

# Summer 1941 Global Scenario

## Axis Research Record Sheet (1)

Axis RPs									
	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
<b>Air</b>		+3 Breakthrough						8+	
Nationality DRM (A)		-2						10+	
<b>Jets (G)</b>		+2 3 RPs						13-14	17+
Air Range (G)								10+	
Strategic Bombers (G)								9+	
Air Defense (A)								7+	
Air Production (A)	2,3,4,5...								
Strategic Bombers (G)	2,3,4,5...								
Air Transports (G)	3,4,5,6...								
Jet FP (G)	4,5,6,7...								
Naval Air Train. (G,I)	3,4,5,6								
Airbases (G,I)	1,1 (1/turn)								
<b>Naval</b>		+3 Breakthrough						8+	
Nationality DRM (A)		-3						10+	
<b>ASW Technology (A)</b>								6-7	8+
Torpedoes (G,I)		+2						7+	
<b>Submarines (G,I)</b>								14+	
Harbor Attack (A)								6	8+
Submarine FP (G,I)	1...								
Shipbuilding (G,I)	2,3,4,5								

Breakthroughs	Production Costs			
<b>0</b>	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
<b>1</b>	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
<b>2</b>	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
<b>3</b>	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
<b>4</b>	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

# Summer 1941 Global Scenario

## Axis Research Record Sheet (2)

	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
<b>Military</b>		+3 Breakthrough						8+	
Training (A)		-2						10+	
Heavy Armor (G)								8+	
<b>Rockets (G)</b>		+2 4 RPs						12-14	18+
Military Production (A)	2,3,4,5...								
Specialized Units (A)	2,3,4,5...								
Fortifications (G,I)	2 (1/turn)								
Railheads (G,I)	2 (1/turn)								
Rocket Factories (G)	4,4	2 RPs							
National Redoubt (G)	8 (1/game)								
Synthetic Oil Plants (G)	5,5								
Winter Preparation (A)	4								
<b>Atomic</b>								8+	
<b>Radar</b>								10+	
<b>Controlled Reaction</b>								8+	
<b>Uranium Separation</b>								8	12+
<b>Plutonium Production</b>								6	10+
<b>Atomic Bomb (G)</b>								9+	
Uranium Plants (G)	8...								
Plutonium Reactors (G)	6...								
<b>Intelligence</b>		+3 Breakthrough						8+	
Counter-intelligence (G)								5+	
Covert Operations (G)								5+	
Espionage (G)								6+	
Ultra (G)	3								
Occupation Policies (G)	4,5,6								
Moslem Unrest (G)	2,3								

Breakthroughs	Production Costs			
<b>0</b>	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
<b>1</b>	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
<b>2</b>	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
<b>3</b>	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
<b>4</b>	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

# Summer 1941 Global Scenario

## Japanese Research Record Sheet (1)

Japanese RPs									
	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
<b>Air</b>		Breakthrough						8+	
Nationality DRM								10+	
<b>Jets</b>								13-14	17+
Air Range								10+	
Strategic Bombers								9+	
Air Defense								7+	
Air Production	2,3,4,5...								
Strategic Bombers	2,3,4,5...								
Air Transports	3,4,5,6...								
Jet FP	4,5,6,7								
Naval Air Training	3,4,5,6								
Airbases	1,1 (1/turn)								
<b>Naval</b>		Breakthrough						8+	
Nationality DRM								10+	
<b>ASW Technology</b>								6-7	8+
Torpedoes								7+	
Submarines								14+	
Harbor Attack								6	8+
Submarine FP	1...								
ASW FP	2,3,4,5...								
Transport FP	1...								
Shipbuilding	2,3,4,5								
Ports	4,4 (1/turn)								

Breakthroughs	Production Costs			
<b>0</b>	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
<b>1</b>	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
<b>2</b>	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
<b>3</b>	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
<b>4</b>	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

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## Japanese Research Record Sheet (2)

	Code	1941	1942	1943	1944	1945	1946	Min.	Max.
<b>Military</b>		Breakthrough						8+	
Training								10+	
<b>Rockets</b>								12-14	18+
Military Production	2,3,4,5...								
Specialized Units	2,3,4,5...								
Railheads	2 (1/turn)								
Rocket Factories	4,4								
Winter Preparation	4								
<i>Atomic</i>								8+	
<i>Radar</i>								10+	
<b>Intelligence</b>								8+	
Counter-intelligence								5+	
Espionage								6+	
Magic	3								
Chinese Occupation	4	2 RPs							
Indian Subversion	4								

Breakthroughs	Production Costs			
	0	1,2,3,4...	2,3,4,5...	3,4,5,6
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

# Summer 1941 Global Scenario

## Western Allied Research Record Sheet (1)

Western Allied RPs ☞		9							
	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
<b>Air</b>		+3 Breakthrough						8+	
Nationality DRM ( <i>All</i> )		-2 1 RP						10+	
<b>Jets</b> ( <i>B, US</i> )								13-14	17+
Air Range ( <i>B, US</i> )		+3						10+	
Strategic Bombers ( <i>All</i> )								9+	
Air Defense ( <i>All</i> )								7+	
Air Production ( <i>B, US</i> )	2,3,4,5...								
Str. Bombers ( <i>B, US</i> )	2,3,4,5...								
Air Transports ( <i>B, US</i> )	3,4,5,6...								
Jet FP ( <i>B, US</i> )	4,5,6,7...								
Naval Air Tr. ( <i>B, US</i> )	3,4,5,6								
Airbases ( <i>B, US</i> )	1,1 (1/turn)								
<b>Naval</b>		+4 Breakthrough						8+	
Nationality DRM ( <i>All</i> )		-2						10+	
<b>ASW Tech.</b> ( <i>B, US</i> )								6-7	8+
Torpedoes ( <i>B, US</i> )								7+	
<b>Submarines</b> ( <i>B, US</i> )								14+	
Harbor Attack ( <i>B, US</i> )								6	8+
Submarine FP ( <i>B, US</i> )	1...								
ASW FP ( <i>B, US</i> )	2,3,4,5...								
Transport FP ( <i>All</i> )	1...								
Shipbuilding ( <i>All</i> )	2,3,4,5								
Ports ( <i>US</i> )	4,4 (1/turn)								

Breakthroughs	Production Costs			
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

# Summer 1941 Global Scenario

## Western Allied Research Record Sheet (2)

	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
<b>Military</b>		+3 Breakthrough						8+	
Training ( <i>All</i> )		+2						10+	
<b>Rockets (US)</b>								12-14	18+
Military Prod. ( <i>All</i> )	<b>2,3,4,5...</b>								
Specialized Units ( <i>All</i> )	<b>2,3,4,5...</b>								
Fortifications ( <i>B,US</i> )	<b>2 (1/turn)</b>								
Railheads ( <i>B,US</i> )	<b>2 (1/turn)</b>								
Rocket Factories ( <i>US</i> )	<b>4,4</b>								
Winter Preparation ( <i>All</i> )	<b>4</b>								
<b>Atomic</b>		+3 Breakthrough						8+	
<b>Radar</b>								10+	
<b>Controlled Reaction</b>		1 RP						8+	
<b>Uranium Separation</b>		1 RP						8	12+
<b>Plutonium Production</b>								6	10+
<b>Atomic Bomb(US)</b>		1 RP						9+	
Uranium Plants ( <i>US</i> )	<b>8...</b>	1 RP							
Pluton. Reactors ( <i>US</i> )	<b>6...</b>								
<b>Intelligence</b>		Breakthrough						8+	
Counter-intelligence ( <i>B</i> )								5+	
Covert Operations ( <i>B</i> )								5+	
Espionage ( <i>B</i> )								6+	
Anglo-French Coop. ( <i>B</i> )								4-5	7+
Ultra ( <i>B</i> )	<b>3</b>								
Magic ( <i>US</i> )	<b>3</b>								
Partisans ( <i>B</i> )	<b>2,3</b>								

Breakthroughs	Production Costs			
<b>0</b>	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
<b>1</b>	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
<b>2</b>	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
<b>3</b>	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
<b>4</b>	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

# Summer 1941 Global Scenario

## Russian Research Record Sheet (1)

Russian RPs ☞									
	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
<b>Air</b>		+3 Breakthrough						8+	
Nationality DRM		+4						10+	
<b>Jets</b>								13-14	17+
Air Range								10+	
Strategic Bombers								9+	
Air Defense								7+	
Air Production	2,3,4,5...								
Strategic Bombers	2,3,4,5...								
Air Transports	3,4,5,6...								
Jet FP	4,5,6,7								
Airbases	1,1 (1/turn)								
<b>Military</b>		+3 Breakthrough						8+	
Training		+4						10+	
Heavy Armor		+5						8+	
<b>Rockets</b>								12-14	18+
Military Production	2,3,4,5...								
Specialized Units	2,3,4,5...								
Shock Tactics	2,3,4,5...								
Fortifications	2 (1/turn)								
Railheads	2 (1/turn)								
Rocket Factories	4,4								
ICs	5,5								

Breakthroughs	Production Costs			
<b>0</b>	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
<b>1</b>	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
<b>2</b>	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
<b>3</b>	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
<b>4</b>	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3

# Summer 1941 Global Scenario

## Russian Research Record Sheet (2)

	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
<b>Atomic</b>								8+	
<i>Radars</i>								10+	
<i>Controlled Reaction</i>								8+	
<i>Uranium Separation</i>								8	12+
<i>Plutonium Production</i>								6	10+
<i>Atomic Bomb</i>								9+	
Uranium Plants	8...								
Plutonium Reactors	6...								
<b>Intelligence</b>		Breakthrough						8+	
Counter-intelligence								5+	
Covert Operations		1 result						5+	
Espionage								6+	
Subversion								3	7+
Partisans	2,3								

Breakthroughs	Production Costs			
	0	1	2	3
0	1,2,3,4...	2,3,4,5...	3,4,5,6	4,5,6,7
1	1,1,2,3,4...	1,2,3,4,5...	2,3,4,5	3,4,5,6
2	1,1,1,2,3...	1,1,2,3,4...	1,2,3,4	2,3,4,5
3	1,1,1,1,2...	1,1,1,2,3...	1,1,2,3	1,2,3,4
4	1,1,1,1,1,2...	1,1,1,1,2...	1,1,1,2	1,1,2,3



