




Russia	Karelia S.S.R.	Archangel	Novosibirsk	Caucasus	Kazakh S.S.R.	Evenki Natinoal Okrug	Yakut S.S.R.	Buryatia S.S.R.	Soviet Far East	Sea Zone 4						
Land Units		Cost	Move	Attack	Defense	Notes										
4	4	1	1	3	1	2	1	2	2		Infantry	3	1	1	2	Gets a bonus to attack when paired with Artillery
1	1			1							Artillery	4	1	2	2	Must be paired with Infantry
2		1		1							Tank	6	2	3	3	Can Blitz through enemy territory
1				1							Antiaircraft Artillery	5	1	-	1	Stops tanks from blitzing; may be taken as a casualty
1	1			1							Industrial Complex	15	-	-	-	Fires at incoming bombers during strikes
Air Units		Cost	Move	Attack	Defense	Notes										
1	1										Fighter	10	4	3	4	Can pass through enemy territory
											Bomber	12	6	4	1	Can strategically strike Industrial Complexes
Sea Units		Cost	Move	Attack	Defense	Notes										
										1	Submarine	6	2	2	1	Can submerge, surprise attack, and pass through most enemy squares
											Transport	7	2	-	-	Defenseless, but must be chosen as final casualty
											Destroyer	8	2	2	2	Anti-submarine unit
											Cruiser	12	2	3	3	Supports land units on amphibius attacks
											Aircraft Carrier	14	2	1	2	Holds two fighters
											Battleship	20	2	4	4	Must be hit twice to die; supports amphibius attacks

Germany	France	Northwestern Europe	Norway	Finland	Baltic States	Poland	Bulgaria Romania	Italy	Southern Europe	Ukraine S.S.R.	Belorussia	West Russia	Morocco	Algeria	Libya	Sea Zone 5	Sea Zone 9	Sea Zone 15	Germany – 41 IPCs					
																			Land Units	Cost	Move	Attack	Defense	Notes
3	1	1	2	3	1	2	2	1	1	3	3	3	1	1	1				Infantry	3	1	1	2	Gets a bonus to attack when paired with Artillery
									1	1		1		1					Artillery	4	1	2	2	Must be paired with Infantry
2	2	1			1	1	1	1		1		1			1				Tank	6	2	3	3	Can Blitz through enemy territory
1	1							1											Antiaircraft Artillery	5	1	-	1	Stops tanks from blitzing; may be taken as a casualty
1								1											Industrial Complex	15	-	-	-	Fires at incoming bombers during strikes
																			Air Units	Cost	Move	Attack	Defense	Notes
1		1	1			1	1			1									Fighter	10	4	3	4	Can pass through enemy territory
1																			Bomber	12	6	4	1	Can strategically strike Industrial Complexes
																			Sea Units	Cost	Move	Attack	Defense	Notes
																2	2		Submarine	6	2	2	1	Can submerge, surprise attack, and pass through most enemy squares
																1	1		Transport	7	2	-	-	Defenseless, but must be chosen as final casualty
																			Destroyer	8	2	2	2	Anti-submarine unit
																1			Cruiser	12	2	3	3	Supports land units on amphibius attacks
																			Aircraft Carrier	14	2	1	2	Holds two fighters
																	1		Battleship	20	2	4	4	Must be hit twice to die; supports amphibius attacks

Great Britain - 31 IPCs																						
United Kingdom	Eastern Canada	Egypt	Union of South Africa	Persia	India	Burma	Eastern Australia	Western Australia	New Zealand	Western Canada	Sea Zone 7	Sea Zone 10	Sea Zone 14	Sea Zone 17	Sea Zone 35	Sea Zone 39						
																	Land Units	Cost	Move	Attack	Defense	Notes
2		1	1	1	3	1	2	1	1	1							Infantry	3	1	1	2	Gets a bonus to attack when paired with Artillery
1		1															Artillery	4	1	2	2	Must be paired with Infantry
1	1	1															Tank	6	2	3	3	Can Blitz through enemy territory
1					1												Antiaircraft Artillery	5	1	-	1	Stops tanks from blitzing; may be taken as a casualty
1					1												Industrial Complex	15	-	-	-	Fires at incoming bombers during strikes
																	Air Units	Cost	Move	Attack	Defense	Notes
2		1														1*	Fighter	10	4	3	4	Can pass through enemy territory
1																	Bomber	12	6	4	1	Can strategically strike Industrial Complexes
																	Sea Units	Cost	Move	Attack	Defense	Notes
																1	Submarine	6	2	2	1	Can submerge, surprise attack, and pass through most enemy squares
											1	1				1	Transport	7	2	-	-	Defenseless, but must be chosen as final casualty
												1		1			Destroyer	8	2	2	2	Anti-submarine unit
													1		1	1	Cruiser	12	2	3	3	Supports land units on amphibius attacks
															1		Aircraft Carrier	14	2	1	2	Holds two fighters
											1						Battleship	20	2	4	4	Must be hit twice to die; supports amphibius attacks

Japan	Manchuria	Kiangsu	Kwangtung	Iwo Jima	Okinawa	Wake Island	French Indo-China	Thailand	Malaya	East Indies	Borneo	New Guinea	Solomon Islands	Caroline Islands	Philippine Islands	Sea Zone 37	Sea Zone 44	Sea Zone 50	Sea Zone 60	Sea Zone 61	<div>JAPAN – 30 IPCs</div>						
																					Land Units		Cost	Move	Attack	Defense	Notes
4	3	4	1	1	1	1	2	1	2	1	1	1	1	1	1						Infantry	3	1	1	2	Gets a bonus to attack when paired with Artillery	
1			1				1								1						Artillery	4	1	2	2	Must be paired with Infantry	
1																					Tank	6	2	3	3	Can Blitz through enemy territory	
1																					Antiaircraft Artillery	5	1	-	1	Stops tanks from blitzing; may be taken as a casualty	
1																					Industrial Complex	15	-	-	-	Fires at incoming bombers during strikes	
																					Air Units		Cost	Move	Attack	Defense	Notes
1	1						1									2*		1*			Fighter	10	4	3	4	Can pass through enemy territory	
1																					Bomber	12	6	4	1	Can strategically strike Industrial Complexes	
																					Sea Units		Cost	Move	Attack	Defense	Notes
																	1				Submarine	6	2	2	1	Can submerge, surprise attack, and pass through most enemy squares	
																			1	1	Transport	7	2	-	-	Defenseless, but must be chosen as final casualty	
																			1	1	Destroyer	8	2	2	2	Anti-submarine unit	
																		1			Cruiser	12	2	3	3	Supports land units on amphibius attacks	
																1		1			Aircraft Carrier	14	2	1	2	Holds two fighters	
																1			1		Battleship	20	2	4	4	Must be hit twice to die; supports amphibius attacks	

Eastern United States	Central United States	Alaska	Western United States	Midway	Hawaiian Islands	Yunnan	Szechwan	Anhwei	Sea Zone 11	Sea Zone 19	Sea Zone 53	Sea Zone 56		United States - 42 IPCs						
														Land Units		Cost Move Attack Defense Notes				
2	1	1	2	1	1	2	2	2						Infantry	3	1	1	2	Gets a bonus to attack when paired with Artillery	
1														Artillery	4	1	2	2	Must be paired with Infantry	
1														Tank	6	2	3	3	Can Blitz through enemy territory	
1			1											Antiaircraft Artillery	5	1	-	1	Stops tanks from blitzing; may be taken as a casualty	
1			1											Industrial Complex	15	-	-	-	Fires at incoming bombers during strikes	
														Air Units		Cost Move Attack Defense Notes				
1			1		1		1					1*		Fighter	10	4	3	4	Can pass through enemy territory	
1														Bomber	12	6	4	1	Can strategically strike Industrial Complexes	
													Sea Units		Cost Move Attack Defense Notes					
													Submarine	6	2	2	1	Can submerge, surprise attack, and pass through most enemy squares		
									2			1	Transport	7	2	-	-	Defenseless, but must be chosen as final casualty		
									1			1	Destroyer	8	2	2	2	Anti-submarine unit		
										1			Cruiser	12	2	3	3	Supports land units on amphibius attacks		
											1		Aircraft Carrier	14	2	1	2	Holds two fighters		
												1	Battleship	20	2	4	4	Must be hit twice to die; supports amphibius attacks		