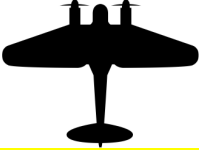


INFANTRY							
	Attack	Defense	Move	Mechanized War (Rommel's Rules)	Sea /Air Move	Amphibious or Airborne	Japan
	1	3	1	N	N	N	4
	2	2	1	N	N	N	4
	3	1	1	N	N	N	4
	1	4	1	Y	Y	N	5
	2	3	1	Y	Y	N	5
	3	2	1	Y	Y	N	5
	1	5	1	Y	Y	Y	6
	2	4	1	Y	Y	Y	6
	3	3	1	Y	Y	Y	6
	4	2	1	Y	Y	Y	6

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

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

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

BOMBER					
	Bombs	Air	Move	Payload - M	Altitude

FACTORY						
	Infantry, Armor, Artillery	Fighter	Bomber	Battleship, Aircraft Carrier	Destroyer, Submarine, Transport	Japan
Major	Y	Y	Y	Y	Y	29
Major Land	Y	N	N	N	N	9
Major Sea	N	N	N	Y	Y	10
Major Air	N	Y	Y	N	N	8
Minor	Y	Y	N	N	Y	14
Minor Land	Y	N	N	N	N	5
Minor Sea	N	N	N	N	Y	6
Minor Air	N	Y	N	N	N	5

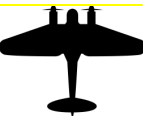
BATTLESHIP 	Attack	Defense	Resistance	Japan

DESTROYER 	Attack	Defense	Submarine Vulnerable	Hits Subs Preemptively	Japan

AIRCRAFT CARRIER 	Attack	Defense	Capacity	Japan

SUBMARINE 	Attack	Defense	Anti-Aircraft	Preemptive Attack	Japan

TRANSPORT 	Attack	Defense	Capacity	Combat Penalty	Japan

Unit	Cost Formula
 INFANTRY	A + D
 ARTILLERY	A + D + 1
 ARMOR	A + D + 1
 FIGHTER	Land/Sea + Air + Move - 2
 BOMBER	Bomb Rolls + Air Roll + Movement + 3
 BATTLESHIP	All Attack Guns + All Defense Guns
 DESTROYER	A + D + 1
 AIRCRAFT CARRIER	A + D + Capacity + Modifier - 4 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
 SUBMARINE	A + D + 1
 TRANSPORT	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