



# 6) United Kingdom 28 IPC (London)

## **Political Situation**

UK: At war with Germany/Italy.

May declare war on Japan.

May not move units into **China** unless at war with **Japan**.

**Economy:** Europe and Pacific economy is **split**

(**West India** and **British Columbia** are the exceptions)

## **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 UK (London):**

**Ontario:** 1 Infantry, 1 Artillery

**Quebec:** 1 Infantry, 1 Tank, 1 Minor IC

**New Brunswick Nova Scotia:** 1 Naval Base

**Iceland:** 1 Airbase

**United Kingdom:** 2 Infantry, 2 Fighters, 1 AA gun,  
1 Airbase, 1 Naval Base, 1 Major IC

**France:** 1 Infantry

**Normandy/Bordeaux:** 1 Infantry, 1 Fighter

**Gibraltar:** 1 fighter, 1 Airbase, 1 Naval Base

**Malta:** 1 Infantry, 1 Fighter, 1 AA gun, 1 Airbase

**Alexandria:** 2 Infantry, 1 Artillery, 1 Tank

**Egypt:** 1 Infantry, 1 Artillery, 1 Mech Infantry, 1 Naval Base

**Anglo-Egyptian Sudan:** 1 Infantry

**Union of South Africa:** 2 Infantry, 1 Naval Base, 1 Minor IC

**West India:** 1 Infantry

**Scotland:** 1 Infantry, 1 Fighter, 1 Airbase

**Sea Zone 71:** 1 Destroyer

**Sea Zone 91:** 1 Cruiser

**Sea Zone 98:** 1 Cruiser, 1 Destroyer, 1 Carrier w/1 Tac Bomber, 1 Transport

**Sea Zone 106:** 1 Destroyer, 1 Transport

**Sea Zone 109:** 1 Destroyer, 1 Transport

**Sea Zone 110:** 1 Cruiser, 1 Battleship

**Sea Zone 111:** 1 Destroyer, 1 Battleship

**Sea Zone 112:** 1 Cruise



## **National Objectives UK (London):**

When the United Kingdom is at war with German/Italy

1. Collect 5 IPCs per turn if there are no German subs in SZ's on Europe map

except Baltic Sea (113 -114 -115), Black Sea (100) and Caspian Sea.

2. Collect 5 IPCs per turn if the UK controls all of its original territories on Europe map (except **West India**) and North America.

## **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

