

Germany

| Naval Repair - Captured shipyard | | | | | | | | | | | | |
|---|--------|---|---|--------|----|----|------|----|----|--------|----|----|
| Rate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Capacity | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 5 | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |

| Naval Construction - Kiel | | | | | | | | | | | | |
|---|--------|---|---|--------|----|----|------|----------------------------|----|--------|----|----|
| Rate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Capacity | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 5 | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | |
| 3 | | | | | | | | <i>G Deutschland (BB5)</i> | | | | |
| | | | | | | | | <i>Rheinland (BB5)</i> | | | | |
| 2 | | | | | | | | <i>Bismarck (BB4)</i> | | | | |
| | | | | | | | | <i>Tirpitz (BB4)</i> | | | | |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |

Starting Naval Units: *CVL: G Zeppelin, Europa; BC3: Gneisenau, Scharnhorst; PB2: Graf Spee, Lutzow, Scheer; CA6; DD8.*

| | |
|---|--|
| <p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p> | <p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> |
| <p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p> | |

European Axis Oil Reserve



Italy

| Naval Construction - Genoa | | | | | | | | | | | | |
|---|----------------------|---|---|------------------------|----|----|------|----|----|--------|----|----|
| Rate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Capacity | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 5 | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | |
| 2 | <i>Falcone (CVL)</i> | | | <i>Sparviero (CVL)</i> | | | | | | | | |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |

| Naval Construction - Trieste | | | | | | | | | | | | |
|---|---------------------|---|---|--------|----|----|------|----|------------------------|-------------------|-----------------------|----|
| Rate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Capacity | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 5 | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | |
| 3 | | | | | | | | | <i>V. Veneto (BB4)</i> | | <i>Littorio (BB4)</i> | |
| 2 | <i>Aquila (CVL)</i> | | | | | | | | | <i>Roma (BB4)</i> | | |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |

Starting Naval Units: *BB3: A. Doria, C. Cavour, Caio Dullio, G. Cesare; CA12; DD9.*

| | |
|---|--|
| <p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p> | <p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> |
| <p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p> | |

Britain

| Naval Construction - Canada | | | | | | | | | | | | |
|---|--------|---|---|--------|----|----|------|----|----|--------|----|----|
| Rate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Capacity | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 2 | | | | | | | | | | | | |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |
| Naval Construction - Australia | | | | | | | | | | | | |
| Rate | 1 | | | | | | | | | | | |
| Capacity | 2 | | | | | | | | | | | |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 2 | | | | | | | | | | | | |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |

| Naval Construction - Glasgow | | | | | | | | | | | | |
|---|--------|---|------------------------------|--------|----|-------------------------|------|------------------------|----------------------------|--------|---------------------------|--------------------------|
| Rate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Capacity | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 5 | | | | | | | | | | | | |
| 4 | | | <i>Lionheart (BB5)</i> | | | <i>Conqueror (BB5)</i> | | | | | | |
| 3 | | | | | | | | <i>Thunderer (BB5)</i> | | | | |
| 2 | | | <i>Prince of Wales (BB4)</i> | | | <i>Formidable (CVL)</i> | | | <i>King George V (BB4)</i> | | <i>Duke of York (BB4)</i> | <i>Illustrious (CVL)</i> |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |

Starting Naval Units: *CVL: Courageous, Furious, Glorious, Ark Royal; BB4: Nelson, Rodney; BC3: Hood, Repulse, Renown, Drake; BB3: Barham, Malaya, Q. Elizabeth, Ramilles, Resolution, Revenge, Royal Oak, Royal Sovereign, Valiant, Warspite; CA36; DD16.*
CA2 and DD1 begin the game in Asia.

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| <p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p> | <p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> |
| <p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p> | |

Western European Oil Reserve



France

| Naval Construction - Lorient | | | | | | | | | | | | |
|---|------------------------|---|---|-------------------------|----|----|------|----|----|--------|----|----|
| Rate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Capacity | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 5 | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | |
| 3 | | | | <i>Clemenceau (BB4)</i> | | | | | | | | |
| 2 | <i>Richelieu (BB4)</i> | | | | | | | | | | | |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |

| Naval Construction - Marseilles | | | | | | | | | | | | |
|---|--------|-----------|---|--------|------------------------|----|------|----|----|--------|----|----|
| Rate | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Capacity | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Level | Spring | | | Summer | | | Fall | | | Winter | | |
| 5 | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | |
| 2 | | <i>CA</i> | | | <i>Jean Bart (BB4)</i> | | | | | | | |
| Launch | | | | | | | | | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | | | | | | | | | |

Starting Naval Units: *BB3: Bretagne, Lorraine, Provence, Dunkerque, Strasbourg; CA10; DD9.*

| | |
|---|--|
| <p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p> | <p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> |
| <p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p> | |

Russia

| Naval Construction - Leningrad | | | | |
|---|--------|--------|------|--------|
| Rate | 1 | | | |
| Capacity | 2 | | | |
| Level | Spring | Summer | Fall | Winter |
| 5 | | | | |
| 4 | | | | |
| 3 | | | | |
| 2 | | | | |
| Launch | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | |

| Naval Construction - Sevastopol | | | | |
|---|--------|--------|------|--------|
| Rate | 1 | | | |
| Capacity | 2 | | | |
| Level | Spring | Summer | Fall | Winter |
| 5 | | | | |
| 4 | | | | |
| 3 | | | | |
| 2 | | | | |
| Launch | | | | |
| Waiting for Repair Place damaged ships waiting for repair here. | | | | |

Starting Naval Units: BB2: Gangut, Petropavlosk, Sevastopol; CA12; DD9.

Six naval factors must start in both Leningrad and the Black Sea; CA6 and DD3 begin the game in Vladivostok.

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|---|--|
| <p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p> | <p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> |
| <p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p> | |

Russian Oil Reserve

