

**infantry**

1	2
1	4
1	1
1	6

**Infantry scout**  
Great in cover with view to open

**Infantry**  
Weak on open ground

**vehicle**

3	1
1	3
1	2
2	2
1	1
2	4
2	1
1	6

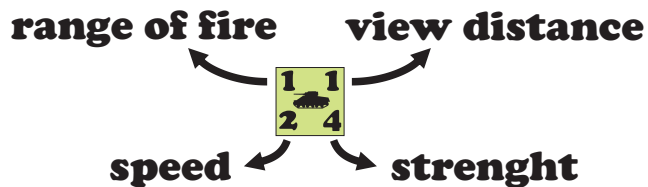
**Artillery**  
Can shoot over obstacles

**Tank scout**  
Can go scouting one way and back

**Tank light**  
Ideal for flanking manoeuvres

**Tank heavy**  
Strong at a distance of two fields

↑  
target



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1	2
2	2
1	1
2	4
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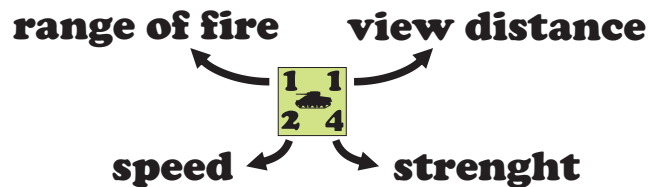
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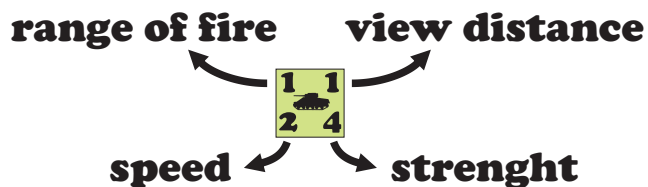
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