime income and <ul style="list-style-type: none"> • Germany or Japan has surrendered • USSR Currently Possesses an original Allied land zone. • USSR has Declared War on a neutral Minor Power not Adjacent to Soviet Home Country. • USSR declares war on an Allied nation
ALLIED NATIONS	No

GREAT BRITAIN SPECIAL ABILITIES

DUTCH COLONIES	If Axis or Comintern declares war on the Netherlands, Netherlands becomes Controlled by or Aligned to Great Britain at the end of the Combat Phase. Once Aligned, it may distribute this income as it sees fit to itself, FEC or ANZAC.
ISLAND NATION	If all Home Country Major Naval Bases, Shipyards and Dockyards are blockaded (8.11) Britain only gets the income from land zones in its Home Country. Can no longer lose IPP to convoy-raiding.

TURN PHASES

1. PRODUCTION

- REPAIR UNITS
- LEND-LEASE
- RESEARCH TECHNOLOGY
- PURCHASE UNITS

2. COMBAT MOVEMENT

- MOVE UNITS INTO COMBAT
- COMBAT RELATED ACTIONS

3. COMBAT

- RESOLVE ALL COMBAT

4. NON-COMBAT

- MOVE UNITS NOT IN COMBAT
- STRATEGIC RAIL MOVEMENT


5. PLACE UNITS AND COLLECT INCOME








GREAT BRITAIN

BUILD TABLES

LAND UNITS	Att	Def	⇨	\$	Notes 
INFANTRY	2	4	1	3	Can be upgraded to Motorized for 1 IPP.
MILITIA	1	2	(1)	2	Can be built in any land zone, number per turn up to IPP value, min. 1. Max 1 in captured land zones. Move 1 in Home Country. Can be upgraded to Infantry for 2 IPP (max 1 per turn, must be in supply path)
CAVALRY	3	2	2	3	Movement not reduced in mountains
MOTORIZED INFANTRY	2	4	2	4	Can tow Artillery & AA.
MECHANIZED INFANTRY	3	4	2	4	Available July 1939. Pair with armor to blitz
ARTILLERY	3	3	1	4	First strike. Pair to give infantry class units +1 Attack. No river penalty
SELF-PROPELLED ARTILLERY	3	3	2	5	First strike. Pair to give infantry class units +1 Attack. Pair with armor to blitz. No river penalty
ANTI-AIRCRAFT ARTILLERY	3	3	1	4	Up to 3 shots on round 1 vs. aircraft only
TANK DESTROYER	3	4	2	5	Target selection "1-3" (vehicle class)
LIGHT ARMOR	4	3	2	4	No blitz
MEDIUM ARMOR	6	5	2	6	Available July 1940. Blitz

AIR UNITS	Att	Def	⇨	\$	Notes 
FIGHTER	6 (3)	6 (3)	4	10	Air superiority. Pair with armor to blitz
TACTICAL BOMBER	7	5	4	11	Target selection "1-3" (land & naval units). Pair with armor to blitz
MEDIUM BOMBER	7 (1)	4 (1)	5	11	Strategic bombing 1D6
STRATEGIC BOMBER	2* (1)	2 (1)	6	12	Available July 1939. Airborne assault. Strategic bombing 2D6. Carpet bombing 3D12@2
AIR TRANSPORT	N/A	N/A	6	8	Carries 1 Infantry-class unit
SEAPLANE	3	1	6	7	Can only attack Submarines and Naval Transports. Convoy raiding. Mine Warfare.

SPECIALIST INF.	Att	Def	⇨	\$	Notes: Max 2 of each type per turn 
MOUNTAIN INFANTRY	2	4	1	4	+1 Defense and no Attack penalty in mountains.
MARINE INFANTRY	2	4	1	4	No double casualties on amphibious assault (9.8). No river penalty.
AIRBORNE INFANTRY	2	2	1	3	Airborne assault (9.15). +1 Attack on 1st combat round in Airborne Assault.
COLONIAL INFANTRY	2	4	1	4	May build in land zones with a point value outside of Home Country. No factory is required.










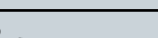


	Att	Def	⇨	\$	Notes: 
ADVANCED ARTILLERY	4	4	1-2	4	First strike. Pair to give infantry class units +1 attack. (May also be purchased as Self-Propelled Advanced Artillery with move 2 and cost 5). No river penalty. Attrition Attack adjacent land zone 1D12 at "2".
ADVANCED MECHANIZED INFANTRY	4	5	2	4	Pair to blitz at 2:1 ratio with armor
HEAVY ARMOR	8	7	2	8	Target selection "1" (vehicle class units). Blitz
JET FIGHTER	8 (5)	8 (5)	4	12	Air superiority. Pair with armor to blitz
HEAVY STRATEGIC BOMBER	2* (2)	3 (2)	6	13	Strategic bombing 3D6. Carpet bombing 5D12@2
HEAVY BATTLESHIP	10	10	3	7/7/7	Shore bombardment: 5, Capital ship (3 hits).
HEAVY CARRIER	N/A	2	3	6/6/6	Carries 3 aircraft (Fighter/Tactical). Capital ship (2 hits).
ADVANCED SUBMARINE	4	4	3	7	Multiple special rules. Mine warfare
ATTACK TRANSPORT	N/A	N/A	2	9	No double casualties on amphibious assault (9.8)

* Carpet Bombing
(#) Interception Combat





BUILD TABLES CONT.

NAVAL UNITS	Att	Def	⇒	\$	Notes
TORPEDO BOAT DESTROYER 	2	2	2	N/A	Cannot be built
DESTROYER 	4	4	3	7	Pair with aircraft on Maritime Air Patrol to attack Submarines. Negates Submarine 1st strike.
LIGHT CRUISER 	5	5	3	4/4	Shore bombardment @1
HEAVY CRUISER 	6	6	3	5/5	Shore bombardment @2. Mine warfare
COASTAL DEFENSE SHIP 	6	6	1	N/A	Shore bombardment @3. Cannot be built
BATTLECRUISER 	7	7	3	6/6	Shore bombardment @3
BATTLESHIP 	8	8	2	5/5/5	Shore Bombardment @4, Capital ship (2 hits).
FAST BATTLESHIP 	8	8	3	6/6/6	Shore Bombardment @4, Capital ship (2 hits).
LIGHT CARRIER 	N/A	1	3	4/4	Carries 1 aircraft (Fighter/Tactical)
FLEET CARRIER 	N/A	2	3	5/5/5	Carries 2 aircraft (Fighter/Tactical). Capital ship (2 hits).
COASTAL SUBMARINE 	2	2	1	N/A	Multiple special rules. Cannot be built
SUBMARINE 	3	3	3	6	Multiple special rules. Mine warfare
NAVAL TRANSPORT 	N/A	N/A	2	7	Carries 1 Infantry class unit + 1 other unit





GREAT BRITAIN



SET-UP

LOCATION	1936 SCENARIO	1939 SCENARIO
SCOTLAND		Militia, Motorized Infantry
NORTHERN ENGLAND	Minor Factory, Militia, Medium Bomber	Minor Factory, Infantry, Motorized Infantry, Artillery
BRITISH MIDLANDS	Militia	Militia, Seaplane
LONDON	Infantry, Militia, Major Factory, Strategic Bomber	Major Factory, 2 Infantry, 2 Motorized Infantry, 2 Artillery, 3 Fighters, 2 Medium Bombers, Strategic bomber
NORTHERN IRELAND	Militia	Militia
GIBRALTAR	Coastal Artillery, Militia	Coastal Artillery, Militia
EASTERN EGYPT	Infantry, Militia	Motorized Infantry, Light Armor, Artillery, Fighter
WESTERN EGYPT	Militia	Militia
TRANSJORDAN	Infantry	Infantry
BRITISH SOMALILAND	Militia	Militia
MALTA	Militia	Militia
SOUTH AFRICAN UNION	Militia, Minor Factory	Militia, Minor Factory
OTTAWA	Major Factory, Militia	Major Factory, Infantry
SEA ZONE 10	Destroyer	Destroyer, Heavy Cruiser, Transport
SEA ZONE 11	Destroyer, 2 Heavy Cruisers, Light Cruiser, Battleship	Coastal Submarine, Destroyer, 2 Heavy Cruisers, Battleship, 2 Light Carriers (with 1 Fighter, 1 Tactical Bomber)
SEA ZONE 21	Transport, Torpedo Boat Destroyer	Destroyer, Torpedo Boat Destroyer, Transport
SEA ZONE 24	Torpedo Boat Destroyer, Destroyer, Battlecruiser, Heavy Cruiser, Transport, Coastal Defense Ship	Torpedo Boat Destroyer, Destroyer, Heavy Cruiser, Transport, Coastal Defense ship
SEA ZONE 45	Submarine	Submarine
SEA ZONE 79	Destroyer, Heavy Cruiser	Destroyer, Light Cruiser, Battleship
SEA ZONE 81	Destroyer, Battleship, Light Carrier (with Tactical Bomber), Light cruiser	Destroyer, Battleship, Light Carrier (with Tactical Bomber), Light Cruiser, Transport
MULTI-STAGE PRODUCTION CHART	Light Carrier (Position 2) Light Cruiser (Position 2) Destroyer (Place Units Box) Submarine (Place Units Box)	Battleship (Position 3) Fleet Carrier (Position 3) 2 Light Cruisers (Position 2) Light Cruiser (Place Units Box) Destroyer (Place Units Box)
TECHNOLOGY CHART		Radar (Stage 1), Attack Transports (Stage 2)