



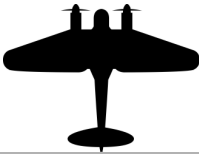



INFANTRY 	Attack	Defense	Move	Mechanized War (Rommel's Rules)	Sea / Air Move	Amphibious or Airborne	Italy
	1	3	1	N	N	N	4
	3	1	1	N	N	N	4
	1	4	1	Y	Y	N	5
	3	2	1	Y	Y	N	5
	1	5	1	Y	Y	Y	6
	2	4	1	Y	Y	Y	6
	4	2	1	Y	Y	Y	6


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


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

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


BOMBER 	Bombs	Air	Move	Payload - M	Altitude	Italy


BATTLESHIP 	Attack	Defense	Resistance	Italy

DESTROYER 	Attack	Defense	Submarine Vulnerable	Hits Subs Preemptively	Italy

AIRCRAFT CARRIER 	Attack	Defense	Capacity	Italy

SUBMARINE 	Attack	Defense	Anti-Aircraft	Preemptive Attack	Italy

TRANSPORT 	Attack	Defense	Capacity	Combat Penalty	Italy

FACTORY 	Infantry, Armor, Artillery	Fighter	Bomber	Battleship, Aircraft Carrier	Destroyer, Submarine, Transport	Italy
Major Sea	N	N	N	Y	Y	11
Minor Land	Y	N	N	N	N	6
Minor Sea	N	N	N	N	Y	7