

Fuel Depot - Germany gains **+9 Each Round**

























Motorpool – Germany starts with **2 Trucks**



Airfield – Germany starts with **1 Bomber and 3 Fighters**



# Dice	Units	1 Hit	2 Hits
			
			
			
			
			
			
			

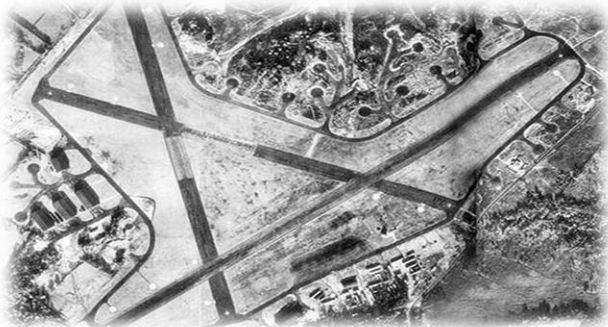
Fuel Depot - Allies gain **+11 Each Round**



Motorpool – Allies start with **5 Trucks**



Airfield – Allies start with **3 Bomber and 9 Fighters**



# Dice	Units	1 Hit	2 Hits

