

## 28. ~ UNIT COSTS & CHARACTERISTICS CHART

UNIT/MARKER TYPE	Cost	Turns	Class	Move type	Oil depend.	Garr. value	ATR cost	TRS cost	may invade	Original Kit/Game	Current Kit/Game		
HQ-A	8	4	armour	mot	yes	2	-	1	-	WiF	WiF		
HQ-I	5	3	infantry	leg	yes	1	-	1	yes	WiF	WiF		
Armour (ARM)	6	4	armour	mot	yes	2	-	1	-	WiF	WiF		
Mechanised (MECH)	5	3	armour	mot	yes	2	-	1	-	WiF	WiF		
Motorised (MOT)	4	3	infantry	mot	yes	1	-	1	yes	WiF	WiF		
Infantry (INF)	3	2	infantry	leg	no	1	2	1	yes	WiF	WiF		
Militia (MIL)	2	1	infantry	leg	no	1	2	1	-	WiF	WiF		
Territorial (TERR)	2	1	infantry	leg	no	1	2	1	-	AfA	TiF		
Garrison (GAR)	2	2	infantry	leg	no	1	2	1	-	WiF	WiF		
Mountain (MTN)	4	3	infantry	leg	no	2	1	1	yes	WiF	WiF		
Marines (MAR)	5	3	infantry	leg	no	1	-	1	yes <sup>a</sup>	WiF	WiF		
Paratroops (PARA)	5	4	infantry	leg	no	1	1	1	yes	WiF	WiF		
Cavalry (CAV)	2-3	3	cavalry	leg	no	1	-	1	-	WiF	WiF		
Air Cav (ACV)	8	5	cavalry	air	yes	1	-	1	-	AiF	AiF/PatiF/PoliF		
Warlords	2	2	infantry	leg	no	1	-	-	-	PoliF	TiF		
Heavy Weapons upgrade	2	0	as per the unit being upgraded									AiF	AiF/PatiF/PoliF
Partisans (PART)	see 13.1		partisan	leg	no	0	-	-	-	WiF	WiF		
<b>Divisions</b> ~ ARM	4	4	armour	mot	yes	1/2	-	1/2	-	AsA	DiF		
~ MECH	3	3	armour	mot	yes	1/2	-	1/2	-	AsA	DiF		
~ MOT	2	3	infantry	mot	yes	1/2	-	1/2	yes <sup>a</sup>	AsA	DiF		
~ ENG <sup>b</sup>	3	5	infantry	leg, mot	no, yes	1/2	2, -	1/2 <sup>c</sup>	yes <sup>a</sup>	MiF	DiF		
~ ARMENG	5	6	armour	mot	yes	1/2	-	1/2	-	KiF	DiF		
~ INF	2	2	infantry	leg	no	1/2	1	1/2 <sup>c</sup>	yes <sup>a</sup>	AsA	DiF		
~ GAR	1	2	infantry	leg	no	1/2	1	1/2	-	KiF	DiF		
~ MTN	2	3	infantry	leg	no	1/2	1	1/2 <sup>c</sup>	yes <sup>a</sup>	AsA	DiF		
~ MAR	3	3	infantry	leg	no	1/2	-	1/2 <sup>c</sup>	yes <sup>a</sup>	AsA	DiF		
~ PARA	3	4	infantry	leg	no	1/2	1	1/2 <sup>c</sup>	yes <sup>a</sup>	AsA	DiF		
~ SKI	2	3	infantry	leg	no	1/2	1	1/2 <sup>c</sup>	yes <sup>a</sup>	AsA	DiF		
~ CAV	1-2	3	cavalry	leg	no	1/2	-	1/2	-	AsA	DiF		
Towed artillery (ART)	4	3	artillery	leg	no	1/2	-	1/2	-	AsA	DiF		
SP artillery (SPG)	6	4	artillery	mot	yes	1/2	-	1/2	-	AsA	DiF		
Anti-tank (AT)	3	3	artillery	leg	no	1/2	-	1/2	-	AsA	DiF		
Tank destroyer (TD)	5	4	artillery	mot	yes	1/2	-	1/2	-	AsA	DiF		
Anti-aircraft (AA)	4	3	artillery	leg	no	1/2	-	1/2	-	AsA	DiF		
Flak/SAM	2/3	2	artillery	leg	no	1/2	-	1/2	-	FiF	DiF		
Motorised artillery	+1	+0	artillery	mot	yes	1/2	-	1/2	-	AsA	DiF		
Supply	3	2	supply	mot	yes	1/2	2	1	-	MiF	TiF		
Offensive chit	5	2	offensive	-	-	-	-	-	-	WiF	WiF		
3-hexside fort	5	5	facility	-	-	0	-	-	-	AfA	TiF		
2-hexside fort	4	5	facility	-	-	0	-	-	-	MiF	TiF		
1-hexside fort	2	5	facility	-	-	0	-	-	-	MiF	TiF		
Coastal Fort	1	3	facility	-	-	0	-	-	-	FiF	TiF		
Aircraft	4-6 <sup>d</sup>	2-4	aircraft	air	yes	1	-	1	-	WiF	WiF/PiF		
Carrier plane (CVP)	2-4 <sup>d</sup>	4	aircraft	air	yes	0	-	1/2	-	SiF	CVPiF (SiF)		
V-Weapons	1	1	V-weap	mot	no	1/2	-	1/2 <sup>c</sup>	-	PiF	PiF		
A-Bomb	1	1	A-bomb	mot	no	1/2	1 <sup>e</sup>	1/2 <sup>c</sup>	-	PiF	PiF		
Pilots	2	3	pilot	-	-	-	-	-	-	PiF	PiF		
Submarine (SUB)	As per unit		sub	naval	yes	0	-	-	-	WiF	WiF/SiF		
Other naval unit			ship	naval	yes	0	-	-	-	WiF	WiF/SiF		
Frogmen (Frog)			ship	naval	yes	0	1	1/2 <sup>c</sup>	-	AsA	SiF		
5 convoy points (CP)	5	4	ship	naval	yes	0	-	-	-	WiF	WiF		
1 convoy point	1	4	3/ship	naval	yes	0	-	-	-	SiF	SiF		
1 tanker point (TP)	1	5	3/ship	naval	yes	0	-	-	-	CoiF	CoiF (SiF)		
Synth oil plant	7-10	6	facility	-	-	0	-	-	-	AfA	TiF		
Factory stack	8	4	facility	rail	-	0	-	-	-	WiF	WiF/TiF		
Road/Rail	1/2 time	1+mot mp	facility	-	-	0	-	-	-	AfA	TiF		
<b>Repair</b> ~ oil resource	4	2	facility	-	-	-	-	-	-	AfA	TiF		
~ factory stack	4	2	facility	-	-	-	-	-	-	WiF	WiF/TiF		
~ up to 2 CP/TPs	1	2	3/ship	-	-	-	-	-	-	SiF	SiF		
~ up to 5 CP/TPs	2	2	ship	-	-	-	-	-	-	WiF	WiF		
~ SUB	As per unit		sub	-	-	-	-	-	-	WiF	WiF/SiF		
~ other naval unit			ship	-	-	-	-	-	-	-	WiF	WiF/SiF	

### NOTES:

- ~ not allowed/not applicable

ATR cost ~ Large ATRs have 2 capacity

TRS cost ~ Each TRS may carry 2 divisions or 1 larger unit

May invade ~ AMPHs may only transport GAR, TERR, MIL & units that may invade

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a ~ may also invade from TRS

b ~ leg, motorised engineers

c ~ may be transported by SCS (leg ENG only)

d ~ **PiF option 46**: 2 less if playing with pilots

e ~ only by a bomber with 6+ strategic bomb factors