




INFANTRY 	Attack	Defense	Move	Mechanized War (Rommel's Rules)	Sea / Air Move	Amphibious or Airborne	China
	1	3	1	N	N	N	3
	3	1	1	N	N	N	3
	1	4	1	Y	Y	N	4
	3	2	1	Y	Y	N	4
	1	5	1	Y	Y	Y	5
	2	4	1	Y	Y	Y	5
	4	2	1	Y	Y	Y	5

ARTILLERY 	Attack	Defense	Move	Anti-Aircraft	Support / Port	Amphib. Def	Preemptive / Fort	China

ARMOR 	Attack	Defense	Move	1st Infantry	2nd Infantry	Armor / Inf. Def.	Metal Tracks	China


Artillery Cost = A + D + 2


Destroyer Cost = A + D + 4


Armor Cost = A + D + 2


Transport Cost = Capacity + Mod. + 3

Fighter Cost = Land/Sea + Air Movement + D + 2

FIGHTER 	Land/Sea	Air	Movement	Tech Penalty / Bonus	Target	China

DESTROYER 	Attack	Defense	Submarine Vulnerable	Hits Subs Preemptively	China

TRANSPORT 	Attack	Defense	Capacity	Combat Penalty	China

FACTORY 	Infantry, Armor, Artillery	Fighter	Bomber	Battleship, Aircraft Carrier	Destroyer, Submarine, Transport	China
Minor Land	Y	N	N	N	N	7
Minor Sea	N	N	N	N	Y	8