

7.0 UNIT PROFILES

This section provides detailed information for each unit in the game. Refer to **Chart X** for a quick reference.

COMMANDERS

AUXILIARIES

Irregular infantry typically raised from paramilitary organizations. Many armies make use of indigenous peoples in specialist roles such as scouts or constables. Some governments raise private militias for filibustering work that must be readily disavowed. In times of duress, police and other civil servants are sometimes employed as home guards. Unlike regular military forces, auxiliaries supply their own kit with the exception of rifles and ammunition. Most auxiliaries operate under an independent chain of command. The chief drawback, of course, is that one gets only what one has paid for: light infantry that are ill-armed, ill-trained, and useful only to a point.

Cost: This unit cannot be built.

Attack: 1

Defense: 1

Move: 1

Unit Characteristics

Fieldcraft: This unit does not suffer movement penalties when using tracks.

Living off the Land: This unit does not suffer an effectiveness penalty when its supply lines are cut.

Skirmishers: Auxiliaries do not receive bonuses from fortifications.

COLONIAL INFANTRY

Regular soldiers recruited outside the metropole for service on the frontier. Colonial infantry are usually provided with a reasonable standard of training and basic (if antiquated) equipment, including machine guns. As a rule, they are chronically short of artillery and anti-tank weapons. Their officers are almost always long-serving veterans seconded from the metropolitan army, but the non-commissioned ranks are usually thin, rounded out with reservists drawn from the local settler population.

Cost: 2

Attack: 1

Defense: 2 (3 when supported by artillery)

Move: 2

Empire to Arms: Colonial infantry may be placed in any of your national territories outside home territories.

Supported by Artillery (Defense): When this unit defends along with an artillery, the its defense value increases by 1. Each Colonial Infantry must be matched 1:1 with a supporting artillery to receive this bonus. This rule is not subject to the Rule of Three.

INFANTRY

The indispensable element of every army since time immemorial. The infantryman's job is simple: take and hold ground.

Cost: 3

Attack: 2 (3 when supported by artillery)

Defense: 3 (4 when supported by artillery)

Move: 2

Unit Characteristics

Supported by Artillery (Offense/Defense): When an infantry attacks *or* defends along with an artillery, the infantry's attack and defense values increase by 1. Each infantry must be matched one-for-one with a supporting artillery unit to receive this bonus. Infantry cannot be supported with artillery on defense. This rule is not subject to the Rule of Three. This advantage is not gained during amphibious assaults.

MOUNTAIN INFANTRY

Cost: 3

Attack: 2

Defense: 3

Move: 2

Unit Characteristics

Ski Troops: This unit's attack and defense values are increased by 1 when it attacks into or defends mountain spaces.

HEAVY INFANTRY

In times past, the grenadier company served as a regiment's elite assault troops, often throwing bombs at the enemy before charging his ranks with bayonets fixed. This role gradually disappeared from the battlefield in the aftermath of the Napoleonic Wars, only to reemerge in the Ohio River Theatre of the Second Mexican War. Although unable to turn the tide of war, specialized assault troops of the Union Army equipped for close-in fighting led the capture of Covington, Kentucky in the final months of the war. By the 1930s, the TO&E of heavy infantry units features high numbers of submachineguns and squad automatic rifles.

Cost: 4

Attack: 3 (4 when supported by artillery)

Defense: 4 (5 when supported by artillery)

Move: 2

Unit Characteristics

Assault Tactics: A nation must have Doctrine: Assault Tactics to build this unit.

Supported by Artillery (Offense/Defense): When a Heavy Infantry unit attacks or defends along with an artillery, its attack or defense value increases by 1. Each Heavy Infantry must be matched 1:1 with a supporting artillery to receive this bonus. This rule is not subject to the Rule of Three. This advantage is not gained during amphibious assault.

PARATROOPERS

Soldiers trained to be dropped from the sky, preferably behind enemy positions rather than directly atop them. The added tactical flexibility created opportunities for strategic envelopment or rapid deployment, but paratroops were by necessity light troops with few of the anti-tank and other support weapons that would enable them to mount a stout defense.

Cost: 2

Attack: 1*

Defense: 1 (2 when supported by artillery)

Move: 2

Unit Characteristics

*: Paratroopers attack at 2 during the first round of combat when airdropped.

Airborne Operations: A nation must have discovered Doctrine: Airborne Operations to build this unit.

Airdrop: Paratroopers may be loaded onto friendly air transports for airdrop missions so long as (A) both the air transport and the paratrooper occupy the same friendly territory at the start of your turn, (B) that friendly territory contains an air base, and (C) neither the air transport nor the paratrooper have already moved that turn. The air transport may then move without penalty. If the air transport overflies or lands in a friendly territory, the paratrooper may exit at any point along the way. If the air transport enters or moves through a hostile territory, AAA and fighters receive one free attack. AAA may fire separately for each transport. Transports that survive this phase of combat are considered "safe" and may deposit their cargoes, then proceed to continue their movement. Paratroopers may not withdraw from combat when airdropped.

Example A: The Italian player moves two air transports carrying two paratroopers from Sicily to Malta. Accompanying the air transports in the attack are a battleship (conducting coastal bombardment), and a transport delivering one infantry and one artillery. Malta is defended by one British infantry, one AAA, and one British fighter. The coastal bombardment misses and inflicts no casualties. Immediately afterward, the British player rolls for both the AAA and fighter intercept of the air transports. The British player rolls 1d12 for each transport and misses both times. The British player rolls a 4 for the fighter. The Italian player takes one transport as a casualty. One paratrooper is also removed as a casualty because it was carried as cargo aboard

that transport. The second transport is considered to have successfully landed its infantry, which joins the attack at a 2 for the first round of combat and a 1 for all subsequent rounds.

Supported by Artillery (Defense): When a paratrooper defends along with an artillery, the paratrooper's defense increases to 2. Each paratrooper must be matched one-for-one with a supporting artillery in order to receive the bonus.

Example B: During a previous turn, the American player successfully landed a paratrooper on Egypt. During the next turn, the American player makes a combat move in which the paratrooper attacks into Alexandria. This attack is joined by two artillery units. In this case, the paratrooper would attack at a 2 or less so long as at least one artillery was still attacking alongside it.

CAVALRY

Mounted troops were the elite of eighteenth century armies, appearing in forms as diverse as the lancer, dragoon, and mounted rifleman. At first, cavalry were relied upon to break the enemy line and drive him from the field at lance-point. Later, they were tasked to perform vital reconnaissance and screen the main body of troops to preserve the possibility of tactical surprise. With the advent of the machine gun, however, most troops fight dismounted, and cavalry are increasingly relegated to those portions of the globe where automotive transport remains impractical.

Cost: 3

Attack: 2

Defense: 1

Move: 3

Unit Characteristics

Blitz. Cavalry can "blitz" by moving through an unoccupied hostile territory as the first part of a 2-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. By blitzing, the cavalry and any accompanying units trigger the Home Guard/Territorials rule (see: §7.0) and must establish control of the first territory before it moves to the next. The second territory can be friendly or hostile, or even the space the armored car came from. A cavalry unit may not blitz through a territory that contains an enemy unit, but may blitz through a territory that contains an AAA (the AAA is considered captured and immediately switches sides), industrial complex, air base, and/or naval base. A blitz may be made in conjunction with the *Charge!* ability.

Charge! If the number of attacking cavalry units is greater than the number of defending infantry units, this unit hits defending infantry on a 3 or less. This rule is subject to the Rule of Three.

Forced March: May make a non-combat move prior to combat. Movement points are then renewed. This bonus is subject to the Rule of Three.

MARINES

Infantry with special training and equipment to conduct amphibious assaults. Often considered an elite corps due to the rigors of their training and frequently employed for overseas service.

Cost: 3

Attack: 2

Defense: 2

Move: 2

Unit Characteristics

Amphibious Attack: This unit may make amphibious attacks at no penalty.

ENGINEERS

Infantrymen trained and equipped to build and clear battlefield obstacles.

Cost: 5

Attack: 2

Defense: 2

Move: 2

Unit Characteristics

May build fortifications, air strips, and minefields.

ARMORED CAR

Introduced in the years before the Great War, armored cars are especially popular with armies unable to afford heavier weapons, as well as for frontier defense, where their machine guns are sufficient to dispatch most adversaries. Federal troops in the Western Theatre have famously employed armored cars by the squadron in hot pursuit of Confederate and Indian cavalry, enjoying great success.

Cost: 3

Attack: 1

Defense: 2

Move: 3

Unit Characteristics

Blitz. Armored cars can “blitz” by moving through an unoccupied hostile territory as the first part of a 2-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. By blitzing, the armored car and any accompanying units trigger the Home Guard/Territorials rule (see: §7.0) and must establish control of the first territory before it moves to the next. The second territory can be friendly or hostile, or even the space the armored car came from. An armored car may not blitz through a territory that contains an enemy unit, but may blitz through a territory that contains an AAA (the AAA is considered captured and immediately switches sides), industrial complex, air base, and/or naval base. A blitz may be made in conjunction with a re-roll for reconnaissance.

Reconnaissance. When an armored car is presented in an attacking or defending force, you may re-roll one die during each combat cycle for an artillery, heavy artillery, or self-propelled gun in that force. Units

receiving this bonus must be matched one-for-one with an armored car. This rule is subject to the Rule of Three.

Example A. The Finns are defending Helsinki from the Russians with 2 armored cars and 2 infantry. When rolling on defense, they roll a 5, 6, 7, and 1. The defending player may then reroll 2 dice. The final rolls are: 2, 4, 7, and 1. As a result, the defender gets two hits rather than just one. Combat is then resolved normally.

Later, during that same round, Helsinki is attacked by the British. Each armored car again grants the defender one reroll during a full cycle of combat.

ANTI-TANK GUN

Anti-tank guns are cannons designed to destroy enemy armored vehicles – from ambush, if possible. Notable for their long barrels, they fire specialized ammunition at high velocity to achieve penetration of the target's armor.

Cost: 3

Attack: 1 (3 against armor)

Defense: 1 (2 against armor)

Move: 2 (3 when moving with motorized or mechanized infantry)

Unit Characteristics

Ambush: This unit hits armored units on a 3 or less when attacking armor, and on a 2 or less when defending against armor.

First Strike: During the first round of combat, this unit rolls its attack before other units. Casualties are selected and removed without returning fire. This rule is not subject to the Rule of Three.

LIGHT ARTILLERY

Quick-firing and pack guns provide infantry with a dramatic improvement in firepower without reducing their essential mobility. In some armies, including the French, Sicilian, and Confederate, light artillery tubes dramatically outnumber those of other calibers.

Cost: 3

Attack: 2

Defense: 2

Move: 2 (3 when moving with motorized or mechanized infantry)

Unit Characteristics

First Strike: During the first round of combat, this unit rolls its attack before other units. Casualties are selected and removed without returning fire. This rule is not subject to the Rule of Three.

Support Infantry (Offense): This unit may enhance the offensive values of Infantry and Heavy Infantry by 1 when paired on a 1:1 basis. This rule is not subject to the Rule of Three.

ARTILLERY

The big guns that soften the enemy before a general advance. These were the decisive weapon of the last war.

Cost: 3

Attack: 2

Defense: 1

Move: 2 (3 when moving with motorized or mechanized infantry)

Unit Characteristics

First Strike: During the first round of combat, this unit rolls its attack before other units. Casualties are selected and removed without returning fire.

Support Infantry and Paratroopers (Offense and Defense): This unit may enhance the offensive values of Infantry and Heavy Infantry by 1 when paired on a 1:1 basis. It may enhance the defensive values of Colonial Infantry, Infantry, and Paratroopers when paired on a 1:1 basis. This rule is not subject to the Rule of Three.

Spotter: This unit may reroll one die on attack or defense if paired with an armored car.

HEAVY ARTILLERY

Big guns of a very large caliber. Ideal for attacking massed enemy forces and fortifications.

Cost: 5

Attack: 3 (4 against fortifications)

Defense: 1

Move: 1

Unit Characteristics

First Strike: During the first round of combat, this unit rolls its attack before other units. Casualties are selected and removed without returning fire.

Support Infantry and Paratroopers (Offense and Defense): This unit may enhance the offensive values of Infantry and Heavy Infantry by 1 when paired on a 1:1 basis. It may enhance the defensive values of Colonial Infantry, Infantry, and Paratroopers when paired on a 1:1 basis. This rule is not subject to the Rule of Three.

Spotter: This unit may reroll one die on attack or defense if paired with an armored car.

SUPPLY COLUMN

Cost: X

Attack: -

Defense: -

Move: 2

Unit Characteristics

Supply Dump: When this unit is part of a stack, you may activate that stack once during your turn without spending any Operations Points.

Captured: When this unit is destroyed while defending in combat and the attacker is successful, it is considered captured and reverts to the control of the attacker.

MOTORIZED INFANTRY

Infantry gained substantially in mobility and striking power when they were supplied with light-skinned motor vehicles for transport. In practice, these formations were often augmented with armored cars and other light armored fighting vehicles in small numbers to enhance their fighting power.

Cost: 4

Attack: 1 (2 when supported by artillery)

Defense: 2

Move: 2

Unit Characteristics

Blitz: A motorized infantry unit must normally stop when it enters an enemy controlled territory. However, when paired one-for-one with Light Armor and Armor, it can make a blitz movement along with the tank. The movement of both units must start and end in the same territories.

Move with Artillery: When a motorized infantry moves along with an artillery, the artillery's movement increases to 3. Each motorized infantry must be matched one-for-one with an artillery unit to grant this bonus. This movement cannot occur if the motorized infantry blitzes. This rule is subject to the Rule of Three.

Support from Self-Propelled Artillery: When a motorized infantry attacks along with an artillery, the motorized infantry's attack increases to 2. Each motorized infantry must be matched one-for-one with a supporting artillery unit to receive this bonus. This rule is subject to the Rule of Three.

MECHANIZED INFANTRY

Infantry paired with tracked and armored vehicles were no less mobile, but considerably more survivable, than their motorized counterparts. Such units comprised trucks based on civilian models but were often grouped with their own organic armor and self-propelled guns.

Cost: 7

Attack: 3

Defense: 3

Move: 2

Unit Characteristics

Mechanization. A nation must have Doctrine: Mechanization to build this unit.

Blitz: A mechanized infantry unit must normally stop when it enters an enemy controlled territory. However, when paired one-for-one with a tank, it can make a blitz movement along with the tank. The movement of both units must start and end in the same territories. When making a blitz movement, the mechanized infantry cannot move with artillery. **This bonus cannot be granted by light armor or heavy armor.**

Move with Artillery:* When a mechanized infantry moves along with an artillery, the artillery's movement increases to 2. Each mechanized infantry must be matched one-for-one with an artillery unit to grant this bonus. This movement cannot occur if the mechanized infantry blitzes. **This rule is subject to the Rule of Three.*

LIGHT ARMOR

The tank first appeared on the battlefield in 1916. Until the outbreak of the Second World War, war planners believed that it would be used alongside, and in direct conjunction with, infantry. During the interwar years, many designs were drafted consistent with this assumption and armed primarily with machine-guns and quick-firing cannon.

Cost: 6

Attack: 3

Defense: 2

Move: 1

Unit Characteristics

Support from Self-Propelled Artillery: When light armor attacks along with an artillery, the light armor's attack increases to 4. Each light armor must be matched one-for-one with a supporting artillery unit to receive this bonus. **This rule is subject to the Rule of Three.**

ARMOR

The armored gun carriage, designed to force and exploit breakthroughs.

Cost: 9

Attack: 4

Defense: 3

Move: 2

Unit Characteristics

A nation must have at least one Major Industrial Complex to build this unit. This unit may be placed at an Industrial Complex of any size.

Blitz: Armor can "blitz" by moving through an unoccupied hostile territory as the first part of a 2-space move that can end in a friendly or hostile territory. This complete move must occur during the Combat Move phase. By blitzing, the armored unit and any accompanying units trigger the Home

Guard/Territorials rule (see: §7.0) and must establish control of the first territory before it moves to the next. The second territory can be friendly or hostile, or even the space the tank came from. A tank may not blitz through a territory that contains an enemy unit, but may blitz through a territory that contains an AAA (the AAA is considered captured and immediately switches sides), industrial complex, air base, and/or naval base.

Support from Self-Propelled Artillery: When light armor attacks along with an artillery, the armor's attack increases to 4. Each light armor must be matched one-for-one with a supporting artillery unit to receive this bonus. **This rule is subject to the Rule of Three.**

Combined Arms: Armor can be combined with tactical bombers or motorized and mechanized infantry.

- Combining a tank and a tactical bomber increases the tactical bomber's attack from 3 to 4.
- Each motorized or mechanized infantry or self-propelled gun combined with a tank can blitz along with it.

HEAVY ARMOR

Large-caliber tank guns and sloping armor created a war machine uniquely capable of not only dealing, but also surviving, a terrible pounding.

Cost: 11

Attack: 5

Defense: 4

Move: 1

Unit Characteristics

A nation must have at least one Major Industrial Complex to build this unit. This unit may be placed only at a Major Industrial Complex.

Combined Arms: Armor can be combined with tactical bombers or motorized and mechanized infantry.

- Combining a tank and a tactical bomber increases the tactical bomber's attack from 3 to 4.
- Each motorized or mechanized infantry or self-propelled gun combined with a tank can blitz along with it.

SELF-PROPELLED GUN

Artillery mounted on wheeled and tracked vehicles. Usually proof against small-arms fire, but still very vulnerable.

Cost: 6

Attack: 2

Defense: 1

Move: 2

Unit Characteristics

Combined Arms: This unit may blitz when paired with Armor.

First Strike. During the first round of combat, this unit rolls its attack before other units. Casualties are selected and removed without returning fire.

Support Motorized Infantry: When a motorized infantry attacks along with an artillery, the motorized infantry's attack increases to 2. Each motorized infantry must be matched one-for-one with a supporting artillery unit to receive this bonus. **This rule is subject to the Rule of Three.**

Support Light Armor: When light armor attacks along with an artillery, the light armor's attack increases to 4. Each artillery must be matched one-for-one with a supporting light armor unit to grant this bonus. **This rule is subject to the Rule of Three.**

Spotter. This unit may reroll one die on attack or defense if paired with an armored car.

AAA (ANTIAIRCRAFT ARTILLERY)

Guns of varying caliber, designed to knock aircraft from the sky.

Cost: 5

Attack: -

Defense: -

Move: 1 (noncombat only)

Unit Characteristics

Limited Move: AAA may move only during the Noncombat Movement phase.

No Combat Value: AAA are not considered normal combat units. They defend against air attack according to special conditions described below.

Air Defense:

TRANSPORT AIRCRAFT

Aircraft designed to transport people and supplies over long distances. They are vulnerable to enemy defenses and must be escorted.

Cost: 7

Attack: -

Defense: -

Move: 6

Unit Characteristics

Airdrop: An air transport may load a friendly paratrooper for an airdrop mission so long as (A) both the air transport and the paratrooper occupy the same friendly territory at the start of your turn, (B) that friendly territory contains an air base, and (C) neither the air transport nor the paratrooper have already moved that turn. The air transport may then move without penalty. If the air transport overflies or lands in a

friendly territory, the paratrooper may exit at any point along the way. If the air transport enters an enemy-controlled territory, AAA and fighters located in that territory receive one free attack. AAA may fire separately for each transport. Transports that survive this phase of combat are considered “safe” and the airdrop successful. The attacking player then adds the paratrooper to his attacking force and resolves combat normally.

In order to conduct an airdrop, a friendly transport must be able to end its movement in a territory under friendly control since the beginning of the turn.

Air transports may be escorted by friendly fighters during airdrops.

Supply Drop: Air transports beginning their movement from an air base may deliver supplies to friendly units (including allied units) that would otherwise be out-of-supply. If a player wishes to perform a supply drop to keep a friendly unit in supply, he or she must announce this at the start of the combat movement phase. Supply drops are resolved before all other combat movement takes place so that each player may determine the supply status of land units before deciding whether or not to move or attack.

If the air transport enters an enemy-controlled territory, AAA and fighters located in that territory receive one free attack. AAA may fire separately for each transport. Transports that survive this phase of combat are considered “safe” and may deposit their cargoes, then proceed to continue their movement.

Air transports may be escorted by friendly fighters during supply drops.

Ferry Operation: Air transports may ferry up to 5 IPC’s and Lend-Lease certificates in any combination between nations that are part of the same alliance block. The recipient receives the IPC’s or Lend-Lease certificates at the start of their next turn and may use them to make purchases. When ferrying IPC’s or Lend-Lease certificates, air transports may cross enemy-controlled territories as well as both the Sahara Desert and the Himalaya Mountain Range. If the air transport enters an enemy-controlled territory, AAA and fighters located in that territory receive one free attack. AAA may fire separately for each transport. Transports that survive this phase of combat are considered “safe” and may continue their movement.

Air transports may be escorted by friendly fighters during ferry operations.

Cargo: Each air transport may carry 1 infantry unit (infantry or paratrooper) or up to 5 IPC’s and Lend-Lease certifications in any combination. If an air transport is destroyed while carrying cargo, that cargo is lost. An air transport may load a friendly infantry unit so long as (A) both the air transport and the infantry unit occupy the same friendly territory at the start of your turn, and (B) neither the air transport nor the infantry unit have already moved that turn. A cargo mission does *not* require that the air transport begin its turn at an air base. The air transport may then move without penalty. If the air transport overflies a hostile territory, AAA and fighters located in that territory receive one free attack. AAA may fire separately for each air transport. Air transports that survive this phase of combat are considered “safe” and may continue their movement. Infantry are unloaded at the conclusion of an air transport’s movement, which must end in a friendly space controlled since the beginning of the player’s turn.

Non-combatant: Air transports may not join an attack unless conducting an air- or supply drop. Air transports may not be selected as casualties until all accompanying friendly fighters have been lost.

Example A: The Italian player moves two air transports carrying two paratroopers from Sicily to Malta. Accompanying the air transports in the attack are a battleship (conducting coastal bombardment), and a

transport delivering one infantry and one artillery. Malta is defended by one British infantry, one AAA, and one British fighter. The coastal bombardment misses and inflicts no casualties. Immediately afterward, the British player rolls for both the AAA and fighter intercept of the air transports. The British player rolls 1d12 for each transport and misses both times. The British player rolls a 4 for the fighter. The Italian player takes one transport as a casualty. One paratrooper is also removed as a casualty because it was carried as cargo aboard that transport. The second transport is considered to have successfully landed its infantry, which joins the attack at a 2 for the first round of combat and a 1 for all subsequent rounds.

AIRSHIP

Cost: 18

Attack: 6

Defense: 2

Move: 4

Unit Characteristics

Air Defense: This unit defends only against attack aircraft.

Carry Aircraft: This unit may embark 1 Fighter.

Reconnaissance. When an airship is presented in an attacking or defending force, you may re-roll one die during each combat cycle for an artillery, heavy artillery, or self-propelled gun in that force. Units receiving this bonus must be matched one-for-one with an armored car. This rule is subject to the Rule of Three.

FIGHTER

A fighter is a light, maneuverable aircraft designed for air superiority. All fighters of the World War 2 era also possessed some ground attack capability.

Cost: 10

Attack: 6/2

Defense: 5/2

Move: 4

Unit Characteristics

Combat Aircraft. A Fighter attacks at 5 and defends at 7 against other air units. A Fighter attacks at 2 and defenses at 2 against ground units.

Example A:

Escort. Fighters can participate in airdrops as escorts or interceptors. Any or all defending fighters based in a territory that is the target of an airdrop can participate in trying to repulse the incoming air transports before the airdrop is successful. A fighter that participates in such an action cannot later participate in defensive combat during the same round.

Example B:

Escort fighters (those accompanying the air transports) can escort and protect the air transports, and they can originate from any territory or sea zone, range permitting.

TORPEDO BOMBER

A tactical bomber optimized for striking at naval targets.

Cost: 11

Attack: 6*

Defense: -

Move: 4

Unit Characteristics

* This unit may only damage naval targets.

This unit is a tactical bomber.

Air Defense: This unit defends only against attack aircraft.

Torpedo: If this unit hits, you may assign the hit to a defending naval unit of your choice.

DIVE BOMBER

A tactical bomber optimized for striking ground targets.

Cost: 11

Attack: 5*

Defense: -

Move: 4

Unit Characteristics

This unit is a tactical bomber.

Air Defense: This unit defends only against attack aircraft.

Tactical Air Support: If this unit hits, you may assign the hit to a defending ground unit of your choice.

* This unit may only damage naval and ground targets.

LIGHT BOMBER

A combat aircraft designed to attack targets on land and at sea.

Cost: 14

Attack: 7

Defense: 1

Move: 4

Unit Characteristics

Air Defense: This unit defends only against attack aircraft.

HEAVY BOMBER

A four-, six-, or eight-engined bomber.

Cost: 20

Attack: 9

Defense: 1

Move: 6

Unit Characteristics

Air Defense: This unit defends only against attack aircraft.

AUXILIARY CRUISER

In 1878, the Tsar began taking subscriptions to raise a fleet of fast armed merchantmen for service in Crimea. Within months, Paris and London were subsidizing armed merchantmen of their own, with the stipulation that they be made available as auxiliary cruisers in time of war. The Confederate government perfected the practice in 1882 when mail orders were taken up to finance the conversion of Southern shipping in British ports.

Cost: This unit cannot be built.

Attack: 1

Defense: 1

Move: 2

Unit Characteristics

This unit is not a warship.

Withdraw: If this unit survives the 1st round of combat, it may withdraw to any adjacent Sea Zone not occupied by an enemy naval unit.

Neutral Ports: True Neutral ports count as friendly naval bases.

False Flag: This unit may move through Sea Zones occupied by enemy naval units.

TORPEDO BOAT DESTROYER

Cost: This unit cannot be built.

Attack: 2

Defense: 2

Move: 2

Unit Characteristics

Obsolete. Torpedo Boat Destroyers are placed as part of initial set-up but cannot be built during the game.

Torpedo: This unit's defense value increases by 1 when it defends a port or operates in a riverine space. If this unit hits when defending a port or on a riverine space, it may select casualties.

DESTROYER

Cost: 7

Attack: 4

Defense: 4

Move: 2

Unit Characteristics

Shore Bombardment: This unit may bombard short units. When doing so, it hits on a 2 or less.

COASTAL SUBMARINE

Cost: 4

Attack: 2

Defense: 1

Move: 1

Unit Characteristics

Obsolete. Coastal submarines are placed as part of initial set-up but cannot be built during the game.

Coastal Combatant. This unit can only move into and occupy Coastal Sea Zones.

Submersible. This unit may not hit aircraft.

First Strike. If the opposing side does not have a destroyer, during the first round of combat, this unit rolls its attack before other units. Casualties are selected and removed without returning fire.

SUBMARINE

Cost: 6

Attack: 3

Defense: 1

Move: 2

Unit Characteristics

Submersible. This unit may not hit aircraft.

First Strike. If the opposing side does not have a destroyer, during the first round of combat, this unit rolls its attack before other units. Casualties are selected and removed without returning fire.

NAVAL TRANSPORT

Cost: 5

Attack: -

Defense: -

Move: 2

Unit Characteristics

Transport. This unit may carry 1 infantry and 1 other ground unit.

TROOPSHIP

A troopship is a repurposed oceangoing liner used during wartime to carry infantry.

Cost: 3

Attack: -

Defense: -

Move: 2

Unit Characteristics

Limited Cargo: This unit is a transport. This unit can carry 1 friendly infantry unit as cargo.

CRUISER

Cost: -

Attack: 4

Defense: 3

Move: 2

Unit Characteristics

Gun Director: When a cruiser is present in one of your fleets and no friendly carrier is present, the penalty for defenders is reduced to -1 and you may assign hits to aircraft. This advantage is not cumulative.

Offshore Bombardment: Cruisers can conduct offshore bombardment during an amphibious assault. They hit at a 3 or less.

DREADNAUGHT (DN)

A dreadnaught is an all-big gun battleship built prior to 1920.

Cost: This unit may not be built.

Attack: 6 (3, if damaged)

Defense: 5 (2, if damaged)

Move: 2

Unit Characteristics

Obsolete. Dreadnaughts are placed as part of initial set-up but cannot be built during the game.

Capital Ship: Dreadnaughts require 2 hits to destroy. If an undamaged dreadnaught is hit once, place a HIT marker to designate its damaged status. Don't remove an attacking dreadnaught from play or move a defending dreadnaught behind the casualty strip unless it takes a second hit. If a dreadnaught survives a combat having taken 1 hit, it can be repaired by a visit to an operative friendly naval base.

Offshore Bombardment: Dreadnaughts can conduct offshore bombardment during an amphibious assault. They hit at a 4 or less.

COAST DEFENSE SHIP (BD)

Coastal defense ships trade speed and range for armor and armament. They are typically shallow-draft vessels designed for work in archipelagos and to survive engagements with enemy cruisers. They were frequently used to provide artillery support to ground troops.

On the Great Lakes, heavy surface combatants are equivalent in tonnage and armament to Coast Defense Ships.

Cost: 12

Attack: 4 (3, if damaged)

Defense: 4 (1, if damaged)

Move: 1

Unit Characteristics

Not a Capital Ship: This unit is not a capital ship. It requires only 1 hit to destroy.

Offshore Bombardment: Coastal battleships can conduct offshore bombardment during an amphibious assault. They hit at a 4 or less.

Poor Seakeeping Ability. A coastal battleship may occupy only coastal Sea Zones or Lake Zones.

COASTAL BATTLESHIP (BB-C)

Coastal battleships are high-speed, short-range combatants designed for action against the stunted "treaty cruisers" of the early 1930s.

Cost: 13

Attack: 5 (4, if damaged)

Defense: 4 (2, if damaged)

Move: 1

Unit Characteristics

Not a Capital Ship: This unit is not a capital ship. It requires only 1 hit to destroy.

Offshore Bombardment: Coastal battleships can conduct offshore bombardment during an amphibious assault. They hit at a 4 or less.

BATTLECRUISER (BC)

Battlecruisers compromised armor protection in favor of high speed. They retained the big guns of the traditional battlewagon. These vessels were designed as cruiser-killers.

Cost: 17

Attack: 7 (3, if damaged)

Defense: 6 (2, if damaged)

Move: 2

Unit Characteristics

This unit may only be built by a Major Factory in a coastal territory containing an operative friendly naval base.

Not a Capital Ship: This unit is not a capital ship. It requires only 1 hit to destroy.

Offshore Bombardment: Battlecruisers can conduct offshore bombardment during an amphibious assault. They hit at a 5 or less.

BATTLESHIP (BB)

This unit may only be built by a Major Factory in a coastal territory containing an operative friendly naval base.

Cost: 19

Attack: 8 (4, if damaged)

Defense: 7 (3, if damaged)

Move: 2

Unit Characteristics

Capital Ship: Battleships require 2 hits to destroy. If an undamaged battleship is hit once, place a HIT marker to designate its damaged status. Don't remove an attacking battleship from play or move a defending battleship behind the casualty strip unless it takes a second hit. If a battleship survives a combat having taken 1 hit, it can be repaired by a visit to an operative friendly naval base.

Offshore Bombardment: Battleships can conduct offshore bombardment during an amphibious assault. They hit at a 5 or less.

FAST BATTLESHIP (B)

This unit may only be built by a Major Factory in a coastal territory containing an operative friendly naval base.

Cost: 21

Attack: 9 (5, if damaged)

Defense: 8 (4, if damaged)

Move: 3

Unit Characteristics

Capital Ship: Fast Battleships require 2 hits to destroy. If an undamaged dreadnaught is hit once, place a HIT marker to designate its damaged status. Don't remove an attacking dreadnaught from play or move a defending dreadnaught behind the casualty strip unless it takes a second hit. If a dreadnaught survives a combat having taken 1 hit, it can be repaired by a visit to an operative friendly naval base.

Offshore Bombardment: Fast Battleships can conduct offshore bombardment during an amphibious assault. They hit at a 5 or less.

JUGGERNAUT (JG)

Cost: 21

Attack: 11 (7, if damaged once; 5, if damaged twice)

Defense: 8 (5, if damaged once; 4, if damaged twice)

Move: 3

Unit Characteristics

Lake Combatant: A Juggernaut cannot be placed or move outside of Lake Zones.

Oversize: A Juggernaut cannot traverse canals.

Capital Ship: Juggernauts require 3 hits to destroy. If an undamaged dreadnaught is hit once, place a HIT marker to designate its damaged status. Don't remove an attacking Juggernaut from play or move a defending Juggernaut behind the casualty strip unless it takes a third hit. If a Juggernaut survives a combat having taken 1 or 2 hits, it can be repaired by a visit to an operative friendly naval base.

Offshore Bombardment: Juggernauts can conduct offshore bombardment during an amphibious assault. They hit at a 6 or less.

ESCORT CARRIER (CVE)

Often converted from the hulls of merchant vessels or cruisers, light carriers provide a minimum of air cover at low cost but can scarcely defend themselves.

Cost: 14

Attack: -

Defense: -

Move: 2

Unit Characteristics

This unit may only be built by a Major Factory in a coastal territory containing an operative friendly naval base.

Carry Aircraft: Escort Carriers may embark 1 Fighter or Tactical Bomber.

Combat Air Patrol: Whenever an Escort Carrier is defending, an embarked aircraft is considered to be defending independently and fights normally. When an Escort Carrier is lost, any air unit aboard is considered cargo and is lost along with it.

Not a Capital Ship: This unit is not a capital ship. It requires only 1 hit to destroy.

CARRIER (CV)

Cost: 17

Attack: -

Defense: 2*

Move: 2

Unit Characteristics

Air Defense: This unit defends only against attacking aircraft.

Carry Aircraft: Escort Carriers may embark 2 Fighters, Dive Bombers, or Torpedo Bombers.

Capital Ship: Carriers require 2 hits to destroy. If an undamaged carrier is hit once, place a HIT marker to designate its damaged status. Don't remove an attacking carrier from play or move a defending carrier behind the casualty strip unless it takes a second hit. If a carrier survives a combat having taken 1 hit, it can be repaired by a visit to an operative friendly naval base.

Combat Air Patrol: Whenever a Carrier is defending, an embarked aircraft is considered to be defending independently and fights normally. When a Carrier is lost, any air unit aboard is considered cargo and is lost along with it.

ARMORED CARRIER (CVA)

Cost: 20

Attack: -

Defense: 3*

Move: 2

Unit Characteristics

This unit may only be built by a Major Factory in a coastal territory containing an operative friendly naval base.

Air Defense: This unit defends only against attacking aircraft.

Carry Aircraft: Escort Carriers may embark 2 Fighters, Dive Bombers, or Torpedo Bombers.

Combat Air Patrol: Whenever an Armored Carrier is defending, an embarked aircraft is considered to be defending independently and fights normally. When an Armored Carrier is lost, any air unit aboard is considered cargo and is lost along with it.

Capital Ship: Armored carriers require 3 hits to destroy. If an undamaged armored carrier is hit once, place a HIT marker to designate its damaged status. Don't remove an attacking armored carrier from play or move a defending carrier behind the casualty strip unless it takes a third hit. If a carrier survives a combat having taken 1 or 2 hits, it can be repaired by a visit to an operative friendly naval base.

FORTIFICATION

Cost: 10

Attack: -

Defense: 5

Special Rules

Defensive Preparations: Defending infantry units may be paired 1:1 with fortifications. Fortifications increase the defense value of paired infantry by 1. This is cumulative. This bonus is not subject to the Rule of Three.

FORTRESS

Cost: 20

Attack: -

Defense: 5

Special Rules

Defensive Preparations: A fortress increases the defense value of all defending infantry by 2. This is cumulative. This bonus is subject to the Rule of Three.

Coastal Artillery: A Fortress may roll 3dX each turn at enemy ships in adjacent Sea Zones.