

**Land  
combat**

Place Dice on  
Battleboard

Fight for Air  
Superiority









Attacking  
Units fire

Defending  
Units fire

Remove  
Casualties

Conclude  
Combat

## Axis & Allies 1914: Unit Reference Chart

Unit	Cost (IPC)	Attack Strength	Defend Strength	Move Range	Special Rules
 <b>Infantry</b>	3	2 Upgr 3	3	1	<ul style="list-style-type: none"> <li>Upgrades to 3 when attacking paired with artillery</li> <li>Last surviving unit in battle must be infantry</li> <li>At least 1 infantry required to support any other land units (Artillery, Tank, Fighter)</li> </ul>
 <b>Artillery</b>	4	3 Upgr 4	3 Upgr 4	1	<ul style="list-style-type: none"> <li>Support Infantry or tank attacks (infantry or tank upgraded to 3 if paired with Artillery unit).</li> <li>Upgrades to 4 with Air superiority</li> </ul>
 <b>Tank</b>	6	2 Upgr 3	1	1	<ul style="list-style-type: none"> <li>Upgrades to 3 when attacking paired with artillery</li> <li>Attacking tank denies 1 hit of defender</li> </ul>
 <b>Fighter</b>	6	2	2	2	<ul style="list-style-type: none"> <li>May move through any region (hostile, sea zones), but must end move at own land units.</li> <li>Fight against other fighter until one side survives</li> <li>If Air superiority won, Artillery units upgrade to 4</li> <li>Remaining fighters strafe against enemy units</li> </ul>
 <b>Battleship</b>	12	4	4	2	<ul style="list-style-type: none"> <li>Sustain damage ability</li> <li>Support landing units with coastal fire</li> </ul>
 <b>Cruiser</b>	9	3	3	3	<ul style="list-style-type: none"> <li>Fastest ship</li> </ul>
 <b>Submarine</b>	6	2	2	2	<ul style="list-style-type: none"> <li>May submerge instead firing during battles</li> <li>Does not control sea zones</li> <li>May move through hostile sea zones</li> <li>Germans may start total U-Boot Krieg</li> </ul>
 <b>Transport</b>	6	0	0	2	<ul style="list-style-type: none"> <li>Can transport up to 2 land units</li> <li>Does not control sea zones</li> </ul>

**Sea  
combat**

Attacking Units  
fire / submerge

Defending Units  
fire / submerge

Remove  
Casualties

Continue Attack  
or Break off