


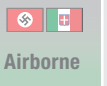







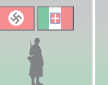
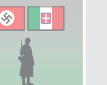







Balance of Power

Armor	Armor, rockets, specialized units										
											+1
											
											
											











Infantry	Air transports, Moslem unrest										
											+1
											
											
											

For each category:

- +/-1 for one or two excess units/counters
- +/-2 for three to five excess units/counters
- +/-3 for six or more excess units/counters

The maximum balance of power advantage for each category is +/-3.

Balance of Power

Air	Jets, air range, strategic bombers, air defense, air transports, radar										
											0
											
											
											

Naval	Air range, air defense, naval air training, battleship design, ASW research, torpedoes, advanced submarines, harbor attacks, light ships, submarines, ASW production, transports, radar, codebreaking										
											-2
											
											
											
											
											
											
											

For each category:

- +/-1 for one or two excess units/counters
- +/-2 for three to five excess units/counters
- +/-3 for six or more excess units/counters

The maximum balance of power advantage for each category is +/-3.
See 19.9 for the battleship race.

Battleship Race