Neutrals' Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	5	2	5	1
Artillery	12	5	2	1
Tank	13	4	1	1
Bi-Plane	8	2	1	3
Bomber	13	4	1	4
Ind. Complex	55	-	1	-
Port	55	-	1	-
Battleship	100	7/2	7	2
Destroyer	36	3	2	3
Transport	25	-	1	2
Submarine	24	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

Nation	Resources
Afghanistan	4 + 0
Albania	1 + 0
Arabia	8 + 0
Belgium	10 + 1
-- Belgian Congo	3 + 0
Bulgaria	9 + 0
Denmark	6 + 0
Eithiopia	3 + 0
Greece	7 + 1
Mexico	25 + 0
Mongolia	4 + 0
Netherlands	9 + 2
-- East Indies	8 + 2
Norway	7 + 0
Persia	22 + 0
Portugal	12 + 0
-- Mozambique	2 + 0
Romania	9 + 0
Serbia	12 + 0
Spain	42 + 5
Siam	4 + 0
Sweden	29 + 2
Switzerland	12 + 0
Tibet	3 + 0

MANPOWER LIMITS

Nation	Starting	Maximum
Afghanistan	4	10
Albania	2	4
Arabia	8	20
Belgium	4	23
-- Belgian Congo	2	7
Bulgaria	5	28
Denmark	3	10
Eithiopia	3	8
Greece	6	18
Mexico	5	45
Mongolia	3	5
Netherlands	6	30
-- East Indies	1	9
Norway	4	10
Persia	14	40
Portugal	5	25
-- Mozambique	1	3
Romania	6	32
Serbia	8	37
Spain	18	85
Siam	1	6
Sweden	12	39
Switzerland	7	16
Tibet	3	9

STARTING NATION SET UPS

Afghanistan
Kabul: 3 Inf
Herat: 1 Inf

Albania
Durazzo: 2 Inf

Arabia
Riyadh: 3 Inf, 1 Art (1 Gen*)
Artawiya: 1 Inf
Quasaiba: 1 Inf
Sakaka: 1 Inf
Khaibar: 2 Inf

(British general Larwence if Arabia joins allies)

Belgium
Brussels: 4 Infantry, 1 Artillery

Belgium Congo
Kinshasa: 2 Inf