

State: Communist Party of China (CPC)

You are in the middle of a civil war. Over the last decade, you have made gains against the Nationalists for control of China. Gains have been slow and have only been possible with the help of the USSR's Comintern. With the correct international help, you may be able to liberate the rest of China.

Japan has recently taken control of Manchuria from you, giving them a stronger foothold on mainland Asia. Using Manchuria, they may attempt to exploit China's division to gain more territory, a fate even more unfortunate than having the Nationalists control China.

Once the Nationalists have been eliminated, the problem of Tibet still remains. While officially declared to be territory of China, Tibet has been de facto independent with the support of the United Kingdom. If the United Kingdom is distracted or their Asian power base is lost, you will have the opportunity to regain control over Tibet.

Victory Point Conditions at Game End

For each of Sinkiang, Sichuan, Manchuria, or Tibet controlled +4 VP each

For each other territory gained +1 VP each

If the Republic of China has been eliminated +5 VP

If Japan has been removed from mainland Asia +5 VP

For losing control of home territories: -3 VP/territory

For each of your home territories controlled by a nation other than you or the Republic of China -5VP/territory

For each of Sinkiang, Sichuan, or Tibet controlled by a nation other than you or the Republic of China -5 VP/territory

Starting Technologies

None

Starting Resources

2 Oil, 1 Food, 4 Steel, 100 Population

Starting Units

Beijing: 3 Infantry

Guangzhou: 3 Infantry

Yellow Sea: 2 Destroyers

State: Republic of China (KMT)

You are in the middle of a civil war. Over the last decade, the Communists have made gains against you for control of China. With the correct international help, you may be able to regain control of the rest of China.

Japan has recently taken control of Manchuria from you, giving them a stronger foothold on mainland Asia. Using Manchuria, they may attempt to exploit China's division to gain more territory, a fate even more unfortunate than having the Communists control China.

Once the Communists have been eliminated, the problem of Tibet still remains. While officially declared to be territory of China, Tibet has been de facto independent with the support of the United Kingdom. If the United Kingdom is distracted or their Asian power base is lost, you will have the opportunity to regain control over Tibet.

Victory Point Conditions at Game End

For each of Guangzhao, Tibet, Manchuria, or Beijing controlled +5 VP each

For each other territory gained +1 VP each

If the Communist Party of China has been eliminated +5 VP

If Japan has been removed from mainland Asia +5 VP

For losing control of home territories: -3 VP/territory

For each of your home territories controlled by a nation other than you or the Republic of China -5VP/territory

For each of Guangzhao, Tibet or Beijing controlled by a nation other than you or the Republic of China -5 VP/territory

Starting Technologies

None

Trading Agreements

Historically, you have been trading for Oil with Iran, offering 1 Food in exchange for 1 Oil.

Starting Resources

2 Oil, 2 Steel, 100 Population

Starting Units

Sinkiang: 3 Infantry, 1 Tank

Sichuan: 2 Infantry

State: French Republic

You want peace. Economic issues plaguing your country after the first World War and the reparations from Germany only cover part of it. Currently they owe you 1 Steel a turn, and you intend to enforce that.

Those were not the only results of the war. Germany is prohibited from amassing a military or fleet: They are limited to 3 Cruisers and no larger craft as well as prohibited from producing tanks.

In order to prevent Germany from ever expanding again, you have initiated a series of mutual defense agreements. The first is with the United Kingdom and Poland, which you intend to honor, to provide them military support if they are attacked. The second agreement is with Czechoslovakia, with the same terms.

Victory Point Conditions at Game End

For every territory controlled	+4 VP
For losing control of home territories:	-5 VP/territory
For failing to gain reparations from Germany:	-3 for the first instance -2 for the second instance -1 for the third instance
For each Minor Power destroyed whose lands you do not occupy:	-2 VPs
If Poland, the United Kingdom are destroyed:	-4 VP additional
If Bohemia or Galacia are controlled by Germany:	-2 VP/each
If Germany controls 12 or more territories:	-4 VPs

Starting Technologies

HEAT

Trading Agreements

Historically, you have been trading for Oil and Steel with the United Kingdom, offering 1 Food for 1 Oil and 1 Steel.

Starting Resources

4 Oil, 5 Steel, 40 Population

Starting Units

3 Infantry in each European starting territory and Syria

1 Infantry in each African starting territory

Indochina: 3 Infantry, 1 Tank

South China Sea: 3 Destroyers

Belgium: 1 Tank

Burgandy: 2 Fighters, 3 Infantry, 1 Tank, 2 Artillery

English Channel: 2 Destroyers, 1 Battleship
Gulf of Lyon: 2 Destroyers

State: German Empire

You were so close, two decades ago, with almost all of Europe in your grasp. But it ended in a crushing defeat and a promise to pay an excessive amount in reparations to the Allies. The reparations slowed somewhat when they destroyed your economy, driving Germany into a repression, but even now are crippling. You currently owe every turn, 1 Steel to each of Italy, France, and England. This is partially compensated by the trading agreement for food negotiated after your assistance in the Spanish Civil War.

When you lost in the war, you lost territory along your border as well. Russia gave you the territories that now make up Poland, but the Allies annexed it, giving the country it's own state. That land is rightfully yours.

There are two problems with taking that land. The first are the stringent limitations on your military imposed by the Allies at the end of the war. You may not construct any ship larger than a Cruiser of which you are limited to three, nor construct any tanks. You have been performing secret research in the USSR of military technologies in violation of this agreement and believe that you could quickly fabricate a large number of armored vehicles.

The second limitation is a series of mutual defense agreements that France has organized. The first is with the United Kingdom and Poland, and the second is with Czechoslovakia. It would be wise to make sure you have the military to face them before you make a move.

As partial support of the task, you have a source of oil in Iran. Iran has been trading you oil in exchange for military and diplomatic assistance.

Victory Point Conditions at Game End

For every territory gained:	+1 VP
For every territory gained with Steel production:	+1 VP (additional)
For every territory gained with Oil production:	+1 VP (additional)
For receiving 2 Steel and 2 Oil from Spain as repayment of debt:	+1 VP
For controlling Livonia, Prussia or Warsaw:	+2 VPs for each +3 VPs (additional) for all three
For losing control of home territories:	-10 VP/territory

Starting Technologies

None

Abilities

Rapid Mobilization: Keeping with a tradition of efficiency, you have prepared in advance the logistics to rapidly mobilize your people for war. To represent this, once during the game, you may double the production of all of your territories for a turn.

Spanish Good Will: You have an ally in Spain after your support in the Spanish Civil War. You may move freely through Spain.

Starting Resources

4 Oil, 1 Food, 8 Steel, 70 Population

Trading Agreements

You have been trading for food with the non-player country of Spain, offering 2 Steel in exchange for 1 Food. Talk to a GM to perform this trade. If Spain is conquered, this agreement may not be processed. This trade may be performed at most once each turn.

You have been trading for food with the non-player country of Austria, offering 1 Steel in exchange for 1 Food. Talk to a GM to perform this trade. If Tyrolia is conquered, this agreement may not be processed. This trade may be performed at most once each turn.

You have been trading for food with the non-player country of Sweden, offering 1 Oil in exchange for 3 Steel. Talk to a GM to perform this trade. If Sweden is conquered, this agreement may not be processed. This trade may be performed at most once each turn.

Historically, you have been trading for Oil with Iran, offering 3 Steel in exchange for 1 Oil.

Starting Units

Spain: 3 Infantry

Munich: 3 Infantry

Berlin: 3 Infantry, Battle Group B (4 Infantry, 1 AA Gun, 1 Artillery)

Ruhr: 3 Infantry, 1 Artillery

Kiel: 3 Infantry, 1 Artillery, 1 AA gun, 3 Fighters and 1 Bomber

Helgoland Bight: 1 Destroyer, 4 Submarines, and 1 Transport

State: Imperial State of Iran

You have held your throne for merely a decade after unifying Iran. In that time have proceeded with a plan for modernization, raising Iran from the backwater nation that it was to state with some economic power.

While the internal opposition has been quenched, there are still threats from external forces. The colonial powers of England and France, are slowly conquering the Middle East. As their local power grows, the risk that they will try to add Iran to their colonies increases. This can not be allowed to happen.

Thus far, you have been exploiting your possession of oil to forge lucrative trading agreements with Germany, hoping to find an ally if the colonial powers press on. Even if Germany does not help, your resources will of value to others.

Victory Point Conditions at Game End

For every territory adjacent to Iran not controlled by another power: +2 VP

For every two instances of Peacetime Development: +1 VP

If England or France ends the game with fewer territories on the world map than they started with: +4 VP each

For each technology researched: +2 VP

For losing control of Iran: -10 VP

For each territory adjacent to Iran controlled by the Netherlands, UK, France, or Italy: -2 VP/territory

Starting Technologies

None

Abilities

Demand for Infrastructure: Your Interior Advisor may supply materials for Peacetime Development twice per turn instead of just once.

Trading Agreements

Historically, you have been trading for Food with the Republic of China, offering 1 Oil in exchange for 1 Food.

Historically, you have been trading for Steel with the Germany, offering 1 Oil in exchange for 3 Steel.

Starting Resources

4 Oil, 1 Food, 1 Steel, 15 Population

Starting Units

Iran: 3 Infantry, 3 Artillery, and 2 Tanks

State: Kingdom of Italy

You joined the Allies in the First World War because they offered you territory – a promise they only partially fulfilled, denying you German colonies and the lands that they promised: Trieste and Albania.

So, at the end of the war you betrayed by your allies and left with your country in ruins. Germany owes you 1 steel every turn in reparations for WWI. They have a fair way to go in paying you back for the damage they caused.

Even now, you have no formal alliances, but are building up military strength, and will do what must be done for advancement of Italy.

Victory Point Conditions at Game End

For controlling Trieste:	+5 VPs
For controlling Albania:	+5 VPs
For each other new land territory gained:	+2 VPs
For having a larger navy than the UK (by total steel cost)	+4 VPs
For having a larger army than France's and Germany's:	+6 VPs
For losing control of home territories:	-5 VP/territory
For failing to gain reparations from Germany:	-3 for the first instance -2 for the second instance -1 for the third instance

Starting Technologies

None

Starting Resources

2 Oil, 4 Steel, 40 Population

Starting Units

Piedmont: 3 Infantry, 2 Tanks
Venice: 6 Infantry, 3 Tanks, 1 AA Gun, 2 Fighters, 1 Bomber
Tuscony: 3 Infantry
Rome: 3 Infantry, 1 AA Gun
Apulia: 3 Infantry
Naples: 3 Infantry
Libya: 3 Infantry
Somalia: 3 Infantry
Tyrrhenian Sea: 2 Destroyers, 1 Battleship

State: Empire of Japan

The European nations have slowly expanded their empires across the world, extending as far as Eastern Asia. You have long desired a similar empire and a recent surge of militarization has enabled to be become a reality.

China is the middle of a civil war and the division leaves China weak. Hoping to improve your access to oil, you invaded from you base in Korea. After you took control of Chinese Manchuria, the controversy forced you to leave the League of Nations, severing many of your diplomatic ties.

The rest of China is still open to invasion, and you should take whatever land you can without provoking retaliation from greater powers.

Victory Point Conditions at Game End

For each new land territory gained:	+2 VPs
For having a larger navy than the US in the Pacific (by total steel cost)	+4 VPs
If you control more territories outside of your homeland than any other nation	+5 VP
For each oil-producing territory:	+1 VP
For losing control of Honshu:	-10 VP
For losing control of other home territories:	-5 VP/territory

Starting Technologies

None

Trading Agreements

Historically, you have been trading for Food with the United States, offering 1 Food in exchange for 2 Steel.

Starting Resources

2 Oil, 1 Food, 6 Steel, 70 Population

Starting Units

Manchuria: 3 Infantry, 1 Tank
Korea: 3 Infantry, 1 AA Gun
South Sakalin: 3 Infantry
Hokkaido: 3 Infantry
Honshu: 3 Infantry, 2 Tanks, 1 AA Gun
West Pacific Ocean: 1 Transport, 1 Carrier, 1 Battleship, 2 Destroyers, 1 Submarine, 2 Fighters, and 2 Bombers

State: Kingdom of the Netherlands

You managed to stay neutral through the Great War and intend to maintain your “Independence Policy.” The Netherlands will never be able to become a strong military force, and because of that, military spending has been a low priority. You will need to use diplomacy rather than a show of force to stay out of any future wars.

You were hit hard by the Great Depression and are still struggling with its aftereffects. Government spending has been cut dramatically to try and alleviate inflation. This was unsuccessful and you were forced to abandon the gold standard. Acquiring resources and wealth will be a first step in recovering.

What money you have has been spent on infrastructure projects, vital for the recovery of your nation. If possible, these projects should continue.

Victory Point Conditions at Game End

If no battles ever take place in Holland:	+8 VP
For every two instances of Peacetime Development:	+1 VP
For every two Technologies possessed:	+1 VP
For every five Population unspent or in surviving units at game end:	+1 VP
For losing control of Holland:	-10 VP
For losing control of other starting territories:	-3 VP/territory

Starting Technologies

None

Starting Resources

3 Oil, 4 Steel, 25 Population

Starting Units

Holland:	4 Infantry, 1 Tank
Sumatra:	3 Infantry
Borneo:	3 Infantry
East New Guinea:	3 Infantry
North Sea:	2 Destroyers
Gulf of Thailand:	1 Battleship, 2 Destroyers

State: Republic of Poland

You've only been a state since the end of the Great War, created out of territory from Germany and Soviet Russia. In that time, you have managed to carve out a sizeable portion of Europe for yourself, but there is always more to take.

Both Germany and the USSR desire to reclaim the land that was given to you after the Great War. To counteract these threats, you have developed military alliances with France, Romania, and United Kingdom, promising mutual defense if any is invaded. You should, by far, get the most out of this arrangement.

Victory Point Conditions at Game End

For every land territory gained:	+2 VP
For controlling the Baltic Sea or North Sea:	+3 VP each
For losing control of home territories:	-3 VP/territory
If France, Rumania, or the UK is destroyed:	-4 VP each
If Germany controls 9 or more territories:	-3 VPs
If Russia controls 9 or more territories:	-3 VPs

Starting Technologies

None

Starting Resources

2 Oil, 1 Food, 6 Steel, 35 Population

Starting Units

Warsaw:	5 Infantry, 2 Tanks, 1 AA Gun, 1 Fighter, 1 Bomber,
Prussia:	3 Infantry
Livonia:	3 Infantry
Baltic Sea:	4 Destroyers

State: United Principalities of Romania

You have historically followed a policy of neutrality, and have had this promise respected. You have signed an alliance with Poland. France and the United Kingdom have promised to protect your independence – to give you military aid against threats of conquest, and you are currently in discussions with Russia over a similar agreement.

Recently, you have been involved in a series border disputes with neighboring minor nations, but these have gone poorly. You have lost valuable resources and your people are discontent, possible even rebellious. Regaining lost land will be your first priority.

Victory Point Conditions at Game End

For controlling Ukraine, Galacia, Vienna, Trieste, Serbia or Bulgaria:	+1 VPs for the first +2 VPs for the second +3 VPs for each beyond the second
For controlling other land territories:	+1 VP for each
For every territory controlled with Oil:	+1 VP (additional)
For past failures, before game start:	-5 VPs
For losing control of Budapest:	-5 VPs
For losing control of Rumania:	-10 VPs
For each instance of starvation:	-1 VP (additional)
If Poland is destroyed:	-4 VP

Starting Technologies

None

Starting Resources

2 Oil, 1 Food, 6 Steel, 20 Population

Starting Units

Rumania:	5 Infantry, 2 Tanks, 1 AA Gun, 1 Fighter, and
Budapest:	3 Infantry
Black Sea:	1 Cruiser, 2 Destroyers

State: Republic of Turkey

As a new state, founded after the conclusion of World War II, you have very firm goals: the replacement of an outdated governing system, outdated laws, and outdated social policies. You have an ambitious plan for modernization, one that will not be carried out in your lifetime, but you will proceed as best you can.

Thus far your foreign policy has remained peaceful, following the motto: "peace at home and peace in the world." It would be nice to keep it this way, although invasion is a real possibility and you might be persuaded by offers of Western support for your modernization.

Victory Point Conditions at Game End

For every two instances of peacetime development:	+1 VP
For gaining any VPs from Nuclear Power:	+4 VPs (additional)
For each technology researched:	+1 VP
For losing control of home territories:	-5 VP/territory
For each instance of starvation:	-1 VP (additional)
For every two Population worth of units lost	-1 VP (rounded down)

Starting Technologies

None

Abilities

Demand for Infrastructure: Your Interior Advisor may supply materials for Peacetime development twice per turn instead of just once.

Starting Resources

4 Oil, 1 Food, 2 Steel, 15 Population

Starting Units

Armenia: 3 Infantry, 1 Tank
Ankara: 3 Infantry, 1 Fighter, 1 Bomber
Constantinople: 6 Infantry, 1 Tank, 1 AA Gun
Black Sea: 1 Cruiser, 2 Destroyers, 1 Submarine

State: Union of Soviet Socialist Republics

World War I went poorly. You lost most of your Western border, Poland, and Finland to Germany, who in turn ceded it to the Allies, where it was divided without your input. Poland was your land, stolen by the Germans and then the Allies, and you want it back. The only possible problem is that Poland has a mutual defense treaty with France and the United Kingdom.

You are currently in talks with Rumania to provide for their defense. You have been interested in both trade of food and passage right for your military and military assistance in your own campaigns

Victory Point Conditions at Game End

For controlling Livonia, Prussia or Warsaw:	+2 VPs for each +4 VPs (additional) for all three
For each other new land territory gained:	+1 VP
For control of the North Sea	+4 VP
For each technology researched:	+1 VP
If the Communist Party of China controls at least five territories	+3 VPs
For losing control of Sevastapol	-10 VPs
For losing control of other home territories:	-5 VP/territory

Starting Technologies

None

Trading Agreements

You have been trading for food with the non-player country of Finland, offering 1 Oil in exchange for 1 Food. Talk to a GM to perform this trade. If Finland is conquered, this agreement may not be processed. This trade may be performed at most once each turn.

Starting Resources

3 Oil, 1 Food, 4 Steel, 130 Population

Starting Units

Sevastapol: 3 Infantry, 1 AA Gun, 1 Tank
Moscow: 4 Infantry, 3 Tanks, 2 AA Gun, 2 Fighters
Gulf of Bothnea: 2 Destroyers
Black Sea: 2 Destroyers, 1 Submarine
Ukraine: 2 Infantry

St. Petersburg: 2 Infantry
Kazakh: 2 Infantry
Uzbek: 2 Infantry
West Siberia: 2 Infantry
East Siberia: 2 Infantry
Outer Mongolia: 2 Infantry
Kamchaka: 2 Infantry
Khabarovsk: 2 Infantry, 2 Tanks
Okhostsk Sea: 2 Destroyers

State: United Kingdom

You are still recovering from a depression. The casualties and loss of trade in World War I destroyed your economy and the war has given you two decades of strife. The depression is only partially mitigated by the reparations demanded of Germany after the last World War. Currently they owe you 1 Steel a turn, and you intend to enforce that.

Those were not the only results of the war. Germany is prohibited from amassing a military or fleet: They are limited to 3 Cruisers and no larger craft as well as prohibited from producing tanks.

You currently have an alliance with France and Poland, which you intend to honor, to provide them military support if they are attacked.

Recently, the Statute of Westminster has been passed, granting Australia and South Africa dominion status, a status that Canada already possessed. As dominions, they are allowed autonomy from direct United Kingdom rule. It would still be a disgrace to the United Kingdom if these territories were allowed to fall.

Victory Point Conditions at Game End

For every territory gained: +3 VPs

If you have the largest navy (by total steel cost): +6 VPs

For losing control of home territories: -5 VP/territory

For failing to gain reparations from Germany: -3 for the first instance
-2 for the second instance
-1 for the third instance

If Poland or France is destroyed: -6 VPs

For each of South Africa, West Australia, East Australia, the Northwest Territories, British Columbia, Ontario or Quebec controlled by a player at game end: -3 VPs/territory

If you ever invade one of the above territories while they remain in non-player control: -3 VPs/territory

Starting Technologies

HEAT

Abilities

Breakthrough: Once per game you may assign research points ignoring the limitation of one point in any one technology each turn.

Starting Resources

3 Oil, 1 Food, 6 Steel, 70 Population

Trading Agreements

Historically, you have been trading for Food with France, offering 1 Oil and 1 Steel in exchange for 1 Food.

You have been trading for food with the non-player country of Canada, offering 2 Steel in exchange for 1 food. Talk to a GM to perform this trade. If Ontario is conquered, this agreement may not be processed. This trade may be performed at most once each turn.

You have been trading for Uranium with the non-player country of Canada, offering 1 Oil in exchange for 1 Uranium. Talk to a GM to perform this trade. If the Northwest Territories is conquered, this agreement may not be processed. This trade may be performed at most once each turn.

Starting Units

London: 3 Infantry, 1 AA Gun

Wales: 3 Infantry, 1 AA Gun

Clyde: 1 Infantry

Edinburgh: 1 Infantry

Liverpool: 1 Infantry

Clyde: 1 Infantry

Egypt: 2 Infantry

Tanganyika: 1 Infantry

Pakistan: 2 Infantry

India: 2 Infantry, 1 Tank

Burma: 2 Infantry

North Sea: 2 Destroyers, 1 Battleship, 1 Carrier, 1 Transport, 2 Fighters, 1 Bomber, 2 Infantry, 2 Tanks, 1 AA Gun

English Channel: 4 Destroyers

State: United States of America

World War I was excellent for your economy, as you supplied weapons for the war and the combat did not spread to your homeland. If you can supply materials for another war, it would serve you well.

Thus far, you have maintained a policy of isolationism, and your citizens fervently agree. They will be disappointed if your soldiers are involved in a war or become too entrenched in European territory.

Unfortunately, it isn't that simple for the government. If any power in Europe grows too strong, they might later become a threat for the United States. This must be prevented. Preemptive action might be best, even if the people disagree.

Most of all, any war must be prevented from reaching your coast. Beyond your own territory, Canada and Mexico provide useful buffers against foreign powers and must not be allowed to fall.

Victory Point Conditions at Game End

For every 12 Steel possessed:	+1 VP
For every 6 Oil possessed:	+1 VP
For every European territory you control:	-1 VP
For every 6 units lost:	-1 VP
For having landed units outside of your starting territories and North America:	-5 VP
If any state has between 8 and 11 territories	-1 VP/player
If any state has between 12 and 15 territories:	-5 VP/player
If any state has 16 or more territories:	-9 VP/player
For every starting territory lost:	-5 VP/territory
For each territory in North America that you did not start in possession that has been conquered at least once:	-2 VPs/territory

Starting Technologies

RADAR

Abilities

Political Support: World War I has left you well liked by the smaller nations in Europe. As such, your armies may freely pass through the territories of Minor Powers.

Trading Agreements

Historically, you have been trading for Steel with Japan, offering 1 Food in exchange for 2 Steel.

You have been trading for uranium with the non-player country of Belgium, offering 2 Steel in exchange for 1 Uranium. Talk to a GM to perform this trade. If the Congo

is conquered, this agreement may not be processed. This trade may be performed at most once each turn.

Starting Resources

2 Oil, 6 Steel, 110 Population

Starting Units

New England: 2 Infantry, 1 AA Gun

American South: 2 Infantry

American Southwest: 2 Infantry

American Midwest: 2 Infantry

American Northeast: 2 Infantry

Alaska: 2 Infantry

Central America: 1 Infantry

Pacific Coast: 2 Infantry, 1 AA Gun

Alaska: 2 Infantry, 1 AA Gun

Hawaii: 1 Infantry

Marianas Islands: 1 Infantry

Phillipines: 2 Infantry, 1 AA Gun

Sargasso Sea: 1 Carrier, 2 Destroyers, 1 Submarine, 1 Transport, 2 Fighters,
and 2 Bombers, 2 Tanks, 2 Infantry

North Pacific Ocean: 1 Carrier, 1 Destroyers, 1 Battleship, 1 Transport, 2 Fighters,
and 2 Bombers, 2 Tanks, 2 Infantry)

State: Kingdom of Yugoslavia

Your state was formed from the ruins of Austria-Hungary after the Great War and has been suffering severe economic problems since. Your economic difficulties have prevented you from building the infrastructure needed to recover from the Great War.

If you manage to resolve your economic difficulties, you have dreams of a great Baltic state under the king of Yugoslavia. With the proper diplomacy, you may be able to make this happen.

Victory Point Conditions at Game Ends

For controlling Serbia, Albania, Vienna, Budapest or Bulgaria:

+1 VPs for the first
+2 VPs for the second
+3 VPs for each beyond the second

For controlling other land territories:

+1 VP for each

For every territory controlled with Oil:

+1 VP (additional)

For every two instances of Peacetime Development: +1 VP

For losing control of Trieste:

-5 VPs

For losing control of Serbia:

-10 VPs

For each instance of starvation:

-1 VP (additional)

Starting Technologies

None

Starting Resources

2 Oil, 6 Steel, 15 Population

Starting Units

Trieste: 3 Infantry, 1 Tank

Serbia: 3 Infantry

Adriatic Sea: 2 Destroyers