

German Empire Nation Sheet

| Unit Type | Cost | Att | Def | Move |
|--------------|------|-----|-----|------|
| Infantry | 5 | 3 | 6 | 1 |
| Artillery | 9 | 7 | 3 | 1 |
| Tank | 15 | 5 | 1 | 1 |
| Bi-Plane | 5 | 2 | 1 | 3 |
| Bomber | 11 | 5 | 1 | 4 |
| Ind. Complex | 45 | - | 1 | - |
| Port | 45 | - | 1 | - |
| Battleship | 80 | 8/2 | 8 | 2 |
| Destroyer | 30 | 4 | 3 | 3 |
| Transport | 24 | - | 1 | 2 |
| Submarine | 10 | 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> |
|--------------------|------------------|
| Germany | 157 + 12 |
| Jiaozhou | 7 + 2 |
| Kaiser Wilhelmland | 4 + 1 |
| East Africa | 8 + 1 |
| Cameroon | 4 |
| Windhoek | 3 |

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

The German Empire was the newest of the great colonial empires, having risen to dominance on the mainland of Europe in the previous century and more recently using its new military and economic might to acquire colonies in Africa and in Asia. But it was Germany's rapid rise to power and its easy defeat of France in the Franco-Prussian War that essentially put Britain, France and Russia against them. Germany will be challenged with a two front war in the east and the west, plus supporting a naval war with the British, striving to keep its colonies allies, and supporting its junior allies.

MANPOWER LIMITS

| <u>Nation</u> | <u>Starting</u> | <u>Maximum</u> |
|--------------------|-----------------|----------------|
| Germany | 35 | 270 |
| Jiaozhou | 1 | 10 |
| Kaiser Wilhelmland | 0 | 5 |
| East Africa | 4 | 25 |
| Cameroon | 2 | 6 |
| Windhoek | 1 | 4 |

STARTING NATION SET UPS

Germany:

Munich: 2 I.C.

Berlin: 4 Inf, 1 Art, 1 I.C.

Stettin: 1 Inf

Cologne: 2 I.C

Danzig: 1 Inf

Breslau: 3 Inf, 1 Art

Rurh Valley: 16 Inf, 12 Art, 1 FTR, 1 Gen (Von Moltke)

Hamburg: 2 Inf, 1 Batt, 2 Des, 5 Sub, 3 TRS

Konnigsberg: 4 Inf, 1 Art, 1 I.C., 1 Gen (Hindenburg)

German East Africa:

East Africa: 4 Inf, 1 Art, 1 TRS, 1 Gen (Vorbeck)

Cameroon:

Cameroon: 2 Inf

Jiaozhou:

Jiaozhou: 2 Inf, 1 Art

Caroline Isl: 1 Inf

Marshal Isl: 1 Inf

Khaiser Wilhelmland

Khaiser Wil.: 2 Inf, 1 Des, 1 TRS

Cameroon:

Cameroon: 2 Inf

Windhoek:

1 Inf,

Turn Order Note: (VERY IMPORTANT): Prior to the first game turn, Germany gets 1 FREE turn. They may attack only France and/or Belgium with this turn, but may move and build troops everywhere else like a full turn.