



MASTER UNITS LIST

LAND UNITS	Att	Def	→	₪	Notes
INFANTRY	2	4	1	3	
MILITIA	1	2	NA	2	Build in non-factory
MOTORIZED	2	4	2	4	Infantry Upgrade, Tow Artillery
MECHANIZED	3	4	2	3	Avail 07/1939, Pair to Blitz
CAVALRY	3	2	2	3	
ARTILLERY	3	3	1	4	First Strike, Pair with infantry
ANTI-AIRCRAFT	3	3	1	4	Up to 3 rolls, first round only
LIGHT ARMOR	4	3	2	4	
MED. ARMOR	6	5	2	6	Avail 01/1940, Ger. 07/1938, Blitz
Armored Car	3	2	2	3	
Tank Destroyer	5	5	2	5	Target Selection 1-2, Armor, Check Availability, no blitz
SELF-PROPELLED ARTILLERY	3	3	2	5	First Strike, Pair with Infantry. Check Avail.
SPECIALIST INF	ATT	DEF	→	₪	Notes
MOUNTAIN	2	4	1	4	+1 Defense Mountains, no Attacker Penalty Mountains
MARINES	2	4	1	4	No Double Casualties
AIRBORNE	2	2	1	3	Airborne Assault
LATE WAR INFANTRY (GER, USA, JAP)	3	5	1	4	Avail. July 1943, Target Select Armor "1"
COMBAT MEDIC	NA	NA	NA	2	Place under Infantry in supply path. When infantry is taken as casualty in same zone, roll D12. On "12" place same infantry unit in place units box for free
SEA UNITS	ATT	DEF	→	₪	Notes
TB DESTROYER	2	2	2	NA	Cannot be built during game
DESTROYER	4	4	3	7	Shore Bombardment "1"
CRUISER	6	6	3	3/4/4	Shore Bombardment "2"
BATTLESHIP	8	8	2	5/5/5/5	Shore Bombardment "4", Capital Ship
LIGHT CARRIER	NA	1	3	3/3/3	Carries 1 Aircraft
CARRIER	NA	2	3	4/4/4/4	Carries 2 Aircraft, Capital Ship
SUBMARINE	3	3	3	6	First Strike when no destroyer, decline combat if no aircraft, +2 Convoy Raiding, Submerge, Target Selection "1" Naval
COASTAL SUB	2	2	1	NA	CANNOT BE BUILT, First Strike when no destroyer, decline combat if no aircraft, +2 Convoy Raiding, Submerge, Target Selection "1" Naval
TRANSPORT	NA	NA	2	7	Carry 2 Infantry or 1 infantry and 1 air/land unit or coastal sub. Chosen as last

AIR UNITS	ATT	DEF	→	₪	Notes
FIGHTER	6(3)*	6(3)*	4	10	Air Superiority
TAC BOMBER	7	5	4	11	Target Selection Ground/Naval "1-3"
MED BOMBER	7(1)*	4	5	11	Strategic Bombing 1D6 - Facility
STRAT BOMBER	CB(1)*	2	6	12	Avail. July 1939, Strat Bombing 2 D6
AIR TRANSPORT	NA	NA	6	9	Transports 1 infantry for Airborne Assault
TECH ADVANCES	ATT	DEF	→	₪	Notes
ADV. ARTILLERY	4	4	1	4	First Strike
ADV. MECH	4	5	2	4	Blitzes with armor 2:1 ratio
HEAVY ARMOR	8	7	2	+2	Blitz, Target Select Armor "1"
JET AIRCRAFT	8(5)*	8(5)*	4	12	
HEAVY STRAT BOMBER	CB(2)*	3	6	15	STRATEGIC BOMBING 3D6
ADV. SUBMARINE	4	4	3	7	First Strike when no destroyer, decline combat if no aircraft, +4 Convoy Raiding, Submerge, Target Selection "1" Naval
FACILITIES			MAX D.	₪	Notes
MINOR FACTORY			5	5/5	Builds 1 unit
FACTORY UPGRADE			5	5/5	Converts minor to major factory
MAJOR FACTORY			20	5/5/5/5	Builds 5 units
AIR BASE			5	5/5	Extends Range by 1, Scramble
NAVAL BASE			5	4/3/3	Adds +1 Movement Ships
SHIPYARD			8	5/5/5	Build/Repair Capital Ships. Naval Base
SUBMARINE BASE			3	3	Naval Base for Subs
COASTAL ARTILLERY			NA	8	First 3 shots @3 Attacking Ships
FORTIFICATION			NA	5/5	Combat bonus 1 st round of combat, +2 all land units, 2 attacks at "5" first round
ANZAC	ATT	DEF	→	₪	Notes
SHORT SUNDERLAND FLYING BOAT (UK,FR,ANZAC)	4	4	8	9	Avail. July 1938, Patrol Range 2
FRANCE	ATT	DEF	→	₪	Notes
COLONIAL INFANTRY (UK/FR)	2	4	1	4	1 Per Turn, No Factory Required. Must be colony with point value
MAGINOT LINE	NA	NA	NA	NA	All defending units +3 First Round of Combat, 2 first strike artillery attacks at 6
M. 1912 RAIL GUN (FR)	4	1	1	10	
ARL-Heavy Tank (FR)	8	7	2	8	Heavy Armor Tech., Vichy can research
CHAR 2C (FR)	5	5	1	5	No blitz, pair infantry 1:1 for +1 attacks for infantry



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CAO 700 BOMBER	CB(1)*	2	6	12	Avail. July 1939, Strat Bombing 2 D6
SURCOUF UNDERSEA CRUISER	4	3	2	3/2/2	Avail. July 1927, Shore bombardment "1", Choose to be ship or sub at beginning of round, pay 2IPP to replace any sub with Surcouf at setup
L. 521 FLYING PATROL BOAT	3	3	6	7	Avail. January 1936, Patrol Range 2, Target Select Naval "1-2"
L. 521 FLYING TRANSPORT BOAT	NA	NA	NA	9	Avail. January 1936, Transport 1 Infantry
SHORT SUNDERLAND FLYING BOAT (UK,FR,ANZAC)	4	4	8	9	Avail. July 1938, Patrol Range 2
FAMAN F.222 Bomber	CB(1)*	2	6	12	Avail. July 1939, Strat Bombing 2 D6
UNITED KINGDOM	ATT	DEF	→	⌘	Notes
COLONIAL INFANTRY (UK/FR)	2	4	1	4	1 Per Turn, No Factory Required. Must be colony with point value
Commando (UK/NE)	2	2	1	3	1 per Turn, Airborne & Marine. NE can build 1 on Sumatra as Militia
KING GEORGE V BATTLESHIP	8	8	3	6/5/5/5	Shore Bombardment 4
FAIREY SWORDFISH	4	4	4	7	Target Select 1-2 (Naval)
TOG2 (UK)	7	4	1	7	Avail. 01/1941, Target Select Armor 1-2, cannot be target selected, No blitz
A39 TORTOISE (UK)	9	8	1	9	Heavy Armor Tech., Target Select Armor 1-2, cannot be target selected, No blitz
SHORT SUNDERLAND FLYING BOAT (UK,FR,ANZAC)	4	4	8	9	Avail. July 1938, Patrol Range 2
HABAKKUK CARRIER	NA	4	1	5/5/5/5	Only Construct in Sea Zone 1, 5 hits to Sink, Only Repair in Hudson Bay D6, Subs cannot attack it, Carries 5 plans and Medium Bombers & Transports
HMS ARGUS	NA	1	2	10	Carry 2 Fighters but Operate 1 at a time
FOKKER T.VII TORPEDO SEAPLANE BOMBER	4	4	5	8	Seaplane, Target Select 1 Naval. Avail July 1938 but before UK or NE is at war, UK can purchase for 5IPP, place in Dutch Territory
VICKERS HEAVY BOMBER	10	5(5)	10	20	Avail. UK Heavy Bomber Technology.
USSR	ATT	DEF	→	⌘	Notes
KATUYSHA	5	4	2	5	First Strike, Avail Advanced Artillery
GUARDS INFANTRY	+1	+1	SAME	NA	Promote land unit after Victorious Battle.
T-35 HEAVY TANK (USSR)	5	3	1	6	Avail. 1935, replace any light or medium armor at setup

KV-6 LAND BATTLESHIP (USSR)	10	5	1	13	Heavy Armor Tech, First Strike, Target Selection Armor 1-2, 2 hits to kill, defense reduced to 3 if damaged. D6 IPP to repair if on supply path, cannot be transported
BE-4 FLYING BOAT	3	3	4	6	Avail. January 1941, Patrol Range 1
LPL FLYING SUB	3	1	4	7	Avail. Tech Completion, Travels as plane, attacks as Sub, no +2 modifier for convoy raiding
ANT-20 TRANSPORT	NA	NA	6	9	Transport 1 Infantry class unit in non-combat. Chosen last in combat.
GERMANY	ATT	DEF	→	⌘	Notes
TIGER IE (GER)	8	8	2	8	Target Selection 1, Tech Heavy Armor, build 1 per turn
SS PANZER GRENADIER (GER)	4	5	2	4	Mechanized Infantry, Avail: January 1943, build 2 per turn, Blitz without armor (SS Exp. Supersedes)
VOLKSSTRUM	1	2	1*	3	Can move "1" in German home country
HE-151 BIPLANE	3(1)*	3(1)*	2	NA	May not be built after 1935
JU-87G TACTICAL BOMBER	7	5	4	13	Avail: Jan. 1943, Target Select 1-5 Armor, may not attack naval units, strategically bomb or carry Ordnance
GRAFF SPEE POCKET BATTLESHIP	7	7	3	5/5/4	Available July 1929, classed as Cruiser
LEIPZIG LIGHT CRUISER	5	5	3	5/5	
KT-1 MERCHANT RAIDER	NA	NA	2	4	+1 Convoy Raiding Modifier. Cannot raid when escorts present. Can only be attacked for one turn, then can move to adjacent sea zone, can use neutral naval bases, chosen last in combat
FACTORY DEFENSE	NA	2	NA	1	Grants Defense to Factory in Germany, East Prussia or Sudetenland
FORTRESS TRUPPE	NA	2	NA	2	+2 Fortification bonus all rounds of Combat
GRENADIER	3	5	1	4	Target Select Armor "1"
HITLERJUGEND	1	2	0	NA	Once Germany is enemy occupied place 2 free in Germany
PROPAGANDATRUPPE	NA	NA	NA	2	Place Beneath any infantry class in Germany, increases number of troops that can be placed in captured zone by 2 militia or 1 infantry/cavalry
Scharfschutzen	NA	NA	NA	2	Place under infantry class, Target Select "1" Commanders
Kampf Medic	NA	NA	NA	2	Place under Infantry in supply path. When infantry is taken as casualty in same



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					zone, roll D12. On "12" place same infantry unit in place units box for free
LANDWEHR	1	2	1*	2	May only place and move in Germany, Austria or East Prussia
BAHNSCHULTZPOLIZEI	NA	NA	NA	1	Place in any territory with railroad, increase Partisan failure for sabotage by 2 within 3 land zones. Can only move by rail.
POLIZEI	NA	NA	NA	3	Place in Supply path, increase partisan failure by 1 and decrease partisan generation by 1 if less than 12.
GESTAPO	NA	NA	NA	3	Place beneath any unit in Supply Path. May transfer between units. May take anti-Partisan action attack "3". -1 to all Partisans and Spies for Effectiveness and +1 Failure rate.
THOR MORTAR (GER)	5	NA	1	7	Avail. 01/1941, Carpet bomb once at "5" per round
PARIS SIEGE GUN (GER)	4	1	2	10	Pair 1:3 with Infantry and Armor, +1 Attack Air Super.
V-1 BUZZ BOMB	STRAT D3	Inherent AA guns	Rocket Travels 2	Site 5IPP, Move Rocket by rail movement	Avail. At Rocket Tech 3, VI site takes 5 Damage, only 1 rocket can fire from same zone, can be intercepted
V-2 ROCKET	STRAT D6, CB AT 2, must trace supply to Germany	NA	Rocket Travels 2	Cost 8, Can be moved if not used in Combat through rail or naval transport	Placed at Factory in Home Country Eliminated when zone is captured
P.1000 RATTE (GER)	11	5	1	15	Heavy Armor Tech, First Strike, Target Select Armor 1-2, two hits to kill, damaged defense reduced to 3, D6 IPP to repair if on supply path, cannot be transported
ME-323 TRANSPORT	NA	NA	4	11	Avail. Jan 1943, Carry 2 Infantry or 1 artillery or 1 light armor. No Cavalry or Airborne
BV P/170 TAC BOMBER	7	5(0)*	4	11	Avail July 1942, Strat Bombing "1-3", Target Select Ground Targets "1", -1 Attack/Defense Non-Jet Fighters when only target, Cannot Attack Aircraft
DO-X SEAPLANE TRANSPORT	NA	NA	5	9	Avail. Jan. 1929, Transport 1 Infantry but no Airborne
JU-287 JET BOMBER	8	2(1)*	5	14	Avail. Jet Aircraft Tech., Interception of Attackers -1 when only target Can only attack Naval, Combat Patrol 1, Convoy Raiding on CAP, +3

TRIEBFLUGEL BOMBER-INTERCEPTOR	NA	6	1	6	Avail. Stage 3 Jets, Defends facilities from Strat bombing only, eliminated when zone is captured.
ME-163 KOMET	NA	8(5)*	0/1	7	Avail. Jets Stage 3, only used on Defense, Move via rail or 1 in Non-Combat, Lend lease Komet tech to Japan only once
BV P.193 GROUND ATTACK PLANE	8	5	4	12	Avail. Jan 1944, Target Select Land Units "1-3", no casualties Air or Naval
BV P.188 JET TAC BOMBER	8	5	4	13	Avail. Jet Tech, Target Select Land "1-4", When last target, -1 Att/Def/Inter non-jet planes
JU 187 TAC BOMBER	8(2)*	5	4	11	Avail. July 1943
AR E.340 MED BOMBER	7	5	5	13	Avail. July 1943, Target Select Land "1-2", D6 Strat Bombing, When last target, -1 to all non-jet aircraft.
HE 343 JET BOMBER	8	6	4	12	Avail. Jet Tech, Target Select 1-3, Can load Fritz-X, When last target, -1 to all jet aircraft
MISTEL GUIDED BOMB	8	5	4	11	Avail. Tech Chart, Target Select Naval 1-4, Strat Bombing D6+2, attack Ground/Naval only, Must be in supply path, costs 1IPP when used
FOKKER T.VII TORPEDO SEAPLANE BOMBER	4	4	5	8	Seaplane, Target Select 1 Naval. Avail July 1938 Must have NE captured
H-44 SUPER BATTLESHIP	10	10	3	6/6/6/6/6/6	Avail. July 1939, Shore Bombardment 6, 4 hits to sink, each hit reduces att/def by 2
P.1003 VTOL	Anti-Subs at 4	NA	4	10	Avail. July 1939 & Long-Range Aircraft stage 1, Chosen last in combat, Land in conquered Territory. On CAP with fighters in same zone, after combat roll 11-12, Promote fighter to veteran +1 Att/Def
HE-111Z HEAVY BOMBER	7	4	5	15	Avail. January 1942. In lieu of attack may deliver 1 Glider of any type.
GO 242 LIGHT GLIDER	NA	NA	Reduces towing aircraft range by 2	2	Transport 1 infantry class, move 1 non-combat, subject AA, Destroyed if territory is not captured, never launched from carrier. Towed by Strat Bomber, Transport, OR TACTICAL BOMBER
ME-323 GIGANT GUNSHIP	7	5	4	10	Avail. January 1943, No Tactical or Strat Bombing. Only damage ground targets.
ME-321 HEAVY GLIDER	NA	NA	Reduces towing aircraft	4	Avail. January 1941. Transport 2 infantry class or 1 artillery, move 1 non-combat,



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			range by 2		subject AA, Destroyed if territory is not captured, never launched from carrier. Towed by Strat Bomber, Transport, OR HE- 111Z
ITALY	ATT	DEF	→	\$	Notes
BLACKSHIRTS (ITA)	2	2	1	2	Militia, Build 2 per turn
Z.501 SEAPLANE	3	3	5	6	Avail. Jan. 1934, Patrol Range 1
Z.506 SEAPLANE	4	4	5	8	Avail. Jan. 1936, Target Selection 1-2, Naval&Subs
N-1 JET FIGHTER	7	7(4)*	2	12	Jet Fighter Stage 2
FOKKER T.VII TORPEDO SEAPLANE BOMBER	4	4	5	8	Seaplane, Target Select 1 Naval. Avail July 1938 Must have NE captured
JAPAN	ATT	DEF	→	\$	Notes
SNLF MARINE (JAP)	3	5	1	5	No Double Casualties, build 2 per turn
YAMATO CLASS BATTLESHIP	9	9	3	7/6/6/6	Avail. January 1939, 3 hits to kill, -2 attack/defense per hit, shore bombardment 5
SUPER YAMATO	10	10	3	5/5/5/5/5/5	Avail. July 1941, Shore Bombard "6". 3 hits to sink, each hit reduces att/def by 2
JAPANESE VETERAN	+1	+1	SAME	NA	After each victory, roll D12 for each land unit eliminated. On 12, upgrade infantry or fighter
USA	ATT	DEF	→	\$	Notes
ELITE MARINES (USA)	3	5	1	5	No Double Casualties, build 2 per turn
IOWA CLASS BATTLESHIP	9	9	3	7/6/6/6	Avail. July 1939, Shore Bombardment "5"
P-47 Thunderbolt Fighter/Tac Bomb	6/7	6/4	4	12	Flight as Fighter or Tactical Bomber
OMAHA LIGHT CRUISER	5	5	3	5/5	Shore Bombardment "1"
XP 67 MOONBAT FIGHTER	6	6(4)*	6	14	Avail. US Develops Long Range Aircraft, Target Select Air 1-3, Cannot attack naval units
YB 35 FLYING WING	9	5(4)	10	18	Avail. Heavy Bombers plus 15 additionally acquired Tech Points. Negate impact of Radar, reduce fighter interception by 1.
NETHERLANDS	ATT	DEF	→	\$	Notes
Commando (UK/NE)	2	2	1	3	1 per Turn, Airborne & Marine. NE can build 1 on Sumatra as Militia
FOKKER T.VII TORPEDO SEAPLANE BOMBER	4	4	5	8	Seaplane, Target Select 1 Naval. Avail July 1938
1047 CRUISER	7	7	3	5/5/4	Avail. July 1939, Shore Bombard 3, Replace Netherlands cruiser with 1047 on 5

FIGHTING RAILS/RAIL HOUSE RULES	ATT	DEF	→	\$	Notes
RAILWAY GUN	5	2	3	5	FIRST STRIKE, NO INFANTRY SUPPORT, to adjacent City Carpet Bomb at "5", 1-3 Strategic Damage adjacent city
ARMORED TRAIN	NA	NA	8	10	MOVE 1 INFANTRY INTO COMBAT, PARTISANS CANT BLOCK
AA TRAIN CAR	3	3	NA	1	Anti-Aircraft
ASSAULT TRAIN CAR	NA	NA	NA	3	Allows 1 additional infantry to move with train
FLAT TRAIN CAR	NA	NA	NA	5	Transport 1 additional Armor/Mech/Infantry
TRAIN	NA	NA	NA	5	Transport 1 unit, can be tac/strat bombed or eliminated if hit.
Rail Station	NA	NA	NA	5	Needed to build train or train car. Tactically bombed up to 5 damage
Rail Track	NA	NA	NA	4, 8 for Mountain	One Additional Rail move into zone if no Remains in zone if captured. Can be strat bombed up to its movement value.
GRUPPE MONSUN (GER)	ATT	DEF	→	\$	Notes
TYPE IX SUB	3	3	3	5	Standard Sub
TYPE X(B) SUB	1	1	3	6	Avail. Jan 1939, +0 Convoy raiding, cannot be targeted by Escorts or Advanced ASW
DO-24 SEAPLANE	NA	NA	4	3	Avail. July 1937, Pair 1:1 with sub for +1 Convoy Raid, Chosen last in combat
SEAPLANE TENDER	NA	NA	4	1	Avail. Jan. 1936, Treated as naval base for sea planes if plane not on CAP, Chosen last in combat
RIVER MONITORS	ATT	DEF	→	\$	Notes
MONITOR (UK)	5	3	1	NA	Shorebombard 1, Attack/Defend other river boats on an 8
RIVER PATROL BOAT	5	5	1	1	Eliminated when alone in zone with enemy units, attack another patrol boat at 5/5, Pairs 1:1 with land units to negate -1 river penalty
ELITE FIGHTER SQUADRONS	ATT	DEF	→	\$	Notes
JG 52 (GER) BF109	NA	NA	NA	NA	+1 Attack/Defense
ME-410 FTR ZG26 (GER)	7(3)*	7(3)*	5	13	Avail. July 1943 or when Marker is Drawn, Announce if fighter/bomber before combat
ME-410 TAC ZG26 (GER)	8	5	5	13	Avail. July 1943 or when Marker is Drawn, Announce if fighter/bomber before combat



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SM 79 (ITA)	7(1)*	4	12	4	Avail. Jan. 1936, Target Select 1-3 Naval, If not using expansion, replace 1 medium bomber at setup.
KI-43 KAMIKAZE (JAP)	NA	NA	NA	NA	Place under any fighter, if Kamikaze conducted remove marker and not fighter
SPANISH BLUE SQUADRON (NAT SPAIN) FW190	NA	NA	NA	NA	Place in Berlin. Can only attack USSR units
92 nd FIGHTER SQUADRON (UK) Spitfire	NA	NA	NA	NA	+1 Attack, Defense, Intercept
NO.100 RAF (UK) Mosquito	NA	NA	NA	NA	Replace any UK tac bomber with mosquito, reduces intercept value of fighters by 2
4 th FIGHTER GROUP (USA) P-51 Mustang	NA	NA	NA	NA	+1 Attack, Defense, Intercept
56 th FIGHTER GROUP (USA) P-47 Thunderbolt FTR	6(3)*	6(3)*	4	12	Replace Tac Bomber with P-47 Avail. Jan 1941 or when marker is drawn, announce if fighter or tac bomber at start of combat
56 th FIGHTER GROUP (USA) P-47 Thunderbolt TAC	7	5	4	12	Replace Tac Bomber with P-47 Avail. Jan 1941 or when marker is drawn, announce if fighter or tac bomber at start of combat
VMF-214 BLACK SHEEP (USA) F4U Corsair	NA	NA	NA	NA	Place Beneath Fighter on Carrier, +1 Attack and Defense
NORMANDIE FIGHTER SQUADRON (USSR) Yak 3	NA	NA	NA	NA	Place in place units box, buy fighter for 7IPP and place marker underneath. Removed immediately when USSR is at war with Allies
588 th NIGHT BOMBER REG. (USSR) "Night Witches" Po-2	2(1)*	2(1)*	2	5	Avail. July 1929 or when marker pulled, must be last aircraft chosen as casualty
4 th GUARDS BOMBER REG (USSR) GIAP	NA	NA	NA	NA	Place marker in place units box. Next time USSR tac or medium bomber wins combat (all units eliminated), place under that unit. Gives +1 Attack/Defense
28 th GUARDS FIGHTER REG (USSR) GIAP	NA	NA	NA	NA	Place marker in place units box. Next time USSR fighter or jet fighter wins combat (all units eliminated), place under that unit. Gives +1 Attack/Defense
470 th GUARDS FIGHTER REG (USSR) GIAP	NA	NA	NA	NA	Place marker in place units box. Next time USSR fighter or jet fighter wins combat (all units eliminated), place under that unit. Gives +1 Attack/Defense
AMERIKA BOMBERS	ATT	DEF	→	₪	Notes
ME-264 (GER)	CB(1)*	2	24	18	Avail. Long Range Aircraft and 3

					other Long Range built, Standard Strat Bomber. Carry Nukes and Ordnance
G10N1 FUGAKU (JAP)	CB(3)*	3	18	17	Avail. Heavy Strat Bombers, Long Range Aircraft and 2 long range strat bombers built. Heavy Strat Bomber, Carry Nukes and Ordnance
B-36 PEACEMAKER (USA)	CB 3 (4)*	3	25	24	Avail. Heavy Bombers, Long Range Aircraft and 2 long range Strat Bombers built, adds +1 damage to each strategic bombing dice
US MARINES	ATT	DEF	→	₪	Notes
EXP.					
COMBAT ENGINEER (USA)	2	5	1	6	Combat Engineer: -1 Fortification Modifier, -1 facilities build time (except factory), Pair 1:1 with land units on Defense for +1 Defense
FLAME SHERMAN (Marines) USA	6	6	2	8	Combat Engineer: -1 Fortification Modifier, -1 facilities build time (except factory), Pair 1:1 with land units on Defense for +1 Defense
LVT(A) Amphibious Tank Marines) USA	4	3	2	5	Available January 1942
ELITE MARINES (USA)	3	5	1	5	No Double Casualties, build 2 per turn
F4U CORSAIR	7	6	4	11	Avail. January 1943
LSM LANDING CRAFT	NA	NA	2	5	Avail. Jan. 1944, transport 1 infantry or 1 land unit. No double casualties to cargo on amphib. landing
GOING NUCLEAR	ATT	DEF	→	₪	Notes
B-29 SUPERFORTRESS (USA)	9	4	8	15	Defends on 3 During Strategic Bombing Interception
NUCLEAR BOMB	NA	NA	NA	Rules	Attacks all air and ground units, 4D12 at 8 per bomb. Tac bomb any facility and destroy it, Strat bomb 6D6, Radiation reduce territory value by 1, Allies can only drop on home nation of enemy.
ELITE OF REICH	ATT	DEF	→	₪	Notes
SS MILITIA	2	3	0	NA	SS Expansion
SS INFANTRY	3	5	1	NA	SS Expansion
SS MOUNTAIN	3	5	1	NA	+1 Defense Mountains, no Attacker Penalty Mountains. SS Expansion
SS CAVALRY	4	3	2	NA	SS Expansion
SS Panzer Grenadier	4	5	2	NA	Mechanized Infantry, Blitz without armor, Supersedes Panzer Gren. From Setup Chart



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SS ARMOR (GER)	+1	+1	Same	NA	Att/Def are upped by +1 for SS armor
PLAN Z (GER)	ATT	DEF	→	§	Notes
H-39 BATTLESHIP	8	8	3	See Scheme	Avail. Jan. 1939, Standard Battleship
O-CLASS CRUISER	7	7	3	See Scheme	Shore Bombard 3, +1 Convoy Raiding
P-CLASS CRUISER	7	6	3	See Scheme	+1 Convoy Raiding, Shore Bombard 3
SPAHKREUZER HEAVY CRUISER	5	4	3	See Scheme	Avail. January 1938, +1 Convoy Raiding
SEYDLITZ LIGHT CARRIER	NA	NA*	2	See Scheme	1 AA shot at 2, not Capital Ship.
GRAF ZEPPELIN CARRIER	NA	2	2	See Scheme	Avail. July 1935, Capital Ship
SPANISH CIV WAR (GER)	ATT	DEF	→	§	Notes
CONDOR LEGION (GER)	2	4	1	NA	Germany can send 1 infantry once per game to Spain.
ESPANA BATTLESHIP (Nationalist)	6	6	2	NA	Shore Bombardment "3" Not Capital Ship
Armored Car	3	2	2	3	
TURKEY AT WAR	ATT	DEF	→	§	Notes
BATTLE CRUISER YAVUZ	7	7	2	NA	Shore Bombardment "3" Not Capital Ship
5 th COLUMN PARTISAN GENERATION	0	1	0	NA	1 free roll, 1pp for additional rolls, ONE ROLL PER TERRITORY, Blocks Supply, Can Fade, Only Infantry or Cavalry Can Attack. Can move in combat phase to combine 2 partisans to make Militia.
Z.511 HUMAN TORPEDO, (Italy)	ATT	DEF	→	§	Notes
Z.511 SEAPLANE	5	5	8	12	Avail. Long Range Aircraft Tech, CAP range 2, Strat Bomb as Med. Bomber, Convoy Raid +1, Target Select 1 Naval
MAIALE TORPEDO (ORDNANCE)				2	Avail. July 1939, Launch from any warship, sub or Z.511, May make strategic attack against coastal facility at D6.
ALASKAN WARRIORS	ATT	DEF	→	§	Notes
ALASKA TERR. GUARD (USA)	1	2	NA	2	Militia; place Once Per Game in Alaska
ALASKA SIBERIAN RAILROAD					US 8/8, USSR 4/4/4, Additional 5/5/5 split whichever for rail bridge
ALASKA/CANADA HWY					2/2, Split by UK/US as they please
PBY CATALINA SEA PLANE	4	4	6	8	CAP Range 1, Can convoy raid, cannot attack enemy aircraft
WINTER WAR	ATT	DEF	→	§	Notes
SKI TROOPS (FIN/USSR)	2	4	1	4	First Strike, may retreat if Defender. Winter War Exp

FINNISH JAEGER	3	5	1	4	Elite Ski Troops, Target Select Armor 1
SISSI MILITIA (FIN)	1	2	1	2	Ski Troop, First Strike, move only within Finland
RF-8 Aerosani, (USSR)	2	2	1	2	FIRST STRIKE
FASCIST CROATIA	ATT	DEF	→	§	Notes
PARTISAN GENERATION	0	1	0	NA	Blocks Supply, Can Fade, Only Infantry or Cavalry Can Attack. Can move in combat phase to combine 2 partisans to make Militia.
CHETNIKS PARTISANS	0	1	0	NA	Blocks Supply, Can Fade, Only Infantry or Cavalry Can Attack. Can move in combat phase to combine 2 partisans to make Militia.
13 th SS	3	5	1	NA	MOUNTAIN INFANTRY
21 st SS	3	5	1	NA	Mountain Inf. Place once Axis controls Albania
7 th SS	3	5	1	NA	Mountain Infantry
MANCHUKUO (JAP)	ATT	DEF	→	§	Notes
MANCHUKUO IMPERIAL GUARD	3	5	1	NA	May not be Replaced
KWANGTUN ARMY	3	4	1	4	Build 4 in Manchukuo, no Factory required
RIVER PATROL BOAT	5	5	1	1	SEE RULES ON COMBAT
Armored Car	3	2	2	3	
OPER. SEALION	ATT	DEF	→	§	Notes
BRITISH HOME GUARD (OPS)	NA	2	NA	2	Partisan- Can only be built in British home country
BRITISH AUXILIARY	NA	NA	NA	5	Can build after French surrender, Gives additional attack to Home Guard or Partisans
GHQ. LINE (UK)	NA	NA	NA	5/5	+2 Defense on 1 st round of combat for all units: +1 on each round after
MAUNSELL FORT (UK)	NA	NA	NA	5	Avail. Jan. 1942, Provides AA vs Strat Bombers in sea zone
CHAIN RADAR (UK)	NA	NA	NA	1	Radar facility, Scramble
POISON GAS (UK)	NA	NA	NA	NA	Re-roll Misses once used on London Defense
LANDWASSERCHLEPPER (Sealion) GER	2	4	1	5	Attack on round 1 of Amphibious invasion, Transport 1 land unit.
MARINEFAHRPRAHM (GER)	NA	NA	2	3	Avail. January 1941, Transport 1 land unit. Must begin and end movement on land
FALLSCHIRMJAGER (GER)	3	3	1	5	AIRBORNE INF.
AEREO ITALIANO (ITA)	NA	NA	NA	NA	Choose 1 fighter. Upon being hit, instead of casualty returns to France.
Brandenburg Commandos (GER)	2	2	1	3	AIRBORNE AND MARINE, Target Selection "1" Fortifications/Coastal Artillery, have first strike



MASTER UNITS LIST

MINORITIES AT WAR (USA)	ATT	DEF	→	₪	Notes
RED BALL EXPRESS (AMI)	NA	NA	NA	NA	Allows up to two additional units to non-combat into the country the turn it was captured
65 th BORINQUENEERS (AMI)	2	4	1	NA	Place a free Infantry in Puerto Rico with 65 th Marker Underneath
NATIVE AMERICAN CODE TALKERS (AMI)	NA	NA	NA	NA	Once per game move up to 3 ships one extra movement
442REGIMENTAL	3	5	1	NA	Place under one infantry in USA. Cannot serve in Pacific
WOMAN AT WORK	NA	NA	NA	NA	All factory output increased by "1"
TUSKEGEE 332 nd FIGHTER GROUP	6(4)*	6(4)*	4	NA	Air Superiority +1 first round.
452 AA BATTALION	3	3	1	NA	Up to 4 rolls, first round only
158 BUSHMASTERS	3	5	1	NA	PLACE UNDER INFANTRY IN SW USA
522 FIELD ARTILLERY	3	3	1	NA	Place under any artillery in the USA, re-rolls missed attack/defense once
761 TANK BATTALION	+1	SAME	SAME	NA	Add +1 Attack to any medium/light armor
92 nd INFANTRY	2	4	1	NA	Free Infantry for US player. Place in SW USA
CHINESE AMERICAN COMPOSITE WING	NA	NA	NA	NA	Lend Lease 1 fighter and 1 tac comber to China (can fly plane there too). -1 to all AA and Interception
12 th PHILIPPINE DIVISION	2	4	1	NA	Place free Infantry in the Philippines
201 st FIGHTERS	NA	NA	NA	NA	When Mexico Aligns USA. Place Beneath Tac Bomber in USA, 1-2 Strategic Bombing. Can place under P-47
100 th Infantry BATTALION	3	5	1	NA	Place under infantry in Hawaii or San Fran, Cannot retreat, cannot serve in Pacific, can rebuild
555 th Parachute Infantry Division	2	2	1	3	Airborne Assault, Place beneath any Airborne in USA, re-roll missed attack once per combat
USS MASON DESTROYER ESCORT	NA	NA	NA	NA	Place Beneath any destroyer, re-roll missed defense roll on Escort duty
BRING IN THE HEAVIES	ATT	DEF	→	₪	Notes
VK-4502 (GER)	7	6	2	7	Heavy Tank Tech Stage 3, Can Blitz
MAUS (GER)	9	4	1	9	Heavy Armor Tech, Target Select Armor 1-2, cannot be target selected, no blitz
VK-1602 LEOPARD (GER)	4	4	2	5	Avail. July 1943 & Stage 3 Heavy Armor, Can Blitz
JAGD E-50 (GER)	8	8	2	8	Heavy Armor Tech. and 3 Heavy Tanks Built, Target Select Armor 1-2, Can Blitz

JAGDTIGER (GER)	7	7	2	8	Heavy Armor Tech. and 3 Heavy Tanks Built, Target Select Armor 1-3, First Strike if Enemy Armor Present, No Blitz
TIGER II (GER)	9	9	2	12	Heavy Armor Tech and 4 Tiger IE Built, Target Select Armor 1-3, Can Blitz
HO JET FIGHTER (GER)	8(4)*	8(4)*	4	12	Avail: Jet Tech and 3 jets of any kind built. Declare in combat stage if Fighter or Tac Bomber
ME264 STRAT BOMBER (GER)	CB (1)*	2	24	18	Avail. Long Range Aircraft Tech and 3 other Long Range Aircraft built, standard Strat Bomber
ME264 MARITIME BOMBER (GER)	5	5	24	16	Avail. Long Range Aircraft Tech and 3 other Long Range Aircraft built, Designate Maritime use before combat, attack only naval, CAP Range 3 with +1 bonus, defend against planes at "1"
HO JET TAC BOMBER (GER)	8	5	4	12	Avail: Jet Tech and 3 jets of any kind built. Declare in combat stage if Fighter or Tac Bomber, Target Select 1-3
KIKKA JET FIGHTER (JAP)	8(5)*	8(5)*	4	12	Avail. Jet Technology
K-200 SEAPLANE (JAP)	5	5	6	10	Avail: Jet Aircraft Tech, CAP range 2, Target Select Naval 1-2
G10N1 HEAVY BOMBER (JAP)	CB (3)*	3	18	17	Avail. Jet Tech & Long Range Aircraft Tech, build 2 long range strat bombers prior, Acts as Heavy Strat Bomber
HO-RI III (JAP)	5	6	2	6	Heavy Armor Tech, Target Select Armor 1-3
TYPE 5 CHI-RI (JAP)	6	6	2	6	AVAIL JAN. 1944
TYPE 3 HO-NI III (JAP)	3	3	2	5	Avail. Jan 1944, First Strike, pair 1:1 infantry, Target Select Armor 1-2
M-6 HEAVY TANK (USA)	7	7	2	8	Avail. Heavy Armor Tech Stage 3, Target Selection 1, Armor
T-28 SUPER HEAVY TANK (USA)	9	4	1	10	Heavy Armor Tech, Target Select Armor 1-2, Cannot be Target Selected, No Blitz
M-36 JACKSON (USA)	5	5	2	5	Avail. July 1944, Target Select Armor 1-3, No Blitz
B-47 STRATOJET BOMBER	CB(2)*	4	7	12	Avail. Jet Aircraft and Long Range Aircraft, -1 Interception prop planes when only viable target.
BELL P-59 AIRACOMET JET FIGHTER	7(4)*	7(4)*	4	12	Avail. Jet Fighter Stage 3
ORDNANCE	Dev	₪	→	USE	
FRITZ X (GER)	Strat Rockets Stage 3, Radar Stage 3	2	Med/Strat Bomber		Attack Naval at "8" with target select 1-4, First strike if no opposing Fighter



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HS-293 ANTI-SHIP MISSILE (GER)	Strat Rockets Stage 3, Radar Stage 3	1	Med/Strat Bomber	+2 convoy raiding to Aircraft on CAP
A10 ICBM (GER)	Strategic Rockets, Radar	3	Rocket Launch Facility	Strat Rocket with Range of 8
HS-117 SURFACE to AIR MISSILE (GER)	ADV. Artillery, Radar	2	AA Gun or Facility	Improves AA to 3 shots at "5" vs aircraft
RURHSTAHL X-4 AIR-AIR MISSILE (GER)	Advances Artillery	2	Air Fighter	+2 Attack/Defense Air Superiority and Interception
T-12 CLOUD MAKER (USA)	Heavy Strat Bomber	2	Heavy Strat Bomber	+4 Damage to Strategic Bombing Rolls
LBD-1 GARGOYLE ANTISHIP MISSILE (USA)	Radar, Strategic Rockets	2	Fighter, Tac Bomber, Med Bomber, Strat Bomber or seaplane	Carrying aircraft gets Target Select Naval 1-4, First Strike, +2 Convoy Raiding
SWOD Mk9 ANTI SHIP MISSILE (USA)	Radar, Rockets Stage 3	2	Fighter, Tac Bomber, Med Bomber	Attack Naval at "8" with Target Select 1-4, First strike if no opposing Fighters, +2 Convoy Raiding
ASM-N-2 Ground Attack "Bat" (USA)	Radar, Strat Rockets Stage 3	2	Medium Bomber	Carrying aircraft not subject to AA fire while Strat bomber
JB-2 GLCM (USA)	Strategic Rockets Stage 2, Germany must have developed Strat Rockets	2	Land	Make Single Strat Bombing Attack for D6, single carpet bombing at "2" with range of 1
JB-2 NAVAL (USA)	Strategic Rockets Stage 3, Germany must have developed Strat Rockets	2	Aircraft Carrier or Light Carrier	Make Single Strat Bombing Attack for D6, single carpet bombing at "2", or 1 shore bombardment at "4" with range of 1
TDR-1 DRONE (USA)	RADAR	3	Fighter, Tac Bomber	+3 Attack Bonus with Select 1-5. First Strike. Reduce Range of Armed Aircraft to 2, lose CAP ability
GRAND SLAM (UK)	Heavy Strategic Bombers	1	Heavy Strategic Bombers	+2 Damage to strat Bombing Rolls
FAIREY STOOGIE ANTI-KAMIKAZE MISSILE (UK)	Advanced Artillery, Radar	1	Any Surface Ship	Reduces Kamikaze Attack by 4
Z-Battery AA Rockets (UK)	Advanced Artillery Stage 2	1	Land- AA Gun	Adds additional AA shot at "4"
7in UNROTATED PROJECTILE (UK)	Advanced Artillery Stage 2	1	Any Ship	Additional AA Attack/Defense Roll at 4
RP-3 Air Launched Rocket (UK)	Advanced Artillery	1	Fighter or Tac Bomber	Target Select 1-2 Armor or Sub or +1 Target Selection
I-GO (JAP)	Strat Rockets	2	Med Bomber, Seaplane	Target Select 1-4 Naval, +1 Convoy

	stage 2, Radar				Raiding, First Strike if no other planes
MXV-7-OHKA (JAP)	Jet Fighter	4	Med Bomber, Land, Sub		Kamikaze Attack at 7, Target Select 1-5
KAITEN (JAP)	Previous Kamikaze Attack	2	Submarine, Destroyer+		+1 Attack bonus to Carrying unit, Target Select 1-3, Amphib Defense for facility at 4, target select 1-3
A-11 (JAP)	GERMAN LEND LEASE	3	LAND		Range 6, D6 Strategic Damage
FU-GO BALOON BOMB (JAP)	Jan. 1944	1	LAND		US and JAP payer roll D6, US takes the resulting damage if higher, pays difference
SHINYO SUICIDE BOAT (JAP)	Previous Kamikaze Attack	1	Coastal Zone		Defends During Coastal Artillery phase at 2, Target Select 1
UJI BUBONIC FLEA BOMB (JAP)	None	2	Any Air Unit, Fu-Go Balloon Bomb		Attacks all Units at "1" for 2 turns
SARIN GAS (GER, FR, UK, USA, ANZAC)	GER 1939, Allies Singe Technology Roll 9+ After Sarin Used by Axis	1	Any Artillery or air unit that can attack or strat rocket		Double Casualties and +2 to attack/defense roll to carrying unit
POISON GAS	None	1	Any Artillery Unit with an attack factor or strat Rocket		One Poison gas may be used per round per land battle each side, all land units take double casualties
BIOLOGICAL WEAPONS	None	1	Any Artillery Unit with an attack factor or strat Rocket		One biological weapon may be used per round per land battle each side, make single attack at "3" against all land units
FORTIFICATIONS	ATT	DEF	→	⚡	Notes
BATTERY FJELL (GER)	NA	NA	NA	5/5	After Rolling for battleship repair. Choose to install artillery. Battleship stays in position 3. Also, can pay 5/5 to build. 3 shots at 4
ATLANTIC WALL (GER)	NA		NA	6/6/6/6/6	+2 all defending units first round of combat vs amphib, Coastal Artillery (3 shots at 3), Airborne/Glider automatically destroyed if first attack is 11 or 12
MAGINOT LINE FORTIFICATION (FR)	NA	NA	NA	NA	+3 to all defending infantry first round of combat
MAGINOT ARTILLERY (FR)	NA	NA	NA	NA	2 attacks at 5 against attacking land units in first round of combat



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FLAK TOWER (GER)	NA	NA	NA	6	Place beside Facilities as AA or in special fortification to protect all units. 3 AA shots at 4
ANTI-TANK CASEMATE	NA	NA	NA	4/4	Place on land border, prevents blitz, first round of combat, two shots at 5 target select 1-2 armor
PANTHER TURRET (GER)	NA	NA	NA	0	Eliminate 1 Armor to place panther turret in zone, 2 shots at 5
MACHINE GUN PILLBOX	NA	NA	NA	3	2 Shots at "S" at Infantry Class Units
FALL OF THE REICH (GER)	ATT	DEF	→	₪	Notes
XXI SUBMARINE	5	3	3	8	Avail Advanced subs, July 1945 or later or Neu Berlin scheme complete, only selected as casualty is attacker rolls 1-2, +4 convoy raiding
PZ VIII LOWE	9	4	1	8	Avail. Heavy Armor and at least other heavy armor built, cannot be target Selected
SS INFANTRY	3	5	1	4	Only 2 SS built per turn in Germany or Argentina during Neu Berlin
WEREWOLF FORCE	1	1	NA	Rules	Retreat in same land zone, only attacked by infantry, prevent strategic rail movement, +2 Modifier on Partisan Rolls, Roll one D12 for each territory enemy occupied. Rolls end once 50% of all Partisans are werewolves.
WASSERFALL AA MISSILE	NA	NA	NA	1	Place beneath AA in supply path of factory, AA gun fires 3 rolls at 4
VTOL BELL	NA	NA	NA	Rules	Move to any land zone that Axis controls, if zone is conquered with Bell, enemy can capture with roll of 12, +1 for each attacking jet fighter.
A-10 ICBM	D6 Strat Damage	NA	6	Check ordnance	Check ordnance rules
FUHRER BELGEIT DIVISION	2	5	NA	NA	Must remain in Buenos Aires until Destroyed
Secret Air Base	NA	NA	NA	5/5	Cannot be Strat Bombed, Any Power Can build 1 per game, cost/time same as regular air base
NEUSCHWABENLAND (GER)	ATT	DEF	→	₪	Notes
MS SCHWABENLAND CATAPULT SHIP	NA	NA	2	7	, Transport DO-16 as light carrier. Carry 2 Infantry or 1 infantry and 1 air/land unit or coastal sub. Chosen as last casualty unless hit by coastal artillery during amphib. Or target selected by opponent.
TYPE XIB SUB	3	2	3	4/3	Avail. Jan 1939, +3 convoy raiding

TYPE XXVI WALTER SUB	5	3	4	9	Avail. Advances Subs and 3 advanced subs built, +4 convoy raiding, casualty only on 1-2 roll
DO16 SEAPLANE	NA	NA	4	3	Chosen last in combat, Pairs with German sub 1:1 +1 convoy modifier
EF-009 JET FIGHTER	8(5)*	8(5)*	2	8	Avail. Jet Aircraft
HII SAUCER	8	8	3	14	Jet Aircraft & 1946 or later, Target Select Naval 1-2, land in captured zones same turn
SS INFANTRY	3	5	1	4	
RAKTENJAGER	4	4	1	4	Avail. Artillery tech, built 1 per turn, first strike
HS 117 AA BATTERY	NA	3@5	1	7	Avail. Stage 3 Rockets
ATLANTIS RISES	ATT	DEF	→	₪	Notes
TIDE GENERATOR					SEE RULES
LEVIATHAN					SEE RULES
WEATHER CONTROL					SEE RULES
DEATH RAY					SEE RULES
ATLANTIS RISES					SEE RULES
HBG HOUSE UNITS	ATT	DEF	→	₪	Notes
BARBED WIRE	NA	NA	NA	1	Place on Border of land on if which you possess, -1 to Attacking Infantry unless combat engineer present
TRENCH WORKS (USSR)	NA	NA	NA	6	Place on Border of land or sea both of which you possess, +1 to defender in round 1, attacking armor that roll 12 are eliminated
TANK TRAP	NA	NA	NA	2	
HOSPITAL/HOSPITAL SHIP	NA	NA	NA	4	Hospital in Supply path, ship must trace supply, any battle in adjacent land or sea zone, roll a D6, on a 6, place eliminated infantry in hospital or hospital ship
HEADQUARTERS	NA	NA	1	8	PLACE in Supply Path, can move by rail or 1, supply depot and extends commander
SUPPLY DEPOT	NA	NA	NA	2	Place anywhere in supply path, move by air transport or accompany land unit (no space on transport, provides supply to adjacent zone, munitions depot for ordnance
SPY	NA	NA	RULES	3	SEE RULES
AIR STRIP	NA	NA	NA	3	Use on non-country islands. Scramble 1 aircraft per turn, 3 damage points
LONG AIRFIELD	NA	NA	NA	5	Allows strat bombers to fly from non-country islands. 5 damage points
GLIDERS	NA	NA	NA	Reduces towing aircraft range by 2	Transport 1 infantry class, move 1 non-combat, subject AA, Destroyed if territory is not



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					captured, never launched from carrier. Towed by Strat Bomber or Transport
MINEFIELD	NA	2	1*	3	2 mines come with purchase, move 1 in non-combat, First Strike, rolls expend mine regardless of hit, transport 2 per infantry/arty, 4 per truck/naval transport, Require Activation
NAVAL MINES	NA	2	1*	3	move 1 in non-combat, First Strike, rolls expend mine regardless of hit, transport 2 per infantry/arty, 4 per truck/naval transport, Require Activation
POW CAMP	NA	NA	NA	NA	Roll 2D6, if home country add +2, if 12 or greater must place POW marker within 3 land zones. If liberated, opposing player gets 1 infantry.
UNDERGROUND FACTORIES (GER)	NA	NA	NA	8	1 unit per turn, cant be bombed. Cannot build ships.