

## D12 System

Action Unit	Cost	Att.	Def.	Move
Infantry(Light)	2	2	2	1
Infantry(Reg.)	3	2	4	1
Infantry (Hvy)	4	2	4	1
Infantry (SS)	4	3	5	1
Commander	7	0	0	1
Marine	4	2	4	1
Commando	4	3	4	1
Airborne	4	2*	4	1
Mech. Infantry	4	2	4	2
Mech.Infantry (SS)	5	3	4	2
Artillery	4	3	4	1
Self Propelled Artillery	6	4	4	2
Heavy Artillery	7	5/4*	5	1
Truck (Light)	4	0	0	2
Truck (Heavy)	5	0	0	2
Tank (light)	5	5	5	2
Tank (Medium)	6	6	6	2
Tank (SS)	8	7	7	2
Tank (Heavy)	9	9	7	1
Tank Destroyer	7	6*	4	1
LVT	6	5	5	2
Flame Tank	6	6	6	2
Fighter	10	6	6	4
Naval Fighter	11	6	6	4
Tac Dive Bomber	11	7	6	4
Tac Torpedo Bomber	11	7	6	4
Medium Bomber	12	8	2	6
Bomber	13	8*	2	6
Heavy Bomber	15	10	3	8
Transport Plane	10	0	0	4/6*
Transport Ship	8	0	1*	2
Coastal Submarine	5	3	2	2
Submarine	6	4	2	2
Destroyer	8	4	4	2
Light Cruiser	10	5	5	2
Heavy Cruiser	12	6	6	2
Coastal Defense Ship	16	7	5	1
Early war BB	18	8	7	2
Battleship	20	9	8	2
Heavy BB	24	9	9	2
Hybrid BB	5	4	5	2
Carrier (Escort)	10	0	2	2
Carrier (Light)	16	0	4*	2
Carrier (Heavy)	20	0	4	2
Action Unit	Cost	Att.	Def.	Move

\*Light Infantry

\*Regular Infantry

Heavy, +1 to attack when targeting armor units.

Any Reg. or Heavy Unit (Use another color or Roundel)

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+1 Amphibious Assault

(Use SS Marker)

\*support infantry

\*support mech infantry

\*support an attack from an adjacent territory, Attacks at a 5 in regular combat. Attacks at a 4 when firing into adjacent territory

\*transports infantry and artillery (1 only)

\*transports infantry and artillery (2)

(Use SS Marker)

\*targets tank at a +1

Transports One Marine

+2 against all fortifications

\*targets ships at a +1

\*targets ships at a +1

\*Rolls 2 dice per bomber in SBR attacks.

\*moves 4 in CM and 6 in NCM

Must stay coastal

1 hit to sink

2 hits to sink

3 hits to sink

+5 to upgrade existing Battleship, Carry one plane

Carry one plane

Carry two planes

Carry three planes

## D20 System

Action Unit	Cost	Att.	Def.	Move
Infantry(Light)				
Infantry(Reg.)	3	3	5	1
Infantry (Hvy)				
Infantry (SS)	4/+1	5	6	1
Commander				
Marine	4/+1	5	6	1
Commando	4/+1	5	6	1
Airborne	4/+1	4	5	1
Mech. Infantry	5	6	8	2
Mech. Infantry (SS)	5	8	10	2
Artillery	4	6	6	1
Self Propelled Artillery	6	9	9	2
Heavy Artillery				
Truck (Light)	3	NA	NA	2
Truck (Heavy)				
Tank (light)	5	7	9	2
Tank (Medium)				
Tank (SS)	6	12	15	2
Tank (Heavy)	7	12	13	2
Tank Destroyer				
LVT	6	8	8	2
Flame Tank				
Fighter	8	10	13	4
Naval Fighter	9	11	11	4
Tac Dive Bomber	9	11	8	4
Tac Torpedo Bomber				
Medium Bomber				
Bomber	11	14	3	6
Heavy Bomber	12	16	8	7
Transport Plane	10	NA	2	4
Transport Ship	8	NA	3	2
Coastal Submarine				
Submarine	7	6	5	2
Destroyer	10	7	8	2
Light Cruiser	11	9	9	2
Heavy Cruiser	12	11	11	2
Coastal Defense Ship				
Early war BB				
Battleship	19	14	14	2
Heavy BB	23	16	16	2
Hybrid BB				
Carrier (Escort)	11	NA	3	2
Carrier (Light)	18	NA	5	2
Carrier (Heavy)				
Action Unit	Cost	Att.	Def.	Move

Max 4, Tanks receive +2 Attack/Defense when paired

Max 6, Receive +2 to attack when used in amphibious attack

Max 6, Infantry receive +2 Attack/Defense when paired

Max 4

May transport 1 Inf or Art

May transport 1 Inf or Art

First Strike during 1st cycle of combat

Turn 4, First Strike during 1st cycle of combat

May transport 2 Inf, or 1 Inf & 1 Art

Blitz

Blitz

Turn 4, Blitz

Turn 4, Infantry receive +2 Attack when paired during amphibious attack

Tac Bombers receive +2 Attack/Defense when paired, Interceptor, Escort, search for subs

Turn 3, Max 6, 3 per ACC, interceptor, escort, search for subs

Tanks receive +2 to Attack/Defense when paired, search for subs, Strategic Bombing 1-3 IPC

Search for subs, Strategic Bombing 1-6 IPCs

Strategic Bombing 1-6+2 IPCs

Transport 2 Inf during NCM, Transports 1 Paratrooper during CM

First strike & called shot during 1st cycle of combat when attacking, can submerge retreat

Search for subs, protect against submarine's called shot

Coastal Support Fire on an "8"

First strike each cycle of combat, Coastal support fire on a "10", 2 hits to destroy

First strike each cycle of combat, Coastal support fire on a "13", 2 hits to destroy

Transport 1 Fighter or Tac Bomber

Transports 2 Fighters or Tac Bombers, 2 hits to destroy