

Axis & Allies Global 1940, House Rules Expansion

Cost of all units

					Enter game from round
Unit	Cost	Move	Attack	Defend	
Land based combat units:					
Infantry	3	1	1	2	Game start
Elite infantry	3	1	1(2 dice)	2 (2 dice)	Game start
Mechanized infantry	4	2	1	2	Game start
German Panzer Grenadier	4	2	2	3	Game start
US Armored infantry	4	2	2	3	Game start
Paratrooper	4	2	1 or 3	2 or 3	Game start
Soviet Guard Infantry	10 (3 units)	2	2	3	Late 1941
Waffen-SS Infantry	+ 1	2	2	4	Game start
British Commando infantry	+ 1	1	1 or 3	2	Game start
US Marines infantry	+ 1	1	1 or 3	2	Game start
Waffen-SS Fallschirmjäger	+ 2	3	3 or 4	4	Early 1943
Waffen-SS Oberst-Gruppenführer	+ 3	2	2	4	Late 1940
Soviet Commissar	5	2	2	3	Game start
Artillery	4	1	2	2	Game start
Waffen-SS artillery	+ 2	2	3	4	Game start
Panzer General	8	2	3	3	Late 1940
Tank (Panzer)	5	2	3	3	Game start
Waffen-SS Panzer	+ 2	2	4	5	Late 1942
Soviet Tank Mass Production	12 (3 units)	2	3	3	Late 1942
German King Tiger Tank	6	1	4	4	Early 1944
Waffen-SS Heavy Panzer	+ 2	1	4 (2 dice)	5 (2 dice)	Late 1944
Miscellaneous land units:					
Landing Craft	3	2	-	-	Game start
Underground Factory	+ 4	-	-	-	Game start
Fortifications/bunker	1	-	-	(3)	Game start
German Atlantic Wall	1	-	-	(3)	Late 1942
Landmine	1	1	-	2	Game start
Rocket	1	2	2	-	Late 1941
Air base & Naval base	12	-	-	1	Game start
Minor industrial complex	10	-	-	1	Game start
Major industrial complex	25	-	-	1	Game start
Heavy Industry 1 unit	+ 2	-	-	-	Game start
Heavy Industry 2 units	+ 3	-	-	-	Game start
AAA Gun	5	1	-	1	Game start