



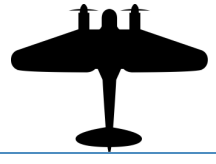



<b>INFANTRY</b> 	Attack	Defense	Move	Mechanized War (Rommel's Rules)	Sea / Air Move	Amphibious or Airborne	<b>France</b>
	1	3	1	N	N	N	4
	3	1	1	N	N	N	4
	1	4	1	Y	Y	N	5
	3	2	1	Y	Y	N	5
	1	5	1	Y	Y	Y	6
	2	4	1	Y	Y	Y	6
	4	2	1	Y	Y	Y	6


<b>ARTILLERY</b> 	Attack	Defense	Move	Anti-Aircraft	Support / Port	Amphib. Def	Preemptive / Fort	<b>France</b>


<b>ARMOR</b> 	Attack	Defense	Move	1st Infantry	2nd Infantry	Armor / Inf. Def.	Metal Tracks	<b>France</b>


<b>FIGHTER</b> 	Land/Sea	Air	Movement	Tech Penalty / Bonus	Target	<b>France</b>


<b>BOMBER</b> 	Bombs	Air	Move	Payload - M	Altitude	<b>France</b>

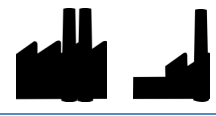
<b>BATTLESHIP</b> 	Attack	Defense	Resistance	<b>France</b>

<b>DESTROYER</b> 	Attack	Defense	Submarine Vulnerable	Hits Subs Preemptively	<b>France</b>

<b>AIRCRAFT CARRIER</b> 	Attack	Defense	Capacity	<b>France</b>

<b>SUBMARINE</b> 	Attack	Defense	Anti-Aircraft	Preemptive Attack	<b>France</b>

<b>TRANSPORT</b> 	Attack	Defense	Capacity	Combat Penalty	<b>France</b>

<b>FACTORY</b> 	Infantry, Armor, Artillery	Fighter	Bomber	Battleship, Aircraft Carrier	Destroyer, Submarine, Transport	<b>France</b>
Major Sea	N	N	N	Y	Y	12
Minor Land	Y	N	N	N	N	8
Minor Sea	N	N	N	N	Y	8