United States
Reference Chart

WESTERN U.S. (55)	CENTRAL U.S.	EASTERN U.S.	PANAMA (20)	ALASKA	MIDWAY ISLAND	HAWAIIAN ISLANDS	CHINA	SINKIANG	Type of Unit	Cost	Move	Attack	Defense
2	2	2		1	1	2	2	2	Infantry	3	1	1†	2
		1							Artillery	4	1	2	2
		1							Tank	5	2	3	3
1		1							Anti- Aircraft	5	1	-	1
1		1							Industrial Complex	15	-	-	-
1		1				1	1		Fighter	10	4	3	4
		1							Bomber	15	6	4	1
1									Battleship	20	2	4	4‡
						1*			Aircraft Carrier	16	2	1	3‡
1		2							Transport	8	2	-	1
						1			Submarine	8	2	2	2
		1	1						Destroyer	10	2	3	3

* carrying 1 fighter † 2 with artillery support ‡ requires 2 hits to destro

Starting Income
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Order of Play
1. Soviet Union (only turn one)
2. Germany, Japan, and Italy (optional)
3. Soviet Union, United Kingdom, United States

Action Sequence
1. Purchase Weapons and Develpment
2. Collect Income
3. Conduct Combat
4. Non- Combat Movement
5. Mobilize new units
6. Develop Weapons
7. Diplomacy

Land Combat Sequence
1. If any planes are involved defender first gets AA defense preemtively
2. If both sides have planes, then after step one, planes fight at aerial combat values
3. If one side has planes, hits are considered preemtive
4. Attacking Artillery fire preemtively
5. Attacking land units roll, infantry hits go against infantry, armor against armor
6. Defender selects loses in the appropriate manner and rolls for its defense
7. Attacker removes loses
8. The Attacker followed by the Defender can elect to retreat

Naval Combat Sequence
1. If any planes are involved defending ships get preemtive AA gun rolls
2. If both sides have planes, then aerial combat occurs
3. Additional planes by either side can pass and attack enemy ships
4. Battleships can fire preemtively each round
5. Loses are selected on the basis of equal classification from the type of unit caused a hit
   (Example: Battleship hits go against Battleships first, Destroyer hits go against Destroyers first)
6. Plane hits can be allocated as the plane chooses (after AA guns fire)
7. Every plane hit can be reallocated by the defense to apply to any screening ship (Cruiser or Destroyer)
8. Attacking units fire first, followed by the Defender
9. Battleships, Carriers and Cruisers take 2 hits to sink, all other ships take 1 hit
10. The Attacker followed by the Defender can elect to retreat or continue another combat round
11. Retreats must be made toward your own nation