



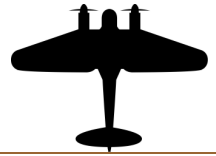



INFANTRY 	Attack	Defense	Move	Mechanized War (Rommel's Rules)	Sea / Air Move	Amphibious or Airborne	U.S.S.R.
	1	3	1	N	N	N	3
	3	1	1	N	N	N	3
	1	4	1	Y	Y	N	4
	3	2	1	Y	Y	N	4
	1	5	1	Y	Y	Y	5
	2	4	1	Y	Y	Y	5
	4	2	1	Y	Y	Y	5


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

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

FIGHTER 	Land/Sea	Air	Movement	Tech Penalty / Bonus	Target	U.S.S.R.


BOMBER 	Bombs	Air	Move	Payload - M	Altitude	U.S.S.R.

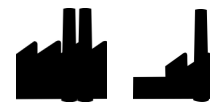
BATTLESHIP 	Attack	Defense	Resistance	U.S.S.R.

DESTROYER 	Attack	Defense	Submarine Vulnerable	Hits Subs Preemptively	U.S.S.R.

AIRCRAFT CARRIER 	Attack	Defense	Capacity	U.S.S.R.

SUBMARINE 	Attack	Defense	Anti- Aircraft	Preemptive Attack	U.S.S.R.

TRANSPORT 	Attack	Defense	Capacity	Combat Penalty	U.S.S.R.

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