

United States of America Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	5	2	5	1
Artillery	10	6	2	1
Tank	15	5	1	1
Bi-Plane	5	2	1	3
Bomber	10	5	1	4
Ind. Complex	45	-	1	-
Port	45	-	1	-
Battleship	80	7/2	7	2
Destroyer	30	3	2	3
Transport	22	-	1	2
Submarine	15	1	1	2

Trenches: 5 Radar Unit: 18 Sonar: 13

AA Guns: Cost: 3 Att: -, Def: 1 Move: 1
Rockets: Cost: 10 Att: 4, Def: 1, Move: 1
AC Carrier: Cost: 95 Att: 2, Def: 2, Move: 2

TURN ORDER

- 1) Serbia
- 2) Germany
-- German Colonies
- 3) France
-- French Colonies
- 4) Russia
- 5) Autro-Hungary
- 6) United Kingdom
-- British Colonies
- 7) Italy
- 8) Japan
- 9) United States**
- 10) Ottoman Empire
- 11) China
- 12) Central Minors
- 13) Allied Minors

STARTING RESOURCES

<u>Nation</u>	<u>Resources</u>
United States	186 + 14
Alaska	3
Hawaii	1 + 3
Manila	3 + 1

(+) represents Naval Trade resources that are routed to those nations/colonies.

As the USA you begin the war neutral and will sit out much of the war. Your entry will be very important (most likely to the Allied Powers), as you will bring large numbers of troops into the battle once most every other nation is stretching its manpower reserves to the limit. Take advantage of various political options to have something to do while you wait for the general war to drag you into it. Build up your local guarisons, just in case someone is silly enough to try and attack you.

MANPOWER LIMITS

<u>Nation</u>	<u>Starting</u>	<u>Maximum</u>
United States	7	380
Alaska	0	2
Hawaii	0	2
Manila	0	4

STARTING NATION SET UPS

United States:

Los Angeles: 1 Inf, 1 Batt, 1 Des, 1 TRS

Chicago: 1 I.C.

Washing DC. 1 Inf, 1 Art, 1 FTR, 1 I.C., 1 Batt, 2 Des, 2 TRS, 1 Sub, 1 Gen (pershing)

Seattle: 1 Inf

Detroit: 1 I.C.

Texas: 1 Inf

Atlanta: 1 I.C.

Alaska:

Alaska: 1 Inf

Hawaii:

Hawaii: 1 Inf

Manila:

Manila: 1 Inf, 1 Des

The USA begins the war as neutral. The US begins play collecting 35 resources. The US player may spend 60 resources at any time to raise its resources collected per turn to 70. If the US is already collecting 70 per turn, then they gear up to 100 per turn. This option may only be used once per game.