Infantry (Land)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 3 | 1 (2) | 2 | 1 |

*- Supported by Artillery (+1 A)*

Artillery (Land)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 4 | 2 | 2 | 1 |

*- Supports Infantry*

Tank (Land)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 6 | 3 | 3 | 2 |

*- Blitz*

Antiaircraft artillery (Land)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 5 | - | - | 1 |

*- Limited move*

Fighter (Air)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 10 | 3 | 4 | 4 |

*- Land on Aircraft carriers  
- (Opt.) supp. strat. bomb raid  
 (both attack and defense)*

Bomber (Air)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 12 | 4 | 1 | 6 |

*- Strategic bombing raid*

Aircraft carrier (Sea)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 14 | 1 | 2 | 2 |

*- Carry Fighters  
- Fighter defense*

Transport (Sea)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 7 | 0 | 0 | 2 |

*- No combat value  
- Does not block enemy mov.  
- Chosen last as casualty  
- Carry land units  
- Loading and offloading  
- Amphibious assault*

Battleship (Sea)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 20 | 4 | 4 | 2 |

*- Two hits to destroy  
- Offshore bombardment*

Cruiser (Sea)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 12 | 3 | 3 | 2 |

*- Offshore bombardment*

Destroyer (Sea)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 8 | 2 | 2 | 2 |

*- Anti-sub vessel*

Submarine (Sea)

|  |  |  |  |
| --- | --- | --- | --- |
| C | A | D | M |
| 6 | 2 | 1 | 2 |

*- Surprise strike  
- Submerge  
- Treat hostile SZs as friendly  
- Does not block enemy mov.  
- Cannot hit Air units  
- Cannot be hit by Air units*

Control Markers

Aircraft Movement Dice