

Summer 1941 Global Scenario

Axis Research Record Sheet (1)

Axis RPs									
	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
Air		+3 Breakthrough						8+	
Nationality DRM (A)		-2						10+	
Jets (G)		+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)								
Naval		+3 Breakthrough						8+	
Nationality DRM (A)		-3						10+	
ASW Technology (A)								6-7	8+
Torpedoes (G,I)		+2						7+	
Submarines (G,I)								14+	
Harbor Attack (A)								6	8+
Submarine FP (G,I)	1...								
Shipbuilding (G,I)	2,3,4,5								

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

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Axis Research Record Sheet (2)

	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
Military		+3 Breakthrough						8+	
Training (A)		-2						10+	
Heavy Armor (G)								8+	
Rockets (G)		+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								
Atomic								8+	
Radar								10+	
Controlled Reaction								8+	
Uranium Separation								8	12+
Plutonium Production								6	10+
Atomic Bomb (G)								9+	
Uranium Plants (G)	8...								
Plutonium Reactors (G)	6...								
Intelligence		+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			
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

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Japanese Research Record Sheet (1)

Japanese RPs									
	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
Air		Breakthrough						8+	
Nationality DRM								10+	
Jets								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)								
Naval		Breakthrough						8+	
Nationality DRM								10+	
ASW Technology								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			
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

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Japanese Research Record Sheet (2)

	Code	1941	1942	1943	1944	1945	1946	Min.	Max.
Military		Breakthrough						8+	
Training								10+	
Rockets								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+	
Intelligence								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

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Western Allied Research Record Sheet (1)

Western Allied RPs ☞		9							
	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
Air		+3 Breakthrough						8+	
Nationality DRM (<i>All</i>)		-2 1 RP						10+	
Jets (<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)								
Naval		+4 Breakthrough						8+	
Nationality DRM (<i>All</i>)		-2						10+	
ASW Tech. (<i>B, US</i>)								6-7	8+
Torpedoes (<i>B, US</i>)								7+	
Submarines (<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

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Western Allied Research Record Sheet (2)

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

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

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Russian Research Record Sheet (1)

Russian RPs ☞									
	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
Air		+3 Breakthrough						8+	
Nationality DRM		+4						10+	
Jets								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)								
Military		+3 Breakthrough						8+	
Training		+4						10+	
Heavy Armor		+5						8+	
Rockets								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			
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

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Russian Research Record Sheet (2)

	Code	At Start	1942	1943	1944	1945	1946	Min.	Max.
Atomic								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...								
Intelligence		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

