

N	ava	l Re	epai	ir -	Cap	otur	ed	shij	oya	rd		
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												
PI	ace	V dama	Vai aged	ting ship	g for s wa	• Re	e pai	r repai	ir hei	re.		

	Ν	lava	al C	Cons	stru	ctio)n -	Kie	el			
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	S	prin	g	Su	ımm	er		Fall		V	Vinte	er
5												
4												
3							(Rh	eutsch (BB5) eeinla (BB5)) nd			
2					smar (BB4, pitz (E)						
Launch												
Pl	ace	V dama	Vai aged	ting ship	g foi s wa	• Re	e pai ; for 1	r repai	r hei	re.		

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

Isolated Units

Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.

Allowable Builds

Place unbuilt air and ground units here.

Minor Country Infantry Units One infantry unit per minor country may be

rebuilt at no BRP cost.

European Axis Oil Reserve





	Na	ava	Co	onst	ruc	tior	ı - (Gen	oa				
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	S	Spring			Summer			Fall		Winter			
5													
4													
3													
2		alcor CVL			arvie CVL								
Launch													
PI	ace (V dama	Vai aged	ting ship	g for s wa	• Re	e pai for	r repai	r her	re.			

	Na	val	Co	nst	ruc	tion	ı - T	rie	ste		-			
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	S	prin	g	Su	ımm	er		Fall		V	Vinte	er		
5														
4														
3								Vene (BB4)						
2		Aquila CVL						Roma (BB4)						
Launch														
Pl	ace o	V dama	Vai 1ged	ting ship	g foi s wa	• Re	pai for	r repai	r hei	re.				

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

Isolated Units

Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.

Minor Country Infantry Units

One infantry unit per minor country may be rebuilt at no BRP cost.

Allowable Builds

Place unbuilt air and ground units here.



Naval Construction - Canada Rate 1 2 3 4 5 6 7 8 9 10 11 12														
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	S	prin	g	St	ımm	er		Fall		Winter				
2														
Launch Waiting for Repair														
P	lace								ir hei	re.				
	Nav	al (Con	str	ucti	on ·	- Aı	ıstr	alia	1	-			
Rate	1													
Capacity	2													
Level	S	prin	g	St	ımm	er		Fall		V	Vinte	er		
2														
Launch														
P	lace o			t ing ship					r hei	re.				

	Nav	val	Сот	ıstr	ucti	ion	- G	lasg	gow	7			
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	S	prin	g	Sı	ımm	er		Fall		V	Vinte	er	
5													
4		onheo (BB5)			nque (BB5)								
3					under (BB5)								
2	1	rince Wales (BB4)	5		rmida CVL		(Duk	Geor (BB4, e of 1 (BB4,) York	Illi	ustric CVL		
Launch													
Pl	ace						e pai ; for 1		r hei	re.			

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.

Isolated Units

Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.

Minor Country Infantry Units

One infantry unit per minor country may be rebuilt at no BRP cost.

Allowable Builds

Place unbuilt air and ground units here.

Western European Oil Reserve



France

	Na	val	Co	nsti	ruct	ion	- L	ori	ent				
Rate	1	2	3	4	5	6	7	8	9	10	11	12	
Capacity	2	4 6 8 10 12 1				14	16	18	20	22	24		
Level	Spring			Summer				Fall		Winter			
5													
4													
3					menc (BB4)								
2		cheli (BB4)											
Launch													
PI	ace	V dama	Vai aged	ting ship	s wa	• Re	epai	repai	ir hei	re.			

ľ	Vav	al (ille	s								
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	S	prin	g	Su	ımm	er		Fall		V	Vinte	er
5												
4												
3												
2		CA			an Ba (BB4)							
Launch												
Pl	ace o				g foi s wa				r he	re.		

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

Isolated Units

Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.

Minor Country Infantry Units

One infantry unit per minor country may be rebuilt at no BRP cost.

Allowable Builds Place unbuilt air and ground units here.



1	Nav	al Cor	nstruct	ion - l	Leningra	ıd	
Rate	1						
Capacity	2						
Level	S	pring	Sum	mer	Fall	Wint	er
5							
4							
3							
2							
Launch							
P	lace	Wa damage	iting f d ships v	or Rep vaiting f	pair for repair he	ere.	

	Jaw	al (^Y one	etru	eti)n -	Sev	vact	on	1		
Rate	1					- 11	Ber	rasi	υρι			
Capacity	2											
Level	_	prin	g	Su	ımm	er		Fall		v	Vinto	er
5		<u>r</u>	8						·			
4												
3												
2												
Launch												
PI	ace	V dama	Vai aged	ting ship	g foi s wa	• Re iting	e pai	r repai	ir hei	re.		

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.

Isolated Units

Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.

Allowable Builds

Place unbuilt air and ground units here.

Minor Country Infantry Units

One infantry unit per minor country may be rebuilt at no BRP cost.

Russian Oil Reserve

