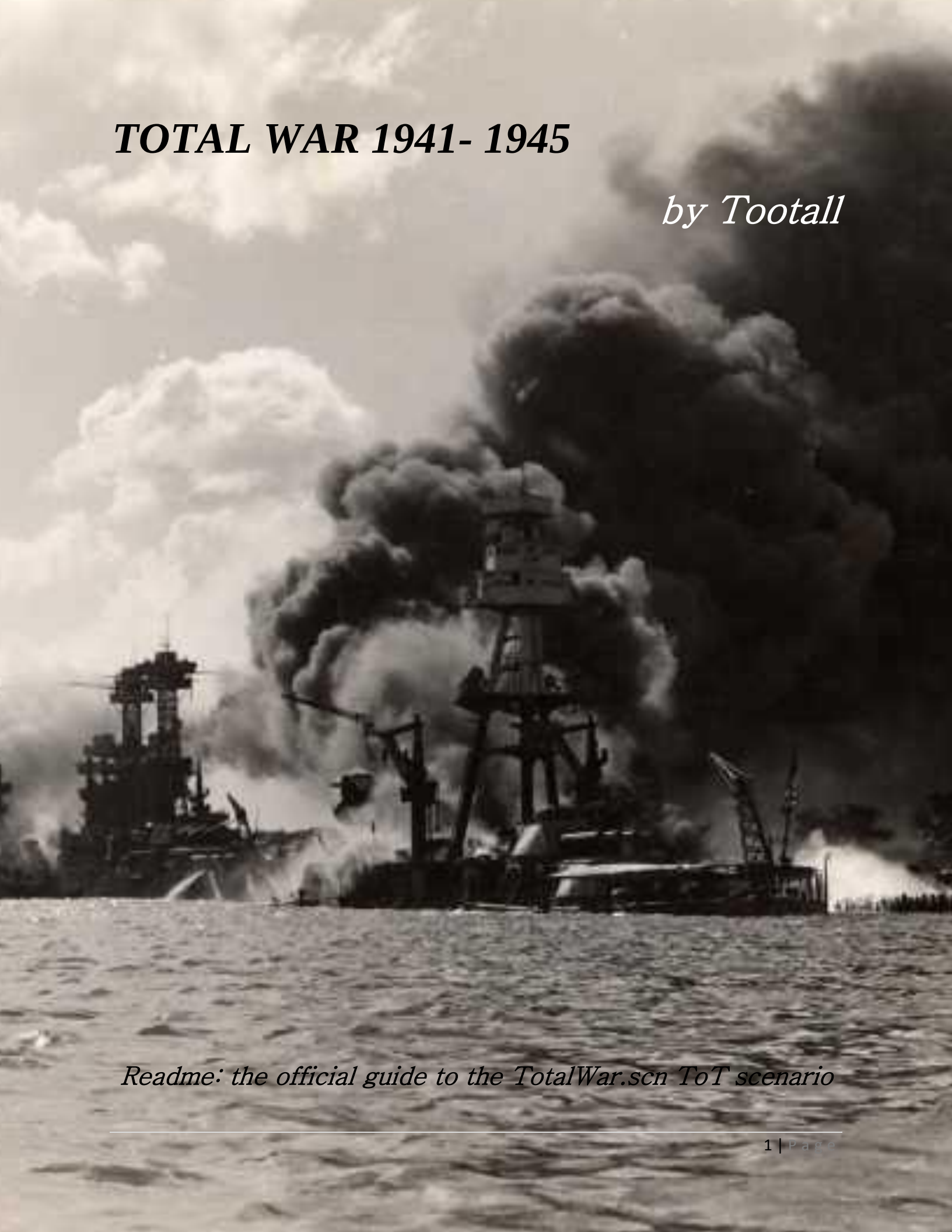

TOTAL WAR 1941- 1945

by Tootall

Readme: the official guide to the TotalWar.scn ToT scenario

News Flash – December 7th, 1941

EXTRA

RACE RESULTS Los Angeles Times NIGHT Pictorial

IT'S WAR!

Hostilities Declared by Japanese; 350 Reported Killed in Hawaii Raid

U.S. Battleships Hit; 7 Die in Honolulu

LATE WAR BULLETINS

Air Bombs Rained on Pacific Bases

Air Guards, Attention!

Los Angeles Times, December 8th, 1941

Washington - Japan has launched a surprise attack on the American naval base at Pearl Harbor in Hawaii and has declared war on Britain and the United States.

The US president, Franklin D Roosevelt, has mobilized all American forces and is poised to declare war on Japan.

Details of the attack in Hawaii are scarce but initial reports say Japanese bombers and torpedo-carrying planes targeted warships, aircraft and military installations in Pearl Harbor, on Oahu, the third largest and chief island of Hawaii.

News of the daring raid has shocked members of Congress at a time when Japanese officials in Washington were still negotiating with US Secretary of State Cordell Hull on lifting US sanctions imposed after continuing Japanese aggression against China.

At 0755 local time the first wave of between 50 and 150 planes struck the naval base for 35 minutes causing several fires and "untold damage" to the Pacific Fleet.

The Japanese squadrons dropped high-explosive and incendiary bombs.

A second strike followed at about 0900 when a force of at least 100 planes pounded the base for an hour.

At least two Japanese airplanes have been shot down but it is reported that at least 350 men were killed by one single bomb at the Hickam Army Air Field, an Air Corps post on Oahu.

Officials announced a further 104 Army personnel were killed and 300 were wounded in the raid.

It is believed the attack was launched from two aircraft carriers.

One radio report says US forces downed six Japanese planes and sunk four submarines.

There are reports the Hawaiian capital Honolulu was also bombed as well as the Pacific island of Guam and the capital of the Philippines, Manila.

President Roosevelt is working on a message to Congress tomorrow in which he is expected to ask for a declaration of war with Japan.

The Times newspaper's Washington correspondent says the US Government expects Germany and Italy to declare war on the US within hours.

BBC News Flash – February 10th, 1942

Lt Gen. Yamashita (seated, centre) thumps the table with his fist to emphasize his terms – unconditional surrender. Lt Gen. Percival sits between his officers, his clenched hand to his mouth.

London - British forces in Singapore have surrendered unconditionally to the Japanese seven days after enemy troops first stormed the island.

A war correspondent of the Japanese News Agency in Singapore reported that fighting ceased along the entire Malayan front at 2200 local time.

The British and Japanese commanders-in-chief, Lieutenant-General Arthur Percival and Lieutenant-General Tomoyuki Yamashita met in the Ford motor plant at the foot of Bukit Timah Hill to sign the surrender documents.

The British capitulation comes one week after Japanese forces invaded Singapore and only two weeks since their onslaught on the Malay Peninsula forced the British troops' withdrawal to the island.

According to reports from Japanese headquarters the final deal was signed at 1900 local time and the ceasefire came into effect three hours later.

Under the terms of the surrender, 1,000 British troops will be left in Singapore city to maintain order until the Japanese Army complete their occupation.

The invasion began under cover of darkness on the night of 8 February when at least 50 boats laden with members of the 5th and 18th Japanese army divisions crossed the narrow Johore Straits, which is all that separates Singapore from the Malay Peninsula.

By morning thousands more troops had landed. The well-trained and battle-hardened Japanese forces were also supported by aircraft and tanks.

Although they met some spirited counter-attacks, it was soon clear the island's defense had been poorly planned. In attempting to defend the island's entire coastline, the General Officer Commanding, Lieutenant-General Percival had spread his forces too thinly.

The Allied force consisting of Australian, Malay, Indian and British soldiers, many fresh from defeat on the Malay Peninsula, were also short of weapons and poorly trained and with inadequate air support.

Against them, the Japanese troops moved swiftly across the island. The last line of defense, Singapore City, fell earlier today.

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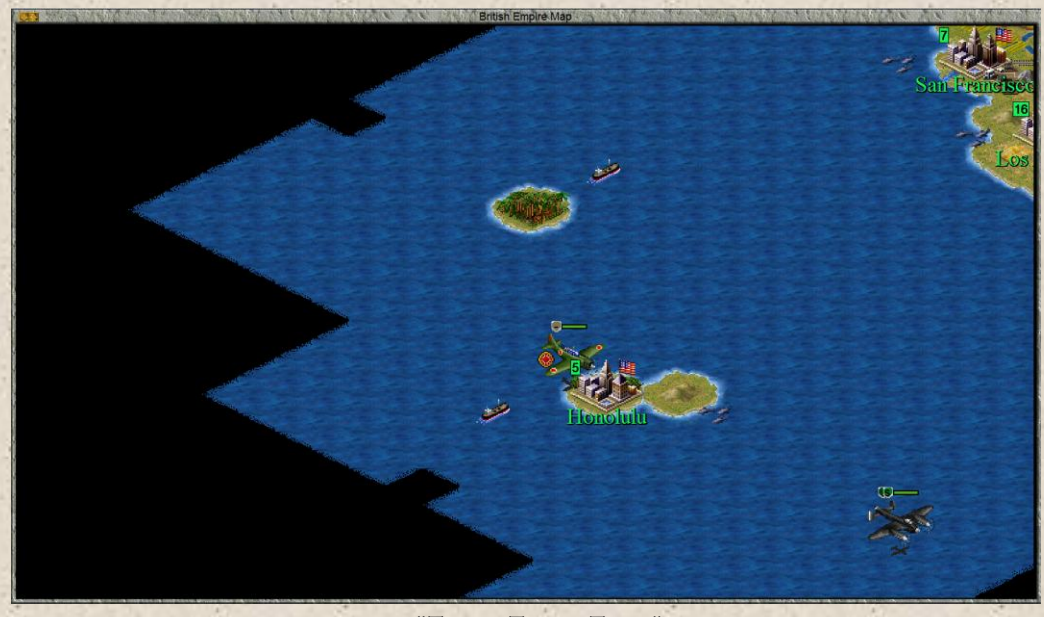
1. Scenario Name and Author

"Total War 1941- 1945" by Tootall



"Tora, Tora, Tora"

This is ReadMe has been updated to reflect all the latest changes to the scenario. All new or modified sections are preceded by two red asterisk (**). If you already had installed the original version of the scenario, please delete it and replaced it with version 1.1.

2. Before Installation

1. This scenario requires Civilization II Test of Time. If you don't already have it, you may purchase it on ebay or Amazon.
2. You **must** install the Test of Time v1.1 patch **before** installing this scenario. You may download it here: http://forums.civfanatics.com/downloads.php?do=file&id=59
   Note: For those users who have the "Sid Meier's Civilization® Chronicles" version of the game installed on their computer, please use the " CivChroniclesPatch.exe" included in the ZIP file to install the patch.
3. The game has been created and tested on a 64 bit computer and therefore should work on both 32 and 64 bit computers. Those players wanting to play this scenario and who have a 64 bit computer will need to run the Civ2XP64Patcher.exe program each time they start up their Test of Time game (please use the " Civ2XP64Patcher.exe " included in the ZIP file).
4. The animated sprites and terrain have been disabled in the scenario.

3. Installation instructions

1. Under your ToT directory, create (if you have not already done so) a folder called Scenarios. Do not put this in the Original, Fantasy or Sci-fi folders. It must be directly under the main Test of Time directory.
2. Inside the Scenario folder, create a second folder called 'Total War 1941 - 1945'.
3. Unzip ALL the files you've downloaded into the newly created Total War 1941 - 1945 folder.
4. To install sound, create a folder called Sound in your new Total War 1941 - 1945 folder. Extract all the sound files into the Sound folder.
5. ***VERY IMPORTANT - this game is designed to be played as the Americans or British Empire only.***
6. ***VERY IMPORTANT - you must run the "TotalWar.bat" batch file, and select from options #1 (Americans) or #2 (British Empire) before you begin the game!***

4. Victory Conditions

As the American or British player, victory is dependent on the number of objective cities held at the end of the game, i.e., turn 46. The total number of objectives required to win depends on which Allied power you selected. Each wonder in the game counts as an additional objective. These cities are situated in both the Asian and European theaters.

5. Scenario Parameters

The following scenario parameters have been preset in the game:

1. The following terrain is impassable to all ground units: Mountains, Tundra and Desert. The main purpose is to prevent the AI's ground units from wandering into zones they would not have been found historically (i.e. the Sahara Desert, the Canadian Arctic, the Russian Tundra, etc).
2. Government switching has been disabled.
3. You cannot obtain technologies by conquest.
4. There is no pollution.

6. House Rules

** There are six house rules in this scenario that I recommend humans players adhere to:

1. Firstly, changing city names is not permissible. A number of events apply to specific cities and altering names will render them inactive.
2. Secondly, pillaging of roads is prohibited.
3. Thirdly, given the limited time frame of the scenario, a little over three and a half years, the building of new cities is prohibited.
4. Fourthly, it is forbidden to rush buy or re-home Freight units.
5. Fifthly, it is forbidden to base Avro Lancaster, B-17 Fortress or B-29 Superfortress bomber units on aircraft carriers.

   Note: This last rule may be a little problematic as air units based in cities automatically board any aircraft carrier exiting the city tile. Whenever this situation exists, I personally handle it by moving the bomber units mentioned above before any carrier located in the same city
6. ** Sixthly, it is forbidden to transfer ground units from one naval transport unit ('Freighter' or 'Liberty Ship') to another in mid-ocean.
   Note: You can transfer your ground unit from one freighter to another in as many ports as you can in one turn . For example: British ground units located in Gibraltar could be transported to Malta, Suez, Aden, Bombay and ultimately Colombo in one turn provided there was a 'fresh' naval transport in each port to pick them up and move them to the next port.
   You could not transport an American ground unit from Boston to a point in the mid-Atlantic, unload your cargo on another waiting transport in the ocean and move the second cargo ship to unload its cargo in Plymouth in the same turn.
7. Optional rule, it is forbidden to launch atom bombs from aircraft carriers to attack cities. Such attacks may only originate from cities or airbases.

7. Major Game Concepts

There are several game concepts you should be aware of before playing the game:

1. *Hex and unit size*. Each hex represents roughly 140 miles. Each unit is the equivalent of two or three divisions (depending on the nation in question).
2. *Stackable Hexes and Pillaging*. All non-ocean hexes have been made into stackable (fortress) hexes. This feature was used to prevent the unrealistic ability of a single unit being able to destroy a whole stack of enemy units.
3. *The Afrika Korps*. As long as Germany controls the cities of Tripoli and Tunis the German High command will regularly send air and ground forces to reinforce Rommel's desert forces. The

The longer the cities remain in Axis hands the more troops will make it to the African continent.

This is particularly significant because the capture of Tripoli and Tunis are key to activating many of the initial American/British European operations (see Game Concept #9 and Appendix C: Events).

4. *Axis Minor Allies.* The Axis AI player receives randomly generated Axis infantry units for each of the following states: Axis Minor (which represents Bulgaria, Hungary and Romania), Finland and Italy.

The Axis Minor state will continue to generate its infantry units as long as Budapest or Bucharest remain in the hands of the Axis.

The Finnish state will continue to generate its infantry units as long as its capital Helsinki remains in the hands of the Axis.

In the case of the Italian Minor ally, Germany receives randomly generated 'Italian' infantry, 'Light Tank', 'Fighter' and 'Bomber' units as long as Italy hasn't capitulated. To compel the Italians to surrender, the Allied player must capture the cities of Tripoli, Tunis and Messina.

5. *British Minor Allies.* The British player receives randomly generated Allied infantry units for each of the following Commonwealth nations: Australia, Canada and India. The location where these units will arrive depends on whether the British player is Human or AI. If human the ANZAC, Canadian or Indian infantry units will only appear in cities of their respective nations, i.e. Australia, Canada or India. If non-human the units may also arrive in Egypt (Australia and India) or England (Canada) respectively.

6. *Free 'French Infantry'*. The capture of certain North African and French Metropolitan cities

will automatically add 'French Infantry' units to the American or British armed forces depending on which nation the human player selects to play.

7. *'Lend-Lease Truck' unit and the Murmansk Arctic route*. The American ***or*** British human player

may attempt to provide aid to the Soviet Union by sending them 'Lend-Lease Truck' units (also see Game Concept #13). They can do so by building these units in any one of their controlled cities and transporting them next to the Barbarian 'Bunker' unit situated east of Murmansk. 'Attacking' the bunker with the truck unit will generate two Russian 'Motor Troops' unit in either Murmansk or Archangelsk provided the cities in question haven't been captured by the Axis. In addition, each truck successfully 'delivered' adds either 125 or 175 gold pieces to the American or British treasuries depending on which power you are playing (but not both). In either case, it will also add 100 gold pieces to the Russian treasury.

If you selected to play as the British Empire, you may also start receiving free Lend

Lease trucks from America, in Canada, after you've discovered the 'Total War Economy' technology (this is done to represents America's 'Arsenal of Democracy' industrial might).

The Lend-Lease benefits will only be in effect as long as either Murmansk or Arkhangelsk, or both, are under Soviet control. Should both cities be captured by the Axis, the benefits will cease to be applicable until and unless one of the two cities is recaptured by the ***Russians***.

The Barbarian 'Bunker' unit is situated east of the Russian city of Murmansk on tile (114,0). It is the only such barbarian unit in the game. DO NOT attempt to destroy it as it is the only manner in which the Russian player many receive the benefits associated to the Lend-Lease trucks.

8. *The 'Burma Road'*. As long as the British hold on to the Burmese city of Mandalay, China will randomly receive 'Motor Troop' units from America. If the Japanese manage to capture the city the Burma Road will be closed and no further troops will be sent to China until and unless the British recapture the city. A 100 gold pieces will be subtracted from the American treasury for each 'Motor Troop' unit successfully 'delivered' to China.
9. *American or British supporting operations*. Depending on which power you selected to play you will be eligible to receive supporting ground, naval and air units from your American or British AI ally. In the majority of cases these reinforcements will be activated only after you've captured specific Axis cities (see Appendix C: Events). Once made available, you will have full control of the units your ally 'granted' you and be able to use them as you see fit.
10. *The 'Radar Station' city improvement*. Only 2 cities on the British island (Plymouth and London)

and 4 German cities possess the 'Radar Station' city improvement. This was done to reflect the uniquely dense and integrated air defense systems of these two regions during the war. It isn't possible for any power to research the technology and should any of the aforementioned cities be captured and lose the improvement they cannot be rebuilt.

11. *Imperial Japan's 'Inner Defensive' Line*. After the Americans captured the Marianas in June 1944 they had breached what the Japanese Imperial Headquarters considered its inner defensive line crucial to the protection of the homeland. After this event it significantly revised its defensive strategy.

    In terms of the game, this event will only occur once a certain number of Japanese controlled cities are captured (which cities depends on which Allied power you've selected to play). Once you've breached this line, you will get a message to that affect which will lead to the following consequences:

The 'Imperial Army' repatriation. Once the American or British human player breaches the defense line the Japanese AI will start to repatriate troops to defend Japan proper.

The 'Divine Wind' or 'Kamikaze' air units. The event file will start randomly generating 'Kamikaze' air units as soon as the defense line is breached. The Divine Wind air units were a desperate, though highly lethal, attempt by the Japanese to stem the unrelenting American drive on the Japanese Homeland.

12. *The 'Yamato-BB' class battleship*. Only the Imperial Japanese navy built this class of super

battleship during the war. Though the Allies design bureaus drafted prototype plans of these behemoths they were quickly set aside because they realized early on in the conflict that the aircraft carrier was going to be the dominant naval weapon of the war.

The Japanese AI gets at least two of these units in the game (the *Yamato* and *Musashi*). It may get more if it manages to capture certain objectives. These vessels were the most powerful naval ships built in the war and shouldn't be taken lightly as they are difficult to sink and can wreck havoc on Allied fleets.

13. *The 'Atomic Bomb' and the 'Defensive Perimeter' technologies*. Only America or Nazi Germany's technological paths may lead to the development of the atom bomb. The ability of each power to access the 'Atomic Bomb' technology is predicated on their ability to capture certain enemy cities. If successful in their individual endeavors each power will receive the 'Defensive Perimeter' technology critical to opening the path to the final 'Atomic Bomb' technology.

America's capacity to develop the bomb is connected to its ability to pierce the enemy's defensive perimeter necessary for establishing the forward bases required for launching atomic attacks. The capture of any 3 of the following 4 Axis cities, Paris, Rome, Saipan or Manila will give the United Sates the 'Defensive Perimeter' technology and therefore open the research path to the 'Atomic Bomb' technology that ultimately leads to the development of the bomb.

Germany's capacity to develop the bomb is partly connected to Russia's ability to stem the Nazi invasion. Should the Soviet city of Gorky fall to the Nazi's, German scientists will discover the secret Manhattan Project documents stolen from America by Stalin's Secret Services and thereby acquire the 'Defensive Perimeter' technology and thereby open the research path to the 'Atomic Bomb' technology.

If the Soviets successfully hold on to the city, Germany will be unable to complete its research path. Therefore how much Lend Lease aid you send to the Soviet Union could affect that nation's ability to repulse the German onslaught and prevent the capture of this strategic Russian city.

The Afrika Korps versus the Eight Army.

8. Designer's Notes

For those of you who may be familiar with some of my previous work (available on the 'Scenario League' website), 'Total War 1941 - 1945' was actually my first real attempt, over three years ago, at designing a scenario. I never released it prior to now, partly because I always felt it was incomplete. After revisiting and significantly updating it recently I decided it was ready to share with the Civilization community.

As the title may indicate, this is my own personal rendition on that great and tragic human conflict, the Second World War. There are, of course, many great strategic level Civilization II scenarios of the war available but there are three in particular that stood out as a source of inspiration for me, Curtsibling's 'Dictator' series, Captain Nemo and Alex Mor's '2194 Days of War' and Kobayashi's 'Dainichi Sekai Taisen'. It's from the latter's 'resources' concept that I was inspired to implement my own Lend-Lease route idea.

Why design the scenario to be played only as the Americans or British? Because these are the only two protagonists in the war that had the global reach to act in both the European and Pacific theaters (notwithstanding Russia's last minute invasion of Manchuria). China was entirely dedicated to its own defense and besides minor incursions into Burma under General Stillwell's command, was incapable of carrying out any significant operations beyond its own borders. In the case of Germany or Japan their interests lay specifically either in Europe or Asia and to represent their Axis partner's role would have required so much scripting in the event file as to make their participation somewhat irrelevant from the game's perspective.

As much as possible I tried to represent each nation's historical strengths and weaknesses in the game.
America starts off with the smallest armed forces, save maybe China, but it's great industrial base should allow it to build the large armed forces required to liberate the nations enslaved by the Axis powers.
China has a weak industrial base but a large and inexpensive infantry force that can tie down substantial numbers of the Japanese Army.
England has a moderate industrial base with a large empire to protect and as such must pick its battles. On the other hand, its worldwide bases allows it to transit its ground, air and naval units from one theater of operation to another faster than any other nation.
Germany has the best ground forces of all the powers and the industrial base to sustain its offensive momentum as long as it can hold on to its possessions. Japan starts the war with a powerful navy and strong army but has the smallest industrial capacity of all the major combatants, after China, and a limited ability to expand it.
The Soviet Union has a large but inexperienced army. It is building a strong industrial base in Siberia that will ultimately allow it to produce large quantities of tanks, planes and artillery provided it can withstand the initial German assault.

I hope the scenario will prove to be challenging and fun for all players.

9. Credits

I would like to extend a special thanks to Fairline whose excellent collection of World War II unit graphics is a constant source of inspiration to me. I would like to extend a similar thanks to all the terrain graphic designers whose icons I'm using in my scenario.

As always, I would also like to extend a heartfelt thanks for all those who tirelessly set about writing all those help guides for all of us 'wanna' be scenario designers. Four scenarios later I still refer to them regularly.

The sounds, improvement and wonder icons come from a large variety of sources, too many to name or even properly identify. Nevertheless, many thanks for your great work!

Roosevelt's speech to Congress and Churchill's address on the BBC on December 8th, 1941 were downloaded from the internet as MP3 files and converted to WAV files with the help of the Switch Sound File Converter (a free downloadable software program accessible from www.nch.com.au/**switch**/index.html

The map was inspired from Captain Nemo & Alex the Magnificent's '2194 Days of War' scenario, though I made significant alterations to the map to meet my own design requirements. As such you will find that Europe and North Africa were enlarged at the expense of the Asian land mass and notice that the Pacific Ocean is much larger and wide as well. Any inaccuracies or design flaws are mine and mine alone.

To paraphrase another designer, "a special thanks to anyone who downloaded and played this game, keeping Civilization II alive and well!"
Tootall, February 2014

News articles*:*
*From the BBC '**ON THIS DAY**' website:*
***'1941: Japanese planes bomb Pearl Harbor'** article:*
http://news.bbc.co.uk/onthisday/hi/dates/stories/december/7/newsid_3494000/3494108.stm
***'1942: Singapore forced to surrender'** article:*
http://news.bbc.co.uk/onthisday/hi/dates/stories/february/15/newsid_3529000/3529447.stm

Front page photo credit:
Three U.S. battleships are hit from the air during the Japanese attack on Pearl Harbor on Dec. 7, 1941. Japan's bombing of U.S. military bases at Pearl Harbor brings the U.S. into World War II. From left and just partly visible on the edge, are the USS West Virginia, severely damaged; USS Tennessee, damaged; and USS Arizona, sunk. (AP Photo)

Note: This ReadMe file was created on Microsoft's Word 2007.

A. Appendix: Game Units **

Allied Nations

United States, President Franklin Delano Roosevelt

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	French Infantry	1	7	5	2	1	30	Ignores city walls Can attack air units (fighter)
	G.I.	1	9	4	1	1	20	Ignores city walls
	U.S.M.C.	1	10	5	2	2	70	Ignores city walls Can make amphibious invasions
	Mech. Infantry	3	10	5	2	1	40	Ignores city walls
	M4A1 Sherman	2	10	5	2	2	40	
	M4A3 Sherman	2	11	6	3	2	60	
	M26 Pershing	2	12	7	3	3	70	
	M12 GMC	2	14	3	2	3	70	Ignores city walls
	Lend-Lease Truck	2	1	1	1	1	20	Delivers war materials to Russia. Available only to Human player
	P-38 Lightning	10 [1]	8	4	2	2	60	Two space visibility Can attack air units (fighter)
	P-51 Mustang	8 [2]	9	5	2	2	70	Two space visibility Can attack air units (fighter) x2 on defense versus air
	P-47 Thunderbolt	10 [1]	12	3	2	2	60	Two space visibility

	TBF-1 Avenger	6 [2]	12	3	2	4	60	Two space visibility Submarine advantages/disadvantages
	B-17 Fortress	9 [2]	12	4	2	3	80	Two space visibility
	B-29 SuperFortress	12 [2]	14	5	2	3	100	Two space visibility
	Liberty ship	11	0	2	2	1	50	Carries 6
	Atom Bomb	10	99	0	1	1	220	Destroyed after attacking

British Empire, Prime Minister Winston S. Churchill

	Unit	**Move**	**Att.**	**Def.**	**HP**	**FP**	**Cost**	**Special**
	Infantry	1	7	5	1	1	20	Ignores city walls
	Commandos	1	9	4	2	1	60	Ignores city walls Can make amphibious invasions Treats all squares as road Can make paradrops
	Mk II Valentine	2	6	5	2	2	50	
	Churchill VIII	2	10	5	3	2	60	
	Sherman Firefly	2	11	5	2	3	60	
	ANZAC Infantry	1	9	5	2	1	40	Ignores city walls
	CDN Infantry	1	9	5	2	1	40	Ignores city walls
	Indian Infantry	1	6	4	1	1	30	Ignores city walls

	Lend-Lease Truck	2	1	1	1	1	20	Delivers war materials to Russia. Available only to Human player.
	Spitfire IX	7 [1]	7	4	2	2	50	Two space visibility Can attack air units (fighter)
	Hawker Typhoon	10 [1]	12	3	2	2	60	Two space visibility Submarine advantages/disadvantages
	Avro Lancaster	8 [2]	12	4	2	3	80	Two space visibility

Soviet Union, Premier Joseph Stalin

	Unit	**Move**	**Att.**	**Def.**	**HP**	**FP**	**Cost**	**Special**
	Red Army	1	5	4	1	1	20	Ignores city walls
	Red Guards	1	7	3	2	1	30	Ignores city walls
	Partisans	1	4	3	2	1	50	Ignores city walls Ignore zones of control Treats all squares as road
	T-34/76	2	9	5	2	2	40	
	T-34/85	2	12	5	3	2	60	
	JS-2	2	13	6	3	3	70	
	BM-13 Katyusha	3	12	2	2	3	60	Ignores city walls
	Yak-9	7 [1]	7	4	2	2	50	Two space visibility Can attack air units (fighter)
	IL-2 Shturmovik	8 [2]	12	3	2	2	60	Two space visibility

China, President Chiang Kai-Shek

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	KMT Infantry	1	3	3	1	1	10	Ignores city walls
	People's Army	1	6	3	2	1	20	Ignores city walls Ignore zones of control Treats all squares as road

Axis Nations

Nazi Germany, Reich Chancellor, Adolf Hitler

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Wehrmacht	1	7	6	1	1	30	Ignores city walls
	Fallschirmjäger	1	9	5	2	1	70	Ignores city walls Ignore zones of control Can make paradrops
	Panzer Grenadiers	3	9	5	2	1	70	Ignores city walls
	PzKw IV	2	10	4	2	2	60	
	Pzkw VD	2	11	6	3	3	90	
	Pzkw VIA	2	12	5	3	3	100	
	SS Panzer Division	2	13	7	3	3	120	
	Me-109	7 [1]	6	4	2	2	60	Two space visibility Can attack air units (fighter)
	FW-190	7 [1]	7	4	2	2	70	Two space visibility Can attack air units (fighter)

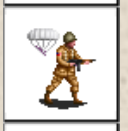
	Ju-87 Stuka	6 [1]	9	3	2	2	70	Two space visibility
	Me-262 Jet	7 [1]	10	6	2	2	120	Two space visibility Can attack air units x2 on defense versus air
	V-1 Bomb	5 [1]	8	0	2	3	20	Destroyed after attacking (missiles)
	Axis Minor*	1	4	3	1	1	30	Ignores city walls *Axis Minor ally
	Italian*	1	4	3	1	1	30	Ignores city walls *Axis Minor ally
	Finnish*	1	9	6	2	1	70	Ignores city walls x2 on defense versus armor Treats all squares as road *Axis Minor ally
	Flak 88mm	1	12	5	2	3	80	Can attack air units (fighter) x2 on defense versus air x2 on defense versus armor
	Type XXI U-Boat	8	12	4	3	3	90	Submarine advantages / disadvantages
	Atom Bomb	10	99	0	1	1	220	Destroyed after attacking

Imperial Japan, Emperor, Hiro Hito

	Imperial Army	1	6	5	1	1	50	Ignores city walls
	IJN Marines	1	9	4	2	1	70	Ignores city walls Can make amphibious invasions
	A6M2 Zero	10 [1]	7	3	2	2	60	Two space visibility Can attack air units (fighter)
	D3A Val	8 [1]	10	3	2	2	70	Two space visibility

	Ki-67 Hiryu	8 [2]	12	2	2	2	90	Two space visibility
	Ohka Kamikaze	7 [1]	9	1	2	5	40	Two space visibility Destroyed after attacking
	**IJN Carrier	9	14	10	4	5	160	Can carry air units (carrier) x2 on defense versus air
	Yamato-BB	9	18	16	5	5	280	

Generic Forces

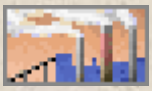
	Engineers	2	0	2	2	1	70	
	National Army	1	6	4	1	1	30	Ignores city walls Only available to 'Neutrals'
	Paratroopers	1	10	4	2	1	70	Ignores city walls Can make paradrops
	Motor Troops	3	9	4	1	1	50	Ignores city walls
	Light Tank	2	6	3	2	2	60	
	Field Artillery	1	12	3	2	3	70	Ignores city walls
	A.A.Battery	1	0	4	2	1	60	x2 on defense versus air
	** Bunker	0	0	22	6	4	70	Two space visibility x2 on defense versus armor x2 on defense versus air
	Fighter	7 [1]	4	2	2	2	50	Two space visibility Can attack air units (fighter)

	Bomber	6 [2]	10	2	2	2	80	Two space visibility
	Freighter	9	0	2	2	1	60	Carries 4
	Freight	2	0	1	1	1	50	
	Submarine	7	10	2	3	2	60	Submarine advantages / disadvantages
	Destroyer	12	6	4	2	2	80	Two space visibility Unit can spot submarines
	Cruiser	11	8	6	2	2	100	Submarine advantages / disadvantages Unit can spot submarines
	WWI Battleship	9	12	10	3	3	180	
	Battleship	10	16	12	4	4	220	
	Aircraft Carrier	10	0	8	4	1	180	Can carry air units (carrier) x2 on defense versus air

B. Appendix: City Improvements and Wonders

City Improvement

Icon	Name	Description	Cost	Up	Buildable
	Capital (Palace)	The city with this improvement becomes the capital	100	0	Only at set up*
	Military Base (Barracks)	City produces veteran ground units	40	1	
	Newspaper (Temple)	One unhappy citizen becomes content	40	1	
	Rail Station (Marketplace)	Increase tax and luxury rate by 50%	80	1	Only at set up*
	Design Bureau (Library)	Increase science rate by 50%	80	1	Only at set up*
	Courthouse (Courthouse)	Decrease corruption by 50%. Makes city more resistant to bribery	80	1	
	Anti-Tank Defenses (City Walls)	Defense of ground units in city are tripled	80	0	
	Aqueduct (Aqueduct)	Required for a city to grow beyond size 8	80	2	Only at set up*
	Bank (Bank)	Increase tax and luxury by a further 50%	120	3	Only at set up*
	Propaganda Office (Cathedral)	Makes 3 unhappy citizens content.	120	3	Only at set up*
	University (University)	Increase science by a further 50%	160	3	Only at set up*
	Sports Arena (Colosseum)	3 unhappy citizens are made content	100	4	
	Factory (Factory)	Increase production by 50%	200	4	

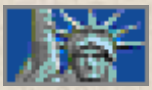
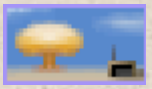
	Ammunition Plant (Manufacturing Plant)	Increase production by 50%	320	6	
	Forced Labor Camp (Power Plant)	Increases factory output by 50%	160	5	
	Power Plant (Hydro Plant)	Increases factory output by 50%	240	4	
	War Bond Drive (Stock Exchange)	Increase tax and luxury output by a further 50%	160	4	Only at set up*
	Sewer System (Sewer System)	Required for a city to grow beyond size 12	120	2	Only at set up*
	Industrial Farming (Supermarket)	Allows a city to use the extra food in farmland squares	80	3	Only at set up*
	Oil Refinery (Superhighways)	All squares with roads or railroads produce 50% extra trade. More revenue from trade routes	240	5	Only at set up*
	Research Lab (Research Lab)	Increase science output by 50%	160	3	
	Radar Station (SAM Missile Battery)	Doubles defense in city against air units other than nukes	100	2	Only at set up*
	Coastal Batteries (Coastal Fortress)	Doubles defense in city against attacks by ships	80	1	Only at set up*
	Fishing Fleet (Harbor)	Ocean squares produce 1 extra food	60	1	
	Shipping Yard (Offshore Platform)	Ocean squares produce 1 extra shield	160	3	
	Air Force Base (Airport)	City produces veteran air units. Damaged air units are repaired in one turn. Allows airlifting	160	3	
	Police Station (Police Station)	Reduces the number of unhappy citizens created by units away from the city by 1 per unit	60	2	
	Naval Base (Port Facility)	City produces veteran naval units. Damaged naval units are repaired in one turn	80	3	

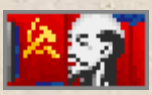
	(Capitalization) (Capitalization)	Not a city improvement but shield production is converted directly into cash	600	0

Note: Certain city improvements are flagged as buildable 'Only at set up*'. These improvements are only given to specific cities during the design phase of the scenario and may not be constructed during the game. If lost when a city is conquered they may not be rebuilt.

Wonders **

Icon	Name	Description	Cost	Buildable
	America's Heartland (Pyramids)	Counts as a granary in every city	200	Already built in Kansas City
	Nazi Party 1933 (Hanging Gardens)	Makes 3 content citizens happy in city where it's built, and one content citizen happy in all other friendly cities	200	Already built in Munich
	Wall Street (*Colossus*)	City where Colossus is built generates an extra unit of trade in every square that is already producing trade	200	Already built in New York
	Dutch East Indies Oil (Lighthouse)	Triremes lose chance of being lost at sea. All other ships have their movements increased by one. All new ships receive veteran status	200	Already built in Jakarta
	Transoceanic Cable * (Great Library)	Civilization automatically receives any advance discovered by two other civilizations	300	Already built in Gibraltar
	Mount Fuji (*The Oracle*)	Doubles effectiveness of temples	300	Already built in Tokyo
	Atlantic Wall (*Great Wall*)	Acts as city wall in all friendly cities. Doubles attack strength vs Barbarians. Enemy civilizations are forced to offer cease fire or peace.	300	Already built in Cologne
	Samurai Code (Sun Tzu's War Academy)	All new ground units are veterans. Any existing ground unit that wins a combat is automatically granted veteran status	300	Already built in Tokyo
	Detroit Motor City (*King Richard's Crusade*)	Every square in the radius of the city where it is built by produces one extra shield.	300	Already built in Detroit
	Vatican * (Marco Polo's Embassy)	You automatically establish an embassy with every rival civilization	200	Already built in Rome
	Nuremberg Rallies 1938 * (Michelangelo)	Counts as a cathedral in each of your cities	400	Already built in Munich

	Rumanian Oil Fields (Copernicus)	Increases science output of city where it is built by 50 %	300	Already built in Bucharest
	Royal Navy (*Magellan*)	Increases the movement of all ships by 2.	400	Already built in London
	British Commonwealth (*Shakespeare*)	All unhappy citizens in the city are made content	300	Already built in London
	Berlin-Rome Pact 1937 * (Da Vinci's Workshop)	Whenever one of your units becomes obsolete, it is replaced by its modern equivalent	400	Already built in Rome
	Hitler Youth Movement (*J.S. Bach*)	Decreases the number of unhappy citizens tin every friendly city in the continent by two per city.	400	Already built in Berlin
	Fermi's Research Lab (Newton)	Doubles science output of city where it's built	400	Already built in Chicago
	Department of Commerce (Smith's Trading Co.)	Pays the maintenance for all city improvements with a cost of one coin per turn others are not affected.	400	Already built in Washington
	Waffen-SS * (Darwin)	Grant two instant civilization advances	400	Already built in Berlin
	Statue of Liberty (Statue of Liberty)	Eliminates anarchy while changing governments. Makes all government types available.	400	Already built in New York
	Arc de Triomphe * (Eiffel Tower)	Improves other civilization's attitude towards you	300	Already built in Paris
	FDR's New Deal (Women's Suffrage)	Acts as Police Station in all cities allowing one extra unit away from home without unhappiness	600	Already built in Washington
	Hoover Dam (Hoover Dam)	Acts as Hydro plant in all cities. Production increased by 50% and pollution decreased by 50%	600	Already built in Denver
	Manhattan Project (Manhattan Project)	Allows production of nuclear weapons	600	Already built in Albuquerque
	Kremlin * (United Nations)	Acts as embassy with other civs and forces them to offer peace. Allows Democracy to declare or stay at war 50% of the time	600	Already built in Moscow
	Peenemünde Complex (SETI)	Acts as research lab in all cities, 50% increase in Science output of all	600	Already built in Hamburg

	Communist Party (*Cure for Cancer*)	One content person becomes happy in every city.	600	Already built in Moscow

* The following wonders are already obsolete at the start of the game ~~and are only used to increase the objective value of certain cities~~.

C. Appendix: Events

Cities to capture	American Events *								
	Operation Husky (Sicily)	RAF Air Force	Italian Surrender	Operation Overlord (Normandy)	British Burma Campaign	Russian DOW against Japan		Atom Bomb Development	
Tripoli	X		X						
Tunis	X		X						
Messina		X	X						
Naples				X					
July 1943				X					
September 1944					X				
June 1945						X			
Berlin						X			
Manila								X	
Paris								X	
Rome						X		X	
Saipan					X			X	
Minimum required	**2 of 2**	**1 of 1**	**3 of 3**	**2 of 2**	**2 of 2**	**2 of 3**		**4 of 4**	

* Note: This events table is only applicable if you've selected to play as America. Capturing the minimum required number of objectives for each operation will bring British forces into play in the European theater.

** Capturing all 4 of the required cities under the 'Atom Bomb Development' event will give the American player the 'Defensive Perimeter' technology. This advance will not in of itself allow the U.S. to build the atom bomb itself but merely unlock the research path that leads to the development of the bomb.

Cities to capture	British Events **								
	Operation Watchtower (Guadalcanal)	Operation Cartwheel (SW Pacific)	Operation Torch (North Africa)	Operation Husky (Sicily)	Italian Surrender	Operation Overlord (Normandy)	U.S. 3rd Army reinforcement	Russian DOW against Japan	Atom Bomb Development
August 1942	X								
Henderson AFB		X							
Benghazi			X						
Tripoli				X	X	X	X		
Tunis				X	X	X	X		
Messina					X	X	X		
Naples						X	X		
June 1945								X	
Berlin								X	
Balikpapan									X
Munich									X
Paris							X		X
Rome								X	X
Minimum required	**1 of 1**	**1 of 1**	**1 of 1**	**2 of 2**	**3 of 3**	**4 of 4**	**5 of 5**	**2 of 3**	**3 of 4**

** Note: This events table is only applicable if you've selected to play as the British Empire. Capturing the minimum required number of objectives for each operation will bring American forces into play in either the European or Pacific theaters.

Capturing 3 of the 4 required cities under the 'Atom Bomb Development' event will give Britain's ally, the United States the 'Defensive Perimeter' technology. This advance will not in of itself allow the U.S. to build the atom bomb itself but merely unlock the research path that leads to the development of the bomb. Britain itself will never be able to build the bomb.