

Germany

Germany	Netherlands Belgium	Denmark	Poland	Norway	Czechoslovakia	Austria	Yugoslavia	Rumania (I)	Greece	Creete	Libya (I)	France	Eastern France	Mid Atlantic	South Atlantic	Bay of Biscay	Halifax	Denmark Strait	Danish Sea	Barents Sea	Norwegian Sea	Vichy France (Vichy)	Syria (Vichy)	Tunisia (Vichy)	Algeria (Vichy)	Morocco (Vichy)		Cost	Move	Attack	Defend	
4	2	1	8	4	1	1	1	1	2	1	1	5	2									2	1	1	1	1	Infantry	3	1	1	2	
1					1			1				1															Artillery	4	1	2	2	
1	2		3		3			3			1	2															Armor	5	2	3	2	
1					1																						A/A Gun	5	1	-	1	
1																											Factory	N/A	-	-	-	
1			3	2				1			1	3															Fighter	12	4	3	4	
			1					1																			Stuka	10	4	3	1	
1												1															Bomber	15	6	4	1	
																			1								Battleship	24	4	4	4	
																											Escort Carrier	11	2	1	1	
																											Aircraft Carrier	18	2	1	3	
																		2	3		1						Destroyer	12	2	3	2	
																			1								Transport	8	2	0	1	
														2	2	2	1	1	4	1	1						Submarine	8	2	2	2	
																											Paratrooper	N/A	1	1(3)	2	
																											Heavy Bomber	17	6	2d6	1	
																											Pz. Grenadiers	4	2	2	3	Max. 2
																											SS Panzer	6	2	5	5	Max. 3
																											Sub Pen	15	0	-	2	Max. 2

Cash: 40, Income: 34, starts with Elite Troops

Italy

Northern Italy (+1/5)	Southern Italy	Sicily (+1/1)	Finnland (+1/2)	Rumania (+3/4)	Hungary (+1/3)	Bulgaria (+1/2)	Yugoslavia (G)	Czechoslovakia (G)	Greece (G)	Libya	Benghazi	Tobruk	Tunisia	Tyrrhenian Sea	Adriatic Sea	Sicilian Sea		Cost	Move	Attack	Defend
3	2	1	4	4	3	3	1	1	1	1	2	1					Infantry	3	1	1	2
			1	1													Artillery	4	1	2	2
1				1	1		1			1		1					Armor	5	2*	3*	2*
1																	A/A Gun	5	1	0	1
1																	Factory	N/A	-	-	-
		1	1	1		1						1					Fighter	12	4	3*	4*
1																	Bomber	15	6*	4*	1
														1	1		Battleship	24	4	4	4
																	Escort Carrier	11	2	1	1
																	Aircraft Carrier	18	2	1	3
													2	1	2		Destroyer	12	2	3	2
													1	1	1		Transport	8	2	0	1
													2	1	2		Submarine	8	2	2	2
																	Paratrooper	N/A	1	1/3	-
																	Heavy Bomber	17	6	2d6	1

*) reduced values (-1) without heavy industry

Cash: 25, Income: 21

Russia

Moscow	Russia (+1/2)	Siberia	Karelia	Archangel	Vyborg	Leningrad	Belorussia	Turkestan	Stalingrad	Ukraine SSR	Baltic States	Caucasus	East Poland	Bessarabia	Soviet Far East	Baltic Sea	White Sea	Black Sea		Cost	Move	Attack	Defend
4	4	1	1	1	1	2	3	3	2	7	2	3	6	2	8				Infantry	3	1	1	2
1	2					1	1	1		1					2				Artillery	4	1	2	2
1	2						1	1	1	2	1	1	1	1	4				Armor	5	2	3	2
1	1								1										A/A Gun	5	1	-	1
1	1					1			1										Factory	N/A	-	-	-
1	1					1			1						2				Fighter	12	4	3	4
																			Bomber	15	6	4	1
																		1	Battleship	24	4	4	4
																			Escort Carrier	11	2	1	1
																			Aircraft Carrier	18	2	1	3
																2	1		Destroyer	12	2	3	2
																1			Transport	8	2	0	1
																1	1	1	Submarine	8	2	2	2
																			Paratrooper	N/A	1	1(3)	2
																			Heavy Bomber	17	6	2d6	1
																			Guards	5	2	2	4

Max. 3

Cash: 25, Income: 21

UK

United Kingdom	Canada	Gibraltar	Malta	El Alamein	Egypt	Palestine	Cyprus	Egypt (in transit)	Mid Atlantic Convo Box	Eastern Med	Straight of Gibraltar	North Sea	English Channel	Davis Strait	Celtic Sea		Cost	Move	Attack	Defend
4	1	1		3	1	1	1	2								Infantry	3	1	1	2
1	1			1												Artillery	4	1	2	2
1	1			1				1								Armor	5	2	3	2
1																A/A Gun	5	1	-	1
1	1															Factory	N/A	-	-	-
2		1	1		1							1				Fighter	12	4	3	4
1																Bomber	15	6	4	1
										1	1	1			1	Battleship	24	4	4	4
												1				Escort Carrier	11	2	1	1
																Aircraft Carrier	18	2	1	3
									1	2	2	2	2	1	1	Destroyer	12	2	3	2
								2	1	1		1	1	1	2	Transport	8	2	0	1
										1	1	1			1	Submarine	8	2	2	2
																Paratrooper	N/A	1	1(3)	-
																Heavy Bomber	17	6	2d6	1
																Marines	4	1	2	2

Max. 4

Cash: 25, Income: 25

USA

United States	U.S. East Coast		Cost	Move	Attack	Defend
2		Infantry	3	1	1	2
1		Artillery	4	1	2	2
1		Armor	5	2	3	2
1		A/A Gun	5	1	-	1
1		Factory	N/A	-	-	-
1	1	Fighter	12	4	3	4
1		Bomber	15	6	4	1
	1	Battleship	24	4	4	4
	1	Escort Carrier	11	2	1	1
		Aircraft Carrier	18	2	1	3
	1	Destroyer	12	2	3	2
	1	Transport	8	2	0	1
	1	Submarine	8	2	2	2
		Paratrooper	N/A	1	1(3)	2
		Heavy Bomber	17	6	2d6	1
		Marines	4	1	2	2

Max. 4

Max. 4

Cash: 40, Income: 40

Technology

									Fortitude
Turn Available	Technology	Die Roll	IPC Cost	Germany	Italy	Russia	U.K.	U.S.	
1	Elite Troops								
	Allows the owning player to build various superior units.	1	2	Start					7
	2 or less	3							
	3 or less	4							
4 or less	5								
1	Espionage								
	Allows the owning player to use Sabotage.	1	3						6
	2 or less	5							
	3 or less	7							
4 or less	9								
2	Combined Arms								
	Allows the owning player to re-roll one set of dice as an edge to combat to combat	1	4						5
	2 or less	6							
	3 or less	8							
4 or less	10								
2	Submarines								
	Allows to choose their targets on 1 st attacks and increases attack value to 3 or less.	1	5						4
	2 or less	7							
	3 or less	9							
4 or less	11								
3	Fighters								
	Increases Attack/Defend values to 4/4 and move 6.	1	5						3
	2 or less	7							
	3 or less	9							
4 or less	11								
4	Heavy Bombers								
	2d6 are rolled for each attacking bomber.	1	6						2
	2 or less	8							
	3 or less	10							
4 or less	12								
5	Rockets								
	Allows A/A guns to make statieg attacks.	1	7						1
	2 or less	9							
	3 or less	11							
4 or less	13								