

CONQUEST & CONSEQUENCE

ASIAN BALANCE OF POWER 1936-1945

JAPAN SPECIAL RULES

- **Winter Redeployments:** Command card for any Season allows Strategic moves into Home Territory or Friendly Bases *only*.
- **Emergency Command:** 2 Unit-moves.
- **Precision Optics:** Fleets FirstFire if no Enemy Naval Radar.
- **Long Lance:** Fleets N4.
- **Kamikaze** [if pre-declared]: AFs/Carriers fire N4 and self-destruct.

JAPAN SNEAK ATTACK (1 per game)

1. **SNEAK MOVEMENT PHASE:** units can move through Rival Seas and Engage.
2. **SNEAK RAID:** AFs/Carriers fire, no return fire.
3. **DECLARATION OF WAR (DoW)**
4. **COMBAT PHASE:** Surprise Combat.

CHINA RULES FOR JAPAN

- **Unit Entry:** unrestricted.
- **Supply:** only traceable through controlled Provinces *occupied* by Japanese units.

PARTISAN SUPPRESSION

- During a friendly Combat Phase, Japan can attack Partisans in Undisputed Areas:
1. Turn Suppressing units (not Forts) face up.
 2. If Guerrilla Warfare → Partisans fire 1st @ G1.
 3. Suppressing units *must* Fire (@ G):
 - a. Each Hit eliminates 1 Partisan.
 - b. Then, each 6 *creates* 1 Partisan.

AGGRESSIONS IN CHINA

- FOREIGN VoNs**
- Foreign VoNs within China award only 1 World Reaction Card to Rival Factions. (Fort CV still equals Muster Value).
 - VoNs by Proxy Powers trigger no World Reaction Cards.
- VIOLATION OF A PROXY POWER**
- A Faction's first Foreign Aggression against a Rival Proxy Power (including its Protectorates) awards to the victim:
- World Reaction Cards = MusterValue of ProxyPower Capital (Nats 4 / Reds 2), and
 - Loyalty (KMT/CPC) raised one level.

AIR FORCE [Air Unit] [ANS]

- Supremely flexible support unit, but weak against anything but other Air Forces.
- May move through Enemy units (11.3).
 - When starting at Sea may move to Friendly Territory only (11.3).
 - Strategic Movement cannot start/end in a Sea Area (11.4).
 - Must Retreat by ReBasing (12.51).
 - Must ReBase at end of a Sea Combat Round (12.52).

A3/N1/G1/S1 Air Move: 2 (Land & Sea)

SUBMARINE [Submarine Unit] [ANS]

- Limited in combat but hard to kill; perfect for Blockade duty.
- May move through Enemy units (11.2).
 - May Escape at the end of a Sea Combat Round (12.74).

A0/N1/G0/S1 Land Move: 1 (along Coast) Sea Move: 2

FORTRESS [Ground Unit]

- A superior combatant but completely immobile.
- Only one Fort per area (7.231).
 - May be built in any undisputed Friendly Land Area (7.231).
 - Ignores Supply (14.1), Nat Forts buildable by Proxy Production.

A2/N3/G4/S3 Land Move: n/a Sea Move: n/a

TANK [Ground Unit]

- A fast moving striker but only effective against other Ground Units.

A0/N0/G2/S0 Land Move: 3 Sea Move: 2 (Convoy)

CONVOY [Ground Unit] at Sea

- A Ground Unit at Sea becomes a Convoy.
- Must stop upon entering a non-Straits/Islet Land Area (11.2).
 - Can Sea Invade (11.221) on to Enemy Land.
 - Cannot Engage or Disengage at Sea (11.22).
 - Cannot Fire or Retreat (12.72).
 - *Separately* Targetable at "N" Firepower (12.72).
 - Lose 2 CV per Hit taken (12.44).

A0/N0/G0/S0 Land Move: n/a Sea Move: 2

CARRIER [Naval Unit] [ANS]

- Highly mobile and equipped to take on any foe, but vulnerable without an escort.
- Lose 2 CV per Hit taken (12.44).
 - N2* = Alternately may Fire N1 and Retreat (or ReBase) (12.74).

A2/N2*/G1/S2 Land Move: 1 (along Coast) Sea Move: 3

FLEET [Naval Unit] [ANS]

- The brawler of the high seas.

A1/N3/G1/S2 Land Move: 1 (along Coast) Sea Move: 3

ANS units

- Ignore Border Limits (11.52) and Supply (14.1).
- Engage by BattleGroups at Sea (11.53).
- May Retreat by ReBasing (12.51).
- [Attacker only] May ReBase upon Battle resolution (13.12).
- Must Retreat/ReBase after Land Combat w/o Ground Support (12.52).
- Cannot Raid into unoccupied Enemy Territory (11.55).
- While Raiding, do not block enemy Retreats (12.63).

INFANTRY [Ground Unit]

- A well-rounded and hard hitting unit, only limited by its low Combat Priority and movement.

A1/N1/G3/S0 Land Move: 2 Sea Move: 2 (Convoy)

MARINES / SLNFs [Ground Unit | Infantry]

- A specialized Infantry unit, able to Fire when making Sea Landings.
- Have a Combat Action when making a Sea Invasion (11.221).
 - SNLFs on *Islands/Straits* ignore Supply & Build like Forts.
 - Only one SNLF per Island/Straits area (3.244).

A0/N0/G2/S0 Land Move: 2 Sea Move: 2 (Convoy)

MILITIA [Ground Unit | Infantry]

- Weak Chinese Infantry buildable by *Nat* Proxy Production (or normal Faction Production). Ignores Supply, cannot Convoy.

A0/N0/G2/S0 Land Move: 2 Sea Move: n/a

SEQUENCE OF PLAY

- NEW YEAR**
- YEAR START** [≥ 25 VPs = Economic Victory]
1. Advance Year Marker
 2. New Year Resolutions (USA/Soviets only)
 3. Reshuffle Decks | Award Peace Dividends
 4. Turn Order

- PRODUCTION PHASE**
1. 1st Player Production
 - a. Proxy Production (USA/Soviets only)
 - b. Production Blockade check
 - c. Determine Production Level
 - d. Spend Production
 2. 2nd Player Production (same)
 3. 3rd Player Production (same)

- GOVERNMENT PHASE (CARD PLAY)**
- Card Play (one of below options):
 - 1 Diplo or 1 Intel card
 - 2 matching Tech cards*
 - (Soviets): 2 matching China Diplo cards*
 - Factory cards \geq Industry Cost
 - Factory cards \geq Loyalty Cost
 - * Can go in Secret Vault
 - OR: Pass (3 in a row ends card play)
1. Resolve Diplomacy (adjust POP/RES)
 2. HandSize Compliance (discard)

SEASONS (SPRING/SUMMER/FALL)

1. Command Phase (card play)
2. 1st Player Turn
 - a. Movement Phase
 - b. Combat Phase
3. 2nd Player Turn (same)
4. 3rd Player Turn (same)
5. Supply Phase (Summer: Blockade)

WINTER SEASON

1. Command Phase (card play-any Season)
2. 1st Player Turn
 - Soviets: Russian Winter Turn (move/fight)
 - USA/Japan: Winter Redeployment
3. 2nd Player Turn (same)
4. 3rd Player Turn (same)
5. Supply Phase in Russia if it had a Winter Turn

Japan Player Aid

1. **TIME MARKERS**
Place YEAR in 1936 and PHASE/SEASON in New Year
2. **UNIT PLACEMENT**
See unit setup on central pages of this Player Aid

COMBAT SEQUENCE

- DECLARE ALL ACTIVE BATTLES**
- Active Player turns all units face-up (compulsory following Aggression).
- RESOLVE ACTIVE BATTLES (RAIDS FIRST)**
- Active Player selects Active Battle to Resolve.
- COMBAT ROUNDS (N/A TO CONVOYS / SEA INVADERS)**
- In Priority order, units take Combat Actions (Defenders first unless Surprise/FirstFire):
- Fire: Select Target Class, roll & apply Hits;
 - OR Retreat to adj. Undisputed Friendly Area
 - OR (ANS Only) ReBase to Undisputed Friendly Land Area in Range

- RESOLVING LAND BATTLES**
- After all units have taken a Combat Action or when only one side remains in the Area:
1. ANS w/o Ground Support *must* Retreat (AFs by ReBasing)
 2. Active ANS may ReBase
 3. Return Owner/victorious units upright;
 4. Battle is resolved. Select next Active Battle

- RESOLVING SEA BATTLES**
- After all units have taken a Combat Action:
1. All participating AFs *must* ReBase.
 2. Subs may Escape [turn them face-down].
 3. If Battle has not ended, begin new Round.
- If at any time during the Round only one side remains (ignoring Escaped Subs):
1. Return victorious Units upright
 2. Victorious ANS units may ReBase
 3. Battle is resolved. Select next Active Battle

- COMBAT PHASE ENDS**
- When all Active Battles are Resolved the Active Player's Combat Phase ends.

AREA CONTROL TABLE

	Control	Supply Line	Trade Route
	Friendly	○	○
Land Areas	Neutral	●	○
	Rival	●	●
Sea Areas	Enemy	⊘	⊘
	Open	○	●
	Enemy	⊘	⊘

● = only if no Escaped Enemy Subs present.
 ● = only through Straits.

STRATEGIC MOVEMENT

- Double range Movement *within Friendly areas only* (Open Seas are Friendly).
- Cannot Disengage or Engage.
- AFs: cannot start or end it at Sea.

Tech	Benefit
Air Defense Radar AFs 2A3	(Friendly Territory)
AmphTracks	Combat Action for Invaders
Atomic Research	Can achieve next stage
AutoCannons	Fleets A2 & Carriers A3
Dive Bombing	AFs fire N2
Heavy Bombers	AFs Movement Range is 3
Improved Torps	Subs fire N2
Incendiaries	AFs Strategic Bomb @ I1
Jets	AFs FirstFire
Naval Radar	Fleets FirstFire
Sonar	Fleets fire S3
Guerrilla Warfare	Partisans defend first @ G1
Land Reform	CPC Loyalty Cost drops to 4
Propaganda	Partisans Recruited with 5/6

GMT GAMES

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3. MARKERS ON PROD TRACKS

IND: 6	POP: 11	RES: 10
NatCities: 4*	KMT: 1	
IND: 11	POP: 10	RES: 5
IND: 4	POP: 6	RES: 8
RedMuster: 2	CPC: 3	

- 4. DIPLOMACY MARKERS**
- All Factions place their 2 Peace with markers
 - USA/Sovs place their Avoids China markers
 - USA places its BrEmp Neutral & the Sovs its CPC Loyalty Cost 6
- *5 in Rising Sun
- 5. ACTION CARDS**
- | |
|-----------------|
| USA: Draw 16 |
| JAPAN: Draw 7 |
| SOVIETS: Draw 6 |
- SETUP GUIDE**

JAPAN TOTAL UNITS
30 units/37 CV

RISING SUN (2 PLAYERS): Cadres in Hailar and Harbin are permanent Forts (cannot be disbanded).

Unit Legend:

Unit	Move	Combat
Fortress	0	A2/N3/G4/S3
Air Force	2*	A3/N1/G1/S1
Carrier**	3*	A2/N2/G1/S2
Submarine	2*	A0/N1/G0/S1
Fleet	3*	A1/N3/G1/S2
Tank	3	A0/N0/G2/S0
Infantry	2	A1/N1/G3/S0
(Marines/Militia)	2	A0/N0/G0/S0
Convoy**	2	A0/N0/G0/S0

City Values:

Type	Symbol	Pop	Muster
Main Capital	★	3	-
Sub Capital	☆	2	[4]
Capital City	☆	1	3
City	●	1	2
Town	●	-	1

Border Limits:

- 2 Plains
- 1 River
- Desert
- 1 Mountain
- Forest
- 1 Straits
- 0 Coast
- 0 Impassable

Year Track: 1937, 1938, 1939, 1940, 1941, 1942, 1943, 1944, 1945

Game Design: Craig Besinque
Map Art: Charles Kibler

RUSSIA TOTAL UNITS
7 units/7 CV

RedChina TOTAL UNITS
2 units/3 CV

US TOTAL UNITS
14 units/21 CV

NatChina TOTAL UNITS
8 units/12 CV

BritEmp TOTAL UNITS
8 units/8 CV

RISING SUN (2 PLAYERS): ignore all Russian & Red Chinese units and markers. Russia is out of play for all purposes.

US DoW REACTION FORCES

In the next 3 New Years after the US is DoWed

US NAVAL CONSTRUCTION

• In '42 at 1 CV
• In '43 at 2 CV
• In '44 at 3 CV
OR: in the next 3 New Years after Japan DoWs the USA

JAPAN TOTAL UNITS
30 units/37 CV

RISING SUN (2 PLAYERS): Cadres in Hailar and Harbin are permanent Forts (cannot be disbanded).

CONQUEST & CONSEQUENCE

Unit List:

Unit	Move	Combat
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Carrier**	3*	A2/N2/G1/S2
Submarine	2*	A0/N1/G0/S1
Fleet	3*	A1/N3/G1/S2
Tank	3	A0/N0/G2/S0
Infantry	2	A1/N1/G3/S0
(Marines/Militia)	2	A0/N0/G0/S0
Convoy**	2	A0/N0/G0/S0

Border Limits:

- 2 Plains
- 1 River
- Desert
- 1 Mountain
- Forest
- 1 Straits
- 0 Coast
- 0 Impassable

City Values:

Type	Symbol	Pop	Muster
Main Capital	★	3	-
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City	●	1	2
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RUSSIA TOTAL UNITS
7 units/7 CV

RedChina TOTAL UNITS
2 units/3 CV

RISING SUN (2 PLAYERS): ignore all Russian & Red Chinese units and markers. Russia is out of play for all purposes.

RISING SUN (2 PLAYERS):

- Add in Sian: Nat Fort 2 CV + Nat Militia 1 CV.
- Cadre in Punjab is a permanent Fort (cannot be disbanded).

US TOTAL UNITS
14 units/21 CV

NatChina TOTAL UNITS
8 units/12 CV

BritEmp TOTAL UNITS
8 units/8 CV

US DoW REACTION FORCES

In the next 3 New Years after the US is DoWed

US NAVAL CONSTRUCTION

• In '42 at 1 CV
• In '43 at 2 CV
• In '44 at 3 CV
OR: in the next 3 New Years after Japan DoWs the USA

CONQUEST & CONSEQUENCE

ASIAN BALANCE OF POWER 1936-1945

AGGRESSIONS IN CHINA

- FOREIGN VoNs**
- Foreign VoNs within China award only 1 World Reaction Card to Rival Factions. (Fort CV still equals Muster Value).
 - VoNs by Proxy Powers trigger no World Reaction Cards.

VIOLATION OF A PROXY POWER

A Faction's first Foreign Aggression against a Rival Proxy Power (including its Protectorates) awards to the victim:

- World Reaction Cards = MusterValue of ProxyPower Capital (Nats 4 / Reds 2), and
- Loyalty (KMT/CPC) raised one level.

USA Player Aid

CHINA RULES FOR USA


- Diplomacy:** WildCards played in China place TWO Nat Influence markers each.
- USA Unit Entry:** only if at War with Japan; if so CCW VPs = lesser of KMT/NatCities.
- USA Supply:** only traceable via controlled Provinces occupied by US/BritEmp units.

PARTISAN SUPPRESSION

- During a friendly Combat Phase, units can attack Partisans in Undisputed Areas:
- Turn Suppressing units (not Forts) face up.
 - If Guerrilla Warfare → Partisans fire 1st @ G1.
 - Suppressing units *must* Fire (@ G):
 - Each Hit eliminates 1 Partisan.
 - Then, each 6 *creates* 1 Partisan.

2 PLAYERS RULES FOR THE USA


- UNITED CHINA [UC] PRODUCTION**
- Enlistment: maximum 1 CV / Province.
 - Activism: Draw Action Cards equal to KMT, *face up*. If playable Diplomatically, place 1 Influence marker there. If not, add 1 Enlistment if possible. Discard cards.
- MAO TSE TUNG**
- UC can use *Soviet* values on Diplomatic WildCards w/double Influence in China.
 - Intimidation: adjacent to Russia = adjacent.
- INSURRECTION:** during Movement expend 1 Command to play a China Diplomacy card (WildCards: use Partisan Options only), and place a 1CV Militia there (may constitute Aggression). Discard the card.

AIR FORCE  **[Air Unit] [ANS]**

Supremely flexible support unit, but weak against anything but other Air Forces.

- May move through Enemy units (11.3).
- When starting at Sea may move to Friendly Territory only (11.3).
- Strategic Movement cannot start/end in a Sea Area (11.4).
- Must Retreat by ReBasing (12.51).
- Must ReBase at end of a Sea Combat Round (12.52).


A3/N1/G1/S1 **Air Move : 2 (Land & Sea)**

SUBMARINE  **[Submarine Unit] [ANS]**

Limited in combat but hard to kill; perfect for Blockade duty.

- May move through Enemy units (11.2).
- May Escape at the end of a Sea Combat Round (12.74).


A0/N1/G0/S1 **Land Move: 1 (along Coast)** **Sea Move : 2**

FORTRESS  **[Ground Unit]**

A superior combatant but completely immobile.




- Only one Fort per area (7.231).
- May be built in any undisputed Friendly Land Area (7.231).
- Ignores Supply (14.1), Nat Forts buildable by Proxy Production.

A2/N3/G4/S3 **Land Move: n/a** **Sea Move : n/a**

TANK  **[Ground Unit]**

A fast moving striker but only effective against other Ground Units.


A0/NO/G2/S0 **Land Move: 3** **Sea Move : 2 (Convoy)**

CONVOY    **[Ground Unit] at Sea**

A Ground Unit at Sea becomes a Convoy.

- Must stop upon entering a non-Straits/Islet Land Area (11.2).
- Can Sea Invade (11.221) on to Enemy Land.
- Cannot Engage or Disengage at Sea (11.22).
- Cannot Fire or Retreat (12.72).
- Separately* Targetable at "N" Firepower (12.72).
- Lose 2 CV per Hit taken (12.44).


A0/NO/G0/S0 **Land Move: n/a** **Sea Move : 2**

CARRIER  **[Naval Unit] [ANS]**

Highly mobile and equipped to take on any foe, but vulnerable without an escort.

- Lose 2 CV per Hit taken (12.44).
- N2* = Alternately may Fire N1 and Retreat (or ReBase) (12.74).

A2/N2*/G1/S2 **Land Move: 1 (along Coast)** **Sea Move : 3**


FLEET  **[Naval Unit] [ANS]**

The brawler of the high seas.

A1/N3/G1/S2 **Land Move: 1 (along Coast)** **Sea Move : 3**


ANS units

- Ignore Border Limits (11.52) and Supply (14.1).
- Engage by BattleGroups at Sea (11.53).
- May Retreat by ReBasing (12.51).
- [Attacker only] May ReBase upon Battle resolution (13.12).
- Must Retreat/ReBase after Land Combat w/o Ground Support (12.52).
- Cannot Raid into unoccupied Enemy Territory (11.55).
- While Raiding, do not block enemy Retreats (12.63).

INFANTRY  **[Ground Unit]**

A well-rounded and hard hitting unit, only limited by its low Combat Priority and movement.


A1/N1/G3/S0 **Land Move: 2** **Sea Move : 2 (Convoy)**

MARINES / SNLFs  **[Ground Unit | Infantry]**

A specialized Infantry unit, able to Fire when making Sea Landings.

- Have a Combat Action when making a Sea Invasion (11.221).
- SNLFs on *Islands/Straits* ignore Supply & Build like Forts.
- Only one SNLF per Island/Straits area (3.244).

A0/NO/G2/S0 **Land Move: 2** **Sea Move : 2 (Convoy)**

MILITIA  **[Ground Unit | Infantry]**

Weak Chinese Infantry buildable by *Nat* Proxy Production (or normal Faction Production). Ignores Supply, cannot Convoy.

A0/NO/G2/S0 **Land Move: 2** **Sea Move : n/a**

SEQUENCE OF PLAY

- NEW YEAR**
- YEAR START** [≥ 25 VPs = Economic Victory]
- Advance Year Marker
 - New Year Resolution (*USA/Soviets* only)
 - '39/'40/'41: +1 Influence on BritEmp
 - US Naval Construction + Reaction Forces
 - Reshuffle Decks | Award Peace Dividends
 - Turn Order

- PRODUCTION PHASE**
- 1st Player Production
 - Proxy Production (*USA/Soviets* only)
 - Production Blockade check
 - Determine Production Level
 - Spend Production
 - 2nd Player Production (same)
 - 3rd Player Production (same)

- GOVERNMENT PHASE (CARD PLAY)**
- Card Play (one of below options):
 - 1 Diplo or 1 Intel card
 - 2 matching Tech cards*
 - (Soviets): 2 matching China Diplo cards*
 - Factory cards ≥ Industry Cost
 - Factory cards ≥ Loyalty Cost
 - * Can go in Secret Vault
 - OR: Pass (3 in a row ends card play)
- Resolve Diplomacy (adjust POP/RES)
 - HandSize Compliance (discard)

- SEASONS (SPRING/SUMMER/FALL)**
- Command Phase (card play)
 - 1st Player Turn
 - Movement Phase
 - Combat Phase
 - 2nd Player Turn (same)
 - 3rd Player Turn (same)
 - Supply Phase (Summer: Blockade)

- WINTER SEASON**
- Command Phase (card play-any Season)
 - 1st Player Turn
 - Soviets: Russian Winter Turn (move/fight)
 - USA*/Japan: Winter Redeployment
 - 2nd Player Turn (same)
 - 3rd Player Turn (same)
 - Supply Phase in Russia if it had a Winter Turn

- 1. TIME MARKERS**
- Place YEAR in 1936 and PHASE/SEASON in New Year

- 2. UNIT PLACEMENT**
- See unit setup on central pages of this Player Aid

COMBAT SEQUENCE

- DECLARE ALL ACTIVE BATTLES**
- Active Player turns all units face-up (compulsory following Aggression).
- RESOLVE ACTIVE BATTLES (RAIDS FIRST)**
- Active Player selects Active Battle to Resolve.
- COMBAT ROUNDS (N/A TO CONVOYS / SEA INVADERS)**
- In Priority order, units take Combat Actions (Defenders first unless Surprise/FirstFire):
- Fire: Select Target Class, roll & apply Hits;
 - OR Retreat to adj. Undisputed Friendly Area
 - OR (ANS Only) ReBase to Undisputed Friendly Land Area in Range

- RESOLVING LAND BATTLES**
- After all units have taken a Combat Action or when only one side remains in the Area:
- ANS w/o Ground Support *must* Retreat (AFs by ReBasing)
 - Active ANS may ReBase
 - Return Owner/victorious units upright;
 - Battle is resolved. Select next Active Battle

- RESOLVING SEA BATTLES**
- After all units have taken a Combat Action:
- All participating AFs *must* ReBase.
 - Subs may Escape [turn them face-down].
 - If Battle has not ended, begin new Round.
- If at any time during the Round only one side remains (ignoring Escaped Subs):
- Return victorious Units upright
 - Victorious ANS units side may ReBase
 - Battle is resolved. Select next Active Battle

- COMBAT PHASE ENDS**
- When all Active Battles are Resolved the Active Player's Combat Phase ends.

- STRATEGIC MOVEMENT**
- Double range Movement *within Friendly areas only* (Open Seas are Friendly).
 - Cannot Disengage or Engage.
 - AFs: cannot start or end it at Sea.

AREA CONTROL TABLE

	Control	Supply Line	Trade Route
	Friendly	○	○
Land Areas	Neutral	●	○
	Rival	●	●
Sea Areas	Enemy	⊗	⊗
	Open	○	●
	Enemy	⊗	⊗

● = only if no Escaped Enemy Subs present.
 ● = only through Straits.

USA SPECIAL RULES

- Winter Redeployments:** Command card for any Season allows Strategic moves into Home Territory or Friendly Bases *only*.
- Emergency Command:** 4 Unit-moves.
- US Naval Construction:** at New Years of 42/43/44 Fleet, Carrier & Sub units arrive at 1/2/3 CV in the US.
- Japan DoW on the USA:** US Naval Construction begins next New Year.
- DoW on the USA:** US Reaction Forces (AF & Infantry Cadres) begin next New Year in the US.

Tech	Benefit
Air Defense Radar AFs 2A3	Friendly Territory
AmphTracks	Combat Action for Invaders
Atomic Research	Allows study of next stage
AutoCannons	Fleets A2 & Carriers A3
Dive Bombing	AFs fire N2
Heavy Bombers	AFs Movement Range is 3
Improved Torps	Subs fire N2
Incendiaries	AFs Strategic Bomb @ I1
Jets	AFs FirstFire
Naval Radar	Fleets FirstFire
Sonar	Fleets fire S3
Guerrilla Warfare	Partisans defend first @ G1
Land Reform	CPC Loyalty Cost drops to 4
Propaganda	Partisans recruited with 5/6

3. MARKERS ON PROD TRACKS

IND: 6	POP: 11	RES: 10
NatCities: 4*	KMT: 1	
IND: 11	POP: 10	RES: 5
IND: 4	POP: 6	RES: 8
RedMuster: 2	CPC: 3	

4. DIPLOMACY MARKERS

- All Factions place their 2 Peace with markers
- USA/Sovs place their Avoids China markers
- USA places its BrEmp Neutral & the Sovs its CPC Loyalty Cost 6

5. ACTION CARDS

USA: Draw 16
JAPAN: Draw 7
SOVIETS: Draw 6

*5 in Rising Sun **SETUP GUIDE**

JAPAN TOTAL UNITS
30 units/37 CV

RISING SUN (2 PLAYERS): Cadres in Hailar and Harbin are permanent Forts (cannot be disbanded).

Unit	Move	Combat
Fortress	0	A2/N3/G4/S3
Air Force	2*	A3/N1/G1/S1
Carrier**	3*	A2/N2/G1/S2
Submarine	2*	A0/N1/G0/S1
Fleet	3*	A1/N3/G1/S2
Tank	3	A0/N0/G2/S0
Infantry	2	A1/N1/G3/S0
(Marines/Militia)	2	A0/N0/G0/S0
Convoy**	2	A0/N0/G0/S0

* Can Re-Baso ** Take Double Hits

US DoW REACTION FORCES

In the next 3 New Years after the US is DoWed

US NAVAL CONSTRUCTION

• In '42 at 1 CV
• In '43 at 2 CV
• In '44 at 3 CV
OR: in the next 3 New Years after Japan DoWs the USA

BritEmp TOTAL UNITS
8 units/8 CV

NatChina TOTAL UNITS
8 units/12 CV

US TOTAL UNITS
14 units/21 CV

RISING SUN (2 PLAYERS):

- Add in Sian: Nat Fort 2 CV + Nat Militia 1 CV.
- Cadre in Punjab is a permanent Fort (cannot be disbanded).

RUSSIA TOTAL UNITS
7 units/7 CV

RedChina TOTAL UNITS
2 units/3 CV

RISING SUN (2 PLAYERS): ignore all Russian & Red Chinese units and markers. Russia is out of play for all purposes.

RUSSIAN RESERVES

In '45 or the next New Year after DoW on Soviets in Novosibirsk or Tashkent.

Border Limits

- 2 Plains
- 1 River
- Desert
- 1 Mountain
- Forest
- Straits
- 0 Coast
- Impassable

City Values

Type	Symbol	Pop	Muster
Main Capital	★	3	-
Sub Capital	☆	2	[4]
Capital City	☆	1	3
City	●	1	2
Town	●	-	1

Year Sequence

1937 1938 1939 1940 1941 1942 1943 1944 1945

Phase Season: Spring, Summer, Fall, Winter

Action Deck

Emergency Command 2

Emergency Command 4

USA Command Deck

Emergency Command 4

Emergency Command 2

Emergency Command 1

Emergency Command 3

Emergency Command 5

Emergency Command 6

Emergency Command 7

Emergency Command 8

Emergency Command 9

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