

<u>Unit:</u>	<u>Cost(IPC)</u>	<u>Movement:</u>	<u>Attack:</u>	<u>Defense:</u>	<u>Special Ability:</u>
Infantry (INF)	2	1	1*	2	*Attack power increases to 2 when supported 1:1 by artillery. May be loaded onto an APC (1 INF per APC), helicopter (limit 1 INF per helicopter)transport(limit 2 INF, 1 INF if accompanied by tank per transport) or bomber (limit 2 INF, 1 INF if escorted by tank per bomber)
Special Forces (SF)	3	1	2	2	May be loaded onto an APC (1 SF per APC), helicopter (limit 1 SF per helicopter)transport(limit 2 SF, 1 SF if accompanied by tank per transport) or bomber (limit 2 SF, 1 SF if escorted by tank per bomber)
Artillery	4	1	2	2	May be transported by helicopter (limit 1 per helicopter) or move 1 adjacent friendly territory in non-combat. Coastal defense: During an amphibious assault, roll 1 defense die per bombarding enemy ship prior to the commencement of bombardment.
Armor (Tank)	5	2	3	3	May "blitz" through an unoccupied enemy claimed territory, giving control of that territory to the player controlling the tank, during its combat movement phase(still moving only a maximum of 2 spaces)
Armored Personnel Carrier (APC)	6	2	3	2	May transport 1 Infantry OR 1 SF Unit
AA Gun	6	1	X	1	May move 1 space to an adjacent friendly territory that does NOT already have an AA gun present during noncombat move, or be loaded onto transport ship or helicopter and moved during noncombat move

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Industrial Complex	15	X	X	X	Built on a territory you control: produces units up to territory's IPC value. STARTING Industrial Complexes have NO cap unless captured or destroyed (scorched earth)
Fighter	10	4	3	4	May land on friendly aircraft carrier with permission of the owner of that carrier. MUST land in friendly land territory or on friendly carrier at the end of its movement(after combat, IF it survives.)
Helicopter	12	4	2	1	May transport 1 INF Unit OR 1 SF Unit OR 1 artillery piece OR 1 AA gun. May land on friendly aircraft carrier with permission of the owner of that carrier. MUST land in friendly land territory or on friendly carrier at the end of its movement(after combat, IF it survives).
Bomber	15	6	4	1	May transport 2 INF OR 2 SF units OR 1 INF and 1 tank OR 1 INF and 1 APC (loaded or unloaded) OR 1 SF and 1 tank OR 1 SF and 1 APC (loaded or unloaded). MUST land in friendly land territory at the end of its movement (after combat, IF it survives).
Submarine	6	2	2	1	See "Special Combat: Submarines" under section 6
Transport	7	2	X	1	May transport 2 INF OR 2 SF units OR 1 INF and 1 tank OR 1 INF and 1 APC (loaded or unloaded)OR 1 SF and 1 tank OR 1 SF and 1 APC (loaded or unloaded).
Destroyer	8	2	2	2	Cancels all enemy submarine abilities
Cruiser	12	2	3	3	See "Special Combat: Amphibious Assaults" under Section 6

Aircraft Carrier	14	2	1	2	Can carry up to 2 Fighters OR 2 Helicopters OR 1 Fighter AND 1 Helicopter
<u>Unit:</u>	<u>Cost (IPC) :</u>	<u>Movement:</u>	<u>Attack:</u>	<u>Defense:</u>	<u>Special Ability:</u>
Battleship	20	2	4	4	See "Special Combat: Amphibious Assaults" under Section 6. 2-hits to destroy: If your battleship is hit ONCE during combat, but not destroyed (hit TWICE) by the end of the battle, it is listing and must return to a friendly port for repairs within your next two (2) turns. Listing battleships that fail to return to a friendly port within your next two (2) turns are considered sunk due to taking on too much water from hull damage