



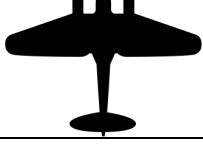



<b>INFANTRY</b> 	Attack	Defense	Move	Mechanized War (Rommel's Rules)	Sea /Air Move	Amphibious or Airborne	<b>Germany</b>
	1	3	1	N	N	N	3
	2	2	1	N	N	N	3
	3	1	1	N	N	N	3
	1	4	1	Y	Y	N	4
	2	3	1	Y	Y	N	4
	3	2	1	Y	Y	N	4
	1	5	1	Y	Y	Y	5
	2	4	1	Y	Y	Y	5
	3	3	1	Y	Y	Y	5
	4	2	1	Y	Y	Y	5


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


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


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


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


<b>FACTORY</b> 	Infantry, Armor, Artillery	Fighter	Bomber	Battleship, Aircraft Carrier	Destroyer, Submarine, Transport	<b>Germany</b>
<b>Major</b>	Y	Y	Y	Y	Y	<b>28</b>
Major Land	Y	N	N	N	N	8
Major Sea	N	N	N	Y	Y	9
Major Air	N	Y	Y	N	N	7
<b>Minor</b>	Y	Y	N	N	Y	<b>14</b>
Minor Land	Y	N	N	N	N	5
Minor Sea	N	N	N	N	Y	6
Minor Air	N	Y	N	N	N	5





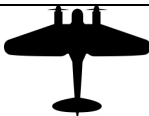





<b>BATTLESHIP</b> 	Attack	Defense	Resistance	<b>Germany</b>

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

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

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

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

Unit	Cost Formula
 <b>INFANTRY</b>	A + D - 1
 <b>ARTILLERY</b>	A + D - 1
 <b>ARMOR</b>	A + D - 1
 <b>FIGHTER</b>	Land/Sea + Air + Move - 2
 <b>BOMBER</b>	Bomb Rolls + Air Roll + Movement + 2
 <b>BATTLESHIP</b>	All Attack Guns + All Defense Guns + 2
 <b>DESTROYER</b>	A + D + 3
 <b>AIRCRAFT CARRIER</b>	A + D + Capacity + Modifier + 2 Capacity of 16-19      0 Capacity of 20-23    - 1 Capacity of 24-27    - 2 Capacity of 28-31    - 3 Capacity of 30-33    - 4 Capacity of 34-36    - 5
 <b>SUBMARINE</b>	A + D - 1
 <b>TRANSPORT</b>	Capacity + Modifier + 1 Non-Combat            - 3 Capacity of 12-15    - 1 Capacity of 16-17    - 2 Capacity of 18-19    - 3 Capacity of 20-21    - 4 Capacity of 22-23    - 5 Capacity of 24        - 6