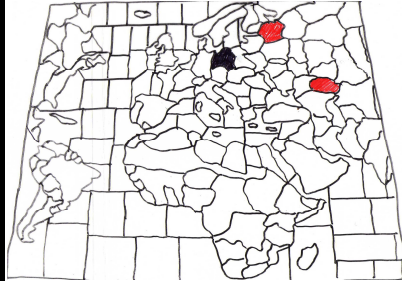
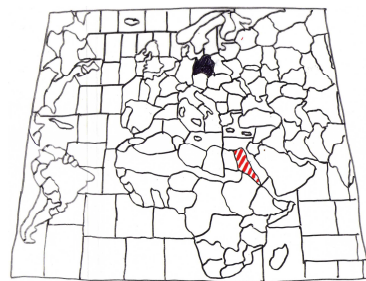


GERMANY + 5 IPCs
se Asse ha **Poland, Norway, Denmark, Holland** + i 3 territori **France**



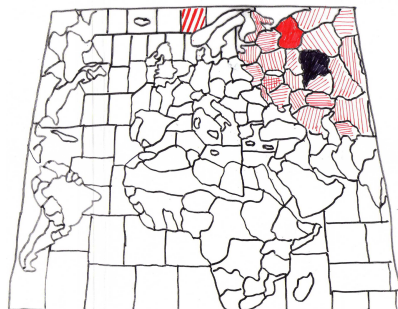
GERMANY + 5 IPCs
se Asse ha **Novgorod (Leningrad) oppure Volgograd (Stalingrad)**



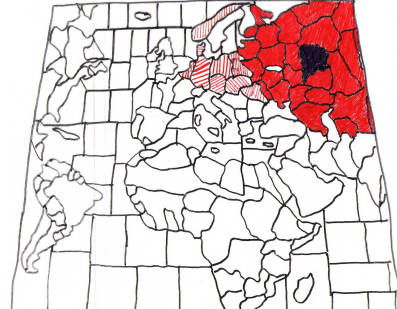
GERMANY + 5 IPCs
se **Germany** ha 1 unità in **Egypt** (anche se controllato da **Italy**)



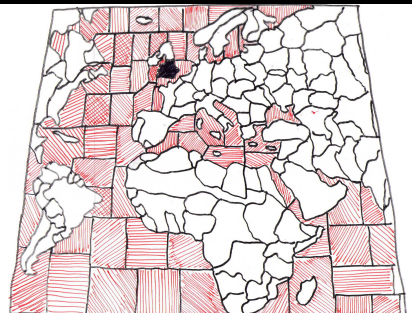
GERMANY + 5 IPCs
se Asse ha **Denmark + Norway e Sweden** è **neutrale** oppure dell'Asse



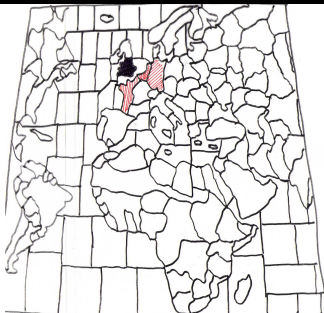
URSS + 5 IPCs
URSS in guerra, zona 125 no nemica, **Archangel URSS** e no Asse in **URSS**



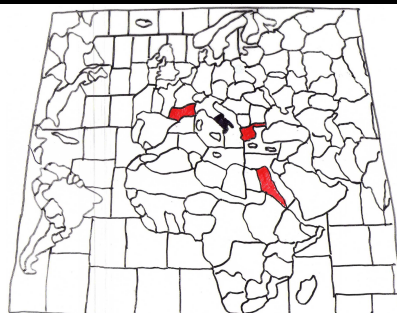
URSS + 3 IPCs
Per ogni territorio **Germany** occupato **URSS**, che deve avere + tutta **URSS**



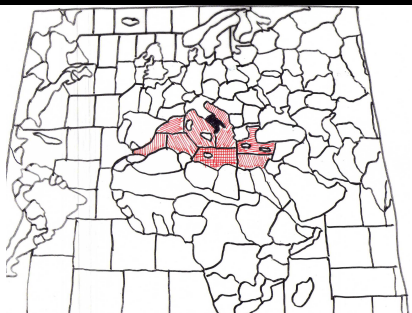
UK + 5 IPCs
Se non vi sono sottomarini tedeschi sull'intero tabellone



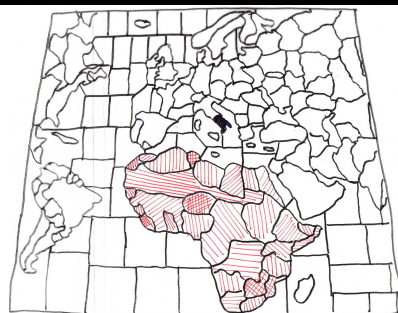
UK + 5 IPCs
1 volta durante il gioco se **UK** libera **Normandy, Holland o West Germany**



ITALY + 5 IPCs
se Asse ha **Egypt, Greece, South France**



ITALY + 5 IPCs
no **navi di superficie** Alleate in **Mediterraneo** (zone da 92 a 99)



ITALY + 5 IPCs
se l'**Africa** è libera da unità **Alleate**



USA + 30 IPCs
USA in guerra e **USA Eastern United States + Central United States**



USA + 5 IPCs
1 volta durante il gioco se **US** libera **Normandy, Holland o W.Germany**



FRANCE
1 volta durante intero gioco + 4 **Fanterie** non appena **France** liberata