

	COST	MOVE	ATTACK	DEFENSE		COST	MOVE	ATTACK	DEFENSE
LAND UNITS:					LAND UNITS:				
INFANTRY	3	1	1 (2)	2	INFANTRY	3	1	1 (2)	2
ARTILLERY	4	1	2	2	ARTILLERY	4	1	2	2
MECH. INF.	4	2	1 (2)	2	MECH. INF.	4	2	1 (2)	2
TANK	6	2	3	3	TANK	6	2	3	3
AAA	6	1	0	(1)	AAA	6	1	0	(1)
AIR UNITS:					AIR UNITS:				
FIGHTER	10	4 (5)	3	4	FIGHTER	10	4 (5)	3	4
TAC. BOMBER	11	4 (5)	3 (4)	3	TAC. BOMBER	11	4 (5)	3 (4)	3
STR. BOMBER	12	6 (7)	4	1	STR. BOMBER	12	6 (7)	4	1
SEA UNITS:					SEA UNITS:				
SUBMARINE	6	2 (3)	2	1	SUBMARINE	6	2 (3)	2	1
TRANSPORTER	7	2 (3)			TRANSPORTER	7	2 (3)		
DESTROYER	8	2 (3)	2	2	DESTROYER	8	2 (3)	2	2
CRUISER	12	2 (3)	3	3	CRUISER	12	2 (3)	3	3
CARRIER (2 HITS)	16	2 (3)		2	CARRIER (2 HITS)	16	2 (3)		2
BATTLESHIP (2 HITS)	20	2 (3)	4	4	BATTLESHIP (2 HITS)	20	2 (3)	4	4
FACILITIES:					FACILITIES:				
MAJOR IC	30				MAJOR IC	30			
MINOR IC	12				MINOR IC	12			
AIRBASE	15				AIRBASE	15			
NAVAL BASE	15				NAVAL BASE	15			