

Naval units:					
Transport	6	2	-	(1)	Game start
US Heavy Transport	9	2	-	(1)	<i>Late 1943</i>
Destroyer	7	2	2	2	Game start
Cruiser	9	2	3	3	Game start
Battleship	15	2	4	4	Game start
Super Heavy Battleship	20	2	5 (2 dice)	5 (2 dice)	Game start
Aircraft Carrier	12	2	2	2	Game start
Submarine	6	2	2	1	Game start
German U-Boot	4	2	2	1	Game start
German Type XXI U-Boot	6	3	4 (2 dice)	4 (2 dice)	<i>Early 1944</i>
Escort	6	2	1	2	<i>Late 1941</i>
Air units:					
Fighter	9	4	3	4	Game start
Carrier based fighter	6	3	3	4	Game start
Tactical bomber	10	4	3	3	Game start
Strategic bomber	12	6	4	1	Game start
Heavy bomber	15	8	4 (2 dice)	1 (2 dice)	Game start
Air Transport	4	6 or 4	-	-	Game start
German Me 262 Jetfighter	11	4	4	5	<i>Early 1944</i>

Note:

Unit profiles are described in detail in *Section I, II, III, IV and V* in the *Axis & Allies Global 1940 2E, House Rules Expansion* rulebook.