

	GERMANY	30 IPC'S	1ST
Germany: 11 Inf, 3 Art, 1 Tac B, 1 Bomber, Major IC, 1 AA Gun, Poland: 3 Inf, 1 Tank, 1 Tac B Romania: 2 Inf, 1 Tank Slovakia/Hungary: 2 Inf, 1 Tank, 1 Fighter Greater S. Germany: 6 Inf, 2 Art, 2 Tanks W. Germany: 3 Inf, 4 Mech, 1 Art, 2 Fighters, 3 Tacs, Major IC, AA Gun, Airbase, Naval Base Holland/Belgium: 4 Inf, 2 Art, 3 Tanks, 1 Fighter Denmark: 2 Inf Norway: 2 Inf, 1 Fighter Zone 103: 1 Sub Zone 108: 1 Sub Zone 117: 1 Sub Zone 118: 1 Sub Zone 124: 1 Sub Zone 113: 1 Transport, 1 Cruiser, 1 Battleship			
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2	


as of 29-Jan-2011

	GERMAN DIPLOMACY	1ST
Germany starts the game at War with UK and France		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2


UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5			


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	GERMAN OBJECTIVES	1ST
5 When Germany is not at war with the USSR 5 For each of the Following: Leningrad, Stalingrad, Moscow, Caucasus 5 If one German land unit is in Axis controlled Egypt 5 If Germany controls Denmark, Norway AND Sweden is neutral or Axis controlled 5 If Germany controls the United Kingdom 2 For each of the Following: Iraq, Persia, NW Persia		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2

	SOVIET UNION	37 IPC'S	2ND
<p>Russia: 1 Inf, 1 Mech, 1 Art, 1 Tank, 1 Fighter, 1 Tac B, Major IC, AA gun, Airbase Novgorod: 6 Inf, 1 Art, 1 Fighter, Minor IC, AA Gun, Airbase, Naval Base Archangel: 1 Inf Karelia: 2 Inf Vyborg: 3 Inf Baltic States: 3 Inf Belarus: 1 Inf East Poland: 2 Inf West Ukraine: 1 Inf, 1 Art Bessarabia: 2 Inf Caucasus: 2 Inf Volgograd: 1 Mech, 1 Tank, Minor IC Buryatia: 6 Inf Sakha: 6 Inf, AA Gun Amur: 6 Inf Ukraine: 3 Inf, Minor IC Zone 115: 1 Sub, 1 Battleship Zone 127: 1 Submarine Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France</p>			
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UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5	AAG40 Alpha+2		


	SOVIET DIPLOMACY	2ND
<p>USSR starts the game neutral, and may not attack Germany or Italy until they attack, or the beginning of round FOUR, whichever comes first</p> <p>Japan and USSR have no treaty and may attack each other but N.O. bonuses will occur. USSR, while at war on one map, must observe neutrality rules on the other map</p>		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		
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	SOVIET OBJECTIVES	2ND
<p>3 For each Grey Territory that is Soviet Controlled</p> <p>5 If Zone 125 is free of Axis warships, Archangel is Soviet controlled and no Allies are in red territory and USSR is at war with Euro-Axis</p> <p>10 Once for Soviet capture of Berlin</p> <p>12 ONCE, at the BEGINNING of the turn following an unprovoked DOW by Japan on USSR</p>		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		
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 JAPAN	26 IPC'S	3RD
Japan: 6 Inf, 2 Art, 1 Tank, 2 Fighters, 2 Tac Bombers, 2 Bombers, AA Gun, Major IC, Airbase, Naval Base Manchuria: 6 Inf, 1 Mech, 1 Art, 2 Fighters, 2 Tac Bombers, AA Gun Shantung, Kiangsi & Kwangsi: 3 Inf, 1 Art Formosa: 1 Fighter Siam: 2 Inf Iwo Jima & Palau Island: 1 Inf Jehol: 2 Infantry, 1 Art Caroline Islands: 2 Inf, AA gun, Airbase, Naval Base Okinawa: 1 Inf, 1 Fighter Kiangsu: 3 Inf, 1 Art, 1 Fighter, 1 Tac B Korea: 4 Inf, 1 Fighter Sea Zone 6: 1 Sub, 2 Destroyers, 2 Carriers w/ 2 Tac Bombers & 2 Fighters, 1 Cruiser, 1 Battleship, 1 Transport Sea Zone 19: 1 Sub, 1 Battleship, 1 Destroyer, 1 Transport Sea Zone 33: 1 Destroyer, 1 Carrier w/ 1 Tac & 1 Ftr Sea Zone 20: 1 Cruiser, 1 Transport Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		
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UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5			
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 JAPANESE DIPLOMACY	3RD
<p>Japan begins the game at war with China. Japan and USSR have no treaty and may attack each other but N.O. bonuses will occur. If UK or ANZAC attacks this will result in limited war with them. The US is not at war with Japan until Japan attacks the US, UK or Anzac in an unprovoked manner, or US <i>collect income</i> phase of round THREE, whichever comes first</p>	
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France	
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 JAPANESE OBJECTIVES	3RD
<p>10 Each turn Japan is NOT at war with US , has not invaded French Indo-China, nor made unprovoked DOW with UK / ANZAC</p>	
<p>12 ONCE, at the BEGINNING of the turn following an unprovoked DOW by USSR on Japan</p>	
<p>5 If Axis controls 5 of the 7 following: Midway, Wake Mariana's, Iwo Jima, Carolinas, Solomon's, or Guam and Japan is at war</p>	
<p>5 Each: West US, Honolulu, Sydney, or Calcutta</p>	
<p>5 For Sumatra, Java, Borneo, AND Celebes</p>	
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France	
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 UK EUROPE	28 IPC'S	6TH
UK: 2 Inf, 2 Fighters, Major IC, AA gun, Airbase, Naval Base France: 1 Inf Quebec: 1 Inf, 1 Tank, 1 Minor IC Ontario: 1 Inf, 1 Art Anglo-Egypt Sudan: 1 Inf West India: 1 Inf Iceland: Airbase NB/ NS: Naval Base Gibraltar: 1 Fighter, Airbase, Naval Base Alexandria: 2 Inf, 1 Art, 1 Tank, Egypt: 1 Inf, 1 Mech, 1 Art, Naval Base Union of S. Africa: 2 Inf, Minor IC, Naval Base Malta: 1 Inf, 1 Fighter AA Gun, Airbase Scotland: 1 Inf, 1 Fighter, Airbase Normandy/Bordeaux: 1 Inf, 1 Fighter Zone 71: 1 Destroyer Zone 91: 1 Cruiser Zone 98: 1 Transport, 1 Cruiser, 1 Destroyer, 1 Carrier w/ 1 Tac B Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		
		Zone 106: 1 Transport, 1 Destroyer Zone 109: 1 Transport, 1 Destroyer Zone 110: 1 Cruiser, 1 Battleship Zone 111: 1 Destroyer, 1 Battleship Zone 112: 1 Cruiser AAG40 Alpha+2

UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5			


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 UK EUROPE DIPLOMACY	6TH
<p>UK starts the game at war with Germany and Italy</p> <p>UK may capture Dutch territories without DOW on Axis. UK may not land forces on Soviet or US territories until a state of war exists with the Axis and that particular power</p>	
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France	


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 UK EUROPE OBJECTIVES	6TH
<p>5 If there are no German subs on Europe board with the exception of the Baltic Sea, Black Sea or Caspian</p> <p>5 If UK controls all it's original territories in the Americas, Africa, the Middle East and Europe</p> <p>Note: West India is Pacific, Canada is Europe</p>	
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France	


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 UK PACIFIC	17 IPC'S	6TH
<p>India: 6 Inf, 1 Art, 1 Fighter, 1 Tac B, Major IC, AA gun, Airbase, Naval Base Malaya: 3 Infantry, 1 Naval Base Kwangtung: 2 Infantry, Naval Base Burma: 2 Infantry, 1 Fighter Sea Zone 37: 1 Battleship Sea Zone 39: 1 Destroyer, 1 Cruiser, 1 Transport</p>		
<p>Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France</p> <p>AAG40 Alpha+2</p>		


UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5			
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 UK PACIFIC DIPLOMACY	6TH
<p>UK starts the game at war with Germany and Italy</p> <p>UK may capture Dutch territories without DOW on Axis. UK may not land forces on Soviet or US territories until a state of war exists with the Axis and that particular power</p>	
<p>Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France</p> <p>AAG40 Alpha+2</p>	


 UK PACIFIC OBJECTIVES	6TH
<p>5 If UK controls all it's original territories in Pacific and UK is at war with Japan</p> <p>Note: West India is Pacific, Canada is Europe</p>	
<p>Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France</p> <p>AAG40 Alpha+2</p>	

	ANZAC	10 IPC'S	7TH
<p>New South Wales: 2 Inf, AA Gun, Minor IC, Naval Base Queensland: 2 Inf, 1 Art, 1 Fighter, Airbase, Naval Base New Zealand: 1 Inf, 2 Fighters, Airbase, Naval Base Malaya: 1 Inf Egypt: 2 Inf</p> <p>Sea Zone 62: 1 Destroyer, 1 Transport Sea Zone 63: 1 Cruiser</p>			
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2	


UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5			
		AAG40 Alpha+2		


	ANZAC DIPLOMACY	7TH
<p>ANZAC starts the game at war with Germany and Italy</p> <p>ANZAC may capture Dutch territories without DOW on Axis. ANZAC may not land forces on Soviet or US territories until a state of war exists between the Axis and that particular power</p>		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2


	ANZAC OBJECTIVES	7TH
<p>5 If Allies, not incl. Dutch, control Dutch New Guinea, New Guinea, New Britain and Solomon Islands and ANZAC is at war with Japan</p> <p>5 If the Allies control Malaya and ANZAC controls all it's original territories and ANZAC is at war with Japan</p>		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2

	ITALY	10 IPC'S	8TH
<p>N. Italy: 2 Inf, 2 Art, 1 Tank, 1 Fighter, 1 Tac B, Major IC, AA Gun S. Italy: 6 Inf, 1 Fighter, Minor IC, AA Gun, Airbase, Naval Base Albania: 2 Inf, 1 Tank Italian Somaliland: 1 Inf Ethiopia: 2 Inf, 1 Art Libya: 1 Inf, 1 Art Tobruk: 3 Inf, 1 Mech, 1 Art, 1 Tank, Zone 95: 2 Destroyers, 1 Sub, 1 Cruiser, 1 Transport Zone 97: 1 Battleship, 1 Cruiser, 2 Transports</p>			
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2	


UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5			
		AAG40 Alpha+2		


	ITALIAN DIPLOMACY	8TH
<p>Italy starts the game at War with UK and France</p>		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2


	ITALIAN OBJECTIVES	8TH
<p>5 If Axis controls THREE of the following: Egypt, Greece, Southern France, Gibraltar</p> <p>5 If there are no Allied surface warships in the Mediterranean Sea</p> <p>5 If Axis controls: Morocco, Algeria, Tunisia, Libya, Tobruk, AND Alexandria</p> <p>5 If Italy Controls Caucasus</p> <p>2 For each of the following: Iraq, Persia, NW Persia</p>		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2

	UNITED STATES	52 IPC'S	4TH
<p>Western US: 2 Inf, 1 Mech, 1 Art, 1 Fighter, AA Gun, Minor IC, Airbase, Naval Base Hawaiian Islands: 2 Inf, 2 Fighters, Airbase, Naval Base Philippines: 2 Inf, 1 Fighter, Airbase, Naval Base. Midway, Wake Island & Guam: Airbase Eastern US: 1 Inf, 1 Art, 1 Fighter, Minor IC, AA Gun, Airbase, Naval Base Central US: 1 Inf, 3 Mech, 1 Tank, 1 Bomber, Minor IC Sea Zone 10: 1 Battleship, 1 Cruiser, 1 Destroyer, 1 Transport, 1 Carrier w/ 1 Fighter and 1 Tac B Sea Zone 26: 1 Transport, 1 Sub, 1 Cruiser, 1 Destroyer Sea Zone 35: 1 Destroyer, 1 Sub Sea Zone 101: 1 Cruiser, 1 Transport</p>			
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2	


UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5	AAG40 Alpha+2		


	US DIPLOMACY	4TH
<p>The US remains neutral until the <i>collect income</i> phase of round THREE unless an Axis power declares war on them. The US may not enter a sea zone adjacent to Africa or Europe until a state of war exists between the US and the Euro-Axis</p> <p>US may declare war on Euro-Axis if London and/or any North American territory is captured</p>		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2


	US OBJECTIVES	4TH
<p>When at War:</p> <p>10 For controlling the 3 main US territories</p> <p>5 For controlling 5 of the following: Midway, Wake, Mariana's, Iwo Jima, Caroline's, Solomon's, and Guam</p> <p>5 For controlling Philippines</p> <p>5 For controlling Hawaii, Alaska, Aleutian Islands Line Islands AND Johnston Island</p> <p>5 For controlling Mexico, S. Mexico, Panama, AND W. Indies</p> <p>US Minor IC's become Major IC's</p>		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2

 CHINA	12 IPC'S	5TH
Szechwan; 5 Inf 1 Fighter Hunan: 2 Inf Yunnan: 4 Inf Kweichow: 2 Inf Shensi: 1 Inf Suiyuan: 2 Inf		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France <div>AAG40 Alpha+2</div>		


UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5			
		AAG40 Alpha+2		


 CHINESE DIPLOMACY	5TH
China begins the game at war with Japan and cannot enter any territory without the Chinese symbol on it except for Burma or Kwangtung.	
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France <div>AAG40 Alpha+2</div>	

 CHINESE OBJECTIVES	5TH
6 If Burma Road is open AND Allies control India, Burma, Yunnan, AND Szechwan. China is also permitted to purchase Artillery when the above occurs	
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France <div>AAG40 Alpha+2</div>	

	FRANCE	19 IPC'S	9TH
France: 6 Inf, 2 Art, 2 Tanks, 1 Fighter, Major IC, Airbase Normandy: 1 Inf, 1 Tank, Minor IC, Naval Base Southern France: 1 Inf, 1 Art, Minor IC, Naval Base Morocco: 1 Inf Algeria: 1 Inf Tunisia: 1 Inf Syria: 1 Inf French West Africa: 1 Inf United Kingdom: 1 Inf, 1 Fighter Zone 72: 1 Destroyer Zone 93: 1 Destroyer, 1 Cruiser Zone 112: 1 Cruiser			
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2	

UNIT	COST	ATT	DEF	MOVE
Infantry	3	1	2	1
Mechanized Infantry	4	1	2	2
Artillery	4	2	2	1
Tank	6	3	3	2
Fighter	10	3	4	4
Tactical Bomber	11	3	3	4
Strategic Bomber	12	4	1	6
Submarine	6	2	1	2
Transport	7	Zero	Zero	2
Destroyer	8	2	2	2
Cruiser	12	3	3	2
Aircraft Carrier	16	Zero	2	2
Battleship	20	4	4	2
Anti Aircraft Gun	5	Zero	1	1
Minor IC (Max dmg = 6)	12	Strategic Bombers do d6 +2 damage to IC's and damage chips cost 1 IPC to repair		
Major IC (Max dmg = 20)	30			
Upgrade Minor IC to Major	20			
Airbase (Max dmg = 6)	15			
Naval Base (Max dmg = 6)	15			
Research Dice	5			
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	FRENCH DIPLOMACY	9TH
France begins the game at war with Germany and Italy		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2

	FRENCH OBJECTIVES	9TH
Troop Bonus: The first time the territory of France is liberated, the French place 12 IPC's worth of units in France immediately		
Turn Order: Ger, USSR, Jap, US, China, UK, ANZAC, Italy, France		AAG40 Alpha+2