

# Italy Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	5	2	5	1
Artillery	11	6	2	1
Tank	16	5	1	1
Bi-Plane	5	2	1	3
Bomber	10	6	1	4
Ind. Complex	50	-	1	-
Port	45	-	1	-
Battleship	92	7/2	7	2
Destroyer	33	3	2	3
Transport	24	-	1	2
Submarine	17	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) Austro-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>
Italy	51 + 6
Libya	6

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

As Italy you begin the game reasonably well off, since you are not yet even in the war. Who you fight will depend on the scenario you are playing, but it will most likely be the Central Powers. Your greatest challenge will be to drive into Austro-Hungary past the very defensive mountainous border they have with you and defeat them before your limit manpower runs out or before Germany can marshal a large force to come south to aid Austria against you.

## MANPOWER LIMITS

<u>Nation</u>	<u>Starting</u>	<u>Maximum</u>
Italy	15	145

## STARTING NATION SET UPS

### Italy:

Milan: 2 Inf, 1 Art, 1 I.C.      Turin: 1 Inf      Venice: 2 Inf, 1 Art  
Rome: 4 Inf, 1 Art, 1 FTR, 1 Bomber, 1 I.C., 2 Des, 1 TRS, 1 Gen (Diaz)  
Naples: 1 Inf      Sardinia: 1 Inf      Sicily: 2 Inf

### Libya:

Tripoli: 1 Inf      Tobruk: 1 Inf

Italy begins the game only collecting 35 resources per turn while it is neutral. If at war with a minor neutral country Italy will collect 45 resources per turn, but will not collect its full number of resources per turn until such a time it has entered the general war.