

## Unit Summary

*Fire*

<i>Order</i>	<i>Unit Type</i>	<i>Class</i>	<i>Move</i>	<i>Notes</i>	<i>Firepower</i>
1	Fortress	<b>Ground</b>	0	Always in supply	A2   N3   G4   S3
2	Air Force	<b>Air</b>	2+R	ReBase from Sea (11.3)	A3   N1   G1   S1
3	Carrier	<b>Naval</b>	3+R	-2CV/hit	A2   N2*   G1   S2
4	Sub	<b>Sub</b>	2+R	Can escape sea battles	A0   N1   G0   S1
5	Fleet	<b>Naval</b>	3+R	Cannot stop A or S	A1   N3   G1   S2
6	Tank	<b>Ground</b>	3	Can convoy	A0   N0   G2   S0
7	Infantry	<b>Ground</b>	2	Can convoy	A1   N1   G3   S0
8	Convoy	<b>Naval</b>	2	-2CV/hit, Invasion limits	A0   N0   G0   S0

ANS = No border limits or supply. R = ReBase (see 13.0) \* Or fire N1, then ReBase or Retreat.

## Area Control Effects

	<i>Area Control</i>	<i>Normal Move</i>	<i>Strategic Move</i>	<i>Trade Route</i>	<i>Supply Line</i>
<b>Land</b> (N or S must stop)	Friendly	OK	OK	OK	OK
	Neutral	Attack	No	OK	No
	Rival	Attack	No	No	No
	Enemy	Attack <sup>1</sup>	No	No	No
<b>Straits</b> (Land or Sea Move)	Friendly	OK	OK	OK	OK
	Neutral	Attack <sup>2</sup>	No	OK	OK
	Rival	Attack <sup>2</sup>	No	OK	OK
	Enemy	Attack <sup>1</sup>	No	No	No
<b>Sea Ocean</b>	Open	OK	OK	OK <sup>4</sup>	OK
	Enemy	Attack <sup>1,3</sup>	No	No	No

<sup>1</sup> Air can pass through enemy areas.

<sup>2</sup> Naval or Sub can pass through by Sea Move.

<sup>3</sup> Subs can pass through by Sea Move.

<sup>4</sup> No, if *escaped* enemy Subs are present.