

Germany

Take over Sweden, while keeping control over Norway and Finland

35 IPC's

Germany

Occupy all French cities in Atlantic theater

May create a separate Vichy player and may give them any French occupied territory

Germany(1940)Weather Stations

Control 4 out of 6: Iceland, Svalbard, Baffin, Shetlands, Faeroes and Greenland

Can have 5 obj. cards (discard 2 per round), 2 IPC's per round held, (doesn't provoke USA)

Germany

Use every Black SS token available on the board simultaneously

Designate an SS capital territory, zone must be gray, All inf. build here are SS.

Germany

Build 2 sub pens while maintaining control of at least 3 allied convoys

Designate a u-boat base of operations, a sub pen which can hold 10 subs.

Germany

Sink an accumulative of 6 allied trns or CV using u-boats

2 xxi subs at a Germany naval base

Germany

Build two super BB as well as a super CV and have them alive at the same time.

Free mega BB and ability to build pocket BB

Germany

Take East Poland, Ukraine, Bessarabia, Samoa, New Britain, New Guinea, Tanganyika, Cameroon, and S.W. Africa.

100 IPC's, re-roll a special, roll for Argentina

Germany

Conquer Yugoslavia and all of mainland Greece

1 inf. per round, 1 ACE token per turn (ground or air), and 10 IPC's

Germany

Axis control of Leningrad

12 IPC's

Germany

Axis control of Caucasus,  
Georgia, and Kalmyk Steppe

10 IPC's and 3 inf

Germany

Remove all Allied ships from  
Atlantic and Med.

2 U-boats per round (from a  
designated port exclusively),  
2 sub pens in coastal Europe

Germany

Axis control over all South  
America

75 IPC's, 1 inf per turn, may  
roll for either: Turkey,  
Sweden, or Spain

Germany

Axis powers control all minor  
allied powers and Neutral  
Europe (excluding Turkey)

Roll for additional special  
and roll for either: Turkey,  
Chile, Argentinian, or Greece

Germany

Axis control of Cairo

15 IPC's

Germany

Total Axis domination of  
British Isles

2 FTR, 2 TAC, 1 BMR, and +1  
to value of London and Berlin

Germany

Sink any commonwealth ship in  
the Indian Ocean or Pacific  
w/ a naval unit

3 u-boats placed off from any  
axis naval base

Germany

Control a rail system  
stretching from Paris to  
Warsaw

+1 to value of each territory  
w/ R+R in between (excludes  
cities)

Germany (1940)

Strategic bomb London,  
Liverpool, Britain, Wales,  
and Scotland on the same  
round

1 BMR and 5 IPC's

Germany

Strategic bomb North eastern  
United States (New York 1940)

Free Factory upgrade, 2 air  
bases, and allows +1 research  
token per factory

Germany

Remove all allied forces from Africa

8 IPC's per round (5 round max), free factory, and 4 inf

Germany

Have a standing airforce of greater than 50 aircraft (air transports excluded)

6 air bases, unlock jet tech, and 10 IPC's

Germany

Guard all Atlantic and Med allied convoys for a single turn

Designate 3 merchant raiders

Germany

Axis domination of allied and Neutral Africa

75 IPC's and roll for free tech

Germany

Control 5 allied convoys and have at least 20 u-boats in the Atlantic

1 IPC price reduction to subs and receive 1 sub pen

Germany

Occupy Switzerland

15 IPC's and 4 inf.

Germany

Successfully research a technology (special excluded)

Grants 1 triple factory in a grey territory

Germany

Own two neutral power capitals

15 IPC's, 2 super heavy tanks, and 1 mobile weapons platform

Germany

Axis control of Stalingrad

15 IPC's

Germany

Occupy any Continental North American territory

15 IPC's