

USA 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	6	6	63	Income Increases
1939	16	16	63	Wartime Bonus Income once at war (see below)

USA OVERVIEW

HOME COUNTRY	Continental United States (i.e. all US starting land zones not including Panama, any part of Alaska or any islands).
WAR STATUS	USA begins 1936 & 1939 scenarios at peace. It cannot declare war until it reaches wartime income.
LEND-LEASE	USA is limited in its ability to lend-lease, move and build by its income level as shown on the US Income-Determined Actions table. (See below) USA may deny the +2 wartime bonus income USSR gets from the Soviet Arctic line.
SPECIAL MINOR POWER ALIGNMENT CONDITIONS	The USA may Align Pan-American nations once at war as per Table 4-4
MONROE DOCTRINE	Allows USA to attack any foreign Major Power's units that are bordering North or South American land zones indifferent to its own income level and without declaring war. USA is also allowed to attack captured land zones in North and South America. US actions based on Monroe Doctrine does not trigger US peacetime income increases.
SURRENDER	The USA surrenders if Washington DC, Chicago, New York and San Francisco are Enemy-owned at the end of the U.S. turn

USA VICTORY OBJECTIVES



OBJECTIVE	MAXIMUM SCORABLE POINTS	SCORING
Monroe Doctrine	1	Score 1 victory objective if there are no Axis or Comintern land units in North, South or Central America at game end and no land zone in the US Home Country has been in Possession of an Axis or Comintern nation during the game at any time.
Contain Fascism	1	Score 1 victory objective if at end of game Germany and Italy are at or below their 1939 starting income (Germany 24, Italy 10).
Contain Communism	1	Score 1 victory objective if the USSR ends the game in Possession of less than five new land zones with an IPP value.
Pacific Security	1	Score 1 victory objective if the U.S. ends the game with twice as many capital ships in the Pacific as Japan.
Maintain the Empire	1	Score 1 victory objective if the U.S. ends the game in Possession of all of its original land zones as of 1936.
Technological Superiority	1	Score 1 victory objective if the USA has Heavy Bombers, Jet Fighters, Strategic Rockets, and Long-Range Aircraft technology.



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PEACETIME INCOME INCREASES -

Income while at Peace cannot exceed wartime income.

CONDITION	BONUS
Starting July 1939 +D12 per turn until reaching wartime income of 63. Roll at the start of production phase.	+D12 (per turn)
Japan places a new Battleship or Carrier of any type on the map or on the Production Chart.	+1 (each time)
Germany or Japan declares war on USSR	+5 (each time)
Japan declares war on China (1936 only)	+5
Japan declares war on British Commonwealth or France	+5D12
Japan declares war on any other neutral	+2D12 (each time)
Germany declares war on British Commonwealth or France	+5 (once)
Italy declares war on British Commonwealth or France	+5 (once)
Axis Possess London	+25
British Commonwealth or France declare war on Neutral Minor	-8 each neutral

DECLARATIONS OF WAR

CAN USA DECLARE WAR ON:	ANSWER
NEUTRAL MINOR	Once at war with a Major Power. Costs 10 IPP penalty.
ALLIED POWERS	No
AXIS POWERS	Yes, once USA reaches wartime income and only if that nation has declared war on another nation during the game.
COMINTERN POWERS	Yes, under any one of the following circumstances: The USA 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 Attacked a neutral minor power not Adjacent to Soviet Home Country. USSR declares war on an Allied nation

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**

WARTIME BONUS INCOME -

Once at war with a Major Power.

CONDITION	BONUS PER TURN
Possession of all US Home Country	+12

UNITED STATES INCOME-DETERMINED ACTIONS


US movement is very restricted in the beginning of the game. They can only move within their Home Country, until they reach a certain income level:


U.S. INCOME	AVAILABLE ACTIONS
15 IPP	May close Panama Canal. May lend-lease to Spanish Factions (only one Allied sender per turn) and nations at war with a Major Power.
35 IPP	May move ships, build facilities and reinforce Pacific Islands. Ships must end movement bordering US land zones. May perform Escort duty for Allied Convoy Lines in the Atlantic Ocean within 3 sea zones of US Home Country.
50 IPP	May engage in combat with German and Italian forces in sea zones within 2 zones of the U.S. east coast without a declaration of war.
63 IPP	May declare war. May move ships between the Atlantic and Pacific.







BUILD TABLES

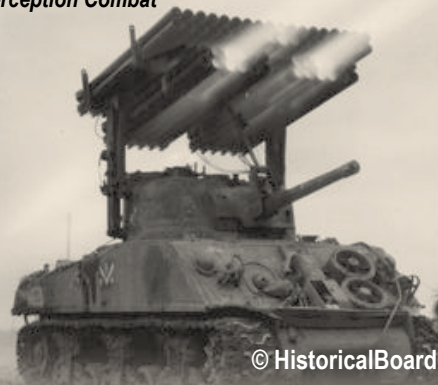
LAND UNITS	Att	Def	⇄	\$	Notes 
INFANTRY	2	4	1	3	Can be upgraded to Motorized for 1 IPP.
MILITIA	1	2	(1)	2	Can be built in any land zone, number per turn up to IPP value, min. 1. Max 1 in captured land zones. Move 1 in Home Country. Can be upgraded to Infantry for 2 IPP (max 1 per turn, must be in supply 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.
USMC (ELITE MARINE)	3	5	1	5	No double casualties on Amphibious Assault (9.8). No River Penalty.

TECH ADVANCES 	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)





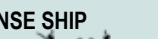

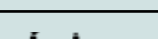
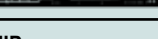





* Carpet Bombing
(#) Interception Combat





USA

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

UNITED STATES SPECIAL ABILITIES

CALL TO ARMS	The first time any Enemy land unit Attacks U.S. Home Country all regular Infantry cost 2 IPP and Militia cost 1 IPP during the next U.S. Production Phase.
AMERICAN ARMY NATION GUARD MOBILIZATION:	As soon as the USA is at war with a Major Power place 4 Infantry in the place units box.
CANADIAN FACTORIES	Great Britain may receive lend-lease IPPs and equipment from the United States at any Canadian factory site.



USA



SET-UP

EASTERN USA

WESTERN USA

LOCATION	1936 SCENARIO	1939 SCENARIO
WASHINGTON	Medium Factory, Infantry	Medium Factory, Infantry, Fighter
NEW YORK	Major Factory, Infantry	Major Factory
THE NORTHEAST	Major Factory	Major Factory
NEW ENGLAND	Minor Factory	Minor Factory, Infantry, Artillery
HEARTLANDS	Minor Factory, Light Armor	Minor Factory, Light Armor
SOUTHEASTERN US	Medium Bomber	Strategic Bomber
TEXAS	Minor Factory	Minor Factory
PANAMA	Militia, Coastal Artillery	Militia, Coastal Artillery
CHICAGO	Major Factory	Major Factory
GREAT LAKES	Major Factory	Major Factory
SEA ZONE 30 (NEW YORK)	Coastal Submarine, Transport, 3 Destroyers	Coastal Submarine, Transport, 3 Destroyers
SEA ZONE 43 (WA DC)	Coastal Submarine, Transport, 2 Heavy Cruisers, 2 Battleships, Fleet Carrier (with Fighter, Tactical Bomber), Light Cruiser	Submarine, Transport, 2 Heavy Cruisers, 2 Battleships, Fleet Carrier (with Fighter, Tactical Bomber)
SEA ZONE 75 (PANAMA)	Light Cruiser, Destroyer, Transport	Destroyer, Transport
SAN FRANCISCO	Medium Factory, Infantry	Infantry, USMC, Fighter, Medium Bomber, Medium Factory, Seaplane
SOUTHWEST USA	Medium Factory	Medium Factory
PACIFIC NORTHWEST	Minor Factory Tactical Bomber	Minor Factory, Medium Bomber, Fighter
PHILIPPINES	Militia	Infantry
HAWAIIAN ISLANDS		Militia
SEA ZONE 90 (PHILIPPINES)	Destroyer, Transport	Destroyer, Transport
SEA ZONE 64 (SAN FRANCISCO)	2 Battleships, Heavy Cruiser, 2 Destroyers, Submarine, Coastal Submarine, Transport,	2 Battleships, 2 Heavy Cruisers, 2 Destroyers, 2 Submarines, Transport, 2 Light Cruisers, Fleet Carrier (with Fighter, Tactical Bomber)
SEA ZONE 29 (PACIFIC NW)	Destroyer, Coastal Submarine, Transport	Destroyer, Coastal Submarine, Transport
MULTI-STAGE PRODUCTION	<u>Western USA Placement</u> Fleet Carrier (Position 3) Heavy Cruiser (Position 2)	<u>Eastern USA Placement</u> Battleship (Position 3) Destroyer (Place Units Box) <u>Western USA Placement</u> Fleet Carrier (Position 3) Submarine (place units Box)
TECHNOLOGY CHART		Heavy Bombers (Stage 1), Heavy Battleships (Stage 1), Heavy Carriers (Stage 1), Attack Transports (Stage 1)