

## AXIS EMPIRES: Dice of Decision II

® Adds Alb garrison	® Turkey Rump State	® Turkey	® Turkey	® Turkey Central Powers
® Place in any City in Caucasus	® Adds 3x Cau colonials	® Place in Sofia e2605	® Adds Bulg colonial	® Place in Durazzo e2402
® Adds Cyr colonial	® Place in Famagusta e1814	® Adds Cypr garrison	® Place in any City in Caucasus	® Place in any City in Caucasus
® Place in Port Said e1312	® Place in any City in Egypt	® Place in any City in Egypt	® Adds 2x col, 2x garr	® Place in Tobruk e1406
® Adds Iraq colonial	® Place in Khania e1805	® Place in Athens e2204	® Adds Gre col, Crete garr	® Place in Suez e1213
® Place in any City in Libya	® Adds Lib colonial	® Place in Basra e1427	® Adds Basra garrison	® Place in Baghdad e1722
® Adds Serb colonial	® Place in Rhodes e1908	® Adds Rho garrison	® Place in Jerusalem e1415	® Adds Pal colonial
® Place in Amman e1516	® Adds Jor colonial	® Place in Damascus e1716	® Adds Syr colonial	® Place in Belgrade e2802
® BB Tunisie e1-2-x	® Tur Supply Convoy	® Escort Troop Convoy	® Expanded Turkey	® Ffascist Turkey
® BB Tunisie e1-2-x	® BB Tunisie e1-2-x	® BB Tunisie e1-2-x	® BB Tunisie e1-2-x	® BB Tunisie e1-2-x
® Adds 7 infantry	® Exp War Economy +2	® Escort Troop Convoy	® Ukr	® Ukr
® Ukr	® Adds A HQ, 8 inf	® Ukr 0-1-0	® Adds Sev fortress	® Ukr 0-1-2
® Expanded Ukraine	® Ukr 0-1-2	® Ukr 1-1-2	® Adds 5 and 6 infantry	® Ukr 0-1-2
® Ukr 2 1-2	® Ukr 1 1-2	® Ukr 13 1-1-1	® Ukr 13 1-1-1	® Ukr 13 1-1-1

## AXIS EMPIRES: Schiffskrieg

§ CV10 Franklin 2-2-x	§ CV9 Hornet II 2-2-x	§ CV8 Wasp II 2-2-x	§ CV7 Intrepid 2-2-x	§ CV6 Yorktn II 2-2-x
§ CV15 H Richd 2-2-x	§ CV14 Ticonder 2-2-x	§ CV13 Shangri-La 2-2-x	§ CV12 Hancock 2-2-x	§ CV11 Benningtn 2-2-x
§ CV20 Princetn II 2-2-x	§ CV19 Boxer 2-2-x	§ CV18 Randolph 2-2-x	§ CV17 Lk Champ 2-2-x	§ CV16 Antietam 2-2-x
§ CVL5 Monterey 1-2-x	§ CVL4 Cowpens 1-2-x	§ CVL3 Bell Wood 1-2-x	§ CVL2 Princeton 1-2-x	§ CVL1 Independ 1-2-x
§20 MAS 1-2	§ CVL9 San Jac 1-2-x	§ CVL8 Bataan 1-2-x	§ CVL7 Langley 1-2-x	§ CVL6 Cabot 1-2-x
§38 12FC 2-2	§38 12BC 1-3	§30 9FC 2-2	§30 9BC 1-2	§20 MAT 2-2
§42 20BC 1-3	§38 8ASC 1-3	§38 8BC 1-3	§38 15FC 2-2	§38 15BC 1-3
§8 5FC 1-2	§8 5BC 1-2	§ FEAF 1-2	§42 21BC 1-3	§ CA Minneap 0-2-x
§41 7BC 1-3	§40 13FC 2-2	§40 13BC 1-2	§35 10FC 2-2	§35 10BC 1-2
§43 CAC 1-3	§43 Place in Port hex with US unit	§41 1-2	§41 7FC 2-2	§ CA Wichita 0-2-x
§47 21BC 1-3	§47 20BC 1-3	§44 +1 To Hit DRM	§44 Place in Port hex with US unit	§43 69C 1-3
§ CA Gustav V 1-1-x	§ CA D.Victoria 1-1-x	§ Remove Ship Building	§ 3 U.S. SBPs per Sea Turn	§ 12 surface (incl 8 BB)
§ CA Manlight 0-1-x	§ CA Sverige 1-1-x	§ SP MAT 1-2	§ SP MAC 1-2	§ CA Gabrias 0-1-x
§ CA Tappirtn 0-1-x	§ CA Oscar II 0-1-x	§ SP 1 1-2	§ SP 2 1-2	§ BB Yaguz 1-2-x
§ CV Yorktown 2-2-x	§ CV Saratoga 2-2-x	§ CV Ranger 2-1-x	§ CV Lexington 2-2-x	§ CV Enterprise 2-2-x
§ CV5 Bunker H 2-2-x	§ CV4 Lex II 2-2-x	§ CV3 Essex 2-2-x	§ CV2 Hornet 2-2-x	§ CV1 Wasp 2-1-x

## Countersheet 7 (Back)