

U.S.A.

Hold Philippines for 3 rounds  
straight

12 IPC's

U.S.A.

Control of Sicily

12 IPC's

U.S.A.

Build 8 marines and a code  
talker unit, while keeping  
all alive at the same point

Allow two additional code  
talker units and 1 free trs.  
off the US West Coast

U.S.A.

Control of Southern or  
Northern Italy

15 IPC's and 2 free trucks in  
DC

U.S.A.

Control of Ryukyu, Bonin, and  
Iwo Jima

15 IPC's, 1 free code talker,  
and 1 free marine

U.S.A.

Allies control of Axis  
positions in Africa

Enables English/ American co-  
op and 25 IPC's

U.S.A.

Total Allied control of  
America's, Neutral  
territories too.

100 IPC's and one free  
technology

U.S.A.

Build 5 PBV's over the course  
of 2 rounds.

Enables 2 IPC discount, only  
stackable with aluminum

U.S.A. (After round 1)

Liberate European/ African  
France minus Indian Ocean  
possessions

40 IPC's and Liberia joins  
the war

U.S.A.

Build and hold Airfields on  
all American Pacific Islands  
and West Indies

20 IPC's and add on  
additional special

U.S.A.

Have a navy and air base off from every ocean (Arctic, Atlantic, South Ocean, Indian, and Pacific

Grants free PT boat at each and a free PBY at each

U.S.A.

Allies control all Pacific Islands (except island of Japan)

35 IPC's and roll for technological advancement

U.S.A.

Build all of the USA's super battleships and carriers.

Receive a free mega battleship on the U.S.A. western coast

U.S.A.

Double all original American factories in the Continental U.S. and Hawaii and continue to own them

Add 2 IPC's per territory value

U.S.A.

Liberate all of China

30 IPC's

U.S.A.

Occupy 5 out of 7 (Midway, Wake, Solomon, Marianas, Iwo Jima, Carolines, and/or Marshall)

14 IPC's and two free airbases

U.S.A. (1940)

Put American infantry on Dutch Antilles, Dutch Guiana, and one of the Dutch East Indies.

Receive free CV and 1 hell cat off from either Perth Australia or Puerto Rico

U.S.A.

Collect 15 IPC's over starting income 3 times total (25 over if resource wars)

Roll for: Mexico, Brazil, and Liberia to join the war, or if special already their immediate entry to war

U.S.A.

Allied control of French Indo China, Hanan, Formosa, Ryukyu, Carolines, or Truk

15 IPC's and 1 free fighter

U.S.A.

Lend lease a capital ship to a wester ally at any location

Enable a single round 2 IPC discount on any capital ship

U.S.A.

Pay for and research a technology

Designate a research facility and place for free in the U.S.A.

U.S.A.

Coerce a South American oil producing country into joining the allies (coercion only)

1 inf. and 2 IPC to the value of an American Caribbean territory per round

U.S.A.

Hold control of all of the Philippines by round 8.

Grants Filipino independence, joins Brazil/Mexico, lost income will not be deducted is split between Hawaii, DC, LA, NYC, and San Francisco

U.S.A.

Produce a super heavy tank and drop it on Normandy

Reduce the cost of regular tanks down to 2 tanks for 9 IPC's

U.S.A. (1940)

Donate up to 15 IPC's to Poland

Grants free transport to NYC

U.S.A.

Build a double factor, navy base, fortress, and airfield on Panama

Panama is now worth 5 IPC's and receive 3 COG. for Panama

U.S.A.

Build a para on Canadian boarder and have UK spend 1 IPC to upgrade to commando

Unit does 2x damage on sabotage and combat, unit may be moved by either power regardless of co-op

U.S.A.

Have green units in every ocean and every continent (except Antarctic) simultaneously

Roll for a free technology

U.S.A.

Operational Excellence

If you start or have started an operation initial starting cost of operation is halved.

Collect applied refund

U.S.A.

Use all specials within the same round

Re-roll a special