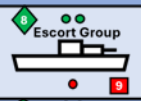
Air and Land Units

Name	Icon	Die Used	HPs	MPs	Abilities
Fighter Group		**d8** – CAS and vs. Aircraft **d6** – Strike and vs. Ships	**2**	**4**	**Strike:** Destroy ships, damage ports and airfields, suppress subs, or interdict land movement. **CAS:** Add die to battle. **Intercept:** Attack other aircraft and ships. **Escort:** Protect other aircraft and transports (always treat convoy escort as "vs. ships"). **Interdict:** Increase required MPs for a land hex by 1. **ASW Patrol**: Reveal Submarines and cancel submarine missions in the hex. **Re-Base**: Spend 1 turn to move air unit to a new base ***Carrier Air Group (CAG):*** The CAG **moves** with the Carrier Strike Group during Maritime Ops and only acts once per turn (Air or Maritime Ops). It may be **reconstituted** with an Air Squadron. Always intercepts from the **Carrier's hex**.
Bomber Group		**d6** – CAS and vs. Aircraft **d8** – Strike and vs. Ships	**2**	**8**	
Air Transport Group	**N/A**	**N/A**	**1**	**16**	**Air Drop:** Move airdrop capable units to a land space (not home territory). **Air Lift:** Move airlift capable units from one airfield to another, within airfield capacity limits.
Airfield		**N/A**	**1**	0	**Air Base:** May facilitate operations of Air Groups and Air Transports equal to its value (1 = unimproved, 2 = improved) **If Damaged:** Aircraft may return from mission and re-base, but no future combat or air reinforcements until repaired.
Air Squadron		**N/A**	**1**	N/A	**Air Reinforcements:** Place with any air group to increase strength by 1. Must move via re-basing.
Infantry DIV	Blue	**d6**	**4**	2	**Attack, Defend, Attach and Detach Units, Open Port, and Sabotage Port/Airfield** May detach 1 Infantry Regiment
Armored DIV	Black	**d10**	**2-4**	4	**Attack, Defend, Attach and Detach Units, Open Port, and Sabotage Port/Airfield** May detach 1 Armor Reg
Infantry Regiment		**d6**	**1**	2	**Attack, Defend, Open Port, and Sabotage Port/Airfield** **Air Lift Capable** **Reinforce IN DIV:** Increase an IN DIV strength by 1 SP. DIV must not fight this turn.
Airborne Infantry Regiment		**d6**	**1**	2	**Attack, Defend, Open Port, and Sabotage Port/Airfield** **Air Lift and Air Drop Capable** **+1 Modifier:** Conducts combat as normal without negative "Lack of HQ" modifier **Reinforce IN DIV:** Increase an IN DIV strength by 1 SP. DIV must not fight this turn.
Mechanized Infantry Regiment		**d8**	**1**	4	**Attack, Defend, Open Port, and Sabotage Port/Airfield** **Reinforce IN or AR DIV:** Increase an IN or AR DIV strength by 1 SP. DIV must not fight this turn.
Armor Regiment		**d10**	**1**	4	**Attack, Defend, Open Port, and Sabotage Port/Airfield** **Reinforce AR DIV:** Increase an AR DIV strength by 1 SP. DIV must not fight this turn.
Garrison		**d6**	**1**	0	**Defend, Can Not Move:** This unit surrenders if it loses a battle. **No Division HQ:** This unit will only hit on a 6 due to its lack of a DIV HQ.
Supply		**d6** (only as a modifier)	**1**	4	**Enable Ground Offensives** (1:4 SP). **Entrench** (Absorbs 1 casualty). **Stockpiled Supplies** (+1d6 per). **Air Lift and Air Drop Capable. Equip French Division:** Replace French Division (-4) with a French Division.

Air Mission Table

Mission Type	Mission	Fighter Group	Bomber Group	Air Transport	Abilities
Offensive	**Close Air Support**	**D8**	**D6**	No	Place **CAS marker** in hex and add die to a land battle.
	Strike	**D6**	**D8**	No	May Strike a target for the following effects: 1. Naval Group – Damage or Destroy 2. Transport Convoy – Destroy at random during Convoy Resolution 3. Port or Airfield – Damage
	Interdict	**Yes**	**Yes**	No	**+1 MPs** for enemy units entering or leaving a hex (applied once).
Defensive	**Intercept**	**D8 vs. Aircraft** D6 vs. Ships	D6 vs. Aircraft **D8 vs. Ships**	No	May attack enemy aircraft or ships who pass within range. Can counter attacking aircraft unless countered by an escort (1:1). 5+ roll: Reduce opposing unit by 1 SP. CAG may use Intercept to choose Intercept of CAS in Carrier Strike Group's hex. Range Limit: 2 spaces from air base.
	Escort	**D8 vs. Aircraft** D6 vs. Ships	D6 vs. Aircraft **D8 vs. Ships**	No	Air Escort: May engage **one enemy interceptor**. Convoy Escort: May engage enemy raiders first (always using a vs. ships roll)
Support Can move 2 ground units	**Air Drop**	No	No	**Yes**	**Air Drop** – May insert 2 air droppable units (Abn Inf and Supply) starting at any airfield to any land zones within range. May be escorted and intercepted.
	Air Lift	No	No	**Yes**	**Air Lift** – May move up to 2 air liftable units (Inf, Abn Inf, and Supply) starting at an air field and ending at another air field. Units do not need to be together.
	ASW Patrol	**Yes**	**Yes**	No	**ASW** – **Reveal** submarines and **cancel** submarine missions.
Administrative	**Re-Base**	**Yes**	**Yes**	**Yes**	Spend 1 turn to conduct **re-basing (no combat possible)** **In the Housekeeping Phase, place the air group at any friendly airfield.**

Maritime Units and Mission Table

Name	Icon	Die Used	HPs	Special Abilities
Submarine Squadron		**d6**	**2**	**Hidden Move –** Players secretly order subs at the beginning of each turn. Subs may move unhindered to any sea zone on the map. They are revealed only when (1) conducting an action or (2) present during an opposing ASW patrol. **Submarine Strike** – Subs may choose to conduct a strike against specific naval groups or a port. When striking a convoy route (Raid), transports may be targeted but are sunk based on a random roll. **Cannot:** Escort, Attack other Submarines, Attack Air Units, or Open Port **Hard to Find**: Except for Sea Control battles, submarines can only suffer 1 SP damage per roll.
Escort Group		**d8 / d6**	**2**	**Anti-Aircraft Capable** May **Open Port** if no opposing land units present.
Attack Group		**d10 / d8**	**2**	**Anti-Aircraft Capable** May **Open Port** if no opposing land units present.
Carrier Strike Group		**d12 / d10**	**2**	**Carrier Air Group** – Operates from carrier. The air group moves with the carrier. May be reinforced or reconstituted with an air squadron reinforcement. The air group is removed if the carrier is sunk. **Anti-Aircraft Capable** May **Open Port** if no opposing land units present.
Sea Transport		N/A	**1**	**Sea Lift** – Units placed on sea transports during a turn may land at the designated port during the reinforcement phase. Sea Lift is subject to naval and aerial attacks and must land at a port. Land units starting a turn at a port may be placed into a convoy using a port capacity point.
Surface Squadron		**d8**	**1**	**Anti-Aircraft Capable** **Confined to Base**: Squadron may not leave starting sea zone.

Mission Type	Mission	Surface Ship Capable	Submarine Capable	Abilities
Offensive	**Sea Control**	**Yes**	**Yes**	Engage enemy ships for sea control of a hex. If not contested and in a convoy hex, may raid. May cancel future missions to revert to sea control.
	Raid	**Yes**	**Yes**	Attack port (resolve immediately) or a convoy (resolve during Convoy Resolution).
	Submarine Strike	No	**Yes**	Attack a specific naval group or port. May look at target before deciding to attack.
Defensive	**Escort**	**Yes**	No	Place ships in convoy hex. Ships will **attack raiders first** and **reduce submarines rolls** by 1.
	ASW Patrol	**Yes**	No	**Find** enemy submarines in a hex and **cancel** submarine missions. A naval ASW patrol **may attack** submarines.
Support	**Ground Support**	**Yes**	No	Add **+1d6** (only 1 per land battle) to adjacent land forces
Administrative	**Convoy**	N/A	N/A	Move reinforcements **from off-board or from a port to another port**. Convoys are assigned at the beginning of the turn and landed during the Deployment Phase.
	Open Port	Yes	No	When no enemy are present, a surface ship can open port to receive reinforcements.