

# Germany

## Summer 1941 Global Scenario

Naval Repair - Captured shipyard												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>												
<b>2</b>												
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

Naval Construction - Kiel												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>												
<b>2</b>												<i>Tirpitz (BB4)</i>
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.  <i>BC3: Gneisenau</i>												

**Starting Naval Units:** *BC3: Scharnhorst; PB2: Lutzow, Scheer; CA4; DD5.*

**Sunk Naval Units:** *PB2: Graf Spee; BB4: Bismarck, CA2, DD1*

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p>
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## European Axis Oil Reserve



# Italy

## Summer 1941 Global Scenario

Naval Construction - Genoa												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>				<i>Impero (BB4)</i>								
<b>2</b>												
<b>Launch</b>				<i>Littorio (BB4)</i>			<i>Vittorio Veneto (BB4)</i>					
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

Naval Construction - Trieste												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>							<i>Roma (BB4)</i>					
<b>2</b>												
<b>Launch</b>							<i>Caio Duilio (BB3)</i>					
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

**Starting Naval Units:** *BB3: Andrea Doria, Giulio Cesare; CA8; DD9.*

**Sunk Ships:** *CA4 Sunk in Taranto: BB3: Conti De Cavor*

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;"><b>Minor Country Infantry Units</b></p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

# Japan

## Summer 1941 Global Scenario

Naval Construction - Tokyo												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>							<i>Musashi (BB5)</i> <i>Hosho (CV)</i>			<i>Yamato (BB5)</i> <i>Shoho (CV)</i>		
<b>2</b>							<i>Hiyo (CVL)</i>	<i>Zuikaku (CV)</i>				<i>Junyo (CVL)</i>
<b>Launch</b>												
								<i>DD2</i>				
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

**Starting Naval Units:** *CV: Akagi, Kaga, Soryu, Hiryu, Shokaku; CVL: Ryujo, Zuicho; BB4: Mutsu, Nagato; BC3: Haruna, Hiei, Kirishima, Kongo, BB3: Fuso, Hyuga, Ise, Yamashiro; CA28; DD20.*

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;"><b>Minor Country Infantry Units</b></p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

## Japanese Oil Reserve



# Britain

## Summer 1941 Global Scenario

Naval Construction - Canada												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here. These units must be repaired elsewhere.												
Naval Construction - Australia												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here. These units must be repaired elsewhere.												

Naval Construction - Glasgow												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>						<i>Howe (BB4)</i>			<i>Duke of York (BB4)</i>			
<b>2</b>						<i>Anson (BB4)</i>						
<b>Launch</b>						<i>Resolution (BB3) CA</i>						
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

**Starting Naval Units:** *CVL: Ark Royal, Furious, Illustrious, Indomitable; BB4: Nelson, King George V, Prince of Wales, Rodney; BC3: Renown, Repulse; BB3: Barham, Malaya, Q. Elizabeth, Ramilles, Revenge, Royal Sovereign, Valiant, Warspite; C308; DD5.* CA2 and DD1 begin the game in Asia. **Sunk Ships:** *CVL: Courageous, Glorious; BC3: Hood; BB3: Royal Oak; CA4, DD3*

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;"><b>Minor Country Infantry Units</b></p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

## Western European Oil Reserve



# United States (Europe)

## Summer 1941 Global Scenario

Naval Construction - Atlantic													
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
	13	14	15	16	17	18	19	20	21	22	23	24	
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl	
Level	Spring			Summer			Fall			Winter			
<b>5</b>	<i>Missouri (BB5)</i>			<i>Iowa (BB5)</i>									
<b>4</b>													
<b>3</b>				<i>Massachusetts (BB4)</i>									
<b>2</b>	<i>Indiana (BB4)</i>						<i>Washington (BB4)</i>			<i>Hornet (CV)</i>			
<b>Launch</b>													
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.													

**Starting Naval Units (Atlantic):** *CV: Wasp, Yorktown; BB3: Colorado, Idaho, Mississippi, New Mexico; New York, Texas; CA14; DD14.*

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;"><b>Minor Country Infantry Units</b></p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

# United States (Pacific)

Summer 1941 Global Scenario

Summer 1941 Global Scenario														
Naval Construction - Pacific														
Rate	1	2	3	4	5	6	7	8	9	10	11	12		
	13	14	15	16	17	18	19	20	21	22	23	24		
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl		
Level	Spring			Summer			Fall			Winter				
<b>5</b>							New Jersey (BB5)			Wisconsin (BB5)				
<b>4</b>														
<b>3</b>	Cabot (CV)									Essex (CV)				
<b>2</b>	South Dakota (BB4)			Alabama (BB4)			North Carolina (BB4)							
<b>Launch</b>														
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.														

**Starting Naval Units (Pacific):** CV: Enterprise, Lexington, Saratoga; BB3: Arizona, California, Maryland, Nevada, Oklahoma, Pennsylvania, Tennessee, West Virginia; CA14; DD12.

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p>
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# China

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p>
<p style="text-align: center;"><b>Communist Chinese Units</b></p> <p>Two infantry factors and one partisan may be rebuilt at no BRP cost.</p>	

# Russia

## Summer 1941 European Scenario

Naval Construction - Leningrad				
Rate	1			
Capacity	2			
Level	Spring	Summer	Fall	Winter
<b>5</b>				
<b>4</b>				
<b>3</b>				
<b>2</b>				
<b>Launch</b>				
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.				

Naval Construction - Sevastopol				
Rate	1			
Capacity	2			
Level	Spring	Summer	Fall	Winter
<b>5</b>				
<b>4</b>				
<b>3</b>				
<b>2</b>				
<b>Launch</b>				
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.				

Starting Naval Units: **BB2:** *Gangut, Petropavlosk, Sevastopol*; **CA6;** **DD6.**

<p><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p>
<p><b>Minor Country Infantry Units</b></p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

## Russian Oil Reserve

