

# Optional Victory Conditions

(Note: These must be sent in by Turn 3)

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| Print Name: | Signature: |
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| Nation: | Game #: |
|---------|---------|

- 1) Finish the game with the largest navy (measured by total number of ship construction pts represented by existing ships). The current % effectiveness of each ship will, of course, be factored into this calculation.
- 2) Finish the game with the largest army (counted by armament pts of existing units, with % effectiveness being factored into the calculation).
- 3) Finish the game with the largest air force (counted by aircraft construction pts of existing air groups, with % effectiveness being factored into the calculation).
- 4) Finish the game with the largest National Treasury
- 5) Finish the game with the highest National Morale.
- 6) Control the greatest # of provinces & cities at the end of the game.
- 7) Retain control of the greatest % of original provinces & cities at the end of the game.
- 8) Increase the # of provinces & cities under your control by the greatest percentage, using your original provinces & cities as the benchmark.
- 9) Finish the game with the highest total of IMDL levels.
- 10) Finish the game with the highest total of ADL levels.

## Instructions:

Please select seven ( 7 ) of the ten (10) available Optional Victory Conditions by checking the space (  ) provided before each. The Optional Victory Conditions for your nation must be turned in before or with your third turn or you will be issued the default Optional Victory Conditions for your particular nation. Optional Victory Conditions cannot be changed once they have been set so please make your selections with care. Thank You.

Send to:

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| <p><b>Rolling Thunder Games, Inc.</b><br/>P.O. Box 310<br/>Eastlake, CO 80614-0310<br/>Phone/FAX: (303) 920-7270<br/>Internet: <a href="mailto:victory@rollingthunder.com">victory@rollingthunder.com</a></p> |
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