

If you are wondering about the prices or other things, look at the bottom paragraph; it explains everything.

Has **Increased Factory Production, Radar, Improved Mechs, and Super Subs.**

Germany, 90 IPCs

Unit	Cost	Movement	Attack	Defence	Special
Infantry	9	1	3	4	None
Artillery	12	1	3	4	None
Heavy Artillery	45	1	10	2	Can only move once every 2 turns and fire in combat once every 2 rounds. <i>However</i> , it can bombard up to 2 spaces away. (The Schwerer Gustav)
Medium Tank	16	2	7	6	None
Mechanized Infantry	12	2	3	4	Can be paired 1-1 to make 1 artillery <i>or</i> infantry to move +1. If so, it cannot blitz with a tank that round.
Light Tank	13	2	5	4	Can blitz by itself.
AAA	15	1	0	2	Only hits air units. If there is no air present, rolls on a 2 against tanks and mechs.
Fighter	28	4	4	3	Air bases do not affect a fighter's range. 1 point worth
Tactical Bomber	29	4	2	2	Can hit units on 1-5 instead of 1-3. 1 point worth
Strategic Bomber	35	6	2	2	3 points' worth
Submarine	17	2	4	2	Increase attack/defence by 1 when 3 or more subs attack together. This special effect stops when sub numbers drop below 3.
Transport	20	2			Decreases attack by 75%, and defence by 50%.
Destroyer	22	2	4	5	None
Cruiser	34	3	7	6	Naval bases do not affect range
Aircraft Carrier	44	2	1	2	Can carry up to 2 points of planes. Has 2 lives; reduce point number by 1 when damaged.

Battleship	50	3	8	6	Has 2 lives. When damaged, reduce attack and defence by 1.
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Has **Marines** and **Super Subs**

Japan, 80

Units	Cost	Movement	Attack	Defence	Special
Infantry	9	1	3	5	None
Mechanized Infantry	11	2	3	5	None
Artillery	12	1	3	3	None
Light Tank	14	2	5	5	Cannot blitz.
AAA	15	1	0	3	Only hits air units.
Fighter	30	4	4	4	+1 movement when taking off of carriers. Cannot land in Chinese territories that are less than 4 IPCs. 1 point
Tactical Bomber	33	4	2	2	+1 movement when taking off of carriers. Can hit on 1-4 instead of 1-3. Cannot land in Chinese territories that are less than 4 IPCs. 2 points.
Strategic Bomber	36	6	1	1	Cannot land in Chinese territories that are less than 4 IPCs. 4 points.
Submarine	20	2	3	3	None.
Transport	20	2			Decreases attack by 75%, and defence by 50%.
Destroyer	25	2	4	5	Can carry 1 inf; this inf cannot attack or defend while on this destroyer- if the ship is destroyed, so is inf.
Cruiser	36	3	7	6	Naval bases do not affect range
Aircraft Carrier	50	2	2	3	Can carry up to 3 points' worth of aircraft. Has 2 lives; reduce point number by 1 when damaged.
Battleship	60	2	8	8	Reduce attack and defence by 1 when damaged. Has 2 lives.
Super Battleship	75	2	10	10	Has 3 lives; reduce attack and defence to 9 when damaged once. When damaged twice, attack and defence are 6, and movement is 1.

Has no tech.
Italy, 34 IPCs

Units	Cost	Movement	Attack	Defence	Special
Infantry	8	1	2	3	None
Mechanized Infantry	11	2	3	3	None
Artillery	12	1	3	3	None
Light Tank	15	2	5	5	Can blitz when paired 1-1 with mech.
AAA	13	1	0	3	Only hits air units.
Fighter	27	4	3	3	None
Tactical Bomber	30	4	2	2	None
Strategic Bomber	33	6	1	1	None
Submarine	17	2	5	2	None
Transport	20	2			Decreases attack by 75%, and defence by 50%.
Destroyer	22	2	4	4	None
Cruiser	33	3	7	4	Movement not affected by naval bases.
Battleship	55	2	9	7	Has 2 lives; when damaged, reduce attack by 1, and defence by 2.

Has **Rocket Artillery** and **Increased Factory Production**

Soviet Union, 116 IPCs

Units	Cost	Movement	Attack	Defence	Special
Infantry	8	1	2	3	Reduce cost by 1 once at war with Germany.
Mechanized Infantry	12	2	3	4	Can tow one infantry <i>or</i> one artillery with it. If so, it cannot blitz with a tank that round.
Artillery	12	1	3	3	None
Light Tank	14	2	5	4	Can blitz when paired with a tank or mech 1-1.
Tank	17	2	6	7	None
AAA	15	1	0	3	Only hits air units.
Fighter	29	4	4	4	None
Tactical Bomber	33	4	2	2	None
Strategic Bomber	35	6	1	2	None
Submarine	18	2	4	3	None
Transport	21	2			Decreases attack by 75%, and defence by 50%.
Destroyer	23	2	4	5	None
Cruiser	35	3	6	6	Movement is not affected by naval bases.
Battleship	58	2	8	8	Has 2 lives; decrease attack and defence by 2 when damaged.

Can, for one turn, call in General Winter. This means that, for one entire round, land and air units in red territory cannot move, nor can units move into red territory. Enemy defence is lowered by 2.

Has **Heavy Bombers, Improved Shipyards, Increased Factory Production, and Marines.**

United States, 156 IPCs

Units	Cost	Movement	Attack	Defence	Special
Infantry	9	1	2	4	Can be loaded onto destroyers paired 1-1; cannot defend or attack while on these.
Mechanized Infantry	12	2	3	4	Can be loaded on transports like infantry. Can tow an infantry or artillery paired 1-1.
Artillery	12	1	3	3	None
Light Tank	18	2	6	5	Can tow an infantry or artillery paired 1-1. Can blitz alone
Tank	21	2	6	7	None
AAA	15	1	0	3	Only hits air units.
Fighter	30	4	3	4	1 point
Tactical Bomber	32	4	2	2	Hit on 1-4, but naval units roll x AAA to x tactical bombers. 1 point
Strategic Bomber	38	6	2	2	Enemy AAA hit -2 to strategic bombers. 4 points
Submarine	18	3	3	3	Movement is not affected by naval bases.
Transport	20	2			Decreases attack by 75%, and defence by 50%.
Destroyer	26	2	4	6	None
Cruiser	36	3	7	6	Movement is not affected by naval bases.
Aircraft Carrier	50	3	2	3	Movement is not affected by naval bases. Can carry 4 points of aircraft. Has 2 lives; reduce point number by 1 when damaged.
Battleship	60	2	8	8	Has 2 lives; decrease attack and defence by 2 when damaged.

Has **Radar** and **Improved Shipyards**.

The U.K.; Europe 87 IPCs, Pacific 51 IPCs. Same unit stats for France.

Units	Cost	Movement	Attack	Defence	Special
Infantry	9	1	2	4	None
Mechanized Infantry	12	2	3	4	Can tow either an infantry or an artillery.
Artillery	12	1	3	3	None
Light Tank	14	2	4	5	Can blitz.
Tank	18	2	6	6	None
AAA	16	1	0	3	Only hits air units.
Fighter	30	4	4	5	Decrease range by 1 when in the continent of Europe. 1 point
Tactical Bomber	33	4	2	2	1 point
Strategic Bomber	36	6	1	1	Can choose to night bomb; no enemy AAA fire, but reduce damage by 50%. Only can be used in strategic bombing. 4 points
Submarine	17	2	3	3	None
Transport	21	2			Decreases attack by 75%, and defence by 50%.
Destroyer	24	2	4	5	None
Cruiser	36	3	7	6	Movement not affected by naval bases.
Aircraft Carrier	50	2	1	2	Has 3 lives; reduce carrier points by 1 per damage, and the second damage reduces movement by 1. 3 points.
Battleship	60	2	9	9	None

Has **Improved Shipyards.**

ANZAC, 31 IPCs

Units	Cost	Movement	Attack	Defence	Special
Infantry	9	1	2	5	Defend -1 when not on grey territories.
Mechanized Infantry	11	2	3	4	None
Artillery	12	1	3	3	None
Light Tank	15	2	4	5	None
AAA	15	1	0	3	Only hits air units.
Fighter	30	4	3	3	1 point.
Tactical Bomber	33	4	2	2	1 point.
Strategic Bomber	36	6	1	1	3 points.
Submarine	18	2	3	3	None
Transport	20	2			Decreases attack by 75%, and defence by 50%.
Destroyer	23	2	4	5	None
Cruiser	35	3	7	6	Movement is not affected by naval bases.
Aircraft Carrier	48	2	1	2	Can carry 2 points of planes.
Battleship	58	2	8	8	Has 2 lives; reduce attack and defence by 2 when damaged.

Has no tech, but no Axis planes can land in territories less than 4 IPCs.

China, 36 IPCs

Units	Cost	Movement	Attack	Defence	Special
Infantry	6	1	2	2	None
Artillery	10	1	3	2	None
Light Tank	14	2	5	5	Cannot blitz
Fighter	Can't be bought.	4	4	4	None

IPC value of all territories are multiplied by 3. Non-island territories with no IPC value have 1 IPC. These tables are nation-specific. *Air units cannot hit land units. Fighters can negate 2 inf, or 1 other land unit. 1 fighter is needed to negate a single combat naval unit; but they can hit transports. Tactical bombers can hit a tank, artillery, or naval unit when it rolls a 1-3, and then it can choose it's target. Otherwise it negates 1 land or naval unit. Strategic bombers cause 2 land units or 1 naval unit to have it's defence lowered by 50%, rounded up. Strategic bombers can only "negate" when attacking; when defending, it only affects air units. Air units can only negate an enemy unit if it does not participate in air combat. Attack and Defence on the air unit table are for air combat only. Air units can move through the Sahara, but it costs -1 movement. Artillery supports infantry and always surprise strikes. Tanks can blitz. Subs cannot be affected by air. Mechs can blitz when paired with med-tanks. In %, always round up. Fixing damage to facilities cost 3 IPCs and damage to Carriers and Battleships are 20 IPCs (35 IPCs if the unit is 2x damaged). Infantry in amphibious assaults have attack reduced by 1, and other units, by 2, but both only for the 1st round of combat. To build a Minor IC, you need a territory worth 6+ IPCs, and for a major, 9+. Everything in italics is true unless otherwise stated. Amur and the Caucasus are worth +3, but Buryatia and Evenkiyskiy are worth -3 IPCs. Okinawa and Sicily are worth +2. To mark rocket artillery and light tanks, flip the unit (sideways or upside-down.) To mark heavy tanks or heavy artillery, place a control marker underneath it. (For the heavy artillery, flip the control marker after it moves so you can remember that it can or can't move that turn.)*

Research and development.

<p>Advanced Artillery: artees atk and defend +1 and support 2 units or 1 tank.</p>	<p>Marines: Infantry in amphibious assaults attack +2, instead of -1, for the 1st round of combat.</p>	<p>Heavy tanks: can build tanks that cost 24, atk and def 8, move 2.</p>	<p>Rocket Artillery: can build artillery that cost 15, atk and def 2, move 2. Rolls 2 d12 and supports 2 inf when attacking.</p>	<p>Increased Factory Production: ICs can build + 4 units and can repair 2 damage for 1 IPC.</p>	<p>Improved Mechs: Mechs can blitz alone, can tow artees and inf., and atk +1.</p>
<p>Super Subs: subs atk +2 and def +1</p>	<p>Jet fighters: Fighters atk/def +3.</p>	<p>Improved Shipyards: Ships cost -8 and repair cost -15 to ships.</p>	<p>Radar: AAA def +2.</p>	<p>Long-Range Aircraft: air unit range +1.</p>	<p>Heavy Bombers: reduce enemy def by 75% and roll d12s when strategic bombing.</p>