

Victory Objectives

Universal

+1 each	Possession of Berlin, Tokyo, Rome, London, Calcutta, Sydney, Paris, Washington DC, Nanking, and/or Moscow
-1 each	Any home country land zone worth at least one IPP that is enemy controlled.

Germany

+1	<i>The Nationalists won the Spanish Civil War</i> (1936 scenario) OR if all 6 land zones in continental Spain are Axis-possessed (1939 scenario)
+1	German income from land zones and bonus income is > 50 IPP
+1	Germany Possesses Moscow OR two other Soviet Cities
+1 each (max 4)	Possessed by Germany (1) Warsaw, West Poland and Dolnoslaske (2) Lithuania, Latvia and Estonia (3) Denmark, Netherlands and Belgium (4) Yugoslavia and Thessaly (5) Southern Ukraine, Western Ukraine and all of Belorussia.

Japan

+2	Japan's total income is > 50 IPP including bonus income.
+1	Japan owns three of the following (a) Midway, (b) Wake, (c) Mariana Islands, (d) Hawaiian Islands, (e) Caroline Islands, and (f) Marshall Islands OR twice the number of combined capital ships as the Allies in the Pacific and Indian oceans.
+1 each (max 4)	Japan Possesses: (a) British Malaya, (b) Cochinchina & Annam-Tonkin, (c) Philippines, (d) Borneo, (e) Java and (f) Sumatra

Italy

+1 each (max 2)	Italy Possesses a new land zone that Italy did not Possess at start of game (regardless of value).
+1	Italy has twice as many capital ships in the Mediterranean as the Allies OR Possesses Gibraltar, Eastern Egypt and Malta.
+1	<i>The Nationalists won the Spanish Civil War</i> (1936 scenario) OR if all 6 land zones in continental Spain is Axis-possessed (1939 scenario)

USSR

+1	The USSR. can trace a supply path using railroads from Moscow to Primorsky Krai. (Ignore damage markers for this calculation).
+1 each (11 max)	USSR Possess a land zone worth at least 1 IPP that it did not Possess at start of game and are not scored as part of another Soviet victory condition. (Spanish land zones worth IPP Possessed by the Republicans count as well.)
+1	USSR. possess one of the following (a) a Major Naval Base with a sea zone # of 8 or greater OR (b) Crimea and Istanbul
+1	USSR has Heavy Strategic Bombers, Long-Range Aircraft, Strategic Rockets, and Heavy Armor technology.
+1	U.S.S.R. Possesses East Poland, Lubelski, Karjala, Lithuania, Latvia and Estonia

CCP

+1	There are no non-Chinese land units in Continental China
+2	CCP has more land units in Chinese Home Country than KMT.

Commonwealth

Great Britain

+1	USSR has no land unit in Austria, Denmark, Spain, Norway or the Home Countries of Germany, Italy, France and Great Britain.
+1	Great Britain Possesses South African Union, Eastern Egypt and Aden

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+1	Germany and Italy are at or below their starting income for 1939 scenario (24 IPP for Germany, 10 IPP for Italy).
+1	Great Britain has twice as many capital ships as the Axis in the Mediterranean AND Possesses Malta, Eastern Egypt and Gibraltar.

FEC

+1	FEC possesses Haryana, Calcutta, Southern India, Benares, Maharashtra, Burma, Bengal, Ceylon and British Malaya.
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ANZAC

+1	ANZAC possesses all land zones in Australia and New Zealand and there are no enemy surface warships within two sea zones of Australia.
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France (and Free France)

+1	Germany's income is less than <24 IPP.
+1	Comintern does not Possess any land zone adjacent to French Home Country. (A neutral Republican Spain counts)
+1	France has Possession of all its starting land zones that are worth one or more IPPs.

US

+1	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 at any time.
+1	Germany and Italy are at or below their 1939 starting income (Germany 24, Italy 10).
+1	USSR has Possession of less than five new land zones with an IPP value.
+1	The US has twice as many capital ships in the Pacific as Japan.
+1	The US ends the game in Possession of all of its original land zones as of 1936.
+1	The US has Heavy Bombers, Jet Fighters, Strategic Rockets, and Long-Range Aircraft technology.

KMT

+1	There are no non-Chinese land units in Continental China (all starting KMT, CCP and Warlord land zones except Hainan)
+1	KMT has Possession of any two of the following: Rehe, Formosa, Northern-, Western- or Eastern Manchuria
+1	There are no CCP units in Chinese Home Country.

Notes:

All victory objectives are scored at the end of the game unless in *italics*.

In case of a tie (for the most VPs), the game continues until one side has more at the end of a calendar turn.

Variable ending roll: (d12)

July 1944: 1

January 1945: 1-2

July 1945: 1-3

January 1946: 1-4

Each turn after: 1-5

(+1 per **Major Power** capital that is occupied by any Major Power) (*not Calcutta or Sydney*)