

Cash at Start	IPC Level	FRANCE, BELGIUM and the NETHERLANDS												
		Cost	3	7	14	18	5	22	11	18	8	8	15	
15 IPC's	21	Move	1	2	4	6	1	2	2	2	2	2	2	2
Force Pool At Start	Attack	1	3	3	4	1	1	4	2	1	-	2	2	-
	Defend	2	2	4	1	1	4	3	3	1	1	2	2	-
		INFANTRY	ARMOR	FIGHTER	BOMBER	ANTI-AIR CRAFT	BATTLESHIP	1/2 BATTLESHIP	CARRIER	TRANSPORT	SUBMARINE	FACTORY		
France		5	2	1	-	1	1	1	-	1	1	1	1	1
French Mediterranean		-	-	-	-	-	-	1	-	1	1	-	-	-
Morocco		1	-	-	-	-	-	-	-	-	-	-	-	-
Algeria		1	-	-	-	-	-	-	-	-	-	-	-	-
Syria		1	-	-	-	-	-	-	-	-	-	-	-	-
French Indo-China		2	-	1	-	-	-	-	-	-	-	-	-	-
Belgian Congo (Belgium)		1	-	-	-	-	-	-	-	-	-	-	-	-
Dutch East Indies (Neth)		1	-	-	-	-	-	1	-	1	-	-	-	-

Place French Control marker on: French W. Africa, French Eqt Africa, Madagasca, Mauritius Island, Fiji Island, and Society Island.
British Control Marker on Java (Netherlands) and New Guiea.
Belgian and Dutch IPC values have been included into the French Level.

Cash at Start	IPC Level	China												
		Cost	2	8	16	20	5	35	20	40	9	9	20	
13 IPC's	13	Move	1	2	4	6	1	2	2	2	2	2	2	-
Force Pool At Start	Attack	1	3	3	4	1	1	4	2	1	-	2	2	-
	Defend	2	2	4	1	1	4	3	3	1	1	2	2	-
		INFANTRY	ARMOR	FIGHTER	BOMBER	ANTI-AIR CRAFT	BATTLESHIP	1/2 BATTLESHIP	CARRIER	TRANSPORT	SUBMARINE	FACTORY		
North China		5	-	-	-	-	-	-	-	-	-	1	-	-
Hofeh		4	-	-	-	-	-	-	-	-	-	-	-	-
South China		3	-	1	-	1	-	-	-	-	-	-	-	-
Kwangtung		3	-	-	-	-	-	-	-	-	-	-	-	-
Tsinghai		1	-	-	-	-	-	-	-	-	-	-	-	-
Sinkiang		2	-	-	-	-	-	-	-	-	-	-	-	-

Chinese Attack.
1 Attack Cancelled
2 20% Participate
3 40% "
4 60% "
5 80% "
6 100% "

Cash at Start	IPC Level	UNITED STATES												
		Cost	4	6	10	15	5	24	12	18	7	7	15	
17 IPC's	30	Move	1	2	4	6	1	2	2	2	2	2	-	-
Force Pool At Start		Attack	1	3	3	4	1	4	2	1	-	2	-	-
		Defend	2	2	4	1	1	4	3	3	1	2	-	-
			INFANTRY	ARMOR	FIGHTER	BOMBER	ANTI-AIR CRAFT	BATTLESHIP	1/2 BATTLESHIP	CARRIER	TRANSPORT	SUBMARINE	FACTORY	
		Eastern U.S.A.	1	1	1	1	1	1	-	1	-	1	-	
		Western U.S.A.	1	-	1/*1	-	1	1	1	-	1	-	1	
		Alaska	1	-	-	-	-	-	-	-	-	-	-	
		Hawaii	1	-	1	1	-	-	-	-	-	-	-	
		Hawaii Sea Zone	-	-	*2	-	-	-	1	1	1	-	-	
		Midway	1	-	-	-	-	-	-	-	-	-	-	
		Wake Island	1	-	-	-	-	-	-	-	-	-	-	
		Philippine Islands	2	-	1	-	-	-	-	1	-	-	-	
		Panama	1	-	-	-	-	-	-	-	-	-	-	
		West Indies	1	-	-	-	-	-	-	-	-	-	-	

Control Markers on: American Samoa, Christmas Island, Greenland
 * Fighter is to be placed on Carrier in that sea area

Cash at Start	IPC Level	GREAT BRITAIN											
		Cost	3	6	12	16	5	22	11	18	7	9	15
25 IPC's	39	Move	1	2	4	6	1	2	2	2	2	2	-
Force Pool At Start		Attack	1	3	3	4	1	4	2	1	-	2	-
		Defend	2	2	4	1	1	4	3	3	1	2	-
			INFANTRY	ARMOR	FIGHTER	BOMBER	ANTI-AIR CRAFT	BATTLESHIP	1/2 BATTLESHIP	CARRIER	TRANSPORT	SUBMARINE	FACTORY
		Britain	4	1	1	1	1	1	1	-	1	-	1
		Gibraltar	1	-	-	-	-	-	1	-	-	-	-
		Malta	1	-	1	-	-	-	-	-	-	-	-
		Egypt	2	1	1	-	-	-	-	-	-	-	-
		Suez Sea Zone	-	-	-	-	-	1	-	-	-	-	-
		India	2	-	-	-	-	-	-	-	-	-	-
		Indian Ocean Below Ceylon	-	-	*1	-	-	-	1	1	1	-	-
		Central Canada	1	-	-	-	-	-	-	-	-	-	1
		Eastern Australia	1	-	-	-	-	-	-	-	1	-	-
		Burma	1	-	-	-	-	-	-	-	-	-	-
		Malaya	1	-	-	-	-	-	-	-	-	-	-
		South Africa	1	-	-	-	-	-	-	-	-	-	-
		Rhodesia	1	-	-	-	-	-	-	-	-	-	-
		North Atlantic on North	-	-	*1	-	-	1	-	1	-	1	-

* Place Fighters on Carriers

British Control Marker: Northern Ireland, Nigeria, Sudan, Kenya, Trans-Jordan, Pakistan, Ceylon, Maldives, Seychelles, Queensland, Western Australia, New Zealand, Solomon Island, New Hebrides, Falkland Island, South Georgia Island, Eastern & Western Canada

Cash at Start	IPC Level	Germany											
		Cost	3	5	11	16	5	24	12	20	8	7	15
30 IPC's	20	Move	1	2	4	6	1	2	2	2	2	2	-
Force Pool At Start	Attack	1	3	3	4	1	1	4	2	1	-	2	-
	Defend	2	2	4	1	1	4	3	3	1	1	2	-
		INFANTRY	ARMOR	FIGHTER	BOMBER	ANTI-AIR CRAFT	BATTLESHIP	1/2 BATTLESHIP	CARRIER	TRANSPORT	SUBMARINE	FACTORY	
Germany		7	4	3	2	1	-	1	-	1	1	1	1
Italy		4	1	1	-	1	1	1	-	1	1	1	1
Rumania		3	1	1	-	-	-	-	-	-	-	-	-
Libya		2	1	-	-	-	-	-	-	-	-	-	-
Italian East Africa		2	-	-	-	-	-	-	-	1	-	-	-
Coast off Iceland		-	-	-	-	-	-	-	-	-	1	-	-
South Atlantic on the Word Atlantic		-	-	-	-	-	-	1	-	-	1	-	-
+5IPC's if not at war with Russia +2 IPC's if Sweden is Neutral													

Cost	A	B	C	4	5	6	4	3	5	8	E	F	G	H
Move	1	1	C	1	2	2	2	1	-	-	1	4	-	-
Attack	2	3	2	2	2	4	2	2	-	-	2	5	2	-
Defend	1	2	2	2	3	5	3	3	-	2	-	-	2	2/5
	A/A Gun, Art	Rockets	Paratroopers	U.S. Marines	Armored Infantry	SS Panzers	SS Panzergrenadiers	Russian Guards	Re-Arm Hvy Bomb	Ger. Sub Pens	Bonzai Attack	Kamikazi Attack	Japanese Defense	British Defense

- A. A/A guns may be used as Artillery
- B. Rockets require technology
- C. +1 IPC Cost of Infantry
- D. Re-Arm a Heavy Bomber
- E. Only 2 Bonzai Attacks are allowed per turn.
- F. Fighter Must be destroyed for attack.
- G. Applies only to the Island of Japan
- H. Applies only to the Island of Britain
(Infantry Defends on a 3
Fighters defend on a 5.)

Sequence of Play

1. Germany
2. Britain & Allies
3. Japan
4. Russia
5. U.S.A. & China

1. Until game turn 5. Germany receives 5IPC's extra provided that Germany is not at war with Russia.
2. As Long as Sweden is neutral Germany receives 2 additional IPC's.