

# ASSETS

Type	Points	Occurance
<b>Fortifications:</b>		
Trenches	10 per 6"	<b>M</b>
Blockhouses	20 each	<b>M</b>
Barbed Wire	10 per 6"	<b>M</b>
<b>Upgrades:</b>		
Grenadier infantry	+3/1* (per stand)	<b>E</b>
Elite MG or Gun Crews	+5	<b>E</b>
Field Art to Horse Art	+5	<b>CV</b>
Bomber to Gas Bomber	+10	<b>N</b>
<b>Other Assets:</b>		
Gunboats	100	<b>R</b>
AA Artillery	Exchange	<b>M</b>
AA MG	Exchange	<b>Any</b>
Self Propelled AA Art	+10 to Art cost	<b>M</b>

## (M) Major Army

Bolshevik Army, Interventionists, AFSR, Polish, WWI German.

## (E) Elite Forces

-Grenadiers- only Elite infantry (costing 5 points per stand or more) may be upgraded. \*Freikorps cost only +1pt.

-Elite crews (+2 Fear)- only if other Elites are present.

## (CV) Cavalry Forces

-only if a Cavalry Squadron is present.

## (N) Northern Interventionist Only

## (R) River or Sea

-only if a Major River is present.

## Exchange

-may exchange this type for a non-AA type. AA may only fire at Aircraft.

**Note: None of these assets are available to Partisan armies.**

CODES