

# UK COMMONWEALTH SOUTH AFRICA & CANADA

1939

**Commonwealth:**

Production 35  
Starting IPC 20

**Canada:**

Production 10  
Starting IPC 10

COMMONWEALTH										S.AFRICA						CANADA							
LONDON	LIVERPOOL	GIBRALTER	SCOTLAND	ALEXANDRIA	MALTA	UPPER EGYPT	CAIRO	TRANS-JORDAN	EGYPTIAN-SUDAN	SEA ZONE 15 (SCOT)	SEA ZONE 23 (LIVE)	SEA ZONE 24 (LOND)	SEA ZONE 35	SEA ZONE 47 (CAIR)	SEA ZONE 57	SEA ZONE 64 (U. LE)	SOUTH AFRICA	SEA ZONE 63	SEA ZONE 77	CANADA	OTTAWA	QUEBEC	SEA ZONE 21
2	1	1	1	1	1		1	1	1								1				1	2	
1																							
							1																
1	1																1					1	
2																							
1										1				1									
										1	1			1									
										1	1			1									
										2	2		1	1	1								1
											1		1										
										1				1	1			1					2
1	1		1		1													1	1				
1	1									1	1	1	1	1		1		1	1				1
																	1					1	
		1			1		1										1						

Order of Play	
1. Germany & Axis Minors	4. U.K., France & Minor Allies
2. Russia, Comm. China	5. Italy
3. Japan	6. United States, Nationalist China

UNIT TYPE	COST	MOVE	ATTACK	DEFENSE
INFANTRY (w/ Artillery)	3	1	2(3)	4
MECHANIZED (w/ Artillery or Armor )	4	2	2(3)	4
ARTILLERY (w/ Mech.)	4	1(2)	3	4
ARMOR (w/Tactical Bomber)	7	2	6(7)	6
AA GUN	6	1	0	2
FIGHTER (as SBR Escorts & INT.)	10	4	6(2)	6(2)
TACTICAL BOMBER (SBR vs INT.)	11	4	7	4(1)
BOMBER (SBR vs INT.)	12	6	8	2(1)
AIRCRAFT CARRIER	16	2	0	4*
BATTLESHIP	19	2	8	8
CRUISER	11	2	6	6
DESTROYER	7	2	4	4
SUBMARINE	8	2	4	2
TRANSPORT	7	2	0	1*
AIR BASE	15	0	0	AA
NAVAL BASE	15	0	0	AA
INDUSTRIAL COMPLEX (major)	30	0	0	0
INDUSTRIAL COMPLEX (minor)	12	0	0	0
FORTIFICATION	20	0	0	2
COMMANDO	5	1	3*	4

v5.0

## SPECIAL UNITS:

A. COMMANDO: These special infantry units attack at a +1 during amphibious assaults and airborne drops. U.K. can build 2 of these special infantry units per turn, totaling no more than 6 on the board at one time. These units use the combined arms rule for infantry.

B. EARLY WARNING RADAR: This special facility is in London and cannot be damaged by SBR. Anytime the AA guns in London fire (AA units or facilities), the radar system gives a +2 to hit. Therefore, enemy aircraft will be hit on a 4 or less instead of a 2 or less.

## SPECIAL RULES:

1. FINEST HOUR: Infantry defend at +1 while defending Great Britain (London, Liverpool, Scotland, Belfast). Fighters defend at +2 while defending Great Britain (does not include scrambling to defend sea zones).

2. CALL TO ARMS: On the turn that Great Britain (London, Liverpool, Scotland, Belfast) is attacked by any Axis land units, U.K. infantry cost 2 Production for that round only.

3. THE EMPIRE: If Axis units occupy London, the Commonwealth loses all of their Production Certificates to the bank instead of to the enemy player, but can move the capitol to either Ottawa or South Africa and continue to fight.

## NATIONAL OBJECTIVES:

1. + 5 Production if Germany has no submarines in the Atlantic Ocean (does not include sz50, sz54, or sz60).

2. + 5 Production if the U.K. controls all of its original territories in North America, Europe, Africa, and the Middle East. Canada receives +3 Production if the U.K. has this national objective.

3. + 3 Production in Canada when the U.S. declares war on any Axis power.