

AXIS EMPIRES

ULTIMATE EDITION

DAI SENSO EXCLUSIVE GAME RULES



DECISION
GAMES

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GET READY TO PLAY

This rulebook contains rules specific to *Dai Senso (DS)*, whether you are playing it as a standalone game, or as part of a combined *Axis Empires (AE)* game. This rulebook is divided into several sections:

- **Get Ready to Play:** The section you're reading right now includes general instructions for setting up a game.
- **"Look-Up" Rules—Sections 36–38:** These rules explain the effects of specific markers, Political Events, and Conditional Events that may occur. They're called "Look-Up" rules because you should look them up as you play.

Clarification: Look-up events are often italicized and cross-referenced when they appear, to help you find them quicker. This section starts with 36 because it continues the numbering from the *TK*-specific Rulebook.

- **Training Scenario—Section 39:** This section contains one short scenario for learning how to play *DS*.
- **Two-Map Campaign Games—Sections 40–48:** This is the meat of the book. There is a scenario for each year from 1937 to 1945; the critical year of 1941 has two scenarios.
- **Players Notes:** Some strategic advice for each faction.

Clarification: If you're looking for information on playing *AE* for the first time or how to balance a scenario, those are in the *TK*-specific rulebook.

DS GAME PREPARATION

Step 1: Lay the maps and Force Pool Displays out on the table. The Pacific Map should be placed on top of the edge of the Asia Map to line up properly. Distribute the proper Player Aid Sheets to each faction.

Step 2: Select a scenario. Place counters in the order listed by the scenario setup. Each faction sets up its own counters. When setting up:

- All Axis pieces in this Rulebook are *Japanese* unless stated otherwise.
- All Western pieces are *British* unless stated otherwise.
- All Soviet pieces are *Russian* unless stated otherwise.

Historical IDs for ground units are in brackets (for example: 3-2-1 [Nor]). A unit on its reduced side is indicated with the abbreviation "re." (for example: 2-1-1 [re: Nor]). In many cases, it isn't necessary for players to use the historical units; these are included primarily for player interest.

© If you are playing an *AE* game, be sure to select scenarios with the same starting point for both maps. Do not use *any** counters when playing *AE*.

© **Example:** If you wanted to start an *AE* game in 1939, you'd use the *1939: The War in Europe* scenario (28) for setting up *TK* and the *1939: Fateful Decision* scenario (42) for setting up *DS*.

Step 3: If you're playing a campaign game, give each faction its standard deck of cards. Make sure they don't contain any +Separate Peace cards unless you're using that optional rule, or ® cards for *DoD*.

Campaign Games that begin in 1938 or later will instruct each faction to remove certain cards from their decks. The setup instructions also list the card each faction begins with as its Pending Option Card (to be revealed on the first turn), along with any Selection Requirements that are considered to have been met for future card play.

LOOK-UP RULES

Remember, this section of the rules is called the “Look-Up” Rules because you will want to consult them as you play. It’s not necessary to read or memorize them before you begin.

36. MARKERS

36.1 AID TO CHINA



When this marker is removed from the Turn Track, the Allied faction receiving it may place it in either the Soviet Conditional Events Box or the Western Conditional Events Box.

The Western faction may remove its Aid to China marker from a Conditional Events Box when applying the *Aid to Nationalist China* Conditional Event (38.3.8). The faction can remove it from the game completely or put it in the Delay Box.

The Soviet faction may remove its Aid to China marker from a Conditional Events Box when applying the *Aid to Communist China* Conditional Event (38.5.5). The faction can remove it from the game completely or put it in the Delay Box.

This marker can also be removed from the game by play of Axis card 31a *British Neutrality Pact* or 31b *Russian Neutrality Pact*, Western card 25b *British Neutrality Pact*, or Soviet card 19b *Russian Neutrality Pact*.

Effect: If an Aid to China marker is in an Allied Conditional Events Box, that faction may roll on the Aid to China Table in its Conditional Events Segment. If there are two Aid to China markers in that faction’s Conditional Events Box, it rolls on the table *twice*.

36.2 AIRDROP



When a Blitz-enabled airborne unit performs an Airdrop (4.1.1), flip the counter over and place the Airdrop marker on the map.

Effects: While this marker is on the map:

- *During the Blitz Combat Segment only*, the attacker receives a one-column shift to the right for each Airdrop marker in the defending hex.
- Enemy units cannot retreat *into* a hex containing an Airdrop marker.
- Enemy units cannot trace a supply line *into* a hex containing an Airdrop marker.

Removal: This marker is removed per 4.1.4 in the Airdrop Landing Segment.

36.3 ALLIED COLLAPSE



Place this marker in the Strategic Warfare Box when it is received.

Effect: This marker counts against the Allied factions when determining the Current Strategic Value (0.1.1).

▲ **Removal:** *This marker is removed when the Axis faction plays card 38a Greater East Asia Co-Prosperity Sphere or 38b Hakko Ichiu.*

36.4 BASES DAMAGED



Place this marker in the Strategic Warfare Box when it is received.

Effect: If this marker is in the Strategic Warfare Box, there is a +1 Delay DRM for all *support units* belonging to the faction indicated on the marker.

36.5 BEACHHEAD



Place this marker per 2.2.3.5. For Axis SNLF BH -0 markers, also see 4.1.3.1, 37.28, and 37.36.

Effects: While this marker is on the map:

- A faction may be required to place a Blitz marker in the same hex (2.2.4). **Exception:** An Axis SNLF BH -0 marker does not require a Blitz marker to be placed in its hex.
- A ground unit may cross an All-Sea hexside to *enter* a hex containing a Beachhead marker.
- A ground unit can only cross the marker’s Beachhead Hexside to *exit* a hex containing a Beachhead marker.
- A hex with a Beachhead marker may be an Open Port.

Clarification: Note that a hex with a Beachhead marker cannot be an Air Base or Naval Base.

- An airborne ground unit stacked on a Beachhead marker cannot conduct an Airdrop, as it must be in a Land hex to do so (4.1.1).
- An HQ unit stacked on a Beachhead marker *cannot* provide Ranged Support except to the adjacent hex across that marker’s Beachhead Hexside (4.2.1.2).
- There is a column shift to the left for attacks across the Beachhead Hexside, as specified on the Beachhead counter.
- A supply line may be traced across an All-Sea hexside into a hex containing a Beachhead marker.

Clarification: You can trace across any All-Sea hexside, not just the Beachhead Hexside.

36.6 BLITZ



The phasing faction places this marker per 2.2.4. The marker is removed in the affected faction’s Marker Segment (4.3).

Effects:

- If the Axis faction places a Blitz marker in a Land hex on the *DS* map and the *Army* is *not* “leading the government,” the Axis faction must roll on the Cabinet Crisis Table. Political DRMs (1.1.2.1) *do* apply to this roll.
- If the Axis faction places a Blitz marker in an All-Sea hex on the *DS* map and the *Naval* is *not* “leading the government,” the Axis faction must roll on the Cabinet Crisis Table. Political DRMs *do* apply to this roll.
- All friendly units within two hexes of the Blitz marker are Blitz-enabled, including those in the placement hex.
- A defending force cannot use Voluntary Retreat Conversion (4.2.5.3) in a City hex containing a Blitz marker.

36.7 CEDED LAND



Place this marker in the Ceded Lands Box as directed by the scenario setup, event, or option card.

Effects: If a Ceded Land marker is in the Ceded Land Box, that Country, Dependent, or Region is either part of the Country stated on the marker (if the marker reads “Ceded to”) or is a Dependent of the Country stated on the marker (if the marker reads “Dependent”).

Clarification: Note that some Countries, such as Mongolia, may disappear when ceded to another Country.

36.8 CHEMICAL WEAPONS



When this marker is removed from the Turn Track, place it in the Axis Force Pool.

Effect: If this marker is in the Axis Force Pool, the Axis faction may use it for any *one* combat that Turn. The Axis faction declares whether the Chemical Weapons marker will be used before rolling the die.

Clarification: The Axis may use this marker during an Allied combat segment.

When the Chemical Weapons marker is used, the Attrition losses suffered by both the attacker and the defender are increased by one. After the Axis faction uses the Chemical Weapons marker, place it in the Delay Box.

Example: If the combat result was Dr1 1/2, using this marker would make it a Dr1 2/3 result.

36.9 CONVOY



Place this marker per 2.2.3.7.

Effects:

- **If this marker is on its Troop Convoy side:** it can transport *one* unit up to its Transport Capacity using the Port-to-Port Movement Procedure (3.1.2).
- **If this marker is on its Supply Convoy side:** it allows the owning faction to trace a supply line across that Naval Zone (10.2).

36.10 CONVOY STRATEGY



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, the Axis faction may perform **two** *Delay Reduction* (37.12) Political Events at the end of its Delay Segment each turn. Both *Delay Reductions* may be applied to the same unit.

36.11 DEVASTATION



This marker is placed via successful Devastation Marker Placement (2.2.3.6) or the *Project Success: A-bomb* Political Event (37.32). Once placed, Devastation markers are never removed.

Effect: During the Final Victory Point Check *only* (0.3):

- An Axis Strategic Hex with an Allied Devastation marker is controlled by the Allied faction that placed the marker.
- An Allied Strategic Hex with an Axis Devastation marker is controlled by the Axis faction.

Clarification: Devastation markers don't count for control during regular Victory Point Checks (0.1). And you don't get any credit for bombing your own Strategic Hexes, even if they're in enemy hands.

36.12 ENTRY [BRITISH, CHINESE, RUSSIAN, US]



When any Entry marker is removed from the Turn Track, end *any* Policy or Truce that applies to that Country. If that country has *Far Eastern Forces* units in its Conditional Event Box, place those units in the Delay Box.

36.13 EUROPEAN WAR MARKERS

*36.13.1 CURRENT ESV



Place this marker on the Current ESV Track as instructed.

Effect: If an Axis Strategic Hex *inside Japan* is under Allied control during Victory Point Checks (0.1.1), add the number of the Box occupied by the Current ESV marker on the Current ESV Track to the Current Strategic Value. **Exception:** The number added cannot be a *negative* number—add 0 instead.

The Current ESV marker cannot be moved below the -3 box. If it is placed in the 7 box, the Axis faction wins an Automatic Victory.

*36.13.2 EUROPEAN LIMITED WAR



When the European Limited War marker is removed from the Turn Track, the Axis faction rolls one die on the table below. The *only* DRM that applies to this roll is -1 in 1939 and -2 in 1940:

- 1: Limited War Begins
- 2-6: Peace Continues

Clarification: This table is printed on the European War Display as a handy reference.

Peace Continues: Place the European Limited War marker ahead *two* Seasonal Turns on the Turn Track. **Exception:** European Limited War must happen no later than Autumn 1940. If it is the Autumn 1940 Seasonal Turn, treat this result as *Limited War Begins*.

Example: You are rolling for the European Limited War marker in the Mar-Apr 1939 Game Turn. You roll a 3, which is modified to a 2 per the Table, so European Limited War does not occur. You place the European Limited War marker back on the Turn Track, in the Aug-Sept 1939 Turn Box.

Limited War Begins: The Axis faction must do all of the following:

- **Roll one *unmodified* die:**
 - » **1-3:** place a European Limited War marker in the Western European War Box on the European War Display.
 - » **4-6:** place a European Limited War marker in the Soviet European War Box on the European War Display.
- Place the German Victory marker four Seasonal Turns (i.e., one Year) ahead on the Turn Track.
- Place a European Total War marker in the Summer Seasonal Turn Box *two* years ahead on the Turn Track.

Example: If European Limited War occurs in Sept-Oct 1939, you'd place the German Victory marker in the Sept-Oct 1940 Turn Track Box, and a European Total War marker in the May-June 1941 Turn Track Box.

36.13.3 GERMAN VICTORY [FRANCE DEFEATED, RUSSIA DEFEATED]



* In *DS*, the German Victory marker is placed in the Strategic Warfare Box when it is removed from the Turn Track.

If Germany is at war with the Western faction, place it with its *France Defeated* side showing. If Germany is at war with the Soviet faction, place it with its *Russia Defeated* side showing.

© In *AE*, the France Defeated marker is placed in the Strategic Warfare Box when the *Case Yellow* Conditional Event is applied to France in *TK* (20.2.1). The Russia Defeated marker is placed in the Strategic Warfare Box when the *Ostland Accord* Conditional Event is applied to Russia in *TK* (20.2.2).

If the France Defeated Marker is placed in the Strategic Warfare Box: Remove *all* non-French units from the game.

Clarification: These units are the French 0-1-1 *Res* , 1-2-1 *Col* , and—in standalone *DS* only—Surface Fleet.

▲ **If the Russia Defeated Marker is placed in the Strategic Warfare Box:** Remove *all* remaining Soviet **Production Directorate** cards (36-39) from the game. Then count the number of Russian steps on the map. If there are more than 15, the Soviet faction must eliminate enough steps to bring the total down to 15.

*Also remove the Russian 1By Air Force unit from play if you are playing *DS* by itself.

Design Note: The card removals represent the damage a German victory would have caused to the Soviet economy.

Clarification: If France is an active Minor Country in *DS*, or Russia's Posture is War in *DS*, those statuses remain that way. Placement of the Defeated marker has no effect on the country's *DS* status or alignment.

*36.13.4 EUROPEAN TOTAL WAR



When the European Total War marker is removed from the Turn Track, the Axis faction *must* roll one unmodified die on this table:

- 1–4: Total War Begins
- 5–6: Limited War Continues

Clarification: Again, this table is printed on the European War Display as a handy reference.

Limited War Continues: Place the European Total War marker ahead *four Seasonal Turns* on the Turn Track. **Exception:** European Total War must happen no later than Summer 1943. If it is the Summer 1943 *Seasonal Turn*, treat this result as *Total War Begins*.

Total War Begins: The Axis faction must do all of the following:

- Remove the European Limited War marker from play.
- Place European Total War markers in *both* European War Boxes on the European War Display.
- Place the US Entry marker three *Seasonal Turns* ahead on the Turn Track.
- Place the V-E Day marker 16 *Seasonal Turns* (i.e., four Years) ahead on the Turn Track.

Example: European Total War starts in May–June 1941. You would place the US Entry marker in the Mar–Apr 1942 Turn Box and the V-E Day marker in the May–June 1945 Turn Box.

*36.13.5 V-E DAY



When the V-E Day marker is removed from the Turn Track, do all of the following.

- Remove all European Total War markers from play.
- Ignore all future instructions to increase or decrease the ESV. Flip the ESV marker over to its "Germany Surrenders" side as a reminder of this.

36.14 FAILURE [COMMAND, SUPPLY]



There are two Failure markers: *Failure: Command* and *Failure: Supply*. Each Failure has rules that limit the *faction* affected by them. Such a faction is referred to as a *Failure Affected Faction* (FAF).

Failure Range: Failure rules apply in the hex containing a Failure marker and all hexes within a five-hex range. These hexes are referred to as "Failure Hexes."

Failure Effects: These rules apply while a Failure is in effect.

Support Unit or Airdrop Marker Placement:

- An FAF support unit or Airdrop marker cannot be placed in a Failure Hex.
- An FAF unit cannot contest attempted placement of an enemy support unit in a Failure Hex.

Movement:

- **If Failure: Supply is in effect:** an FAF ground unit cannot move *into* a Failure Hex containing an EZOC. **No exceptions.**
- **If Failure: Command is in effect:** an FAF ground unit cannot move *out of* a Failure Hex containing an EZOC. **No exceptions.**

Combat:

- An FAF ground unit cannot conduct an Airdrop, Beachhead Landing, Advance After Combat, or Exploitation into a Failure Hex.

Removing a Failure Marker: This marker is removed in the affected faction's Marker Segment (4.3) and set aside for possible later use.

36.15 FREE PASSAGE



This marker is placed in the Capital of a Neutral Minor Country during setup when it is activated by the *Free Passage* Political Event (37.15).

Effect: While this marker is in a Minor Country's Capital, its ground units cannot use Operational Movement, Reserve Movement, Retreat, or Exploitation to enter a hex outside that Minor Country or one of its Dependents, nor can it attack such a hex.

Clarification: Free Passage markers can be removed by *Influence* (37.18) or *Neutrals Pressured* (37.27) events.

36.16 FUJIYAMA BOMBER PRODUCTION



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all *Soviet* units and markers *and* to all *Nationalist Chinese* units and markers. **Exception:** This DRM does not apply to units or markers belonging to a Policy Affected Country or Truce Affected Country.

36.17 HAKKO ICHIU



When this marker is removed from the Turn Track, place it on the VP Track in the VP Box containing the Axis Tide VP marker. If the VP marker reads *Allied Crusade*, place it in the 0 VP Box.

Effects:

- The Axis faction receives additional Japanese replacements (1.3.2.6).

36.18 I-BOAT STRATEGY



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all *non-Chinese* units and markers belonging to the *Western* faction, except those belonging to a Policy Affected Country or Truce Affected Country.

36.19 INFLUENCE [AXIS, SOVIET, WESTERN]



Place or remove the respective marker as instructed in a Neutral Country's Capital. There can be no more than *one* Influence or Neutrality marker in a Neutral Minor Country at any time.

Effects: If a Neutral Minor Country with an Influence marker is selected in the Political Events Segment for an event requiring a die roll, apply the indicated +1 or -1 DRM to all related rolls (in addition to any other Political DRMs).

An Influence marker in a Minor Country might cause or prevent its activation with the *Free Passage* (37.15) or *Influence* (37.18) Political Events.

36.20 INTENSIVE BOMBING



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to the Axis faction *unless* there is a Policy or Truce marker in the US Posture Boxes, or there is *no* US Air Base within nine hexes of a Japanese Home Country City.

36.21 JAPANESE GOVERNMENT

Design Note: The political leadership that took Japan to war was quite fractured. The main rivalry was between the Army and Navy, but within each branch of service there were numerous cliques and plots. In *DS*, this internal turmoil is handled through the manipulation of the Japanese Government marker.



The Government marker has two sides: *Army* and *Navy*.

When the Government marker is in its Holding Box (on the Axis Force Pool Display), the side that is face up is said to be “leading the Government.”

When the marker is in the Delay Box or the Turn Track, *no* branch is “leading the Government.” When the Japanese Government marker returns from the Turn Track, the Axis faction must determine which branch will be leading the government.

If there is a Military Takeover marker in the Strategic Warfare Box: The Axis faction may select which branch will lead the government.

Otherwise: Players can flip the marker like a coin or roll one unmodified die.

- **1–3:** place the Army Government marker in its Holding Box.
- **4–6:** place the Navy Government marker in its Holding Box.

Effects: Many Axis Option Cards have Selection Requirements that depend on whether a particular branch is leading the government.

The Axis faction must roll on the Cabinet Crisis Table if it wishes to place a Blitz marker in a hex during the Support Segment and the appropriate branch is not leading the government (2.2.4, 36.6).

The Axis faction may place the Army Government marker in the Delay Box to “voluntarily” end a Neutrality Policy with Russia and Soviet Minors (2.1.2, 13.6.1.2).

The Axis faction may place the Navy Government marker in the Delay Box to “voluntarily” end a Neutrality Policy with Britain (2.1.2, 13.6.1.2).

The Japanese Government marker may also be placed in the Delay Box to avoid certain negative Political Events.

36.22 JAPANESE MANDATE



When this marker is removed from the Turn Track, place it on the VP Track in the VP Box containing the Axis Tide VP marker. If the VP marker reads *Allied Crusade*, place it in the 0 VP Box.

Effect: While this marker is on the map:

- The Axis Tide VP marker cannot move to the right of the Japanese Mandate marker (0.1.2).
- The Allies must place the Allied Crusade marker in a higher-numbered VP Box to win the game (0.3).
- The Axis faction receives additional Japanese replacements (1.3.2.7).
- The Axis faction may perform Japanese *Per* fortress conversion (2.3.2.4).

36.23 JET FIGHTER PRODUCTION



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to all Allied *air* units, *except* those belonging to a Policy Affected Country or Truce Affected Country.

36.24 KAMIKAZES



Place this marker in the Strategic Warfare Box when it is received.

Effect: If this marker is in the Strategic Warfare Box, it provides a –1 Delay DRM for *support units* belonging to the Axis faction. In addition, the Axis faction cannot use a Japanese Air Force, Surface Fleet, CV Fleet, or CV Strike unit for any purpose other than to contest the placement of another support unit (2.2.3.3).

Clarification: The Axis faction could still use a Japanese Bomber unit to place a Devastation marker.

36.25 LEND-LEASE



When this marker is removed from the Turn Track, the Western faction may place it in either the Soviet Conditional Events Box or the Western Conditional Events Box.

The Western faction may remove this marker from a Conditional Events Box when applying the *Lend-Lease to Britain* Conditional Event (38.3.9). It can remove the marker from the game completely or put it in the Delay Box.

Effect: If this marker is in an Allied Conditional Events Box, that faction may be able to roll on the Lend-Lease Table in its Conditional Events Segment.

36.26 LOC DAMAGED



Place the named marker in the Strategic Warfare Box.

Effect: While this marker is in the Strategic Warfare Box, *European Commitment* (37.13) cannot be applied to support units belonging to that Major Country. For this purpose *only*, French support units are treated as British.

Clarification: That means you can't bring the French fleet to the Pacific if the Suez Canal is damaged.

Removal: Western LOC Damaged markers are removed by play of cards 40a *Symbol Conference* or 40b *Trident Conference*. The Russian LOC Damaged marker is removed by play of card 8 *War Progress 3*.

36.27 LOGISTICS



When a Logistics marker is removed from the Turn Track, place it in its owning faction's Force Pool. See 1.2.1 for the placement and removal of Logistics markers.

Axis (IGHQ, Kwantung): If the IGHQ Logistics marker is in a hex that can trace a supply line to a supply source to Japan, it is a Replacement Location for Japanese non-Kwantung units (1.3.4).

If the Kwantung Logistics marker is in a hex that can trace a supply line to a supply source to Japan, it is a Replacement Location for Japanese Kwantung units.

Western (POA, SWPA): If one of these Logistics markers is in a hex that can trace a supply line to the Western US Box, it is a Replacement Location for US units.

Soviet (Far East): If this marker is in a hex that can trace an *overland* supply line (10.2.1) to a supply source in Russia, it is a Replacement Location for Russian units.

36.28 MATERIEL SHORTAGES



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to the Axis faction.

36.29 MILITARY TAKEOVER



Place this marker in the Strategic Warfare Box per 37.23.

Effects:

- This marker counts against the Axis faction when determining the Current Strategic Value (0.1.1).
- This marker allows the Axis faction to select which branch will lead the Japanese government when the Government marker returns from the Turn Track (36.21).

36.30 MINOR COUNTRY PRODUCTION [+1, +2]



Each faction has one of these markers. Place this marker in the Strategic Warfare Box when it is removed from the Turn Track.

Effect: A faction with a Minor Country Production +1 marker in the Strategic Warfare Box receives one Minor Country seasonal replacement step. A faction with a Minor Country Production +2 marker in the Strategic Warfare Box receives two Minor Country seasonal replacement steps (1.3.2.1).

36.31 MOBILIZING



This marker is placed in the Capital of a Neutral Minor Country when it is set up (13.7). This marker is removed in the affected faction's Marker Segment (4.3) and set aside for possible later use.

Effect: While this marker is in a Minor Country's Capital, its ground units may not use Operational Movement to enter a hex outside that Minor Country or one of its Dependents, nor may it attack such a hex.

36.32 NEUTRALITY



Place or remove the marker as instructed in a Neutral Minor Country's capital. There can be no more than *one* Influence or Neutrality marker in a Neutral Minor Country at any time.

Effects: If a Neutral Minor Country with a Neutrality marker is selected in the Political Events Segment for an event requiring a die roll, apply the indicated -1 DRM (if the Axis faction is rolling) or +1 DRM (if an Allied faction is rolling) to all related rolls, in *addition* to any other Political DRMs.

A Neutrality marker in a Neutral Minor Country will prevent its activation with the *Free Passage* (37.15) or *Influence* (37.18) events.

36.33 NO OCCUPATION



Place this marker in the capital of an Axis Minor Country when it is:

- activated by an Allied declaration of war (6.1.1) and the Axis faction chooses to place this marker.
- subjected to the *Operation Avalanche* Conditional Event (38.4.2).

Effects: While this marker is in a Minor Country's Capital:

- Its ground units cannot use Operational Movement, Reserve Movement, Retreat, or Exploitation to enter a hex outside that Minor Country or one of its Dependents, nor can it attack such a hex.
- The Minor Country is no longer subject to Axis Minor Country Occupation (38.1.2).

36.34 OIL EMBARGO



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a +1 Delay DRM to Axis *support units*, unless a *supplied* Japanese ground unit, Detachment marker, or Logistics marker occupies an Oil hex on the map (see Terrain Key).

▲ **Removal:** *The Oil Embargo marker is removed by play of Axis card 37 Tojo Expands Power.*

Design Note: We assume Japan is just as dependent on oil after this marker is removed as it was before, but the marker's effects are now factored into the rising USCL Axis Delay DRM.

36.35 PARTISAN BASE



Place this marker in the Force Pool of the Allied faction receiving it. See 1.2.2 for its placement and removal.

Effect: If this marker is in a hex that does *not* contain an enemy ground or support unit, the hex is a Replacement Location and supply source for the units belonging to the Minor Country it is located in.

36.36 POLICY



Policy markers include *Acceptance*, *Border Disputes* ("Disputes" for short), *Lapsed Treaty* ("Treaty" for short), *Neutrality Pact* ("Neutrality" for short), *Quarantine*, *Resistance*, and *Uneasy Peace* ("Peace" for short).

Place or remove from the respective Posture Box as instructed.

Effect: See Policies (13.6.1).

36.37 QUIT INDIA



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: While this marker is in the Strategic Warfare Box, the Western faction cannot take British *Ind* colonial steps as replacements (1.3.3). Also, Western ground units *in* Ceylon or India cannot enter hexes *outside* Ceylon or India during the Western Operational or Reserve Movement Phases.

Removal: This marker is immediately removed from the game if a Japanese ground unit occupies or enters a hex in Ceylon or India. It is also removed from the game by play of Western cards 9a *Indian Independence* and 9b *Gandhi Arrested*.

Design Note: When war broke out in Europe, the Indian National Congress was divided between those who wanted to support the Allies in exchange for major political concessions, and the Gandhi-inspired majority who moved toward civil disobedience and refused to cut a deal with Britain. This came to a head when Japan declared war and India was directly threatened, leading the Congress toward outright rebellion by voting in favor of the "Quit India" resolution to keep India from supporting the war effort.

*36.38 RESERVES [LIMITED WAR, TOTAL WAR]



A Reserves marker is placed in the Delay Box when the *European Reserves* Event is applied (38.3.6, 38.5.4). When the marker is removed from the Turn Track, the support units associated with that marker are placed in the European Holding Box.

Each Allied faction's Total War Reserves marker is on the back of its Limited War Reserves marker. If a faction's Limited War Reserves marker is on the Turn Track when placement of its Total War Reserves marker is called for, place the Total War Reserves marker in the Delay Box and immediately move its associated Limited War support units to the European Holding Box.

36.39 SHOWA RESTORATION



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effects:

- If this marker is in the Strategic Warfare Box, the Axis faction may place it in the Delay Box during the Organization Segment and combine *one* Japanese colonial unit with a Japanese non-colonial unit (2.3.1.2).
- If this marker is in the Strategic Warfare Box, the Axis faction may place it in the Delay Box at any time and flip over the Government marker in its Holding Box to immediately change who is leading the government.
- While this marker is in the Strategic Warfare Box, an Axis Minor Country is not occupied (38.1.2) unless there are *two or more* Japanese multi-step units or any ground unit belonging to a *different* Axis Country.

36.40 STRATEGIC HEX OWNERSHIP



These markers are simply reminders. Players may use them to record the control of Strategic Hexes on the Current Strategic Value Display (0.1.1).

36.41 SUICIDAL RAIDERS



When this marker is removed from the Turn Track, place it in the Axis Force Pool.

Effect: In an Axis Support Segment, the Axis faction may take this marker from the Axis Force Pool and place it in the Naval Warfare Delay Box.

If the Axis faction does this, the Western faction must immediately take *two* friendly support units from the Western Force Pool to "match" the placement. Air units (*including CV Strike units*) that are selected to match are placed in the Delay Box. Fleet units that are selected to match are placed in the Naval Warfare Delay Box.

Clarification: If the Western faction has only one support unit in its Force Pool, just place that unit in its Delay Box. There is no additional penalty.

36.42 TOTSUGEKI



The phasing faction places this marker per 37.28 or 37.36. The marker is removed in the affected faction's Marker Segment (4.3).

Effects:

- All friendly units within two hexes of the Totsugeki marker are Blitz-enabled, including those in the placement hex.
- A defending force cannot use Voluntary Retreat Conversion (4.2.5.3) in a City hex containing a Totsugeki marker.

36.43 TRUCE



Truce markers include *Armistice*, *Negotiation*, and *Reassess Policy*.

Place or remove from the respective Posture Box as instructed.

Effect: See Truces (13.6.2).

Clarification: Reassess Policy and Armistice Truce markers have red borders to remind you they can only be reduced on Seasonal Turns.

36.44 US MARKERS

36.44.1 INCREASE USCL



When Total War begins, place this marker *three Seasonal Turns* ahead on the Turn Track.

Effect: Each time this marker is removed from the Turn Track, advance the USCL marker one box on the USCL Track, then place the Increase USCL marker *four Seasonal Turns* (i.e., one Year) ahead on the Turn Track. The USCL marker stops advancing once it reaches the USCL 4 Box.

Example: It is Aug–Sept 1942 and the Increase USCL marker comes off the Turn Track. The Pacific USCL marker, which is in the USCL 1 Box on the USCL Track, is placed in the USCL 2 Box, and the Increase USCL marker is placed in the Aug–Sept 1943 Turn Box.

36.44.2 PACIFIC USCL



Place this marker on the USCL Track per the scenario setup.

Effect: The USCL applies a Political DRM and DRMs to Axis and Western Delay rolls, as indicated by the USCL Track.

36.44.3 REDUCED US IMPACT



If the Western *Reduced US Impact* Conditional Event (38.3.7) is in effect, place this marker in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box and the USCL is 1 or more, the Axis faction receives a –1 Delay DRM.

36.44.4 US ENTRY



When European Total War goes into effect, place this marker *three Seasonal Turns* ahead on the Turn Track.

Effect: When removed from the Turn Track:

- End any Policy or Truce that applies to the US.
- If there are US *Far Eastern Forces* units in the Western Conditional Events Box, place those units in the Delay Box.

36.44.5 US VICTORY PROGRAM



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effects: While this marker is in the Strategic Warfare Box:

- The Western faction receives additional US replacements (1.3.2.8).
- There is a +1 Delay DRM for all Western units.
- There is a +1 DRM on the Lend-Lease and Aid Tables.

36.45 V-J DAY



Place the V-J Day marker four Years ahead on the Turn Track from the Turn that Total War goes into effect.

Effect: When this marker is removed from the Turn Track, the game ends. Conduct a Final Victory Point Check (0.3). **Exception:** In *AE*, the game does not end until *both* the V-E and V-J Day markers are removed (0.4). Also see “Unconditional Surrender” below.

Unconditional Surrender: When the V-J Day marker is removed from the Turn Track, the Axis faction *may* return the marker to the Turn Track if all of the following conditions are true:

- The Axis Japanese Mandate or Hakko Ichiu marker is on the VP Track.
- There is at least one Axis Strategic Hex inside Japan *without* an Allied ground unit or Devastation marker in it.
- ▲ *No Axis Strategic Hex inside Japan contains an A-bomb Devastation marker.*
- The V-E Day marker is still on the *TK* Turn Track.

Clarification: If you remove both the V-E Day and V-J Day markers from their respective Turn Tracks during the same turn, you cannot place either one back on the Turn Track. Your *AE* game is now officially over.

Until the V-E Day marker gets picked up though, you can keep replacing the V-J Day marker each turn as long as you meet the conditions above.

If the Axis faction chooses to place the V-J Day marker back on the Turn Track, the marker is placed in the very next Turn Box (i.e., so it will get picked up at the beginning of the next turn). The Axis faction *also* scores 1 *Bonus VP* for extending the *DS* game (0.4).

Clarification: You can record Bonus VPs earned by placing a +1 (or +2, +3, or +4, as appropriate) marker on the VP Track, next to the Japanese Mandate or Hakko Ichiu marker.

Design Note: The Bonus VPs are there to make the Allies stick to their “unconditional surrender” war aims. Because the Allies cannot earn more than 4 VPs on a map, you can keep the Allies from winning if V-J Day occurs before V-E Day and you keep Japan in the war long enough.

36.46 WAR PRODUCTION



When this marker is removed from the Turn Track, place it in the Strategic Warfare Box.

Effect: If this marker is in the Strategic Warfare Box, it provides a -1 Delay DRM to the owning faction.

36.47 WEATHER [MUD, STORMS, SNOW]



These markers are simply reminders. Players may use them as needed to indicate the current weather in Weather Areas on the map.

36.48 ±1, ±2



These markers are simply reminders. Players may use them to record Bonus VPs earned by the Axis faction. They may also be used in the Delay Box to record a faction’s combined Delay DRM.

37. POLITICAL EVENTS

37.1 ALLIES SUPPORT RESISTANCE

If the Axis faction received this event: Roll one die (no DRM). The indicated Allied faction may apply one of the following listed in the next paragraph.

- 1-3: Western.
- 4-6: Soviet.

If an Allied faction received this event: It may do one of the following:

- **Partisan Recruitment:** If Pre-War is not in effect, select a Partisan Base marker and place it in the Allied faction’s Force Pool.
- **Partisan Warfare:** Select one hex on the map containing any of the following units or markers:
 - » An Axis Detachment or Logistics marker, but *not* one alone in an Island hex.
 - » An Axis colonial unit.
 - » An Axis Minor Country unit.
 - » An Axis multi-national unit that has an Axis Minor Country unit in its Holding Box.

The Axis faction must remove a Detachment or Logistics marker, or eliminate *one* colonial, Minor Country, or Kwantung step, from the selected hex. Where a choice exists, a step must be eliminated before removing a marker (4.2.6.2).

Clarification: You may select an Island hex that contains both a Detachment or Logistics marker and an Axis colonial or Minor Country unit. If the Island hex contains only a Detachment or Logistics marker, you cannot select it.

Example: The Western faction selects a hex containing the two-step Axis *AEx* and no other units. The Axis faction must eliminate the Minor Country unit located in the Axis *AEx* Holding Box. This requires the unit to break down, so a one-step Japanese type unit is placed in the hex. The itself is placed in the Delay Box.

37.2 BANZAI!

The Axis faction must do *one* of the following:

- Immediately conduct one attack that includes a *Japanese* unit. Although this attack takes place in the Political Events Segment, follow the Regular Combat Segment rules to resolve it. The Allied unit or marker attacked may belong to a Policy Affected Country; this is considered to be a “voluntary” ending of that Policy (13.6.1.2).
- Take *one* Axis support unit from the Axis Force Pool and place it in the Delay Box (if it is an Air unit) or in the Naval Warfare Delay Box (if it is a Fleet unit). The Axis faction may then select one support unit *of the same type* from an Allied Force Pool and place it in the same Delay Box. The Allied support unit cannot belong to a TAC or PAC. If the Axis faction selects a CV Fleet unit, he may flip it to its CV Strike side (and place it in the Delay Box) only if he does *not* pair it with an Allied CV Fleet; if he chooses to place an Allied CV Fleet unit in Delay then both units must go to the Naval Warfare Delay Box. § If using *SK*, see §10.1 as well.

Example: The Axis faction gets this event and chooses one of its CV Fleets. It may pick an Allied CV Fleet and place both units in the Naval Warfare Delay Box. It cannot select a different Allied support unit, such as a Surface Fleet unit. If it chooses to not pick an Allied CV Fleet, it may flip the CV Fleet unit to its CV Strike side and place the unit in the Delay Box.

37.3 BASES DAMAGED

If card 28a *East Wind Rain* is the Axis

Current Card: place the Western Bases Damaged marker (36.4) in the Strategic Warfare Box.

If card 28b *North Wind Cloudy* is the Axis

Current Card: place the Soviet Bases Damaged marker in the Strategic Warfare Box.

37.4 BORDER INCIDENT

If Russia has a Posture of Neutrality, or Communist China, Nationalist China, and Russia *all* have a Posture of War: Treat this event as No Result.

Otherwise: The Axis faction must do *one* of the following:

- End *one* Policy in the Russian, Communist Chinese, or Nationalist Chinese Posture Boxes.
- Eliminate *one* Japanese Kwantung step anywhere on the map.
- Remove the *Army* Government marker from its Holding Box and place it in the Delay Box.

Clarification: You can select this last option only if the Army is leading the government. It represents the Army “losing face” over a border dispute after the Japanese government successfully prevents the matter from escalating to war.

37.5 BORDER WAR

If the Axis faction received this event:

Activate the Neutral Minor Country as an *Axis* Country. Then the Axis faction must select a Neutral Minor Country that shares a Border with the Axis Country *or* one of its Dependents, and activate that Country as an *Allied* Country per 13.5. If there are no such Neutral Minor Countries available, then no Country is activated as an Allied Country.

If an Allied faction received this event:

Activate the Minor Country as an *Allied* Country. Then the Allied faction must select a Neutral Minor Country that shares a Border with the Allied Country *or* one of its Dependents, and activate that Country as an *Axis* Country. If there are no such Neutral Minor Countries available, no Country is activated as an Axis Country.

37.6 CABINET SHUFFLE

If the Government marker is in its Holding Box, the Axis faction *must* flip the marker over.

Example: If the marker is on its Navy side, flip it to the Army side.

37.7 CEDED LAND

The Major Country receives the indicated Region as a Dependent or addition to its Home Country territory. The faction that received this event must indicate the change of ownership by placing or removing that Region’s marker in the Ceded Lands Box.

That faction may also take *one* Detachment marker from its Force Pool and place it in a Port or City hex in the Ceded Land.

If the Axis faction received this event and the Neutral Minor Country ceding the land...

- contains a Neutrality or Axis Influence marker, remove that marker.
- does not contain a Neutrality or Influence marker and does *not* share a Border with a Soviet country, place a Western Influence marker in the Country.
- does *not* contain a Neutrality or Influence marker but *does* share a Border with a Soviet country, roll one die (no DRM).
 - » **1–3:** place a Western Influence marker in the Country.
 - » **4–6:** place a Soviet Influence marker in it.

If an Allied faction received this event and the Neutral Minor Country ceding the land...

- contains a Neutrality or Allied Influence marker, remove that marker.
- does *not* contain a Neutrality or Influence marker, place an Axis Influence marker in the Country.

Clarification: Obviously, you don’t place any Influence marker anywhere if the Country no longer exists after being ceded.

Example: The Axis Current Card is card 8 *Demand Inner Mongolia*, and Hopeh is neutral. The Axis faction gets a *Ceded Land* result. It places the Japanese Inner Mongolia Dependent marker in the Ceded Lands Box, then it must place an Allied marker in Hopeh. Because Hopeh shares a Border with Kansu (a Soviet Minor Country), the Axis faction must roll the die to determine which Influence marker to place. The roll is a 5, so the Axis puts a Soviet marker in Peiping. If Hopeh was not a Neutral Country, or if it already had a Soviet or Western marker, the Axis faction would not place an Influence marker.

37.8 CHINESE INCIDENT

If an Allied faction received this event: It may do *one* of the following:

- **Chinese Politics:** Change this event to *Minor Country Politics* (37.25); the Area Table selected *must* be the China Area Table.
- **Encourage Resistance:** Change the Allied faction’s Chinese Posture to Resistance, but only if it is Acceptance.
- **Guerrilla Warfare:** Select *one* hex in a Chinese Country or Japanese Dependent containing any of the following units or markers:
 - » An Axis Detachment or Logistics marker, but *not* one alone in an Island hex.
 - » An Axis colonial unit.
 - » An Axis Minor Country unit.
 - » An Axis multi-national unit that has an Axis Minor Country unit in its Holding Box.
 The Axis faction must remove a Detachment or Logistics marker, or eliminate *one* colonial or Minor Country step from the selected hex. Where a choice exists, a step must be eliminated before removing a marker (4.2.6.2).
- **Influence:** Select a Chinese Country and apply *Influence* (37.18) to it.
- **Negotiate:** Increase or reduce an existing Truce marker in the Allied faction’s Chinese Posture Box by one level (13.6.2.3).
- **Truce:** Place a Truce marker of the Allied Faction’s choice in its Chinese Posture Box, but only if the Allied faction’s Chinese Posture is War. If this selection is chosen, the *Axis* faction may *immediately* cancel the Truce by removing the Japanese Government marker from its Holding Box and placing it in the Delay Box.

If the Axis faction received this event: It may do *one* of the following:

- **Chinese Politics:** Change this event to *Minor Country Politics* (37.25); the Area Table selected *must* be the China Area Table.
- **Chinese Strife:** The Axis faction may roll one die (no DRM):
 - » **1–3:** the Western faction must eliminate *one* Nationalist Chinese Minor Country step anywhere on the map or in a holding box (4.2.6.2).
 - » **4–6:** the Soviet faction must eliminate *one* Communist Chinese Minor Country step anywhere on the map or in a holding box (4.2.6.2).

If the step is in a Holding Box, the associated multi-national unit must perform an Emergency Breakdown (2.3.4).

- **Encourage Acceptance:** Change *one* Chinese Posture to Acceptance, but only if it is Resistance.

- **Negotiate:** Increase or reduce an existing Truce marker in *one* Chinese Posture Box by one level (13.6.2.3).
- **Truce:** Place a Truce marker of the Axis faction's choice in *one* Chinese Posture Box with a Posture of War.

37.9 COUNTRY RESISTS

If the Axis faction received this event, and:

- **Pre-War is in effect:** Determine the Neutral Minor Country's alignment (13.5), then determine its Posture (13.6).
 - » **If the Neutral Minor Country's Posture is *Acceptance*:** the Axis faction must roll on the Cabinet Crisis Table.
 - » **If the Neutral Minor Country's Posture is not *Acceptance*:** activate it as an Allied Country and end its Policy (13.6.12). Limited War is now in effect (12.2). Also see "Country Activated" below.
- **Limited War or Total War is in effect:** Activate the Neutral Minor Country as an Allied Country after determining its alignment (13.5). If the Minor Country is found to be a PAC, end that Policy (13.6.1.2). Also see "Country Activated" below.

If the Western faction received this event, and:

- **Britain is a PAC:** The Western faction must eliminate 1× British step or 2× British steps from any hex(es) on the map.

Clarification: The eliminated steps do not have to come from the same unit or hex.

- **Britain is not a PAC:** The Axis faction must activate the selected Neutral Minor Country as an Axis Country. Also see "Country Activated" below.

If the Soviet faction received this event, and:

- **Russia is a PAC:** The Soviet faction must eliminate 1× Russian step or 2× Russian steps from any hex(es) on the map.
- **Russia is not a PAC:** The Axis faction must activate the selected Neutral Minor Country as an Axis Country. Also see "Country Activated" below.

Example: Russia's Posture is Disputes, the Soviet Current Card is card 21 *Demand Mongolia* and a *Country Resists* result occurs. The Soviet faction eliminates two infantry steps.

Country Activated: Set up the Minor Country per 13.7. The phasing faction receives *one* Blitz marker to place in its next Support Segment.

37.10 COUP D'ETAT

If an Allied faction received this event:

Activate the Neutral Minor Country as an *Axis* Country, but do not perform a Mobilization Roll for it (13.7.1).

If the Axis faction received this event:

Activate the Neutral Minor Country as an *Allied* Country (per 13.5), but do not perform a Mobilization Roll for it.

37.11 DECLARE WAR

If an Allied faction received this event: Activate the Neutral Minor Country as an *Axis* Country.

If the Axis faction received this event: Activate the Neutral Minor Country as an *Allied* Country after determining its alignment (13.5). If the Minor Country is a PAC, end that Policy (13.6.1.2).

37.12 DELAY REDUCTION

The faction may select *one* friendly *unit* on the Turn Track and move it one box to the left, so that it arrives sooner. The selected unit cannot be moved to the current Game Turn.

§ If using *SK*, check §10.3 as well.

Clarification: You cannot apply *Delay Reduction* to a marker.

37.13 EUROPEAN COMMITMENT

The way this event is performed differs depending on whether you are playing *DS* or *AE*. *§ If using *SK* in a standalone *DS* game, consult §10.5 as well.

*37.13.1 EUROPEAN COMMITMENT IN DS

If the European War Status of the Allied faction performing this event is *No War*:

That faction may select *one* friendly unit from the European Holding Box and place it in the Delay Box.

If the European War Status of the Allied faction performing this event is *Limited War* or *Total War*: Perform each of these steps in order:

Step 1: Roll one die (no DRM).

If the result is less than or equal to the current *ESV*: *increase* the *ESV* by one.

Clarification: If the *ESV* is 0 or less, it cannot increase as a result of this roll. Think of an increase in the *ESV* as the "interest" you have to pay for borrowing forces from Europe.

Step 2: Roll another die (no DRM).

If the final result is 1–3: the Allied faction performing this event *must* do one of the following:

- Select a Major Country support unit in its Force Pool and place it in the European Holding Box (but see *LOC Damaged* below).
- Increase the *ESV* by one.
- Treat this event as No Result. An Allied faction can select this option only if:
 - » A European Limited War marker is in its European War Box and there is at least *one* friendly support unit in the European Holding Box, or:
 - » A European Total War marker is in its European War Box and there are at least *five* *Allied* support units in the European Holding Box.

Clarification: You can count support units belonging to the other Allied faction during Total War, but not during Limited War.

If the final result is 4–6: the Allied faction performing this event *may* do one of the following:

- Select one friendly unit from the European Holding Box and place it in the Delay Box (but see *LOC Damaged* below).
- Decrease the *ESV* by one.

Design Note: Events overseas may require that you send units to Europe, or allow you to return units from that theater back to the Pacific.

LOC Damaged: Support units belonging to a Country with an *LOC Damaged* marker in the Strategic Warfare Box cannot be selected to fulfill European Commitment events.

©37.13.2 EUROPEAN COMMITMENT IN AE

The Allied faction performing this event may select *one* support unit in its Force Pool and place it in the Delay Box on the *TK* map.

Exceptions:

- A support unit belonging to a Major Country with an *LOC Damaged* marker in the *DS* Strategic Warfare Box cannot be selected.
- § A Scratch Defense Fleet support unit cannot be selected.

© Example: To transfer the British *Force HCV* Fleet to Europe, take it from the *DS* Force Pool and place it in the Delay Box on the *TK* map. You could not do this if the British *LOC Damaged* marker (36.26) was in the *DS* Strategic Warfare Box.

37.14 FAILURE [COMMAND, SUPPLY]

There are two types of Failure Political Events: *Failure (Command)* and *Failure (Supply)*. Each Failure has a marker and set of rules that limit the *faction* affected by them (36.14).

If an Allied faction suffers a Failure: The Axis faction places the appropriate Allied Failure marker in any hex on the map. After placing the marker, the Axis faction may take *one* support unit belonging to the Allied faction suffering the Failure and put it in the Delay Box. This unit can come from the Allied faction's Force Pool, a hex on the map, or the Turn Track.

If the Axis faction suffers a Failure: The Axis faction must select one of the Allied factions. That faction places the appropriate Axis Failure marker in any hex on the map. After placing the marker, that Allied faction may take one Axis support unit and put it in the Delay Box.

37.15 FREE PASSAGE

If the Neutral Minor Country does not contain a Neutrality or enemy Influence marker: Activate it as a friendly Minor Country (13.7), but place a Free Passage marker (36.15) instead of a Mobilizing marker in the country and do not perform a Mobilization Roll.

If the Neutral Minor Country does contain a Neutrality or enemy Influence marker: Remove the Neutrality or enemy Influence marker.

37.16 GEKOKUJO

If Pre-War is in effect: The Axis faction must do *both* of the following:

- If the Japanese Government marker is in its Holding Box, remove it and place it in the Delay Box.
- End *one* Policy by removing the Policy marker(s) from *any* Posture Boxes (13.6.1.2). Limited War is now in effect (12.2).

If Limited War or Total War is in effect: The Axis faction must turn this event into a Failure Political Event (37.14). If the *Army* leads the Japanese Government, the event is a *Command* Failure. If the *Navy* leads the Government, the event is a *Supply* Failure. If *no* faction leads the Government, the *Western* faction selects which Failure to apply. Resolve the new event immediately.

Design Note: *Gekokujo* is the Japanese term for a traditional form of legitimized insubordination intended to redress perceived social injustices. Before World War II, this insubordination included

coups and assassination attempts. In particular, the Japanese Army would start wars on the whims of local commanders. The politicians at home would be left to catch up with events.

37.17 HOME DEFENSE

▲ *The Axis faction may immediately receive one Japanese 0-2-1 HD ☒ unit or one Japanese colonial ☒ unit and place it as a replacement.*

37.18 INFLUENCE

The faction that received this event may do *one* of the following:

- **Active Involvement:** Activate the selected Neutral Minor Country as a friendly Minor Country. To choose this option, there must be a friendly Influence marker in the Country. **Exceptions:** If Pre-War is in effect, a Neutral Minor Country with a Posture of *Acceptance*, *Peace*, or *Quarantine* cannot be activated as an *Allied* Minor Country.

Clarification: The *Acceptance*, *Peace*, or *Quarantine* Postures would not prevent a minor country from activating as an Axis minor country.

- **Diplomatic Shift:** Place a friendly Influence marker in the selected Neutral Minor Country. This option cannot be chosen if there is a Neutrality or enemy Influence marker in the country.
- **Diplomatic Split:** Remove a Neutrality or enemy Influence marker from the selected Neutral Minor Country.
- **Wider Involvement:** Remove a Free Passage or No Occupation marker from the selected Friendly Minor Country.

Example: Limited War is in effect, Mongolia has a Soviet Influence marker in it and the Soviet faction received an *Influence* result. It can activate Mongolia as a Soviet Country. If the Axis or Western faction received the *Influence* event, it could either remove the Soviet marker or treat it as a No Result and do nothing.

37.19 INTERNATIONAL INCIDENT

If Britain has a Posture of Neutrality, or Britain, Nationalist China, and the US all have a Posture of War: Treat this event as No Result.

Otherwise: The Axis faction must do *one* of the following:

- End *one* Policy in the British, US, or Nationalist Chinese Posture Boxes.

Clarification: Remember that ending a Policy means removing *all* markers of that Policy (13.6.1.2). So if Nationalist China and Communist China have the same Policy, ending the Policy in the Nationalist China Posture Box would also end Communist China's Policy.

- Allow the Western faction to perform the *Military Aid* Political Event (37.22).
- Remove the *Navy* Government marker from its Holding Box and place it in the Delay Box.

Clarification: You can select this last option only if the Navy is leading the government. It represents government efforts to prevent events like the Rape of Nanking or the *Panay* and *Ladybird* Incidents from escalating to war.

37.20 JAPAN SUPPORTS NATIONALISTS

Regardless of which faction received this event, the Axis faction may do *one* of the following:

- **Nationalist Recruitment:** Receive and place one Japanese colonial or Axis Minor Country replacement step.
- **Nationalist Warfare:** Select *one* hex on the map containing any of the following units or markers:
 - » An Allied Detachment or Logistics marker, but *not* one alone in an Island hex.
 - » An Allied colonial unit.
 - » An Allied Minor Country unit.
 - » An Allied multi-national unit that has an Allied Minor Country unit in its Holding Box.

The Allied faction must remove a Detachment or Logistics marker, or eliminate *one* colonial or Minor Country step, from the selected hex. Where a choice exists, a step must be eliminated before removing a marker (4.2.6.2).

Clarification: You may select an Island hex that contains both a Detachment or Logistics marker and an Allied colonial or Minor Country unit. If the Island hex contains only a Detachment or Logistics marker, you cannot select it.

® **Reminder:** If you are playing with *DoD*, the Axis has an additional option with this Political Event (®7.4).

37.21 LOC DAMAGED

If card 28a East Wind Rain is the Axis Current Card: the Axis faction may select *one* of the US or British LOC Damaged markers (36.26) and place it in the Strategic Warfare Box.

If card 28b *North Wind Cloudy is the Axis*

Current Card: the Axis faction may select *one* of the following:

- Place the Russian LOC Damaged marker in the Strategic Warfare Box (36.26).
- Select *one* Aid to China marker in an Allied Conditional Events Box or on the Turn Track and place it in the Delay Box.

Design Note: Japanese raiders damage an important line of communication during their surprise attack.

37.22 MILITARY AID

The phasing faction may do *one* of the following:

- Receive *one* Minor Country step unit and place it as a replacement (1.3.4).
- Receive *one* colonial step unit and place it as a replacement.
- Turn this event into a *Delay Reduction* (37.12) Political Event and resolve it immediately.

37.23 MILITARY TAKEOVER

The Axis faction must do *all* of the following:

- Place a Military Takeover marker (36.29) in the Strategic Warfare Box.
- If the Japanese Government marker is in its Holding Box, place it in the Delay Box.
- If the Showa Restoration marker is in the Strategic Warfare Box or on the Turn Track, remove it from the game.
- The Axis faction may place a Blitz marker in its Support Segment of the current turn.

Design Note: The new Japanese government issues orders for an immediate offensive.

37.24 MINOR COUNTRY CREATED

If this result is from an Axis *Political Expansion* or *Puppet Government* card: The Axis faction may select *one* Conquered Minor Country or *one* eligible Dependent or Region (13.8.3) with all of its City hexes and hexes containing Allied Partisan Bases under Axis control. The area selected becomes an active Axis Minor Country. For a Dependent or Region, the City identified as a Provisional Capital within its borders becomes its Capital.

Clarification: Kansu and Kiangsu are not eligible to be created as Axis Minor Countries with this event.

Add the Minor Country's units to the Axis Force Pool, removing them from the Allied Conquered Minor Countries Box or adding its N units to play as necessary.

Intern any Allied Partisan Base markers in the new Country (38.7).

If there is a Japanese Ceded Land marker with the same name as the new Minor Country in the Ceded Lands Box, remove that marker from the game.

Example: The Indochina Japanese Dependent marker is in the Ceded Lands Box to note Indochina has been ceded to Japan. If Indochina is created as a Minor Country, its Japanese Dependent marker would be removed.

If a Japanese colonial unit specifically associated with the new Minor Country (*Bur* or *Ind*) is on the map, Turn Track, or in the Axis Force Pool, remove that unit from the game.

Example: If the Axis creates Burma as a Minor Country, it has to remove the *Bur* colonial unit.

If this result is from a Western *Independence* card: The selected Dependent becomes a Neutral Minor Country. Intern all units in the newly created Country. The City identified as a Provisional Capital within that Dependent becomes its Capital. Place the new Country's Flag marker (on the back of its 0-1-1 *Res* unit) in that hex as a reminder of the Minor Country's existence.

Set aside the rest of its N units for future play.

If a Western colonial unit specifically associated with the newly independent Country (*Ind* or *Phil*) is on the map, Turn Track, or in the Western Force Pool, remove that unit from the game. © This includes all *Ind* units in *TK* if India is created as a Neutral Minor Country in *DS*.

Example: The Western faction plays card 9a *Indian Independence*. India becomes a Neutral Minor Country. Place the India Flag marker (on the back of the 0-1-1 *Res* unit) in New Delhi (a4509). India's N units are readied in case the Minor Country is activated later in the game. All British *Ind* colonial units are removed from play.

37.25 MINOR COUNTRY POLITICS

If Pre-War or Limited War is in effect: The faction that received this event must select an Area Table and roll one die. If the result yields a Minor Country or Dependent, check the following.

- **If the result is a Neutral Minor Country:** Regardless of which faction triggered this event, the Axis faction may treat this as a No Result *or* select the Neutral Minor Country and roll on the Diplomatic Incident Table.

Design Note: Be careful as this option can burst into flames!

- **If the result is an Active Axis Minor Country:** The Axis faction must select one Neutral Minor Country that shares a Border with the Axis Minor Country *or* one of its Dependents, and activate the selected Country as an *Allied* Minor Country.

Design Note: The Axis Minor Country starts a war to fulfill its own aggressive designs.

- **If the result is an Active Soviet Minor Country:** The Soviet faction must select one Neutral Minor Country that shares a Border with the Soviet Country *or* one of its Dependents, and activate the selected Country as an *Axis* Minor Country.
- **▲ If the result is an Active Western Minor Country:** The Western faction must eliminate *one* step from any Western ground unit within that Minor Country.
- **If the result is a Conquered Minor Country or Dependent:** the Axis faction must eliminate *one* step from any Axis ground unit within that Country or Dependent.

Design Note: Partisan uprisings occur within the occupied nation.

If Total War is in effect: The faction that received this event must select an Area Table and roll one die. If the result yields a Minor Country or Dependent, check the following.

- **If the result is an Active Minor Country:** the faction aligned with that Minor Country must eliminate *two* of the Minor Country's steps from any hexes on the map. The eliminated steps do not have to come from the same unit, nor the same hex.

Design Note: The war-weary Minor Country withdraws troops from the field.

- **If the result is a Conquered Minor Country or Dependent:** the Axis faction must eliminate *one* step from any Axis ground unit within that Country or Dependent.
- **If the result is a Neutral Minor Country:** Treat this as No Result.

NEI (incl. Dependents): If this event is rolled on the SE Asia Area Table, then Borneo, Celebes and Dutch New Guinea are considered to be part of the Netherlands East Indies when resolving the ensuing event.

Example: During Total War, the NEI is affected by a *Minor Country Politics* result. The Axis faction could choose to eliminate a step in Dutch New Guinea, as that Dependent is considered part of the NEI for this event.

Reminder: If you roll a Minor Country that doesn't exist anymore, such as Mongolia after it has been ceded to Russia, treat this event as No Result.

Design Note: As you can see, the *Minor Country Politics* event can cause some nasty surprises, so be sure to leave a few units in your rear areas to guard against such uprisings.

37.26 NEUTRALITY

The faction that received this event must do *one* of the following:

- If the selected Neutral Minor Country contains an Influence marker, remove it.
- If the selected Neutral Minor Country does *not* contain an Influence or Neutrality marker, place a Neutrality marker (36.32) in that Minor Country.

37.27 NEUTRALS PRESSURED

The faction that received this event must do *one* of the following:

- **Minor Country Politics:** Turn this event into a *Minor Country Politics* Political Event (37.25). Resolve this new event now.
- **Neutrality Discussions:** Place a friendly Influence marker (36.19) in one Neutral Minor Country, or remove a Neutrality or enemy Influence marker from one Neutral Minor Country.
- **Pressure Britain:** If Britain is a PAC and the Western Aid to China marker is in an Allied Conditional Events Box, place that marker in the Delay Box.

Design Note: This event represents the diplomatic closure of the Burma Road and other routes to China.

- **Pressure Russia:** If Russia is a PAC and the Soviet Aid to China marker is in an Allied Conditional Events Box, place that marker in the Delay Box.
- **Pressure the US:** If the US is a PAC and the Lend-Lease marker is in an Allied Conditional Events Box, place that marker in the Delay Box.

- **Reassess Policy:** If the VP marker reads Axis Tide, select a friendly Posture Box and end that Policy (13.6.1.2). Replace the Policy marker(s) with Reassess Policy Truce marker(s).
- **Exceptions:** The Acceptance, Neutrality, and Quarantine Policies cannot be ended.

Clarification: Soviet Posture Boxes are not friendly to the Western faction, and Western Posture Boxes are not friendly to the Soviet faction.

- **Wider Involvement:** Select *one* friendly Minor Country with a Free Passage marker in its Capital and remove that marker.

37.28 OPERATION Z

Perform the following steps in this order:

Step 1: The Axis faction *may* select *one* Neutral Minor Country and do *one* of the following:

- Apply *Declare War* (37.11)
- ▲ Apply *Neutrals Pressured* (37.27)
- Roll on the Diplomatic Incident Table.

Step 2: The Axis faction may perform a certain number of *Z Actions*. The number of *Z Actions* allowed depends on the current Season:

- During any Autumn, Winter, or Spring turn, the Axis faction may perform up to *six* *Z Actions*.
- During any Summer turn, the Axis faction may perform up to *four* *Z Actions*.

To perform a Z Action, the Axis faction selects *one* of the following:

- **Harbor Attack:** Select *one* enemy Surface Fleet support unit from an Allied Force Pool or the Turn Track and place that unit in the Naval Warfare Delay Box. The Surface Fleet cannot belong to a TAC or a PAC. § If using SK, consult §10.7 as well.
- **SNLF Landing:** Place *one* SNLF BH -0 marker in any All-Sea hex on the map.

Clarification: This placement cannot be contested, nor is it restricted by weather. For example, you may place an SNLF BH -0 marker in the South China Sea or Java Sea Naval Zones during a North Monsoon Mud turn.

Design Note: Be sure to remember the Special SNLF Landing rules (4.1.3.1). They can be a powerful tool!

- **Surprise Troop Movement:** The Axis faction may move *one* single-step ground unit from any hex in Japan or a Japanese Dependent to any other hex in Japan or a Japanese Dependent. The hex being moved to cannot contain an enemy unit or marker.

Clarification: Just pick up and the unit and put it where you want it. Don't worry about movement allowances, supply status, EZOCs, or the lack of Troop Convoy markers and Open Ports.

- **Totsugeki!** Place one Totsugeki marker in a hex anywhere on the map (36.42).

Clarification: Unlike Blitz markers, you never roll on the Cabinet Crisis Table for placing one of these markers in a location contrary to the current Japanese Government.

The Axis faction may select any combination of *Z Actions* that it wishes, with the restriction that a particular *Z Action* cannot be selected more than *three* times per *Operation Z* Political Event.

Clarification: *Widespread Attacks* (37.36) do not count against this limit. In addition, the Axis faction may place a Blitz marker from its option card or use a support unit to place a regular Beachhead marker.

37.29 POLITICAL OPTION

The faction that received this event may do *one* of the following:

- **Attack!** Place *one* Blitz marker in its next Support Segment.
- **Chinese Incident:** Change this result to *Chinese Incident* (37.8). Perform the new event immediately.
- **Declare War:** Select one Neutral Minor Country and activate it. If an Allied faction picks this option, the Neutral Country activates as an *Axis* Country. If the Axis faction picks this option, the Neutral Country activates as an *Allied* Country. See 13.5 to determine which Allied faction is responsible for the Country.

Clarification: This choice may end a Policy (13.6.1.2); it is considered to be a "voluntary" ending of that Policy.

- **Eastern Peace Talks:** Increase or reduce a Truce marker in any *one* Soviet Posture Box by one level (13.6.2.3). Then, place Negotiation markers in *all* Soviet Posture Boxes that do not already have a Truce or Policy marker. **Important:** The Western faction *cannot* select this event.
- **+Intelligence Breakthrough:** Draw *one* FoW card for your side on this map, or force the other side to discard a random, unplayed FoW card. **Important:** This option can only be selected if the Fortunes of War optional rule (+15) is in effect.

- **Military Failure:** Cause another faction to suffer a Failure (37.14). The faction picking this option decides the faction and type of Failure.
- **Neutrals Consider Options:** Select *one* Neutral Minor Country and apply the *Influence* Political Event (37.18) to it.
- **+Separate Peace:** Declare a Separate Peace to be in effect (+14.2). **Important:** This option can only be selected if Total War is in effect and players have agreed to use the Separate Peace optional rule (+14). © In *AE*, Total War must be in effect on *both* maps.
- **War in Asia:** Select a Policy marker in *one* of the Russian, Communist Chinese, or Nationalist Chinese Posture Boxes and end that Policy (13.6.1.2). **Important:** The Western faction *cannot* select this option.
- **War in the Pacific:** Select a Policy marker in *one* of the British or US Posture Boxes and end that Policy (13.6.1.2). **Important:** The Soviet faction *cannot* select this option.
- **Western Peace Talks:** Increase or reduce a Truce marker in any *one* Western Posture Box by one level (13.6.2.3). Then, place Negotiation markers in *all* Western Posture Boxes that do not already have a Truce or Policy marker. **Important:** The Soviet faction *cannot* select this event.
- **Wider Involvement:** Select *one* friendly Minor Country with a Free Passage marker in its Capital and remove that marker.


37.30 POWER SHIFT

If the Japanese Government marker is in its Holding Box, the Axis faction *may* flip the marker over.

Example: If the marker is on its Navy side, the Axis faction may flip it to the Army side.

37.31 PRODUCTION SUCCESS [TYPE]

The first time this event occurs: Place the *Imperial Directive* card's associated *unit* in the Delay Box.

- **Card 51:**  [1G]
- **Card 52:** Scratch Convoy
- **Card 53:** Bomber [8]
- **Card 54:** Sub Fleet [6]
- **Card 55:** Interceptor [7]
- **Card 56:** CV Fleet [8]

§ If using *SK*, consult §10.9 as well.

The second time this event occurs: Place the *Imperial Directive* card's associated *marker* in the Delay Box.

- **Card 51:** Chemical Weapons (36.8)
- **Card 52:** Convoy Strategy (36.10)
- **Card 53:** Fujiyama Bomber Production (36.16)
- **Card 54:** I-boat Strategy (36.18)
- **Card 55:** Jet Fighter Production (36.23)
- **Card 56:** Suicidal Raiders (36.41)

Design Note: First you get the prototypes, then comes mass production.

37.32 PROJECT SUCCESS: A-BOMB

If the US is not a TAC, the Western faction may place *one* Atomic Devastation marker in any Land hex within nine hexes of a US Air Base. The hex cannot be in a Neutral Minor Country. This placement *cannot* be contested.

When placing an Atomic Devastation marker, the Western faction may select *one* enemy ground *unit* (regardless of size), Detachment, or Logistics marker in the placement hex and eliminate it. A unit or marker with a Delay Stripe is placed in the Delay Box; a unit or marker without a Delay Stripe is returned to its Force Pool.

37.33 RAIDERS DISCOVERED

§ If you are playing with *SK*: go immediately to §10.10.

Otherwise: The phasing faction *must* select an Air Force, Bomber, or CV Fleet support unit in its Force Pool and place that unit in the Delay Box.

Clarification: Do not place the support unit in the Naval Warfare Delay Box for this event, even if it is a CV Fleet unit.

37.34 SUCCESSFUL ULTIMATUM [COUNTRY]

The Allied faction that received this event may do *one* of the following:

- **Attack!** Place *one* Blitz marker in its next Support Segment.
- **Declare War:** Select *one* Neutral Minor Country and activate it as an *Axis* Country.
- **End a Policy:** End the Policy (13.6.1.2) in the Posture Box of the Country named on the card. **Exception:** The *Neutrality* Policy *cannot* be ended.

Clarification: Remember—when you end a Policy, you remove *all* of that Policy's markers in any Posture boxes (13.6.1.2). If you get a *Successful Ultimatum: Nationalist China* result, and Nationalist China and Communist China have the same Policy, this event applies to both Posture Boxes.

37.35 SUCCESSFUL IMPROVEMENTS

The faction that rolled this event may do *one* of the following:

- Add that faction's Chinese Air Force unit to the game by placing it in the Delay Box. § If using *SK*, consult §10.11 as well.
- Flip that faction's Minor Country Prod marker to its +2 side and leave it in the Strategic Warfare Box.

37.36 WIDESPREAD ATTACKS

The Axis faction may immediately perform *two* Operation Z Actions (37.28).

Clarification: These Z Actions are "bonus actions" on top of those the Axis faction will receive when it performs the *Operation Z* Political Event in the Political Events Segment. They do not count against the three-action limit in 37.28.

38. CONDITIONAL EVENTS

38.1 AXIS PERMANENT CONDITIONAL EVENTS

Check the following in the order listed, *before* performing any Conditional Event on the Axis Current Card.

38.1.1 ALLIED MINOR COUNTRY CONQUEST

® If you are playing with *DoD*: Skip this event; see ®8 instead.

Otherwise: If Axis ground units, Detachment markers, or Logistics markers occupy all Capital, City, and Partisan Base hexes in an active Allied Minor Country, that Country is **conquered**. It remains an Allied Country aligned with its owning faction, but its status is now a Conquered Minor Country. **Exceptions:** Kansu and Kiangsu are special cases; see below.

A Minor Country can be conquered any number of times.

For the Minor Country that is conquered, immediately do the following:

Step 1: Remove all of the Conquered Minor Country's support units and fortress units (including port-a-fort units) from the game.

Step 2: Remove all of its remaining counters and place them in the Conquered Minor Countries Box of the Allied faction's Force Pool.

Step 3: If the Axis faction has played (at any time) a *Demand* card naming a Region belonging to the Minor Country being conquered, that Region becomes a Japanese Dependent. Mark the change in ownership by placing or removing the appropriate marker in the Ceded Lands Box.

Example: After playing card 8, *Demand Inner Mongolia*, the Axis faction conquers Hopeh, a Soviet Minor Country. The players remove the Hopeh port-a-fort unit from play, then place all remaining Hopeh units in the Soviet Conquered Minor Countries Box and the Hopeh Japanese Dependent Ceded Land marker in the Ceded Lands Box. Hopeh is now a Japanese Dependent.

Kansu and Kiangsu: These two Minor Countries are not subject to this conditional event; they *cannot* be conquered.

Design Note: While these two Minor Countries can't be conquered, if the Axis faction occupies all the City hexes belonging to one of them, that would deny access to supply sources and Reinforcement Locations.




38.1.2 AXIS MINOR COUNTRY OCCUPATION

Ⓢ If you are playing with DoD: Skip this event; see Ⓢ8 instead.

Otherwise: If an Axis Minor Country or any of its Dependents contains a Japanese multi-step ground unit or any ground unit belonging to a different Axis Country, it is **under Occupation**. A country can be under Occupation any number of times throughout the game.

Exceptions:

- One-step Exp units, *regardless* of nationality, do *not* cause Occupation.
- An Axis multi-national unit does *not* cause Occupation if the Minor Country unit in that multi-national unit's Holding Box would be considered in its own Country or Dependent.

Example: The Axis AEx  unit Holding Box contains a Hopeh  unit, so the AEx  does not cause the occupation of Hopeh. It would do so for other Axis Minor Countries.

- An Axis Minor Country that contains a No Occupation marker (36.33) is not subject to Occupation.
- If the Showa Restoration marker (36.39) is in the Strategic Warfare Box, an Axis Minor Country is not under Occupation unless there are *two or more* Japanese multi-step units in the country, or any ground unit belonging to a different Axis Country.

Clarification: The Showa Restoration marker allows an Axis Minor Country to have *one* Japanese multi-step unit in it without causing Occupation. An HQ is usually a good choice.

Effects: If an Axis Minor Country is under Occupation, the Axis faction must do *one* of the following:

- Perform an Emergency Breakdown of all units in that Country causing Occupation (2.3.4). This option can only be selected if the Minor Country would no longer be under Occupation after performing all breakdowns.
- Intern all units in that Country causing Occupation (38.7). This option can only be selected if the units can trace an *overland supply* line (10.2.1) at the moment of internment.
- Remove all units belonging to the Minor Country under Occupation. Place those units with a Delay Stripe in the Delay Box; place all others in the Axis Force Pool.

Design Note: This simulates the political costs of imposing foreign forces on Japan's allies. Note that Occupied Minor Countries remain Axis allies—albeit unhappy ones.

38.1.3 MANCHUKUO GARRISON CHECK

If Russia's Posture is *not* Neutrality: Ignore this event.

If Russia's Posture *is* Neutrality: The Axis faction must check the following Japanese Dependents and make sure each Dependent has a sufficient Border Defense, as defined below:

- Inner Mongolia
- Korea
- Manchukuo
- Mongol Frontier
- Ⓢ Liaoning
- Ⓢ Mongolia
- Ⓢ Primorye

Border Defense Requirements: Within the Japanese Dependent being checked, each *Road* or *Rail* hex that shares a Border with an Active, non-Chinese Soviet Country must contain at least two Japanese ground unit steps.

Clarification: It doesn't matter whether the two ground unit steps are a pair of one-step units or a single two-step unit.




▲ Border Defense Exceptions:

- If there is an Allied ground unit anywhere in the Japanese Dependent being checked, Manchukuo Garrison requirements are lifted for that Japanese Dependent this turn.
- If there is an Allied ground unit anywhere in the Japanese Dependents of Manchukuo or Ⓢ Liaoning, Manchukuo Garrison requirements are lifted for **all** Japanese Dependents this turn.

Example: Inner Mongolia is a Japanese Dependent and Mongolia is a Soviet Minor Country. The Axis faction must keep two steps in Kalgan (a5322), as that hex shares a Border with Mongolia, unless there is an Allied ground unit anywhere in Inner Mongolia or Manchukuo.

Unmet Border Defense Requirements: If these conditions are not met, the *Soviet* faction must immediately redeploy sufficient Japanese non-fortress ground unit steps from anywhere on the map to satisfy the rule. The Soviet faction selects the unit or units and places them in the necessary Border hexes. The Soviet faction may force the Axis faction to break down any units it wishes to fulfill this event. The Soviet faction cannot use this event to redeploy more steps than are necessary, nor can it redeploy Japanese ground units that are necessary to fulfill a Garrison Check elsewhere.

Clarification: If the Axis faction has insufficient Japanese steps to fulfill their Border Defense requirements, there is no additional penalty.

Example: The Axis faction checks its garrison in Korea and discovers it has overlooked hex p5201, a rail hex that shares a Border with Russia. The Soviet faction can select any Japanese non- steps on the map other than those that are necessary for Border Defense elsewhere. It looks to Indochina where the Axis faction has a 3-step . The Soviet faction can force the  unit to break down (going to the Delay Box) and relocate two of its three steps to the border hex in Korea.

38.1.4 BRITISH NEUTRALITY PACT CHECK

If Britain's Posture is Neutrality: Ignore this event.

▲ **If Britain's Posture is not Neutrality:** Take the **British Neutrality Pact** support unit from the *Axis Conditional Events Box* and place it in the *Axis Force Pool*.

38.1.5 INTERNMENT

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 38.7.

38.2 AXIS OPTION CARD CONDITIONAL EVENTS

These events are performed *after* all Axis Permanent Conditional Events are checked.

38.2.1 ARMY PROGRAM

This event can occur only *once* per game. Take the *Army Program* Air Force unit from the *Axis Conditional Events Box* and place it in the *Delay Box*.

38.2.2 ECONOMIC PROGRAM

This event can only occur *once* per game. Take the *Economic Program* Logistics marker from the *Axis Conditional Events Box* and place it in the *Delay Box*.

38.2.3 NAVY PROGRAM

This event can occur only *once* per game. Take the *Navy Program* Surface Fleet unit from the *Axis Conditional Events Box* and place it in the *Delay Box*.

38.2.4 POLITICAL PROGRAM

This event can occur only *once* per game. Take the *Political Program* colonial ☒ units and the *Quit India* marker from the *Axis Conditional Events Box* and place them in the *Delay Box*.

Exception: If a Japanese ground unit occupies a hex in *Ceylon* or *India* at the time this event is triggered, remove the *Quit India* marker from the game.

38.2.5 NEUTRALITY PACT WITH BRITAIN

This event can occur only *once* per game. The *Axis* faction performs the following steps in order.

▲ **Step 1:** If *Britain* is a *TAC*, the *Axis* faction must suffer a **Failure: Supply** Political Event (37.14).

Step 2: Change *Britain's* Posture to *Neutrality*.

Step 3: Select one Japanese support unit from the map, *Turn Track*, or *Axis Force Pool* and place it in the *British Neutrality Pact* section of the *Axis Conditional Events Box*.

Step 4: If the *Western Aid to China* marker is in an *Allied Conditional Events Box* or on the *Turn Track*, remove it from the game.

Step 5: If the *Navy* is leading the *Government*, place the *Government* marker in the *Delay Box*.

38.2.6 NEUTRALITY PACT WITH RUSSIA

This event can occur only *once* per game. The *Axis* faction performs the following steps in order.

▲ **Step 1:** If *Russia* is a *TAC*, the *Axis* faction must suffer a **Failure: Command** Political Event (37.14).

Step 2: Change *Russia's* Posture to *Neutrality*.

Step 3: If the *Soviet Minor Countries'* Posture is *not War*, change it to *Neutrality*.

Step 4: If the *Soviet Aid to China* marker is in an *Allied Conditional Events Box* or on the *Turn Track*, remove it from the game.

Step 5: If the *Army* is leading the *Government*, place the *Government* marker in the *Delay Box*.

38.3 WESTERN PERMANENT CONDITIONAL EVENTS

Check the following in the order listed, *before* performing any *Conditional Event* on the *Western Current Card*.

38.3.1 CONQUERED WESTERN MINOR COUNTRY REACTIVATION

Ⓢ **If you are playing with DoD:** Skip this event; see Ⓢ8 instead.

Otherwise: The *Western* faction may reactivate a *Conquered Western Country* if that *Country's Capital* hex does not contain an enemy unit, *Detachment*, or *Logistics* marker.

The *Western* faction may also reactivate a *Conquered Allied Minor Country* if that *Country* contains a *Western Partisan Base* marker and there is not an enemy unit, *Detachment*, or *Logistics* marker in the same hex. If the *Conquered Allied Minor Country* belongs to the *Soviet* faction, the *Western* faction immediately takes control of the *Minor Country*.

A *Minor Country* can be re-activated any number of times in a game. Also, any number of *Minor Countries* can be re-activated in a single turn.

For the Minor Country that is re-activated, immediately do the following:

Step 1: Place its 0-1-1 *Res* ☒ unit on the *Country's* unoccupied *Capital* or *Partisan Base* marker.

Step 2: Remove all of its remaining units from the *Western* (or *Soviet*) *Conquered Minor Countries Box*. Place those units without a *Delay Stripe* in the *Western Force Pool*. Place units *with* a *Delay Stripe* in the *Delay Box*.

Reactivation Restriction: A *Minor Country* cannot be reactivated as a *Western Minor* if there is a *Policy* marker in its corresponding *Posture Box*.

38.3.2 AXIS OR SOVIET MINOR COUNTRY LIBERATION

Ⓢ **If you are playing with DoD:** Skip this event; see Ⓢ8 instead.

Otherwise: If *Western* ground units occupy all *Capital*, *City*, and *Partisan Base* hexes of an *Axis* or *Soviet* *Minor Country*, that *country* is *liberated*. A *country* can be *liberated* any number of times. **Exception:** *Kansu* is not subject to this conditional event; it *cannot* be *liberated*.

For the country that is liberated, immediately do the following:

Step 1: Remove all of its support units and fortress units (including *port-a-fort* units) from the game.

Step 2: Remove all of its remaining counters. Place those counters with a *Delay Stripe* in the *Delay Box*. Place counters *without* a *Delay Stripe* in the *Western Force Pool*. The *Country* becomes a *Western Minor Country*.

Step 3: If there is an *Axis Free Passage* marker (36.15) in the *Minor Country*, replace it with an *Allied Free Passage* marker.

38.3.3 US FAR EASTERN FORCES

This event can occur only *once* per game.

This event occurs if the *US Posture* is *War*. When that occurs, take the *US Far Eastern Forces* units from the *Western Conditional Events Box* and place them in the *Delay Box*.

38.3.4 BRITISH FAR EASTERN FORCES

This event can occur only *once* per game.

This event occurs if *Britain's* Posture is *War*. When that occurs, take the *British Far Eastern Forces* units from the *Western Conditional Events Box* and place them in the *Delay Box*.

38.3.5 FRENCH RESPONSE

This event can occur only *once* per game.

If Total War is in effect, the US Posture is War, and France is a Neutral Minor Country:

the Western faction *may* activate France as a Western Minor Country. ▲ *If it does so, the Western faction may place a US Detachment in Noumea (p1913) instead of a French Detachment (13.7.2)*

ⓂⓄ **Axis France:** In *DoD* combined game play, the Western faction cannot apply this event if France is an Axis Minor Country on the *TK* map.

*38.3.6 EUROPEAN RESERVES

Each of these events can occur only *once* per game.

If Britain's Posture is War or European Limited War is in effect: Place the Western Limited War Reserves marker (*36.38) in the Delay Box.

If European Total War is in effect: Place the Western Total War Reserves marker (*36.38) in the Delay Box.

38.3.7 REDUCED US IMPACT

If Axis ground units occupy at least *three* of the following hexes, place the Reduced US Impact marker in the Strategic Warfare Box:

- Dutch Harbor (p5720) • Manila (a3824)
- Honolulu (p4226) • Noumea (p1913)
- Port Moresby (p2606) • Tutuila (p2221)

If Axis ground units occupy less than *three* of these hexes *and* the Reduced US Impact marker is in the Strategic Warfare Box, remove it and set it aside for possible future use.

Clarification: These hexes are marked on the map with small white stars to remind you of their importance.

Design Note: Without an LOC to Australia or the Philippines, American influence in the Pacific would have been seriously diminished.

38.3.8 AID TO NATIONALIST CHINA

The Western faction must perform these steps in order:

Step 1: If the Western Aid to China marker is in an Allied Conditional Events box, the Western faction *may* place it in the Delay Box or remove it from the game.

Step 2: If any Aid to China marker is in the Western Conditional Events Box and Nationalist China has a Posture of War, the Western faction may roll on the Aid Table once for *each* Aid to China marker. Any steps received from the Table must be taken as Nationalist Chinese steps and placed per Placing Replacements (1.3.4).

38.3.9 LEND-LEASE TO BRITAIN

The Western faction must perform these steps in order:

Step 1: If the Western Lend-Lease marker is in an Allied Conditional Events box, the Western faction *may* place it in the Delay Box or remove it from the game.

Step 2: If the Western Lend-Lease marker is in the Western Conditional Events Box and Britain has a Posture of War, the Western faction may roll on the Lend-Lease Table. Any steps received from the Table must be taken as British steps and placed per Placing Replacements (1.3.4).

38.3.10 INTERNMENT

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 38.7.

38.4 WESTERN OPTION CARD CONDITIONAL EVENTS

These events are performed *after* all Western Permanent Conditional Events are checked.

38.4.1 COLONIAL LIBERATION

This event can occur only *once* per game, to *one* selected country.

If Australia, France, India, Indochina, NEI, New Zealand, or the Philippines is an Axis or Soviet Minor Country, *and* a supplied US ground unit occupies a City within the selected Minor Country or one of its Dependents, remove all of the selected Minor Country's remaining counters. Place those with a Delay Stripe in the Delay Box. Place those without a Delay Stripe in the *Western* Force Pool. The Minor Country is now a Western Minor Country.

38.4.2 OPERATION AVALANCHE

This event can occur only *once* per game.

The Western faction selects *one* Axis or Soviet Minor Country. If a supplied US ground unit occupies a City within the selected Country, the following steps are performed:

Step 1: Remove all its support units and fortress units (including port-a-fort units) from the game.

Step 2: Remove all of the selected Country's remaining counters. Place those with a Delay Stripe in the Delay Box. Place those *without* a Delay Stripe in its faction's Force Pool. The Minor Country remains aligned to its *current* faction.

Step 3: If the selected Minor Country is an Axis Country, place a No Occupation marker in its Capital (36.33).

38.5 SOVIET PERMANENT CONDITIONAL EVENTS

Check the following in the order listed, *before* performing any Conditional Event on the Soviet Current Card.

38.5.1 CONQUERED SOVIET MINOR COUNTRY REACTIVATION

Ⓜ **If you are playing with DoD:** Skip this event; see Ⓜ8 instead.

Otherwise: The Soviet faction may reactivate a Conquered Soviet Country if that Country's *Capital* hex does not contain an enemy unit, Detachment, or Logistics marker.

The Soviet faction may also reactivate a Conquered *Allied* Minor Country if that Country contains a Soviet Partisan Base marker and there is not an enemy unit, Detachment, or Logistics marker in the same hex. If the Conquered Allied Minor Country belongs to the Western faction, the Soviet faction immediately takes control of the Minor Country.

A country can be re-activated any number of times in a game. Also, any number of countries can be re-activated in a single turn.

For the country that is re-activated, immediately do the following.

Step 1: Place its 0-1-1 *Res*  unit on the Country's unoccupied Capital or Partisan Base marker.

Step 2: Remove all of its remaining units from the Soviet (or Western) Conquered Minor Countries Box. Place those units without a Delay Stripe in the Soviet Force Pool. Place units *with* a Delay Stripe in the Delay Box.

Reactivation Restriction: A Minor Country cannot be reactivated as a Soviet Minor if there is a Policy marker in its corresponding Posture Box.

38.5.2 AXIS OR WESTERN MINOR COUNTRY LIBERATION

Ⓢ If you are playing with DoD: Skip this event; see Ⓢ8 instead.

Otherwise: If Soviet ground units occupy all Capital, City, and Partisan Base hexes in an Axis or Western Minor Country, that country is *liberated*. A country can be liberated any number of times. **Exception:** Kiangsu is not subject to this conditional event; it *cannot* be liberated.

For the country that is liberated, immediately do the following.

Step 1: Remove all of its support units and fortress units (including port-a-fort units) from the game.

Step 2: Remove all of its remaining counters. Place those counters with a Delay Stripe in the Delay Box. Place counters *without* a Delay Stripe in the *Soviet* Force Pool. The Country becomes a Soviet Minor Country.

Step 3: If the Soviet faction has played (at *any* time) a *Demand* card naming a Region belonging to the Minor Country being liberated, that Region is either ceded to Russia or becomes a Russian Dependent, as indicated by the corresponding marker. Mark the change in ownership by placing that marker in the Ceded Lands Box.

Step 4: If there is an Axis Free Passage marker (36.15) in the Minor Country, replace it with an Allied Free Passage marker.

38.5.3 RUSSIAN FAR EASTERN FORCES

This event can occur only *once* per game.

This event occurs if Russia's Posture is War. It can also be triggered by Soviet Option card 1a, *Mongol Purges*. Take the *Far Eastern Forces* units from the Soviet Conditional Events Box and place them in the Delay Box.

*38.5.4 EUROPEAN RESERVES

Each of these events can occur only *once* per game.

If Russia's Posture is War or European Limited War is in effect: Place the Russian Limited War Reserves marker (*36.38) in the Delay Box.

If European Total War is in effect: Place the Russian Total War Reserves marker (*36.38) in the Delay Box.

38.5.5 AID TO COMMUNIST CHINA

The Soviet faction must perform these steps in order:

Step 1: If the Soviet Aid to China marker is in an Allied Conditional Events box, the Soviet faction *may* place it in the Delay Box or remove it from the game.

Step 2: If any Aid to China marker is in the Soviet Conditional Events Box and Communist China has a Posture of War, the Soviet faction may roll on the Aid Table once for each Aid to China marker. Any steps received from the Table must be taken as Communist Chinese steps and placed per Placing Replacements (1.3.4).

38.5.6 LEND-LEASE TO RUSSIA

If the Western Lend-Lease marker is in the Soviet Conditional Events Box and Russia has a Posture of War, the Soviet faction may roll on the Lend-Lease Table. Any steps received from the Table must be taken as Soviet steps and placed per Placing Replacements (1.3.4).

38.5.7 INTERNMENT

Check to see if *any* units belonging to *any* faction are currently in territory that forces their *internment*. See 38.7.

38.6 SOVIET OPTION CARD CONDITIONAL EVENTS

These events are performed *after* all Soviet Permanent Conditional Events are checked.

38.7 INTERNMENT & REPATRIATION

Axis counters: An Axis counter is interned under any of the following conditions:

- It is in a hex in a Neutral Minor Country.
- It is in a hex belonging to a PAC that is *not* a Conquered Minor Country. The Axis faction may choose to *not* intern the unit, and instead end the Policy it is violating. A Policy ending this way during Pre-War immediately starts Limited War (12.2).

Clarification: This is considered to be an "involuntary" ending of the Policy (13.6.1.2).

- It is a Minor Country unit or multi-national unit (13.8.3) in a hex in Japan or a Japanese Dependent. **Exception:** One-step *Exp* units are not interned.

- It is in a hex in an Axis Minor Country subject to Occupation (38.1.2.1) and the Axis faction chooses to intern the unit. The unit to be interned must be able to trace an *overland supply* line (10.2.1).
- It is an Axis Kwantung unit or marker outside a Japanese Dependent, and any of Russia, Communist China, or Nationalist China is a PAC.

Allied counters: An Allied counter is interned under any of the following conditions:

- It is in a hex in a Neutral Minor Country.
- It is a PAC counter located in a hex in a Country it could not enter due to that Policy.
- It is a Partisan Base marker in an active *enemy* Minor Country.

Internment: Interned support units, Detachment, Logistics, and Partisan Base markers are placed in the Delay Box.

Interned ground units are placed on the back of their faction's Pending Card to await Repatriation.

Internment Restrictions:

- An interned ground unit must be a one-step unit. A multi-step unit that is to be interned must first break down (2.3.4) into one-step units. If a multi-step unit cannot finish its breakdown because there are not enough one-steps units available in a Force Pool, the unavailable steps are lost.

Example: A three-step unit breaks down into a one-step unit and a two-step unit. However, the owning faction cannot break down the two-step unit because it has no one-step units left in his Force Pool. The two-step unit is eliminated and placed in the Delay Box (because it has a Delay Stripe).

- Fortress units (*excluding* Port-a-Fort units) *cannot* be interned; they are eliminated instead. Port-a-Fort units are flipped to their infantry sides and placed on the back of their faction's Pending Card.

Repatriation: When a Pending Card is revealed, any ground units on its back are placed per Placing Replacements (1.3.4).

TRAINING SCENARIO

After you've played the three training scenarios in the *TK* rulebook (21–23), it's a good idea to give this scenario a go before playing *DS* or a combined *AE* game. As in all training scenarios, the following special rules apply.

One or Two Players: The training scenarios are all designed as one- or two-player games. You can skip those parts in the Sequence of Play that correspond to unused players.

Limited Map Area: All scenarios are played on a portion of the map. *Only* the areas listed as Axis Countries, Western Countries, Soviet Countries, Neutral Minor Countries, Conquered Minor Countries, or Dependents in the Scenario Setup section are considered to be “in play.” Areas not listed cannot be entered. Any Naval Zone that borders a Country or Dependent in play is also in play.

Pre-Selected Option Cards: Each faction's Option Cards have been pre-selected for these scenarios—you must use those Cards.

Special Victory Conditions: The training scenarios do not use the regular *DS* Victory Conditions. Instead, they have their own special conditions listed in the Special Rules section.

39. TORA! TORA! TORA!

Design Note: This scenario gives you a chance to walk through the first two seasons of Total War, starting with Japan's big attack on the Western allies.

Game Length	4 turns, Nov–Dec 1941 to Apr–May 1942.
War State	Limited War is in effect. Total War is about to commence, however, so don't forget to apply 12.3 when that happens.
Maps Used	Both
Axis Countries	Japan, Hopeh
Western Countries	Great Britain, United States, Kiangsu, Szechwan, Yunnan
Neutral Minor Countries	France, Netherlands East Indies, Siam
British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	New Caledonia, Uvea
Japanese Dependents	Eastern Caroline Islands, Formosa, Indochina, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
US Dependents	Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

Read As You Play:

- **2. Initial Administrative Phase:** go through this section one more time, paying attention now to the rules for naval units, plus 2.2.2 Beachhead Maintenance and 2.2.5 Beachhead Failure.
- **4.1.5 CV Strike Returns:** CV Fleets are V.I.P.s (Very Important Pieces) in this scenario.
- 12.3 Total War Effects.
- **16.1—Axis Permanent Conditional Events:** 38.1.2 and 38.1.3 are the important ones here.
- **16.3—Western Permanent Conditional Events:** entire section except for 38.3.6 and 38.3.9.

39.1 UNITS AND MARKERS SETUP

Turn Track:

- **Nov–Dec 1941:** Turn Marker

US Commitment Level Track:

- **USCL 0:** Pacific USCL

Victory Point Track:

- **1 VP:** Axis Tide

Posture Display:

- **US & Western Minors:** Quarantine
- **Britain:** Lapsed Treaty

39.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Indochina Japanese Dependent
- **Strategic Warfare Box:** Allied Collapse, Axis Minor Country Production +1, France Defeated
- **Paramushiro (p5609):** Detachment
- **Nagasaki (p4801):** 1× 1-1-2 [SNLF]
- **Iwo Jima (p4304):** Detachment
- **Marcus Island (p4308):** Detachment
- **Saipan (p3906):** 1× 1-1-1 [re: 27], Detachment
- **Eniwetok (p3612):** Detachment
- **Ulithi (p3604):** Detachment
- **Kwajalein (p3513):** 1× 1-1-1 [re: 28], Detachment
- **Majuro (p3515):** Detachment
- **Palau (p3402):** 1× 1-1-2 [SNLF], Detachment
- **Truk (p3408):** 1× 0-3-0 [Truk]
- **Ponape (p3411):** Detachment
- **Changkufeng (a5327):** 1× 2-2-1 [20]
- **Taiyuan (a5022):** 1× 2-1-1 [re: 1], 1× 1-1-1 [re: 31]
- **a5023:** 2× 1-1-1 [re: 12, 29]
- **Kaifeng (a4923):** 1× 2-1-1 [re: CEx], 1× 2-2-1 [13]
- **Wuhan (a4722):** 1× 3-3-1 [2]
- **Nanking (a4724):** 1× 1-2-1 colonial [Col]
- **Shanghai (a4725):** Detachment
- **a4423:** 1× 2-2-1 [11]
- **Foochow (a4424):** 1× 2-1-1 [re: 17], Detachment
- **Okinawa (a4427):** Detachment
- **Canton (a4321):** 1× 2-2-1 [23]
- **Taihoku (a4324):** 1× 0-1-0 [Tai]
- **Hanoi (a4219):** 1× 2-2-1 [21], Detachment
- **Tainan (a4224):** 1× 3-3-1 [14]
- **Haikou (a4120):** 1× 2-1-1 [re: IEx]
- **a3717:** 1× 1-1-2 [IG], 1× 2-1-1 [re: Sou]
- **Phnom Penh (a3618):** 1× 3-3-1 [15]
- **Saigon (a3619):** Detachment

On Turn Track:

- **Jan–Feb 1942:** 1× Axis Scratch Convoy

Force Pool:

- 6× 0-1-1 ☒
- 2× 0-1-1 colonial ☒ [Col]
- 7× 1-1-1 ☒ [re: 22, 30, 32, 33, 34, 35, 37]
- 1× 2-1-1 ☒ [re: 25]
- 2× Air Force [1, 2]
- 3× Surface Fleet [1, 4, 5]
- 1× CV Fleet [2]
- 1× Convoy
- 3× Axis Scratch Convoys
- 1× Axis Beachhead

Japanese Government Box: Navy Government

Delay Box: IGHQ Logistics, 1× 0-1-1 colonial ☒ [Ind], Quit India

Option Cards:

- **Nov–Dec 1941:** 28a (*East Wind Rain*)
- **Mar–Apr 1942:** 40 (*Victory Disease*)

39.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Oil Embargo, Western Minor Country Production +1
- **Western US Box:** 1× US 1-1-1 ☒
- **Dutch Harbor (p5720):** 1× US 0-1-0 ☒ [DH]
- **Midway (p4519):** US Detachment
- **Wake Island (p4113):** US Detachment
- **Honolulu (p4226):** 1× US 1-1-1 ☒
- **Guam (p3806):** US Detachment
- **Rabaul (p2808):** Detachment
- **Port Moresby (p2606):** Detachment
- **Espiritu Santo (p2313):** Detachment
- **Tutuila (p2221):** US Detachment
- **Townsville (p2106):** Detachment
- **Brisbane (p1609):** 1× 0-1-0 ☒ [Bris]
- **Auckland (p1516):** 1× 0-1-0 ☒ [Auck]
- **Melbourne (p1106):** 1× 0-1-0 ☒ [Mel]

- **Sian (a4920):** 1× Szechwan 0-1-0 ☒ [Sian]
- **a4921:** 1× Szechwan 1-2-1 ☒ [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 ☒ [3], 1× Kiangsu 0-1-0 ☒ [Cheng], 1× Szechwan 1-1-1 ☒ [Exp]
- **a4821:** 1× Szechwan 1-2-1 ☒ [5]
- **Chungking (a4620):** 1× Szechwan 0-1-0 ☒ [Chung]
- **a4520:** 1× Nationalist China 0-2-1 ☒ [KMT], 1× Yunnan 1-1-1 ☒ [Exp]
- **Changsha (a4521):** 1× Kiangsu 1-2-1 ☒ [9], 1× Kiangsu 0-1-0 ☒ [Def]
- **Kunming (a4418):** 1× Yunnan 0-1-0 ☒ [Kun]
- **Nanning (a4319):** 1× Yunnan 1-2-1 ☒ [6]
- **a4320:** 1× Kiangsu 1-2-1 ☒ [7]
- **Hengyang (a4421):** 1× Kiangsu 1-2-1 ☒ [1]
- **Dacca (a4313):** 1× 1-2-1 colonial ☒ [Ind]
- **a4318:** 1× Yunnan 1-2-1 ☒ [4]
- **Calcutta (a4213):** 1× 0-1-0 ☒ [Cal]
- **Hong Kong (a4222):** 1× 0-1-0 ☒ [HK]
- **Bombay (a4106):** 1× 0-1-0 ☒ [Bom]
- **Rangoon (a4015):** 1× 1-2-1 colonial ☒ [Ind]
- **Manila (a3824):** 1× US 1-1-1 colonial ☒ [Phil], 1× US 0-1-0 ☒ [Man]
- **Trincomalee (a3509):** 1× 0-1-0 ☒ [Cey]
- **Kota Bharu (a3417):** 1× 1-2-1 colonial ☒ [Ind]
- **Davao (a3426):** US Detachment
- **Singapore (a3218):** 1× 0-2-0 ☒ [Sing]
- **Java Sea Naval Zone Convoys Box:** 1× Supply Convoy
- **The Marianas Naval Zone Convoys Box:** 1× US Supply Convoy
- **Philippine Sea Naval Zone Convoys Box:** 1× US Supply Convoy

Force Pool:

- 2× 1-1-1 ☒
- 4× 1-2-1 colonial ☒ [2× Aus, 2× Ind]
- 1× 1-1-2 colonial ☒ [NZ]
- 1× US 1-1-1 ☒

- 2× US 1-1-1 colonial ☒ [Phil]
- 1× US 2-2-2 ☒ [3Mar]
- 3× US 2-1-2 ☒
- 1× Kiangsu 0-1-1 ☒ [Res]
- 3× Kiangsu 0-1-0 ☒ [Can, Nan, Wu]
- 1× Szechwan 0-1-1 ☒ [Res]
- 1× Yunnan 0-1-1 ☒ [Res]
- 1× Surface Fleet [Eastern]
- 1× US CV Fleet [TF11]
- 1× US Surface Fleet [Pacific]
- 1× Western Beachhead

Delay Box: 1× US 2-2-1 ☒ [FE], 1× US Air Force [5], 1× US Convoy, 1× 2-2-1 ☒ [FE], 1× Air Force [FE], 1× Convoy

Conditional Events Box:

- **Aid to Nationalist China:** Western Aid to China

Option Cards:

- **Nov–Dec 1941:** 16 (*Pacific Mobilization*)
- **Mar–Apr 1942:** 34a (*Doolittle Raid*)

39.4 SPECIAL RULES

No Manchukuo Garrison Required: The Manchukuo Garrison Check (38.1.3) Conditional Event does not apply in this scenario.

Victory Conditions: At the end of the game, conduct a Seasonal Victory Check. For the Axis faction to win, it must accomplish both of the following:

- The Axis Tide VP marker must be in the 2 VP box or higher.
- The Axis faction must control at least two of the following locations: Kweilin (a4420), Port Moresby (p2606), Singapore (a3218), and Wake Island (p4113).

The Western faction wins if the Axis faction cannot accomplish both these goals.

TWO-MAP CAMPAIGN GAMES

40. 1937: THE RISING SUN

Design Note: This is the whole shootin' match, from the beginning of Japanese militarism in 1937 to V-J Day. It will take 20+ hours depending on the speed of the players.

Game Length	Variable, Mar–Apr 1937 to V-J Day
War State	Pre-War
Axis Countries	Japan
Western Countries	Great Britain, United States, Kiangsu
Soviet Countries	Russia, Kansu
Neutral Minor Countries	France, Hopeh, Mongolia, Netherlands East Indies, Siam, Sinkiang, Szechwan, Tibet, Yunnan
British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	Indochina, New Caledonia, Uvea
Japanese Dependents	Eastern Caroline Islands, Formosa, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
Russian Dependents	Komandorski, Tannu Tuva
US Dependents	Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

40.1 UNITS AND MARKERS SETUP

Turn Track:

- **Mar–Apr 1937:** Turn Marker
- ***Aug–Sept 1938:** European Limited War

US Commitment Level Track:

- **USCL 0:** Pacific USCL

Victory Point Track:

- **1 VP:** Allied Crusade

Posture Display:

- **US & Western Minors:** Quarantine
- **Britain:** Lapsed Treaty
- **Nationalist China:** Acceptance
- **Communist China:** Resistance
- **Russia:** Border Disputes
- **Soviet Minors:** Uneasy Peace

Influence & Neutrality Markers on Map:

- **Tibet:** Neutrality

*European War Display:

- ***ESV 0:** Current ESV

40.2 AXIS FACTION SETUP

On Map:

- **Strategic Warfare Box:** +Axis Luck
- **Paramushiro (p5609):** Detachment
- **Toyohara (p5505):** Detachment
- **Marcus Island (p4308):** Detachment
- **Saipan (p3906):** Detachment
- **Truk (p3408):** Detachment
- **Mukden (a5226):** Kwantung Logistics
- **Dairen (a5125):** 1× 0-3-0 [Dai]
- **Keijo (a5027):** 1× 0-1-0 [Kor]
- **Shanghai (a4725):** 1× 2-2-1 [11]
- **Okinawa (a4427):** Detachment
- **Taihoku (a4324):** 1× 0-1-0 [Tai]
- **In any hex(es) in Manchukuo or Korea:**
2× 3-3-1 [1, 2], 4× Kwantung 2-1-1 [re: 3, 4, 5, 6], 1× Kwantung 2-1-1 [re: 1A]

Force Pool:

- 2× 0-1-1 [X]
- 3× 1-1-1 [X] [re: 12, 13, 16]
- 1× Kwantung 1-2-1 [X] [re: KDA]
- 1× 0-1-1 colonial [X] [Col]
- 1× Convoy
- 1× Axis Beachhead

Japanese Government Box: See 40.5

Conditional Events Box:

- **Outbreak of War:** 1× Air Force [1], 1× Surface Fleet [1], 1× CV Fleet [2], Axis Minor Country Production +1 marker
- **Army Program:** 1× Air Force [2]
- **Navy Program:** 1× Surf Fleet [4]
- **Economic Program:** IGHQ Logistics
- **Political Program:** 2× 0-1-1 colonial [X] [Ind, Rus], Quit India

40.3 WESTERN FACTION SETUP

On Map:

- **Dutch Harbor (p5720):** 1× US 0-1-0 [DH]
- **Honolulu (p4226):** US Detachment
- **Brisbane (p1609):** 1× 0-1-0 [Bris]
- **Auckland (p1516):** 1× 0-1-0 [Auck]
- **Melbourne (p1106):** 1× 0-1-0 [Mel]
- **Chengchow (a4922):** 1× Kiangsu 0-1-0 [Cheng]
- **Wuhan (a4722):** 1× Kiangsu 0-1-0 [Wu]
- **Nanking (a4724):** 1× Kiangsu 0-1-0 [Nan]
- **Hong Kong (a4222):** 1× 0-1-0 [HK]
- **Canton (a4321):** 1× Kiangsu 0-1-0 [Can]
- **Calcutta (a4213):** 1× 0-1-0 [Cal]
- **Bombay (a4106):** 1× 0-1-0 [Bom]
- **Manila (a3824):** 1× US 0-1-0 [Man]
- **Trincomalee (a3509):** 1× 0-1-0 [Cey]
- **Singapore (a3218):** 1× 0-2-0 [Sing]
- **In any hex(es) in Kiangsu:** 1× Kiangsu 1-2-1 [1], 1× Kiangsu 2-3-1 [3]

Force Pool:

- 4× 1-1-1 [X]
- 2× 1-2-1 colonial [X] [Aus, Ind]
- 5× US 1-1-1 [X]
- 1× Kiangsu 0-1-1 [Res]
- 1× Western Beachhead

Conditional Events Box:

- **Outbreak of War:** 1× Nationalist China 0-2-1 [KMT], Western Minor Country Production +1 marker
- **US Far Eastern Forces:** 1× US 2-2-1 [FE], 1× US Air Force [5], 1× US Convoy
- **British Far Eastern Forces:** 1× 2-2-1 [FE], 1× Air Force [FE], 1× Convoy
- ***European Reserves:** Limited War Reserves marker, 1× CV Fleet [Force H], 1× French Surf Fleet [1], 1× US Surface Fleet [Atlantic], 1× Bomber [BC]

40.4 SOVIET FACTION SETUP

On Map:

- **Vladivostok (p5301):** 1× 0-3-0 [Vlad]
- **In any hex(es) in Russia:** 2× 3-3-1 [1, 2]
- **Yenan (a5021):** 1× Kansu 0-1-0 [Yen]
- **In any hex(es) in Kansu:** 1× Kansu 2-3-1 [8]

Force Pool:

- 4× 0-1-1 [X]
- 1× 1-1-2 [X] [re: Plv]
- 1× 2-2-1 [X] [re: 1FE]
- 1× Kansu 0-1-1 [Res]
- 1× Soviet Beachhead

Conditional Events Box:

- **Outbreak of War:** 1× Communist China 0-2-1 [CCP], Soviet Minor Country Production +1 marker
- **Russian Far Eastern Forces:** 1× 2-2-1 [re: 2FE], 1× Air Force [1FE], 1× Convoy
- ***European Reserves:** Limited War Reserves marker, 1× Interceptor [IA-PVO], 1× Air Force [1By]

40.5 SPECIAL RULES

Japanese Government: Before setup, roll one die (no DRM) to see which branch is leading the government.

- **1-3:** Army
- **4-6:** Navy

Place the Government marker on its appropriate side in its Holding Box.

Design Note: For an historical setup, place the marker with its Army side face up.

Pending Option Cards: After *all* setup is completed, each faction selects one option card and places it face down as its Pending Option Card. All selection restrictions apply to this initial card selection.

41. 1938: THE CORNERED MOUSE

Design Note: A Japanese proverb says “*the cornered mouse will fight the cat all the harder.*” After promising the Emperor it would take months to resolve, the Imperial Japanese Army finds that the China Incident has become a full-scale war. This scenario picks up after the first year of the conflict, at the same time Europe stands on the brink of war over the Munich Crisis.

Game Length	Variable, Aug–Sept 1938 to V-J Day
War State	Limited War
Axis Countries	Japan
Western Countries	Great Britain, United States, Kiangsu, Szechwan, Yunnan
Soviet Countries	Russia, Kansu, Mongolia
Neutral Minor Countries	France, Netherlands East Indies, Siam, Sinkiang, Tibet
Conquered Minor Countries	Hopeh

British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	Indochina, New Caledonia, Uvea
Japanese Dependents	Eastern Caroline Islands, Formosa, Inner Mongolia, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
Russian Dependents	Komandorski, Tannu Tuva
US Dependents	Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

41.1 UNITS AND MARKERS SETUP

Turn Track:

- **Aug–Sept 1938:** Turn Marker

US Commitment Level Track:

- **USCL 0:** Pacific USCL

Victory Point Track:

- **0 VP:** Allied Crusade

Posture Display:

- **US & Western Minors:** Quarantine
- **Britain:** Lapsed Treaty
- **Russia:** Border Disputes
- **Soviet Minors:** Border Disputes

Influence & Neutrality Markers on Map:

- **Sinkiang:** Pro-Soviet
- **Tibet:** Neutrality

Markers & Units Removed From Game:

- 1× Hopeh 1-1-1 [Exp] [Exp]

*European War Display:

- ***ESV 0:** Current ESV

41.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Inner Mongolia Japanese Dependent
- **Strategic Warfare Box:** Axis Minor Country Production +1, +Axis Luck
- **Paramushiro (p5609):** Detachment
- **Toyohara (p5505):** Detachment
- **Iwo Jima (p4304):** Detachment

- **Marcus Island (p4308):** Detachment
- **Saipan (p3906):** Detachment
- **Eniwetok (p3612):** Detachment
- **Palau (p3402):** Detachment
- **Truk (p3408):** Detachment
- **Kalgan (a5322):** 1× 0-1-1 colonial [Col]
- **Kweisui (a5222):** 1× 1-1-1 [re: 16]
- **Peiping (a5223):** 1× 2-1-1 [re: Nor]
- **Mukden (a5226):** Kwantung Logistics
- **Tientsin (a5123):** Detachment
- **Dairen (a5125):** 1× 0-3-0 [Dai]
- **Taiyuan (a5022):** 1× 3-3-1 [1]
- **a5023:** 1× 1-1-1 [re: 13]
- **Keijo (a5027):** 1× 0-1-0 [Kor]
- **Tsingtao (a5025):** Detachment
- **Kaifeng (a4923):** 1× 1-1-1 [re: 12]
- **a4823:** 1× 3-3-1 [2]
- **a4723:** 1× 2-2-1 [11]
- **Nanking (a4724):** 1× 3-2-1 [CEX]
- **Shanghai (a4725):** Detachment
- **Okinawa (a4427):** Detachment
- **Taihoku (a4324):** 2× 1-1-1 [re: 21, 23], 1× 0-1-0 [Tai]
- **In any hex(es) in Manchukuo or Korea:** 4× Kwantung 2-1-1 [re: 3, 4, 5, 6], 1× Kwantung 2-1-1 [re: 1A]

On Turn Track:

- **Sept–Oct 1938:** 1× 0-3-0 [Truk], Japanese Government marker

Force Pool:

- 1× 0-1-1 [Exp]
- 3× 0-1-1 colonial [Col]
- 2× 1-1-1 [re: 20, 22]
- 1× 1-1-2 [SNLF]
- 1× Kwantung 1-2-1 [re: KDA]
- 2× Air Force [1, 2]
- 2× Surface Fleets [1, 4]
- 1× CV Fleet [2]
- 1× Convoy
- 2× Axis Scratch Convoys
- 1× Axis Beachhead

Conditional Events Box:

- **Economic Program:** IGHQ Logistics
- **Political Program:** 2× 0-1-1 colonial [Ind, Rus], Quit India

Option Cards:

- **Removed from Deck:** 2–6, 8, 10, 19, 22, 24, 26, 52–54
- **Pending Card:** 32a (*Operation WU-Go*)
- **Selection Requirements Met:** 3 (*Army Program*), 5 (*Navy Program*), 24 (*First Navy Expansion*). An Axis Rearmament card has not been played for 1938.

41.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1
- **Dutch Harbor (p5720):** 1× US 0-1-0 [DH]
- **Honolulu (p4226):** US Detachment
- **Brisbane (p1609):** 1× 0-1-0 [Bris]
- **Auckland (p1516):** 1× 0-1-0 [Auck]
- **Melbourne (p1106):** 1× 0-1-0 [Mel]
- **Sian (a4920):** 1× Szechwan 0-1-0 [Sian]
- **a4921:** 1× Szechwan 1-2-1 [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 [3], 1× Kiangsu 0-1-0 [Cheng], 1× Kiangsu 0-1-0 [Def]
- **a4822:** 1× Szechwan 1-2-1 [5], 1× Szechwan 1-1-1 [Exp]
- **a4721:** 1× Nationalist China 0-2-1 [KMT]
- **Wuhan (a4722):** 1× Kiangsu 1-2-1 [9], 1× Kiangsu 0-1-0 [Wu]
- **Chungking (a4620):** 1× Szechwan 0-1-0 [Chung]
- **Kweiyang (a4519):** 1× Yunnan 1-2-1 [4]
- **Changsha (a4521):** 1× Kiangsu 1-2-1 [1]
- **Kunming (a4418):** 1× Yunnan 0-1-0 [Kun]
- **Kweilin (a4420):** 1× Yunnan 0-1-1 [re: 6]
- **Canton (a4321):** 1× Kiangsu 0-1-0 [Can]
- **Calcutta (a4213):** 1× 0-1-0 [Cal]
- **Hong Kong (a4222):** 1× 0-1-0 [HK]
- **Bombay (a4106):** 1× 0-1-0 [Bom]
- **Manila (a3824):** 1× US 0-1-0 [Man]
- **Trincomalee (a3509):** 1× 0-1-0 [Cey]
- **Singapore (a3218):** 1× 0-2-0 [Sing]

Force Pool:

- 4× 1-1-1
- 2× 1-2-1 colonial [Aus, Ind]
- 5× US 1-1-1
- 2× Kiangsu 0-1-1 [Res, re: 7]
- 1× Kiangsu 0-1-0 [Nan]
- 1× Szechwan 0-1-1 [Res]
- 1× Yunnan 0-1-1 [Res]
- 1× Yunnan 1-1-1 [Exp]
- 1× Western Beachhead

Conditional Events Box:

- **US Far Eastern Forces:** 1× US 2-2-1 [FE], 1× US Air Force [5], 1× US Convoy
- **British Far Eastern Forces:** 1× 2-2-1 [FE], 1× Air Force [FE], 1× Convoy
- ***European Reserves:** Limited War Reserves marker, 1× CV Fleet [Force H], 1× French Surf Fleet [1], 1× US Surface Fleet [Atlantic], 1× Bomber [BC]
- **Aid to Nationalist China:** Western Aid to China, Soviet Aid to China

Conquered Minor Countries Box:

- **Hopeh:** 3× 0-1-1 [Res; re: 1, 2], 1× 0-1-0 [Kwei]

Option Cards:

- **Removed from Deck:** 1, 10, 18–20
- **Pending Card:** 2 (*League of Nations*)
- **Selection Requirements Met:** 1a (*Kuling Declaration*), 20 (*Relocate Chinese Industries*). A Western Rearmament card has been selected for 1938.

41.4 SOVIET FACTION SETUP

On Map:

- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Vladivostok (p5301):** 1× 0-3-0 [Vlad]
- **In any hex(es) in Russia:** 1× 2-2-1 [re: 1FE], 2× 3-3-1 [1, 2]
- **In Russia or Mongolia, within three hexes of Chita (a5824):** 1× Mongolian 1-1-2 [Exp]
- **a5120:** 1× Kansu 2-3-1 [8]
- **Lanchow (a5019):** 1× Communist China 0-2-1 [CCP]
- **Yenan (a5021):** 1× Kansu 0-1-0 [Yen]

Force Pool:

- 4× 0-1-1
- 1× 1-1-2 [re: Plv]
- 1× Mongolian 0-1-1 [Res]
- 1× Kansu 1-1-1 [Exp]
- 2× Kansu 0-1-1 [Res, re: N4]
- 1× Kansu 1-1-2 [Exp]
- 1× Soviet Beachhead

Conditional Events Box:

- **Russian Far Eastern Forces:** 1× 2-2-1 [re: 2FE], 1× Air Force [1FE], 1× Convoy
- ***European Reserves:** Limited War Reserves marker, 1× Interceptor [IA-PVO], 1× Air Force [1By]

Option Cards:

- **Removed from Deck:** 1a–b, 5, 13–14, 26–27, 37
- **Pending Card:** 2 (*Russian Rearmament*)
- **Selection Requirements Met:** 5 (*New Five-Year Plan*), A Soviet Rearmament card has been selected for 1938.

41.5 SPECIAL RULES

***European War:** After setup is complete, roll one unmodified die to see if European Limited War has occurred:

- **If the result is 1:** Apply Limited War Begins immediately (36.16.2).
- **If the result is 2 or more:** place the European Limited War marker in the Mar–Apr 1939 Turn Box.

+Fortunes of War: If Fortunes of War (+15) is in effect, the Allied side begins with one FoW card.

42. 1939: FATEFUL DECISION

Design Note: As the war with China settles into a stalemate, Japan decides to link her destiny with the European Axis powers of Germany and Italy.

Game Length	Variable, Aug–Sept 1939 to V-J Day
War State	Limited War
Axis Countries	Japan
Western Countries	Great Britain, United States, Kiangsu, Szechwan, Yunnan
Soviet Countries	Soviet Union, Kansu, Mongolia
Neutral Minor Countries	France, Netherlands East Indies, Siam, Sinkiang, Tibet
Conquered Minor Countries	Hopeh
British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	Indochina, New Caledonia, Uvea
Japanese Dependents	Eastern Caroline Islands, Formosa, Inner Mongolia, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
Russian Dependents	Komandorski, Tannu Tuva
US Dependents	Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

42.1 UNITS AND MARKERS SETUP

Turn Track:

- **Aug–Sept 1939:** Turn Marker

US Commitment Level Track:

- **USCL 0:** Pacific USCL

Victory Point Track:

- **0 VP:** Allied Crusade

Posture Display:

- **US & Western Minors:** Quarantine
- **Britain:** Lapsed Treaty
- **Russia:** Border Disputes
- **Soviet Minors:** Border Disputes

Influence & Neutrality Markers on Map:

- **Sinkiang:** Pro-Soviet
- **Tibet:** Neutrality

Markers & Units Removed From Game:

- 1× Hopeh 1-1-1 [Exp]

*European War Display:

- ***ESV 0:** Current ESV

42.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Inner Mongolia
Japanese Dependent
- **Strategic Warfare Box:** Axis Minor
Country Production +1, +Axis Luck
- **Paramushiro (p5609):** Detachment
- **Toyohara (p5505):** Detachment
- **Iwo Jima (p4304):** Detachment
- **Marcus Island (p4308):** Detachment
- **Saipan (p3906):** Detachment
- **Ulithi (p3604):** Detachment
- **Eniwetok (p3612):** Detachment
- **Kwajalein (p3513):** Detachment
- **Majuro (p3515):** Detachment
- **Palau (p3402):** Detachment
- **Truk (p3408):** Detachment
- **Ponape (p3411):** Detachment
- **Kalgan (a5322):** 1× 0-1-1 colonial [Col]
- **Mukden (a5226):** Kwantung Logistics
- **Kweisui (a5222):** 1× 1-1-1 [re: 16]
- **Peiping (a5223):** 1× 2-1-1 [re: Nor]
- **Tientsin (a5123):** Detachment
- **Dairen (a5125):** 1× 0-3-0 [Dai]
- **Taiyuan (a5022):** 1× 3-3-1 [1]
- **a5023:** 1× 2-2-1 [12]
- **Tsingtao (a5025):** Detachment
- **Keijo (a5027):** 1× 0-1-0 [Kor]
- **Kaifeng (a4923):** 1× 2-2-1 [13]
- **Wuhan (a4722):** 1× 3-3-1 [2]
- **Nanking (a4724):** 1× 2-1-1 [re: CEx], 1× 1-2-1 colonial [Col]
- **Shanghai (a4725):** Detachment

- **a4623:** 1× 2-2-1 [11]
- **Okinawa (a4427):** Detachment
- **Canton (a4321):** 1× 2-2-1 [23], 1× 1-1-1 [re: 21]
- **Taihoku (a4324):** 1× 0-1-0 [Tai]
- **Haikou (a4120):** 1× 1-1-1 [re: 22]
- **In any hex in Japan:** 1× 1-1-2 [SNLF]
- **In any hex(es) in Manchukuo or Korea:**
4× Kwantung 2-1-1 [re: 3, 4, 5, 6], 1× Kwantung 2-1-1 [re: 1A]

Force Pool:

- 2× 0-1-1
- 2× 0-1-1 colonial [Col]
- 5× 1-1-1 [re: 20, 27, 28, 29, 30]
- 1× Kwantung 1-2-1 [re: KDA]
- 1× 1-1-2 [SNLF]
- 1× 0-3-0 [Truk]
- 2× Air Force [1, 2]
- 3× Surface Fleets [1, 4, 5]
- 1× CV Fleet [2]
- 1× Convoy
- 4× Axis Scratch Convoys
- 1× Axis Beachhead

Japanese Government Box: Navy Government

Conditional Events Box:

- **Economic Program:** IGHQ Logistics
- **Political Program:** 2× 0-1-1 colonial [Ind, Rus], Quit India

Option Cards:

- **Removed from Deck:** 2–6, 8, 10–11, 19–26, 32a–b, 52–54
- **Pending Card:** 12 (*Diplomatic Overtures*)
- **Selection Requirements Met:** 3 (*Army Program*), 5 (*Navy Program*), 25 (*Second Navy Expansion*). An Axis Rearmament card has *not* been played for 1939.

42.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Western Minor
Country Production +1
- **Dutch Harbor (p5720):** 1× US 0-1-0 [DH]
- **Midway (p4519):** US Detachment
- **Honolulu (p4226):** 1× US 1-1-1
- **Wake Island (p4113):** US Detachment
- **Brisbane (p1609):** 1× 0-1-0 [Bris]
- **Auckland (p1516):** 1× 0-1-0 [Auck]
- **Melbourne (p1106):** 1× 0-1-0 [Mel]
- **Sian (a4920):** 1× Szechwan 0-1-0 [Sian]
- **a4921:** 1× Szechwan 1-2-1 [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 [3], 1× Kiangsu 0-1-0 [Cheng], 1× Szechwan 1-1-1 [Exp]
- **a4821:** 1× Szechwan 1-2-1 [5]

- **Chungking (a4620):** 1× Szechwan 0-1-0 [Chung]
- **a4520:** 1× Nationalist China 0-2-1 [KMT], 1× Yunnan 1-1-1 [Exp]
- **Changsha (a4521):** 1× Kiangsu 1-2-1 [9], 1× Kiangsu 0-1-0 [Def]
- **Kunming (a4418):** 1× Yunnan 0-1-0 [Kun]
- **Kweilin (a4420):** 1× Yunnan 1-2-1 [4]
- **Hengyang (a4421):** 1× Kiangsu 1-2-1 [7]
- **a4422:** 1× Kiangsu 1-2-1 [1]
- **Nanning (a4319):** 1× Yunnan 1-2-1 [6]
- **Hong Kong (a4222):** 1× 0-1-0 [HK]
- **Calcutta (a4213):** 1× 0-1-0 [Cal]
- **Bombay (a4106):** 1× 0-1-0 [Bom]
- **Manila (a3824):** 1× US 0-1-0 [Man]
- **Trincomalee (a3509):** 1× 0-1-0 [Cey]
- **Singapore (a3218):** 1× 0-2-0 [Sing]
- **In any Naval Zone Convoys Box:** 1× US Convoy

Force Pool:

- 4× 1-1-1
- 2× 1-2-1 colonial [Aus, Ind]
- 5× US 1-1-1
- 1× Kiangsu 0-1-1 [Res]
- 3× Kiangsu 0-1-0 [Can, Nan, Wu]
- 1× Szechwan 0-1-1 [Res]
- 1× Yunnan 0-1-1 [Res]
- 1× Western Beachhead

Conditional Events Box:

- **US Far Eastern Forces:** 1× US 2-2-1 [FE], 1× US Air Force [5], 1× US Convoy
- **British Far Eastern Forces:** 1× 2-2-1 [FE], 1× Air Force [FE], 1× Convoy
- ***European Reserves:** Limited War Reserves marker, 1× CV Fleet [Force H], 1× French Surf Fleet [1], 1× US Surface Fleet [Atlantic], 1× Bomber [BC]
- **Aid to Nationalist China:** Western Aid to China, Soviet Aid to China

Conquered Minor Countries Box:

- **Hopeh:** 3× 0-1-1 [Res; re: 1, 2], 1× 0-1-0 [Kwei]

Option Cards:

- **Removed from Deck:** 1-2, 10, 18-20, 31a–b
- **Pending Card:** 3a (*Commonwealth Rearmament*)
- **Selection Requirements Met:** 1a (Kuling Declaration, 2 (*League of Nations*), 20 (*Relocate Chinese Industries*). A Western Rearmament card has been selected for 1939.

42.4 SOVIET FACTION SETUP

On Map:

- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Vladivostok (p5301):** 1× 0-3-0 [Vlad]
- **In Russia, within three hexes of Khabarovsk (p5603) or Blagoveshchensk (a5727):** 1× 2-2-1 [re: 1FE], 3× 3-3-1 [1, 2, 15]
- **In Russia or Mongolia, within three hexes of Chita (a5824):** 1× 3-3-2 [Plv], 1× 3-3-1 [17], 1× Mongolian 1-1-2 [Exp]
- **a5120:** 1× Kansu 2-3-1 [8]
- **Lanchow (a5019):** 1× Communist China 0-2-1 [CCP]
- **Yenan (a5021):** 1× Kansu 1-2-1 [N4], 1× Kansu 0-1-0 [Yen]

Force Pool:

- 4× 0-1-1 [Exp]
- 2× 1-2-2 [Exp]
- 1× Mongolian 0-1-1 [Res]
- 1× Kansu 1-1-1 [Exp]
- 1× Kansu 0-1-1 [Res]
- 1× Kansu 1-1-2 [Exp]
- 1× Soviet Beachhead

Conditional Events Box:

- **Russian Far Eastern Forces:** 1× 2-2-1 [re: 2FE], 1× Air Force [1FE], 1× Convoy
- ***European Reserves:** Limited War Reserves marker, 1× Interceptor [IA-PVO], 1× Air Force [1By]

Option Cards:

- **Removed from Deck:** 1–3, 5, 13–14, 26–27, 37
- **Pending Card:** 28 (*Chinese Insurgency*)
- **Selection Requirements Met:** 3 (*Continuing Rearmament*), 5 (*New Five-Year Plan*). A Soviet Rearmament card has been played for 1939.

42.5 SPECIAL RULES

***European War:** After setup is complete, roll one die (no DRM) to see if European Limited War has occurred:

- **1–5:** Apply Limited War Begins immediately (36.16.2).
- **6:** Place the European Limited War marker in the Mar–Apr 1940 Turn Box.

43. 1940: OPPORTUNITY AWAITS

Design Note: With the world distracted by the European war, Japan bides its time, waiting for opportunities to resolve the ongoing stalemate in China.

Game Length	Variable, Mar–Apr 1940 to V-J Day
War State	Limited War
Axis Countries	Japan
Western Countries	Great Britain, United States, Kiangsu, Szechwan, Yunnan
Soviet Countries	Soviet Union, Kansu, Mongolia
Neutral Minor Countries	France, Netherlands East Indies, Siam, Sinkiang, Tibet
Conquered Minor Countries	Hopeh
British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	Indochina, New Caledonia, Uvea
Japanese Dependents	Eastern Caroline Islands, Formosa, Inner Mongolia, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
Russian Dependents	Komandorski, Tannu Tuva
US Dependents	Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

43.1 UNITS AND MARKERS SETUP

Turn Track:

- **Mar–Apr 1940:** Turn Marker
- ***Aug–Sept 1940:** German Victory/France Defeated
- ***May–June 1941:** European Total War

US Commitment Level Track:

- **USCL 0:** Pacific USCL

Victory Point Track:

- **0 VP:** Allied Crusade

Posture Display:

- **US & Western Minors:** Quarantine
- **Britain:** Lapsed Treaty
- **Russia:** Border Disputes
- **Soviet Minors:** Border Disputes

Influence & Neutrality Markers on Map:

- **Sinkiang:** Pro-Soviet
- **Tibet:** Neutrality

Markers & Units Removed From Game:

- 1× Hopeh 1-1-1 [Exp]

*European War Display:

- ***ESV 0:** Current ESV
- ***Western Box:** European Limited War

43.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Inner Mongolia Japanese Dependent
- **Strategic Warfare Box:** Axis Minor Country Production +1, +Axis Luck
- **Paramushiro (p5609):** Detachment
- **Toyohara (p5505):** Detachment
- **Iwo Jima (p4304):** Detachment
- **Marcus Island (p4308):** Detachment
- **Saipan (p3906):** Detachment
- **Ulithi (p3604):** Detachment
- **Eniwetok (p3612):** Detachment
- **Kwajalein (p3513):** Detachment
- **Majuro (p3515):** Detachment
- **Palau (p3402):** Detachment
- **Truk (p3408):** Detachment
- **Ponape (p3411):** Detachment
- **Kalgan (a5322):** 1× 0-1-1 colonial [Col]
- **Kweisui (a5222):** 1× 1-1-1 [re: 16]
- **Peiping (a5223):** 1× 2-1-1 [re: Nor]
- **Mukden (a5226):** Kwantung Logistics
- **Tientsin (a5123):** Detachment
- **Dairen (a5125):** 1× 0-3-0 [Dai]
- **Taiyuan (a5022):** 1× 3-3-1 [1]
- **a5023:** 1× 2-2-1 [12]
- **Tsingtao (a5025):** Detachment
- **Keijo (a5027):** 1× 0-1-0 [Kor]
- **Kaifeng (a4923):** 1× 2-2-1 [13]
- **Wuhan (a4722):** 1× 3-3-1 [2]
- **Nanking (a4724):** 1× 2-1-1 [re: CE], 1× 1-2-1 colonial [Col]
- **Shanghai (a4725):** Detachment
- **a4623:** 1× 2-2-1 [11]
- **Okinawa (a4427):** Detachment
- **Canton (a4321):** 2× 2-2-1 [21, 23]
- **Taihoku (a4324):** 1× 0-1-0 [Tai]
- **Haikou (a4120):** 1× 1-1-1 [re: 22]
- **In any hex in Japan:** 1× 1-1-2 [SNLF]
- **In any hex(es) in Manchukuo or Korea:** 3× Kwantung 2-1-1 [re: 3, 4, 5], 1× 1-1-1 [re: 20], 1× Kwantung 2-1-1 [re: 1A]

Force Pool:

- 5× 0-1-1 ☒
- 2× 0-1-1 colonial ☒ [Col]
- 10× 1-1-1 ☒ [re: 27, 28, 29, 30, 31, 32, 33, 34, 35, 37]
- 1× Kwantung 2-1-1 ☒ [re: 6]
- 1× Kwantung 1-2-1 ☒ [re: KDA]
- 1× 1-1-2 ☒ [SNLF]
- 1× 0-3-0 ☐ [Truk]
- 2× Air Force [1, 2]
- 3× Surface Fleet [1, 4, 5]
- 1× CV Fleet [2]
- 1× Convoy
- 4× Axis Scratch Convoys
- 1× Axis Beachhead

Japanese Government Box: Navy Government

Conditional Events Box:

- **Economic Program:** IGHQ Logistics
- **Political Program:** 2× 0-1-1 colonial ☒ [Ind, Rus], Quit India

Option Cards:

- **Removed from Deck:** 1–6, 8, 10–12, 19–26, 32a–b, 52–54
- **Pending Card:** 33b (*Puppet Government*)
- **Selection Requirements Met:** 1 (*Food Shortages*), 3 (*Army Program*), 5 (*Navy Program*)

43.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1
- **Dutch Harbor (p5720):** 1× US 0-1-0 ☒ [DH]
- **Midway (p4519):** US Detachment
- **Honolulu (p4226):** 1× US 1-1-1 ☒
- **Wake Island (p4113):** US Detachment
- **Port Moresby (p2606):** Detachment
- **Townsville (p2106):** Detachment
- **Brisbane (p1609):** 1× 0-1-0 ☒ [Bris]
- **Auckland (p1516):** 1× 0-1-0 ☒ [Auck]
- **Melbourne (p1106):** 1× 0-1-0 ☒ [Mel]
- **Sian (a4920):** 1× Szechwan 0-1-0 ☒ [Sian]
- **a4921:** 1× Szechwan 1-2-1 ☒ [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 ☒ [3], 1× Kiangsu 0-1-0 ☒ [Cheng], 1× Szechwan 1-1-1 ☒ [Exp]
- **a4821:** 1× Szechwan 1-2-1 ☒ [5]
- **Chungking (a4620):** 1× Szechwan 0-1-0 ☒ [Chung]
- **a4520:** 1× Nationalist China 0-2-1 ☒ [KMT], 1× Yunnan 1-1-1 ☒ [Exp]
- **Changsha (a4521):** 1× Kiangsu 1-2-1 ☒ [9], 1× Kiangsu 0-1-0 ☒ [Def]
- **Kunming (a4418):** 1× Yunnan 0-1-0 ☒ [Kun]
- **Kweilin (a4420):** 1× Yunnan 1-2-1 ☒ [4]
- **Hengyang (a4421):** 1× Kiangsu 1-2-1 ☒ [7]
- **a4422:** 1× Kiangsu 1-2-1 ☒ [1]

AXIS EMPIRES: DAI SENSO RULES

- **Nanning (a4319):** 1× Yunnan 1-2-1 ☒ [6]
- **Calcutta (a4213):** 1× 0-1-0 ☒ [Cal]
- **Hong Kong (a4222):** 1× 0-1-0 ☒ [HK]
- **Bombay (a4106):** 1× 0-1-0 ☒ [Bom]
- **Rangoon (a4015):** 1× 1-2-1 colonial ☒ [Ind]
- **Manila (a3824):** 1× US 0-1-0 ☒ [Man]
- **Trincomalee (a3509):** 1× 0-1-0 ☒ [Cey]
- **Singapore (a3218):** 1× 0-2-0 ☐ [Sing]
- **In any Naval Zone Convoys Boxes:** 1× Convoy, 1× US Convoy

On Turn Track:

- **May–June 1940:** 1× Surface Fleet [Eastern]

Force Pool:

- 2× 1-1-1 ☒
- 4× 1-2-1 colonial ☒ [2× Aus, 2× Ind]
- 1× 1-1-2 colonial ☒ [NZ]
- 5× US 1-1-1 ☒
- 1× Kiangsu 0-1-1 ☒ [Res]
- 3× Kiangsu 0-1-0 ☒ [Can, Nan, Wu]
- 1× Szechwan 0-1-1 ☒ [Res]
- 1× Yunnan 0-1-1 ☒ [Res]
- 1× Western Beachhead

Conditional Events Box:

- **US Far Eastern Forces:** 1× US 2-2-1 ☒ [FE], 1× US Air Force [5], 1× US Convoy
- **British Far Eastern Forces:** 1× 2-2-1 ☒ [FE], 1× Air Force [FE], 1× Convoy
- ***European Reserves:** Total War Reserves marker, 1× US Surface Fleet [Atlantic], 1× Bomber [BC]
- **Aid to Nationalist China:** Western Aid to China, Soviet Aid to China

Conquered Minor Countries Box:

- **Hopeh:** 3× 0-1-1 ☒ [Res; re: 1, 2], 1× 0-1-0 ☒ [Kwei]

*European War Display:

- ***European Holding Box:** 1× CV Fleet [Force H], 1× French Surf Fleet [1]

Option Cards:

- **Removed from Deck:** 1–3, 5, 10, 18–20, 27, 31a–b
- **Pending Card:** 6 (*Warning to Japan*)
- **Selection Requirements Met:** 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 5 (*Cash & Carry Bill*), 20 (*Relocate Chinese Industries*). A Western Rearmament card has *not* been selected for 1940.

43.4 SOVIET FACTION SETUP

On Map:

- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Vladivostok (p5301):** 1× 0-3-0 ☐ [Vlad]
- **In Russia, within three hexes of Khabarovsk (p5603) or Blagoveshchensk (a5727):** 1× 2-2-1 ☒ [re: 1FE], 3× 3-3-1 ☒ [1, 2, 15]
- **In Russia or Mongolia, within three hexes of Chita (a5824):** 1× 3-3-2 ☒ [Plv], 1× 3-3-1 ☒ [17], 1× Mongolian 1-1-2 ☒ [Exp]
- **a5220:** 1× Kansu 1-1-2 ☒ [Exp]
- **a5120:** 1× Kansu 2-3-1 ☒ [8]
- **Lanchow (a5019):** 1× Communist China 0-2-1 ☒ [CCP], 1× Kansu 1-1-1 ☒ [Exp]
- **Yenan (a5021):** 1× Kansu 1-2-1 ☒ [N4], 1× Kansu 0-1-0 ☒ [Yen]

Force Pool:

- 4× 0-1-1 ☒
- 2× 1-2-2 ☒
- 1× Mongolian 0-1-1 ☒ [Res]
- 1× Kansu 0-1-1 ☒ [Res]
- 1× Soviet Beachhead

Conditional Events Box:

- **Russian Far Eastern Forces:** 1× 2-2-1 ☒ [re: 2FE], 1× Air Force [1FE], 1× Convoy
- ***European Reserves:** Total War Reserves marker, 1× Air Force [1By]

*European War Display:

- ***European Holding Box:** 1× Interceptor [IA-PVO]

Option Cards:

- **Removed from Deck:** 1–3, 5, 13–14, 26–27, 37
- **Pending Card:** 4 (*Russian Mobilization*)
- **Selection Requirements Met:** 3 (*Continuing Rearmament*), 5 (*New Five-Year Plan*).

44. 1941A: WHEN TIGERS FIGHT

Design Note: Germany's invasion of Russia convinces Japan's leadership that the time is right to strike. But will the country "strike north," following the Army's plan for war with Russia, or "strike south" against the Western powers?

Game Length	Variable, May–June 1941 to V-J Day
War State	Limited War
Axis Countries	Japan, Hopeh
Western Countries	Great Britain, United States, Kiangsu, Szechwan, Yunnan
Soviet Countries	Russia, Kansu, Mongolia
Neutral Minor Countries	France, Netherlands East Indies, Siam, Sinkiang, Tibet
British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	New Caledonia, Uvea
Japanese Dependents	Eastern Caroline Islands, Formosa, Indochina, Inner Mongolia, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
Russian Dependents	Komandorski, Tannu Tuva
US Dependents	Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

44.1 UNITS AND MARKERS SETUP

Turn Track:

- **May–June 1941:** Turn Marker
- **Mar–Apr 1942:** US Entry
- ***May–June 1945:** V-E Day

US Commitment Level Track:

- **USCL 0:** Pacific USCL

Victory Point Track:

- **1 VP:** Axis Tide

Posture Display:

- **US & Western Minors:** Quarantine
- **Britain, Russia & Soviet Minors:** see 44.5

Influence & Neutrality Markers on Map:

- **Sinkiang:** Pro-Soviet
- **Tibet:** Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- 1× Hopeh 1-1-1 [Exp]

*European War Display:

- ***ESV –1:** Current ESV
- ***Germany vs. West:** European Total War
- ***Germany vs. Russia:** European Total War

44.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- **Strategic Warfare Box:** Allied Collapse, Axis Minor Country Production +1, France Defeated, +Axis Luck
- **Paramushiro (p5609):** Detachment
- **Toyohara (p5505):** Detachment
- **Iwo Jima (p4304):** Detachment
- **Marcus Island (p4308):** Detachment
- **Saipan (p3906):** 1× 1-1-1 [re: 27], Detachment
- **Ulithi (p3604):** Detachment
- **Eniwetok (p3612):** Detachment
- **Kwajalein (p3513):** 1× 1-1-1 [re: 28], Detachment
- **Majuro (p3515):** Detachment
- **Palau (p3402):** Detachment
- **Truk (p3408):** 1× 0-3-0 [Truk]
- **Ponape (p3411):** Detachment
- **Kalgan (a5322):** 1× 2-1-1 [re: Nor]
- **Kweisui (a5222):** 1× 0-1-1 colonial [Col]
- **Mukden (a5226):** Kwantung Logistics
- **a5121:** 1× 1-1-1 [re: 16], 1× Hopeh 1-2-1 [1]
- **Dairen (a5125):** 1× 0-3-0 [Dai]
- **Keijo (a5027):** 1× 0-1-0 [Kor]
- **Taiyuan (a5022):** 1× 2-1-1 [re: 1], 1× 1-1-1 [re: 31]
- **a5023:** 2× 1-1-1 [re: 12, 29]
- **Kaifeng (a4923):** 1× 2-1-1 [re: CEx], 1× 2-2-1 [13]
- **Nanking (a4724):** 1× 1-2-1 colonial [Col]
- **Wuhan (a4722):** 1× 3-3-1 [2]
- **Shanghai (a4725):** Detachment
- **a4623:** 1× 2-2-1 [11]
- **Foochow (a4424):** 1× 1-1-1 [re: 30]
- **Okinawa (a4427):** Detachment
- **Canton (a4321):** 1× 2-2-1 [23]
- **Taihoku (a4324):** 1× 0-1-0 [Tai]
- **Hanoi (a4219):** 1× 2-2-1 [21], Detachment
- **Haikou (a4120):** 1× 2-1-1 [re: IEx]
- **Saigon (a3619):** Detachment

- **In any hex in Japan:** 1× 1-1-2 [SNLF], 1× 1-1-2 [IG]
- **In any hex(es) in Manchukuo or Korea:** 4× Kwantung 3-3-1 [3, 4, 5, 6], 1× 2-2-1 [20]

Force Pool:

- 6× 0-1-1
- 2× 0-1-1 colonial [Col]
- 6× 1-1-1 [re: 22, 32, 33, 34, 35, 37]
- 1× Kwantung 1-2-1 [re: KDA]
- 1× 1-1-2 [SNLF]
- 1× Kwantung 2-1-1 [re: 1A]
- 2× Hopeh 0-1-1 [Res, re: 2]
- 1× Hopeh 0-1-0 [Kwei]
- 2× Air Force [1, 2]
- 3× Surface Fleet [1, 4, 5]
- 1× CV Fleet [2]
- 1× Convoy
- 4× Axis Scratch Convoys
- 1× Axis Beachhead

Conditional Events Box:

- **Economic Program:** IGHQ Logistics
- **Political Program:** 2× 0-1-1 colonial [Ind, Rus], Quit India

Option Cards:

- **Removed from Deck:** 1–6, 8, 10–13, 19–27, 30–33, 52–54
- **Pending Card:** 14 (*Diplomatic Overtures*)
- **Selection Requirements Met:** 3 (*Army Program*), 5 (*Navy Program*), 27 (*Tripartite Pact*)

44.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1
- **Western US Box:** 1× US 1-1-1
- **Dutch Harbor (p5720):** 1× US 0-1-0 [DH]
- **Midway (p4519):** US Detachment
- **Honolulu (p4226):** 1× US 1-1-1
- **Wake Island (p4113):** US Detachment
- **Guam (p3806):** US Detachment
- **Rabaul (p2808):** Detachment
- **Port Moresby (p2606):** Detachment
- **Espiritu Santo (p2313):** Detachment
- **Tutuila (p2221):** US Detachment
- **Townsville (p2106):** Detachment
- **Brisbane (p1609):** 1× 0-1-0 [Bris]
- **Auckland (p1516):** 1× 0-1-0 [Auck]
- **Melbourne (p1106):** 1× 0-1-0 [Mel]
- **Sian (a4920):** 1× Szechwan 0-1-0 [Sian]
- **a4921:** 1× Szechwan 1-2-1 [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 [3], 1× Kiangsu 0-1-0 [Cheng], 1× Szechwan 1-1-1 [Exp]
- **a4821:** 1× Szechwan 1-2-1 [5]

- **Chungking (a4620):** 1× Szechwan 0-1-0 [Chung]
- **a4520:** 1× Nationalist China 0-2-1 [KMT], 1× Yunnan 1-1-1 [Exp]
- **Changsha (a4521):** 1× Kiangsu 1-2-1 [9], 1× Kiangsu 0-1-0 [Def]
- **Kunming (a4418):** 1× Yunnan 0-1-0 [Kun]
- **Hengyang (a4421):** 1× Kiangsu 1-2-1 [1]
- **Dacca (a4313):** 1× 1-2-1 colonial [Ind]
- **a4318:** 1× Yunnan 1-2-1 [4]
- **Nanning (a4319):** 1× Yunnan 1-2-1 [6]
- **a4320:** 1× Kiangsu 1-2-1 [7]
- **Calcutta (a4213):** 1× 0-1-0 [Cal]
- **Hong Kong (a4222):** 1× 0-1-0 [HK]
- **Bombay (a4106):** 1× 0-1-0 [Bom]
- **Rangoon (a4015):** 1× 1-2-1 colonial [Ind]
- **Manila (a3824):** 1× US 0-1-0 [Man]
- **Trincomalee (a3509):** 1× 0-1-0 [Cey]
- **Davao (a3426):** US Detachment
- **Singapore (a3218):** 1× 0-2-0 [Sing]
- **In any Naval Zone Convoys Boxes:** 1× Convoy, 2× US Convoys

Force Pool:

- 2× 1-1-1
- 3× 1-2-1 colonial [2× Aus, Ind]
- 1× 1-1-2 colonial [NZ]
- 1× US 1-1-1
- 3× US 1-1-1 colonial [Phil]
- 3× US 2-1-2
- 1× Kiangsu 0-1-1 [Res]
- 3× Kiangsu 0-1-0 [Can, Nan, Wu]
- 1× Szechwan 0-1-1 [Res]
- 1× Yunnan 0-1-1 [Res]
- 1× Surface Fleet [Eastern]
- 1× US CV Fleet [TF11]
- 1× US Surface Fleet [Pacific]
- 1× Western Beachhead

Conditional Events Box:

- **US Far Eastern Forces:** 1× US 2-2-1 [FE], 1× US Air Force [5], 1× US Convoy
- **British Far Eastern Forces:** 1× 2-2-1 [FE], 1× Air Force [FE], 1× Convoy
- ***European Reserves:** Total War Reserves marker, 1× US Surface Fleet [Atlantic], 1× Bomber [BC]

*European War Display:

- ***European Holding Box:** 1× CV Fleet [Force H]

Option Cards:

- **Removed from Deck:** 1–8, 10, 18–20, 23a–b, 27, 30–31
- **Pending Card:** 17 (*Oil Embargo*)
- **Selection Requirements Met:** 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 20 (*Relocate Chinese Industries*).

44.4 SOVIET FACTION SETUP

On Map:

- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Vladivostok (p5301):** 1× 0-3-0 [Vlad]
- **In Russia, within three hexes of Khabarovsk (p5603) or Blagoveshchensk (a5727):** 1× 2-2-1 [re: 1FE], 3× 3-3-1 [1, 2, 15]
- **In Russia or Mongolia, within three hexes of Chita (a5824):** 1× 3-3-2 [Plv], 1× 3-3-1 [17], 1× 1-2-2, 1× Mongolian 1-1-2 [Exp]
- **a5220:** 1× Kansu 1-1-2 [Exp]
- **a5120:** 1× Kansu 2-3-1 [8]
- **Lanchow (a5019):** 1× Communist China 0-2-1 [CCP], 1× Kansu 1-1-1 [Exp]
- **Yenan (a5021):** 1× Kansu 1-2-1 [N4], 1× Kansu 0-1-0 [Yen]

Force Pool:

- 4× 0-1-1
- 2× 1-1-1 [re: 24, 25]
- 1× 1-2-2
- 1× Mongolian 0-1-1 [Res]
- 1× Kansu 0-1-1 [Res]
- 1× Soviet Beachhead

Conditional Events Box:

- **Russian Far Eastern Forces:** 1× 2-2-1 [re: 2FE], 1× Air Force [1FE], 1× Convoy
- ***European Reserves:** Total War Reserves marker, 1× Air Force [1By]

*European War Display:

- ***European Holding Box:** 1× Interceptor [IA-PVO]

Option Cards:

- **Removed from Deck:** 1–5, 13–14, 26–27, 37
- **Pending Card:** 28 (*Chinese Insurgency*)
- **Selection Requirements Met:** 5 (*New Five-Year Plan*)

44.5 SPECIAL RULES

Strike North or Strike South: After setup is complete, the Axis faction must choose the “Strike North” or “Strike South” option and follow these additional setup instructions.

If Strike North is chosen:

- Place a Neutrality Policy marker in the Britain Posture Box.
- Place Border Disputes Policy markers in the Russia and Soviet Minors Posture Boxes.
- Place the Soviet Aid to China marker in the Western Conditional Events Box.

- The Axis faction must select one Japanese support unit and place it in the British Neutrality Pact section of the Axis Conditional Events Box.
- Place the Japanese Government marker with the Army side face up in the Government Marker Holding Box.

If Strike South is chosen:

- Place Neutrality Policy markers in the Russia and Soviet Minors Posture Boxes.
- Place the Lapsed Treaty Policy marker in the Britain Posture Box.
- Place the Western Aid to China marker in the Western Conditional Events Box.
- Place the Japanese Government marker with the Navy side face up in the Government Marker Holding Box.

Design Note: For an historical setup, choose the “Strike South” option.

45. 1941B: THE WAR IN THE PACIFIC

Design Note: With the world’s attention focused on events in Europe, Japan decides the time is right to seize a fleeting opportunity. The Japanese leadership gambles that a surprise attack on the main U.S. fleet at Pearl Harbor will bring the Americans to the negotiating table, where they can be forced to end their oil embargo and support for China.

Game Length	36 turns, Nov–Dec 1941 to V-J Day
War State	Limited War is in effect. Total War is about to commence, however, so don’t forget to apply 12.3 when that happens.
Axis Countries	Japan, Hopesh
Western Countries	Great Britain, United States, Kiangsu, Szechwan, Yunnan
Soviet Countries	Russia, Kansu, Mongolia
Neutral Minor Countries	France, Netherlands East Indies, Siam, Sinkiang, Tibet
British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	New Caledonia, Uvea

Japanese Dependents	Eastern Caroline Islands, Formosa, Indochina, Inner Mongolia, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
Russian Dependents	Komandorski, Tannu Tuva
US Dependents	Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

45.1 UNITS AND MARKERS SETUP

Turn Track:

- **Nov–Dec 1941:** Turn Marker
- **Mar–Apr 1942:** US Entry
- ***May–June 1945:** V-E Day

US Commitment Level Track:

- **USCL 0:** Pacific USCL

Victory Point Track:

- **1 VP:** Axis Tide

Posture Display:

- **US & Western Minors:** Quarantine
- **Britain:** Lapsed Treaty
- **Russia:** Neutrality Pact
- **Soviet Minors:** Neutrality Pact

Influence & Neutrality Markers on Map:

- **Sinkiang:** Pro-Soviet
- **Tibet:** Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- *Allied Limited War/Total War Reserves markers
- Soviet Aid to China
- 1× Hopeh 1-1-1 [Exp]

*European War Display:

- ***ESV –1:** Current ESV
- ***Germany vs. West:** European Total War
- ***Germany vs. Russia:** European Total War

45.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- **Strategic Warfare Box:** Allied Collapse, Axis Minor Country Production +1, France Defeated, +Axis Luck
- **Paramushiro (p5609):** Detachment
- **Iwo Jima (p4304):** Detachment
- **Marcus Island (p4308):** Detachment

- **Saipan (p3906):** 1× 1-1-1 [re: 27], Detachment
- **Ulithi (p3604):** Detachment
- **Eniwetok (p3612):** Detachment
- **Kwajalein (p3513):** 1× 1-1-1 [re: 28], Detachment
- **Majuro (p3515):** Detachment
- **Palau (p3402):** 1× 1-1-2 [SNLF], Detachment
- **Truk (p3408):** 1× 0-3-0 [Truk]
- **Ponape (p3411):** Detachment
- **Kalgan (a5322):** 1× 2-1-1 [re: Nor]
- **Kweisui (a5222):** 1× 0-1-1 colonial [Col]
- **Peiping (a5223):** 1× Hopeh 1-2-1 [2]
- **Mukden (a5226):** Kwantung Logistics
- **a5121:** 1× 1-1-1 [re: 16], 1× Hopeh 1-2-1 [1]
- **Dairen (a5125):** 1× 0-3-0 [Dai]
- **Taiyuan (a5022):** 1× 2-1-1 [re: 1], 1× 1-1-1 [re: 31]
- **a5023:** 2× 1-1-1 [re: 12, 29]
- **Keijo (a5027):** 1× 0-1-0 [Kor]
- **Kaifeng (a4923):** 1× 2-1-1 [re: CEx], 1× 2-2-1 [13]
- **Wuhan (a4722):** 1× 3-3-1 [2]
- **Nanking (a4724):** 1× 1-2-1 colonial [Col]
- **Shanghai (a4725):** Detachment
- **a4423:** 1× 2-2-1 [11]
- **Foochow (a4424):** 1× 2-1-1 [re: 17], Detachment
- **Okinawa (a4427):** Detachment
- **Canton (a4321):** 1× 2-2-1 [23]
- **Taihoku (a4324):** 1× 0-1-0 [Tai]
- **Hanoi (a4219):** 1× 2-2-1 [21], Detachment
- **Tainan (a4224):** 1× 3-3-1 [14]
- **Haikou (a4120):** 1× 2-1-1 [re: IEx]
- **In Indochina, within 2× hexes of Saigon (a3619):** 1× 3-3-1 [15], 1× 1-1-2 [IG], 1× 2-1-1 [re: Sou], Detachment
- **In any hex in Japan:** 1× 1-1-2 [SNLF]
- **In any hex(es) in Manchukuo or Korea:** 4× Kwantung 3-3-1 [3, 4, 5, 6], 1× 2-2-1 [20]

On Turn Track:

- **Jan–Feb 1942:** 1× Axis Scratch Convoy

Force Pool:

- 6× 0-1-1 [Col]
- 2× 0-1-1 colonial [Col]
- 7× 1-1-1 [re: 22, 30, 32, 33, 34, 35, 37]
- 1× 2-1-1 [re: 25]
- 1× Kwantung 1-2-1 [re: KDA]
- 1× Kwantung 2-1-1 [re: 1A]
- 1× Hopeh 0-1-1 [Res]
- 1× Hopeh 0-1-0 [Kwei]
- 2× Air Force [1, 2]
- 3× Surface Fleet [1, 4, 5]
- 1× CV Fleet [2]

- 1× Convoy
- 3× Axis Scratch Convoys
- 1× Axis Beachhead

Japanese Government Box: Navy Government

Conditional Events Box:

- **Economic Program:** IGHQ Logistics
- **Political Program:** 2× 0-1-1 colonial [Ind, Rus], Quit India

Option Cards:

- **Removed from Deck:** 1–6, 8, 10–14, 19–27, 29–33, 52–54
- **Pending Card:** 28a (*East Wind Rain*)
- **Selection Requirements Met:** 3 (*Army Program*), 5 (*Navy Program*), 27 (*Tripartite Pact*)

45.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Oil Embargo, Western Minor Country Production +1
- **Western US Box:** 1× US 1-1-1 [Col]
- **Dutch Harbor (p5720):** 1× US 0-1-0 [DH]
- **Midway (p4519):** US Detachment
- **Wake Island (p4113):** US Detachment
- **Honolulu (p4226):** 1× US 1-1-1 [Col]
- **Guam (p3806):** US Detachment
- **Rabaul (p2808):** Detachment
- **Port Moresby (p2606):** Detachment
- **Espiritu Santo (p2313):** Detachment
- **Tutuila (p2221):** US Detachment
- **Townsville (p2106):** Detachment
- **Brisbane (p1609):** 1× 0-1-0 [Bris]
- **Auckland (p1516):** 1× 0-1-0 [Auck]
- **Melbourne (p1106):** 1× 0-1-0 [Mel]
- **Sian (a4920):** 1× Szechwan 0-1-0 [Sian]
- **a4921:** 1× Szechwan 1-2-1 [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 [3], 1× Kiangsu 0-1-0 [Cheng], 1× Szechwan 1-1-1 [Exp]
- **a4821:** 1× Szechwan 1-2-1 [5]
- **Chungking (a4620):** 1× Szechwan 0-1-0 [Chung]
- **a4520:** 1× Nationalist China 0-2-1 [KMT], 1× Yunnan 1-1-1 [Exp]
- **Changsha (a4521):** 1× Kiangsu 1-2-1 [9], 1× Kiangsu 0-1-0 [Def]
- **Kunming (a4418):** 1× Yunnan 0-1-0 [Kun]
- **Nanning (a4319):** 1× Yunnan 1-2-1 [6]
- **Hengyang (a4421):** 1× Kiangsu 1-2-1 [1]
- **a4320:** 1× Kiangsu 1-2-1 [7]
- **Dacca (a4313):** 1× 1-2-1 colonial [Ind]
- **a4318:** 1× Yunnan 1-2-1 [4]
- **Calcutta (a4213):** 1× 0-1-0 [Cal]
- **Hong Kong (a4222):** 1× 0-1-0 [HK]
- **Bombay (a4106):** 1× 0-1-0 [Bom]
- **Rangoon (a4015):** 1× 1-2-1 colonial [Ind]

- **Manila (a3824):** 1× US 1-1-1 colonial [Phil], 1× US 0-1-0 [Man]
- **Trincomalee (a3509):** 1× 0-1-0 [Cey]
- **Kota Bharu (a3417):** 1× 1-2-1 colonial [Ind]
- **Davao (a3426):** US Detachment
- **Singapore (a3218):** 1× 0-2-0 [Sing]
- **In any Naval Zone Convoys Boxes:** 1× Convoy, 2× US Convoys

Force Pool:

- 2× 1-1-1
- 4× 1-2-1 colonial [2× Aus, 2× Ind]
- 1× 1-1-2 colonial [NZ]
- 1× US 1-1-1
- 2× US 1-1-1 colonial [Phil]
- 1× US 2-2-2 [3Mar]
- 3× US 2-1-2
- 1× Kiangsu 0-1-1 [Res]
- 3× Kiangsu 0-1-0 [Can, Nan, Wu]
- 1× Szechwan 0-1-1 [Res]
- 1× Yunnan 0-1-1 [Res]
- 1× Surface Fleet [Eastern]
- 1× US CV Fleet [TF11]
- 1× US Surface Fleet [Pacific]
- 1× Western Beachhead

Conditional Events Box:

- **US Far Eastern Forces:** 1× US 2-2-1 [FE], 1× US Air Force [5], 1× US Convoy
- **British Far Eastern Forces:** 1× 2-2-1 [FE], 1× Air Force [FE], 1× Convoy
- **Aid to Nationalist China:** Western Aid to China

*European War Display:

- ***European Holding Box:** 1× CV Fleet [Force H], 1× US Surface Fleet [Atlantic], 1× Bomber [BC]

Option Cards:

- **Removed from Deck:** 1–8, 10, 15, 17–20, 23a–b, 27, 30–31
- **Pending Card:** 16 (*Pacific Mobilization*)
- **Selection Requirements Met:** 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 15 (*Riviera Conference*), 20 (*Relocate Chinese Industries*).

45.4 SOVIET FACTION SETUP

On Map:

- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Vladivostok (p5301):** 1× 0–3–0 [Vlad]
- **In Russia, within three hexes of Khabarovsk (p5603) or Blagoveshchensk (a5727):** 1× 2-2-1 [re: 1FE], 4× 3-3-1 [1, 2, 15, 25]

- **In Russia or Mongolia, within three hexes of Chita (a5824):** 1× 3-3-2 [Plv], 1× 3-3-1 [17], 1× 1-2-2 [8], 1× Mongolian 1-1-2 [Exp]
- **a5220:** 1× Kansu 1-1-2 [Exp]
- **a5120:** 1× Kansu 2-3-1 [8]
- **Lanchow (a5019):** 1× Communist China 0-2-1 [CCP], 1× Kansu 1-1-1 [Exp]
- **Yenan (a5021):** 1× Kansu 1-2-1 [N4], 1× Kansu 0-1-0 [Yen]

Force Pool:

- 4× 0-1-1
- 5× 1-1-1 [re: 24, 35, 36, 39, 53]
- 1× 1-2-2
- 1× Mongolian 0-1-1 [Res]
- 1× Kansu 0-1-1 [Res]
- 1× Soviet Beachhead

Conditional Events Box:

- **Russian Far Eastern Forces:** 1× 2-2-1 [re: 2FE], 1× Air Force [1FE], 1× Convoy

*European War Display:

- ***European Holding Box:** 1× Interceptor [IA-PVO], 1× Air Force [1By]

Option Cards:

- **Removed from Deck:** 1–6, 13–14, 19a–b, 26–27, 37, 39
- **Pending Card:** 11a (*Siberian Troop Transfer*)
- **Selection Requirements Met:** 5 (*New Five-Year Plan*), 6 (*War Progress 1*)

45.5 SPECIAL RULES

+Fortunes of War: If Fortunes of War (+15) is in effect, each side begins with one FoW card.

46. 1942: WAKING GIANT

Design Note: Japan's offensives against the Western powers have succeeded beyond its expectations. But as "victory disease" sets in, the Imperial forces find themselves stretched to the limits.

Game Length	32 turns, May–June 1942 to V-J Day
War State	Total War
Axis Countries	Japan, Hopeh, Siam
Western Countries	Great Britain, United States, France, Kiangsu, Szechwan, Yunnan
Soviet Countries	Russia, Kansu, Mongolia
Neutral Minor Countries	Sinkiang, Tibet

Conquered Minor Countries

Netherlands East Indies

British Dependents

Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga

French Dependents

New Caledonia, Uvea

Japanese Dependents

Eastern Caroline Islands, Formosa, Indochina, Inner Mongolia, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands

NEI Dependents

Borneo, Celebes, Dutch New Guinea

Russian Dependents

Komandorski, Tannu Tuva

US Dependents

Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

46.1 UNITS AND MARKERS SETUP

Turn Track:

- **May–June 1942:** Turn Marker
- **Aug–Sept 1942:** Increase USCL
- ***May–June 1945:** V-E Day
- **Aug–Sept 1945:** Russian Entry
- **Nov–Dec 1945:** V-J Day

US Commitment Level Track:

- **USCL 0:** Pacific USCL

Victory Point Track:

- **2 VP:** Axis Tide

Posture Display:

- **Russia:** Neutrality Pact
- **Soviet Minors:** Neutrality Pact

Influence & Neutrality Markers on Map:

- **Sinkiang:** Pro-Soviet
- **Tibet:** Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- *Allied Reserves markers
- Soviet Aid to China
- 1× Hopeh 1-1-1 [Exp]

*European War Display:

- ***ESV 0:** Current ESV
- ***Germany vs. West:** European Total War
- ***Germany vs. Russia:** European Total War

46.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- **Strategic Warfare Box:** Allied Collapse, Axis Minor Country Production +1, France Defeated, Quit India
- **Paramushiro (p5609):** Detachment
- **Hitokappu (p5407):** 1× 0-1-1 ☒
- **Iwo Jima (p4304):** Detachment
- **Marcus Island (p4308):** Detachment
- **Wake Island (p4113):** 1× 1-1-1 ☒ [re: 28]
- **Saipan (p3906):** Detachment
- **Ulithi (p3604):** Detachment
- **Eniwetok (p3612):** Detachment
- **Kwajalein (p3513):** Detachment
- **Majuro (p3515):** Detachment
- **Palau (p3402):** Detachment
- **Truk (p3408):** 1× 0-3-0 ☐ [Truk]
- **Ponape (p3411):** Detachment
- **Rabaul (p2808):** 1× 1-1-2 ☒ [SNLF]
- **Lae (p2706):** 1× 3-3-1 ☒ [25]
- **Kalgan (a5322):** 1× 2-1-1 ☒ [re: Nor]
- **Kweisui (a5222):** 1× 0-1-1 colonial ☒ [Col], 1× Hopeh 0-1-0 ☒ [Kwei]
- **Peiping (a5223):** 1× Hopeh 1-2-1 ☒ [2]
- **Mukden (a5226):** Kwantung Logistics
- **a5121:** 1× 1-1-1 ☒ [re: 16], 1× Hopeh 1-2-1 ☒ [1]
- **Dairen (a5125):** 1× 0-3-0 ☐ [Dai]
- **Taiyuan (a5022):** 1× 2-1-1 ☒ [re: 1], 1× 1-1-1 ☒ [re: 31]
- **a5023:** 2× 1-1-1 ☒ [re: 12, 29]
- **Keijo (a5027):** 1× 0-1-0 ☒ [Kor]
- **Kaifeng (a4923):** 1× 2-1-1 ☒ [re: CEx], 1× 2-2-1 ☒ [13]
- **Wuhan (a4722):** 1× 3-3-1 ☒ [2]
- **Nanking (a4724):** 1× 1-2-1 colonial ☒ [Col]
- **Shanghai (a4725):** Detachment
- **a4422:** 1× 2-1-1 ☒ [re: 17]
- **Foochow (a4424):** Detachment
- **Okinawa (a4427):** Detachment
- **a4320:** 1× 2-2-1 ☒ [23]
- **Canton (a4321):** 1× 2-2-1 ☒ [11]
- **Taihoku (a4324):** 1× 0-1-0 ☒ [Tai]
- **Lashio (a4216):** 1× 1-1-1 ☒ [re: 37]
- **Hanoi (a4219):** 1× 1-1-1 ☒ [re: 21]
- **a4221:** 1× 2-1-1 ☒ [re: IEx]
- **Hong Kong (a4222):** Detachment
- **Haikou (a4120):** Detachment
- **Rangoon (a4015):** 1× 1-1-2 ☒ [IG], 1× 2-1-1 ☒ [re: 15], 1× 1-1-1 ☒ [re: 20]
- **Moulmein (a3915):** 1× 2-1-1 ☒ [re: Sou]
- **Bangkok (a3817):** 1× Siamese 1-2-1 ☒ [1], Axis Free Passage marker
- **Saigon (a3619):** Detachment
- **Singapore (a3218):** 1× 1-1-1 ☒ [re: 35]

- **Menado (a3125):** Detachment
- **Balikpapan (a3022):** Detachment
- **In any hex(es) in Manchukuo or Korea:** 4× Kwantung 3-3-1 ☒ [3, 4, 5, 6]
- **In any hex(es) in the Philippines:** 1× 1-1-2 ☒ [SNLF], 1× 2-1-1 ☒ [re: 14], 2× 1-1-1 ☒ [re: 22, 30], Detachment
- **In any hex(es) on Sumatra and Java in the Netherlands East Indies:** 3× 1-1-1 ☒ [re: 32, 33, 34], 1× 1-2-1 colonial ☒ [Col]

On Turn Track:

- **June–July 1942:** 1× Air Force [3], 1× Surface Fleet [5]
- **July–August 1942:** 1× CV Fleet [2]

Force Pool:

- 1× 0-1-1 ☒
- 3× 0-1-1 colonial ☒ [Col, Ind, Rus]
- 1× 1-1-1 ☒ [re: 27]
- 1× 1-1-2 ☒
- 1× Kwantung 1-2-1 ☒ [re: KDA]
- 1× Kwantung 2-1-1 ☒ [re: 1A]
- 1× Hopeh 0-1-1 ☒ [Res]
- 1× Siamese 0-1-1 ☒ [Res]
- 2× Air Force [1, 2]
- 2× Surface Fleet [1, 4]
- 1× CV Fleet [3]
- 1× Convoy
- 5× Axis Scratch Convoys
- IGHQ Logistics
- 1× Axis Beachhead

Japanese Government Box: Navy Government

Option Cards:

- **Removed from Deck:** 1–6, 8, 10–14, 19–33, 40, 52–54
- **Pending Card:** 41 (*Operation MI-Go*)
- **Selection Requirements Met:** 3 (*Army Program*), 5 (*Navy Program*)

46.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Oil Embargo, Western Minor Country Production +1, +Allied Luck
- **Dutch Harbor (p5720):** 1× US 0-1-0 ☒ [DH]
- **Midway (p4519):** 2× US 1-1-1 ☒
- **Honolulu (p4226):** US Detachment
- **Port Moresby (p2606):** 1× 1-2-1 colonial ☒ [Aus], Detachment
- **Espiritu Santo (p2313):** Detachment
- **Tutuila (p2221):** US Detachment
- **Townsville (p2106):** Detachment
- **Noumea (p1913):** 1× US 1-1-1 ☒, French Detachment
- **Brisbane (p1609):** 1× 0-1-0 ☒ [Bris]
- **Auckland (p1516):** 1× 0-1-0 ☒ [Auck]

- **Melbourne (p1106):** 1× 0-1-0 ☒ [Mel]
- **Sian (a4920):** 1× Szechwan 0-1-0 ☒ [Sian]
- **a4921:** 1× Szechwan 1-2-1 ☒ [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 ☒ [3], 1× Kiangsu 0-1-0 ☒ [Cheng], 1× Szechwan 1-1-1 ☒ [Exp]
- **a4721:** 1× Szechwan 1-2-1 ☒ [5]
- **Chungking (a4620):** 1× Szechwan 0-1-0 ☒ [Chung]
- **a4622:** 1× Kiangsu 1-2-1 ☒ [9]
- **Kweiyang (a4519):** 1× Nationalist China 0-2-1 ☒ [KMT]
- **Changsha (a4521):** 1× Kiangsu 1-2-1 ☒ [1]
- **Imphal (a4415):** 1× 1-2-1 colonial ☒ [Ind]
- **Kunming (a4418):** 1× Yunnan 0-1-0 ☒ [Def], 1× Yunnan 0-1-0 ☒ [Kun]
- **Kweilin (a4420):** 1× Yunnan 1-2-1 ☒ [6]
- **Hengyang (a4421):** 1× Kiangsu 1-2-1 ☒ [7]
- **Dacca (a4313):** 1× 1-2-1 colonial ☒ [Ind]
- **a4318:** 1× Yunnan 1-2-1 ☒ [4]
- **Calcutta (a4213):** 1× US 1-1-1 ☒, 1× 0-1-0 ☒ [Cal]
- **Bombay (a4106):** 1× 0-1-0 ☒ [Bom]
- **Trincomalee (a3509):** 1× 0-1-0 ☒ [Cey]
- **In any Naval Zone Convoys Boxes:** 2× Convoys, 3× US Convoys

On Turn Track:

- **June–July 1942:** 1× US Surface Fleet [Pacific]
- **July–August 1942:** 1× US CV Fleet [TF17]
- **August–September 1942:** 1× Surface Fleet [Eastern]
- **September–October 1942:** 1× Kiangsu 1-1-1 ☒ [Exp]

Force Pool:

- 3× 1-1-1 ☒
- 1× 1-2-1 ☒ [FE]
- 4× 1-2-1 colonial ☒ [Aus, 3× Ind]
- 1× 1-1-2 colonial ☒ [NZ]
- 1× 2-2-1 ☒ [FE]
- 1× 0-2-0 ☐ [Sing]
- 1× 0-1-0 ☒ [HK]
- 2× US 1-1-1 ☒
- 3× US 1-1-1 colonial ☒ [Phil]
- 1× US 2-2-2 ☒ [3Mar]
- 3× US 2-1-2 ☒
- 1× US 2-2-1 ☒ [FE]
- 1× US 0-1-0 ☒ [Man]
- 1× Western 2-3-1 ☒ [re: CBI]
- 1× French 0-1-1 colonial ☒ [Col]
- 1× French 0-1-0 ☒ [Saig]
- 1× Kiangsu 0-1-1 ☒ [Res]
- 3× Kiangsu 0-1-0 ☒ [Can, Nan, Wu]
- 1× Szechwan 0-1-1 ☒ [Res]
- 1× Yunnan 0-1-1 ☒ [Res]
- 1× CV Fleet [*Force H]
- 1× Air Force [FE]
- 1× US CV Fleet [TF11]
- 1× US Air Force [5]
- 1× Western Beachhead

Conditional Events Box:

- **Aid to Nationalist China:** Western Aid to China

Conquered Minor Countries Box:

- **Netherlands East Indies:** 1× 0-1-1 [Res]

*European War Display:

- ***European Holding Box:** 1× US Surface Fleet [Atlantic], 1× Bomber [BC]

Option Cards:

- **Removed from Deck:** 1–8, 10, 15–20, 22–23, 25a–b, 27, 29–31, 33–34, 37
- **Pending Card:** 35a (*Arsenal of Democracy*)
- **Selection Requirements Met:** 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 15 (*Riviera Conference*), 20 (*Relocate Chinese Industries*), 34a (*Doolittle Raid*).

46.4 SOVIET FACTION SETUP

On Map:

- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Vladivostok (p5301):** 1× 0-3-0 [Vlad]
- **In Russia, within three hexes of Khabarovsk (p5603) or Blagoveshchensk (a5727):** 1× 3-3-1 [1FE], 4× 3-3-1 [1, 2, 15, 25]
- **In Russia or Mongolia, within three hexes of Chita (a5824):** 1× 3-3-2 [Plv], 2× 3-3-1 [17, 35], 1× 1-2-2 [Exp], 1× Mongolian 1-1-2 [Exp]
- **a5220:** 1× Kansu 1-1-2 [Exp]
- **a5120:** 1× Kansu 2-3-1 [8], 1× Kansu 1-1-1 [Exp]
- **Lanchow (a5019):** 1× Communist China 0-2-1 [CCP]
- **Yenan (a5021):** 1× Kansu 1-2-1 [N4], 1× Kansu 0-1-0 [Yen]

Force Pool:

- 4× 0-1-1
- 4× 1-1-1 [re: 24, 36, 39, 53]
- 1× 1-2-2
- 1× Mongolian 0-1-1 [Res]
- 1× Kansu 0-1-1 [Res]
- 1× Soviet Beachhead

Conditional Events Box:

- **Russian Far Eastern Forces:** 1× 2-2-1 [re: 2FE], 1× Air Force [1FE], 1× Convoy

*European War Display:

- ***European Holding Box:** 1× Interceptor [IA-PVO], 1× Air Force [1By]

Option Cards:

- **Removed from Deck:** 1–7, 11a–b, 13–14, 19a–b, 25–27, 29, 37, 39
- **Pending Card:** 28 (*Chinese Insurgency*)
- **Selection Requirements Met:** 5 (*New Five-Year Plan*), 7 (*War Progress 2*). A Soviet War Progress card has been played for 1942.

46.5 SPECIAL RULES

+ **Fortunes of War:** If Fortunes of War (+15) is in effect, the Allied side begins with 1× FoW card.

47. 1943: MAGIC & VENGEANCE

Design Note: The war in the Pacific has reached a stalemate after each side's navies have fought themselves to a standstill. However, American production will soon tip the scales inexorably toward the Allied side.

Game Length	23 turns, May–June 1943 to V-J Day
War State	Total War
Axis Countries	Japan, Hopeh, Siam
Western Countries	Great Britain, United States, France, Kiangsu, Szechwan, Yunnan
Soviet Countries	Russia, Kansu, Mongolia
Neutral Minor Countries	Sinkiang, Tibet
Conquered Minor Countries	Netherlands East Indies
British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	New Caledonia, Uvea
Japanese Dependents	Eastern Caroline Islands, Formosa, Indochina, Inner Mongolia, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
Russian Dependents	Komandorski, Tannu Tuva

US Dependents

Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

47.1 UNITS AND MARKERS SETUP

Turn Track:

- **May–June 1943:** Turn Marker
- **Aug–Sept 1943:** Increase USCL
- ***May–June 1945:** V-E Day
- **Aug–Sept 1945:** Russian Entry
- **Nov–Dec 1945:** V-J Day

US Commitment Level Track:

- **USCL 1:** Pacific USCL

Victory Point Track:

- **2 VP:** Axis Tide, Japanese Mandate

Posture Display:

- **Russia:** Neutrality Pact
- **Soviet Minors:** Neutrality Pact

Influence & Neutrality Markers on Map:

- **Sinkiang:** Pro-Soviet
- **Tibet:** Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- *Allied Reserves markers
- Soviet Aid to China
- Quit India
- 1× Hopeh 1-1-1 [Exp]
- Oil Embargo

*European War Display:

- ***ESV 0:** Current ESV
- ***Germany vs. West:** European Total War
- ***Germany vs. Russia:** European Total War

47.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- **Strategic Warfare Box:** Axis Minor Country Production +1, France Defeated
- **Attu (p5714):** 1× 0-1-1
- **Paramushiro (p5609):** Detachment
- **Hitokappu (p5407):** 1× 0-1-1
- **Iwo Jima (p4304):** Detachment
- **Marcus Island (p4308):** Detachment
- **Wake Island (p4113):** 1× 1-1-1 [re: 28]
- **Saipan (p3906):** Detachment
- **Eniwetok (p3612):** Detachment
- **Kwajalein (p3513):** Detachment
- **Majuro (p3515):** Detachment
- **Palau (p3402):** Detachment
- **Truk (p3408):** 1× 0-3-0 [Truk]
- **Ponape (p3411):** Detachment

- **Wewak (p2905):** Detachment
- **Kavieng (p2908):** 1× 1-1-2 [SNLF]
- **Rabaul (p2808):** 1× 3-2-1 [2A], 1× 0-3-0 [Per], IGHQ Logistics
- **Lae (p2706):** 1× 3-3-1 [25]
- **Buin (p2709):** 1× 1-1-2 [SNLF]
- **Kalagan (a5322):** 1× 2-1-1 [re: Nor]
- **Kweisui (a5222):** 1× Hopeh 1-2-1 [2], 1× Hopeh 0-1-0 [Kwei]
- **Mukden (a5226):** Kwantung Logistics
- **a5121:** 1× Hopeh 1-2-1 [1]
- **Dairen (a5125):** 1× 0-3-0 [Dai]
- **Taiyuan (a5022):** 1× 2-1-1 [re: 1], 1× 1-1-1 [re: 31]
- **a5023:** 2× 1-1-1 [re: 16, 29]
- **Keijo (a5027):** 1× 0-1-0 [Kor]
- **Kaifeng (a4923):** 1× 2-1-1 [re: CEx], 1× 2-2-1 [13]
- **Wuhan (a4722):** 1× 3-3-1 [2]
- **Nanking (a4724):** 1× 1-1-1 [re: 12], 1× 0-1-1 colonial [re: Col]
- **a4522:** 1× 2-1-1 [re: 17]
- **a4422:** 1× 1-2-1 colonial [Col]
- **Foochow (a4424):** Detachment
- **Okinawa (a4427):** Detachment
- **a4315:** 1× 0-2-0 [IG]
- **a4320:** 1× 2-2-1 [23]
- **Canton (a4321):** 1× 2-2-1 [11]
- **Taihoku (a4324):** 1× 0-1-0 [Tai]
- **Mandalay (a4215):** 1× 3-3-1 [15]
- **Lashio (a4216):** 1× 2-1-1 [re: BA], 1× 1-1-1 [re: 27]
- **Hanoi (a4219):** 1× 2-2-1 [21]
- **a4221:** 1× 2-1-1 [re: IEx]
- **Hong Kong (a4222):** 1× 1-1-1 [re: 22]
- **Akyab (a4114):** 1× 2-2-1 [37]
- **Haikou (a4120):** Detachment
- **Rangoon (a4015):** 1× 2-2-1 [30]
- **Bangkok (a3817):** 1× Siamese 1-2-1 [1], Axis Free Passage marker
- **Saigon (a3619):** Detachment
- **Singapore (a3218):** 1× 1-1-1 [re: 35]
- **Menado (a3125):** Detachment
- **Balikpapan (a3022):** Detachment
- **In any hex(es) in Manchukuo or Korea:** 4× Kwantung 3-3-1 [3, 4, 5, 6]
- **In any hex(es) in the Philippines:** 1× 2-1-1 [re: 14], 2× Detachments
- **In any hex(es) on Sumatra and Java in the Netherlands East Indies:** 1× 1-1-1 [re: 34], 1× 1-2-1 colonial [Ind], Detachment

On Turn Track:

- **June–July 1943:** 1× Air Force [4]
- **July–Aug 1943:** 2× Axis Scratch Convoys

Force Pool:

- 6× 0-1-1 colonial [Bur, 4× Col, Rus]
- 3× 1-1-1 [re: 20, 32, 33]
- 1× 1-1-2
- 2× 2-1-1 [re: 8A, Sou]
- 10× 0-2-0 [Per]
- 3× 0-3-0 [Per]
- 1× Kwantung 1-2-1 [re: KDA]
- 1× Kwantung 2-1-1 [re: 1A]
- 1× Hopeh 0-1-1 [Res]
- 1× Siamese 0-1-1 [Res]
- 3× Air Force [1, 2, 3]
- 3× Surface Fleet [1, 4, 5]
- 2× CV Fleet [2, 3]
- 1× Convoy
- 4× Axis Scratch Convoys
- 1× Axis Beachhead

Japanese Government Box: Navy Government

Option Cards:

- **Removed from Deck:** 1–6, 8, 10–14, 19–33, 37–41, 52–55
- **Pending Card:** 34b (*Puppet Government*)
- **Selection Requirements Met:** 3 (*Army Program*), 5 (*Navy Program*), 38a (*Greater East Asia Co-Prosperty Sphere*)

47.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1, +Allied Luck
- **e5715:** 1× US 2-1-2, 1× US 1-2-2
- **Dutch Harbor (p5720):** 1× US 0-1-0 [DH]
- **Kiska (p5616):** US Detachment
- **Midway (p4519):** 1× US 1-1-1, US Detachment
- **Honolulu (p4226):** US Detachment
- **Port Moresby (p2606):** 1× 1-2-1 colonial [Aus], 2× US 1-2-2
- **Buna (p2607):** 1× 1-2-1 colonial [Aus]
- **Guadalcanal (p2611):** 1× 1-1-2 colonial [NZ], 1× US 2-2-2 [3Mar], 1× US 1-1-1
- **Espiritu Santo (p2313):** Detachment
- **Cairns (p2206):** US Detachment
- **Tutuila (p2221):** US Detachment
- **Townsville (p2106):** Detachment
- **Noumea (p1913):** French Detachment
- **Brisbane (p1609):** 1× 0-1-0 [Bris]
- **Auckland (p1516):** 1× 0-1-0 [Auck]
- **Melbourne (p1106):** 1× 0-1-0 [Mel]
- **Sian (a4920):** 1× Szechwan 0-1-0 [Sian]
- **a4921:** 1× Szechwan 1-2-1 [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 [3], 1× Kiangsu 0-1-0 [Cheng], 1× Szechwan 1-1-1 [Exp]
- **a4721:** 1× Szechwan 1-2-1 [5]

- **Chungking (a4620):** 1× Szechwan 0-1-0 [Chung]
- **a4622:** 1× Kiangsu 1-2-1 [9]
- **Kweiyang (a4519):** 1× Nationalist China 0-2-1 [KMT], 1× Kiangsu 1-1-1 [Exp]
- **Changsha (a4521):** 1× Kiangsu 1-2-1 [1]
- **Kunming (a4418):** 1× Yunnan 0-1-0 [Kun]
- **Kweilin (a4420):** 1× Yunnan 1-2-1 [6]
- **Hengyang (a4421):** 1× Kiangsu 1-2-1 [7]
- **Dacca (a4313):** 1× Western 2-3-1 [re: CBI]
- **a4314:** 1× 1-2-1 colonial [Ind]
- **a4317:** 1× Yunnan 1-1-1 [Exp]
- **a4318:** 1× Yunnan 1-2-1 [4]
- **Calcutta (a4213):** 1× 0-1-0 [Cal]
- **a4214:** 2× 1-2-1 colonial [2× Ind]
- **Bombay (a4106):** 1× 0-1-0 [Bom]
- **Trincomalee (a3509):** 1× 0-1-0 [Cey]
- **In any Naval Zone Convoys Boxes:** 2× Convoys, 4× US Convoys

On Turn Track:

- **June–July 1943:** 1× Air Force [FE], 1× 1-1-2 colonial [Afr], 1× Western 1-2-2 paratroop [Chin]
- **July–Aug 1943:** 1× 1-2-1 colonial [Ind]
- **Aug–Sept 1943:** 1× 2-3-1 [11], 1× 2-1-2 colonial [Ind]

Force Pool:

- 4× 1-1-1
- 1× 1-2-1 [FE]
- 1× 1-2-1 colonial [Ind]
- 1× 2-2-1 [FE]
- 1× 0-2-0 [Sing]
- 1× 0-1-0 [HK]
- 1× 2-1-2 colonial [Aus]
- 1× US 1-1-1
- 3× US 1-2-2
- 3× US 1-1-1 colonial [Phil]
- 2× US 2-1-2
- 1× US 2-3-1 [re: SWP]
- 1× US 2-2-1 [FE]
- 1× US 4-4-1 [re: 6]
- 1× US 0-1-0 [Man]
- 1× French 0-1-1 colonial [Col]
- 1× French 0-1-0 [Saig]
- 1× Kiangsu 0-1-1 [Res]
- 3× Kiangsu 0-1-0 [Can, Nan, Wu]
- 1× Szechwan 0-1-1 [Res]
- 1× Yunnan 0-1-1 [Res]
- 1× Surf Fleet [Eastern]
- 2× US CV Fleet [TF11, TF17]
- 2× US Surf Fleet [3, Pacific]
- 3× US Air Force [5, 10, 13]
- 1× Western Beachhead

Conditional Events Box:

- **Aid to Nationalist China:** Western Aid to China

Conquered Minor Countries Box:

- **Netherlands East Indies:** 1× 0-1-1 [Res]

*European War Display:

- ***European Holding Box:** 1× CV Fleet [Force H], US Surface Fleet [Atlantic], 1× Bomber [BC]

Option Cards:

- **Removed from Deck:** 1–10, 15–20, 22–23, 25–27, 29–31, 33–35, 37, 40a–b
- **Pending Card:** 41a (*Elkton Plan*)
- **Selection Requirements Met:** 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 15 (*Riviera Conference*), 20 (*Relocate Chinese Industries*), 40a (*Symbol Conference*).

47.4 SOVIET FACTION SETUP

On Map:

- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Vladivostok (p5301):** 1× 0-3-0 [Vlad]
- **In Russia, within three hexes of Khabarovsk (p5603) or Blagoveshchensk (a5727):** 1× 3-3-1 [1FE], 4× 3-3-1 [1, 2, 15, 25]
- **In Russia or Mongolia, within three hexes of Chita (a5824):** 1× 3-3-2 [Plv], 2× 3-3-1 [17, 35], 1× 1-2-2 [Exp], 1× Mongolian 1-1-2 [Exp]
- **a5221:** 1× Kansu 1-1-2 [Exp], 1× Kansu 1-1-1 [Exp]
- **a5120:** 1× Kansu 2-3-1 [8]
- **Lanchow (a5019):** 1× Communist China 0-2-1 [CCP]
- **Yenan (a5021):** 1× Kansu 1-2-1 [N4], 1× Kansu 0-1-0 [Yen]

Force Pool:

- 4× 0-1-1
- 6× 1-1-1 [re: 5, 16, 24, 36, 39, 53]
- 1× 1-2-2
- 1× Mongolian 0-1-1 [Res]
- 1× Kansu 0-1-1 [Res]
- 1× Logistics [Far East]
- 1× Soviet Beachhead

Conditional Events Box:

- *Russian Far Eastern Forces:* 1× 2-2-1 [re: 2FE], 1× Air Force [1FE], 1× Convoy

*European War Display:

- ***European Holding Box:** 1× Interceptor [IA-PVO], 1× Air Force [1By]

Option Cards:

- **Removed from Deck:** 1–8, 11a–b, 13–14, 19a–b, 25–27, 29–31, 37–39
- **Pending Card:** 12 (*Lanchow Agreement*)
- **Selection Requirements Met:** 5 (*New Five-Year Plan*), 7 (*War Progress 2*), 8 (*War Progress 3*). A Soviet War Progress card has been played for 1943.

48. 1944: DIVINE WIND

Design Note: This scenario covers the last 18 months year of the war in the Pacific, from the invasion of Saipan to V-J Day.

Game Length	14 turns, May–June 1944 to V-J Day
War State	Total War
Axis Countries	Japan, Hopeh, Siam
Western Countries	Great Britain, United States, France, Kiangsu, Szechwan, Yunnan
Soviet Countries	Russia, Kansu, Mongolia
Neutral Minor Countries	Sinkiang, Tibet
Conquered Minor Countries	Netherlands East Indies
British Dependents	Addu Atoll, Australia, Burma, Ceylon, Christmas Island, Diego Garcia, Fiji, Funafati, Gilbert Islands, Hong Kong, India, Line Islands, Malaya, Male, Nepal, New Hebrides, New Zealand, Papua, Phoenix Islands, Port Blair, Sarawak, Solomon Islands, Tonga
French Dependents	New Caledonia, Uvea
Japanese Dependents	Eastern Caroline Islands, Formosa, Indochina, Inner Mongolia, Korea, Manchukuo, Marcus Island, Marshall Islands, Shanghai, Western Caroline Islands
NEI Dependents	Borneo, Celebes, Dutch New Guinea
Russian Dependents	Komandorski, Tannu Tuva
US Dependents	Aleutian Islands, French Frigate Shoals, Guam, Johnston Island, Hawaiian Islands, Midway, Philippines, Wake Island, Western Samoa

48.1 UNITS AND MARKERS SETUP

Turn Track:

- **May–June 1944:** Turn Marker
- **Aug–Sept 1944:** Increase USCL
- ***May–June 1945:** V-E Day
- **Aug–Sept 1945:** Russian Entry
- **Nov–Dec 1945:** V-J Day

US Commitment Level Track:

- **USCL 2:** Pacific USCL

Victory Point Track:

- **2 VP:** Axis Tide, Japanese Mandate

Posture Display:

- **Russia:** Neutrality Pact
- **Soviet Minors:** Neutrality Pact

Influence & Neutrality Markers on Map:

- **Sinkiang:** Pro-Soviet
- **Tibet:** Neutrality

Markers & Units Removed From Game:

- All French non-F counters
- *Allied Reserves markers
- Soviet Aid to China
- Quit India
- Oil Embargo
- 1× Hopeh 1-1-1 [Exp], 1× Hopeh 0-1-1 [re: J-L]

*European War Display:

- ***ESV –1:** Current ESV
- ***Germany vs. West:** European Total War
- ***Germany vs. Russia:** European Total War

48.2 AXIS FACTION SETUP

On Map:

- **Ceded Lands Box:** Indochina Japanese Dependent, Inner Mongolia Japanese Dependent
- **Strategic Warfare Box:** Axis Minor Country Production +1, France Defeated
- **Paramushiro (p5609):** 1× 0-1-1
- **Toyohara (p5505):** Detachment
- **Hitokappu (p5407):** 1× 0-1-1
- **Iwo Jima (p4304):** 1× 0-3-0 [Per]
- **Marcus Island (p4308):** Detachment
- **Wake Island (p4113):** 1× 0-2-0 [Per]
- **Saipan (p3906):** 1× 0-3-0 [Per]
- **Guam (p3806):** 1× 0-2-0 [Per]
- **Palau (p3402):** 1× 1-1-1 [re: 20]
- **Truk (p3408):** 1× 0-3-0 [Truk]
- **Ponape (p3411):** Detachment
- **Wewak (p2905):** 1× 3-3-1 [14]
- **Kavieng (p2908):** 1× 0-1-1
- **Rabaul (p2808):** 1× 2-1-1 [re: 2A], 1× 0-3-0 [Per]
- **e2809:** 1× 1-1-2 [SNLF]
- **Kalgan (a5322):** 1× 1-2-1 colonial [Col]

- **Kweisui (a5222):** 1× Hopeh 1-2-1 [2], 1× Hopeh 0-1-0 [Kwei]
- **Peiping (a5223):** 1× 2-1-1 [Nor]
- **Mukden (a5226):** Kwantung Logistics
- **a5121:** 1× 1-1-1 [re: 28], 1× Hopeh 1-2-1 [1]
- **Tientsin (a5123):** 1× 2-1-1 [CEX]
- **Dairen (a5125):** 1× 0-3-0 [Dai]
- **Taiyuan (a5022):** 1× 2-1-1 [re: 1], 1× 1-1-1 [re: 31]
- **a5023:** 2× 1-1-1 [re: 16, 29]
- **Keijo (a5027):** 1× 0-1-0 [Kor]
- **Wuhan (a4722):** 1× 3-3-1 [2]
- **Nanking (a4724):** 1× 1-1-1 [re: 12], 1× 0-1-1 colonial [re: Col]
- **Changsha (a4521):** 1× 2-1-1 [re: 17], 1× 1-2-1 colonial [Col]
- **Kweilin (a4420):** 1× 3-3-1 [25]
- **Hengyang (a4421):** 2× 2-2-1 [11, 23]
- **Foochow (a4424):** Detachment
- **Okinawa (a4427):** Detachment
- **a4315:** 1× 0-2-0 [IG]
- **a4320:** 1× 2-1-1 [re: IEx]
- **Canton (a4321):** IGHQ Logistics
- **Taihoku (a4324):** 1× 0-2-0 [Per]
- **Mandalay (a4215):** 1× 3-3-1 [15]
- **Hanoi (a4219):** 1× 1-1-1 [re: 21]
- **Hong Kong (a4222):** 1× 1-1-1 [re: 22]
- **Akyab (a4114):** 1× 2-2-1 [37]
- **a4115:** 1× 3-2-1 [BA]
- **Haikou (a4120):** Detachment
- **Rangoon (a4015):** 1× 1-1-1 [re: 30]
- **Bangkok (a3817):** 1× Siamese 1-2-1 [1], Axis Free Passage marker
- **Saigon (a3619):** 1× 0-1-1 [2]
- **Singapore (a3218):** 1× 1-1-1 [re: 35]
- **Menado (a3125):** Detachment
- **Balikpapan (a3022):** Detachment
- **In any hex(es) in Manchukuo or Korea:** 2× Kwantung 3-3-1 [5, 6], 1× Kwantung 2-1-1 [1A], 2× 0-2-0 [Per]
- **In any hex(es) in the Philippines:** 3× 1-1-1 [re: 13, 32, 33], 1× 0-2-0 [Per]
- **In any hex(es) on Sumatra and Java in the Netherlands East Indies:** 1× 1-1-1 [re: 34], 1× 1-2-1 colonial [Ind], Detachment

On Turn Track:

- **June–July 1944:** 1× Air Force [5], 1× Axis Scratch Convoy
- **July–Aug 1944:** 2× 1-2-1 [re: 6A, 14A], 1× Air Force [3], 1× Axis Scratch Convoy, Materiel Shortages
- **Aug–Sept 1944:** 1× Air Force [4], 1× CV Fleet [2], 1× Axis Scratch Convoy
- **Sept–Oct 1944:** 1× 1-2-1 [re: 10A], 1× Axis Scratch Convoy

Force Pool:

- 8× 0-1-1 [2]
- 5× 0-1-1 colonial [Bur, 3× Col, Rus]
- 1× 1-1-1 [re: 27]
- 1× 0-1-0 garrison [Tai]
- 1× 1-1-2 [2]
- 1× 1-1-2 [SNLF]
- 2× 2-1-1 [re: 8A, Sou]
- 4× 0-2-0 [Per]
- 1× 0-3-0 [Per]
- 1× Kwantung 1-2-1 [re: KDA]
- 2× Kwantung 2-1-1 [re: 3, 4]
- 1× Hopeh 0-1-1 [Res]
- 1× Siamese 0-1-1 [Res]
- 2× Air Force [1, 2]
- 3× Surface Fleet [1, 4, 5]
- 1× CV Fleet [3]
- 1× Convoy
- 2× Axis Scratch Convoys
- 1× Axis Beachhead

Japanese Government Box:

- Navy Government

Option Cards:

- **Removed from Deck:** 1–6, 8, 10–14, 19–34, 37–43, 52–55
- **Pending Card:** 56 (*Imperial Directive: Naval Projects*)
- **Selection Requirements Met:** 3 (*Army Program*), 5 (*Navy Program*), 38a (*Greater East Asia Co-Prospersity Sphere*), 42 (*Materiel Shortages*)

48.3 WESTERN FACTION SETUP

On Map:

- **Strategic Warfare Box:** Western Minor Country Production +1, +Allied Luck
- **Attu (p5714):** 1× US 1-2-2 [2]
- **Dutch Harbor (p5720):** 1× US 0-1-0 [DH]
- **Midway (p4519):** 1× US 1-1-1 [2]
- **Honolulu (p4226):** US Detachment
- **Eniwetok (p3612):** 1× US 2-2-2 [3Mar], 2× US 1-2-2 [2]
- **Kwajalein (p3513):** 1× US 1-2-2 [2]
- **Majuro (p3515):** US Detachment
- **Tarawa (p3116):** US Detachment
- **Hollandia (p3004):** 1× US 1-2-2 [2]
- **Madang (p2806):** 1× US 4-4-1 [re: 6]
- **e2807:** 1× 1-2-1 colonial [Aus]
- **Lae (p2706):** 1× 1-1-2 colonial [NZ], 1× US 2-3-1 [SWP]
- **Buin (p2709):** 1× 1-2-1 colonial [Aus]
- **Port Moresby (p2606):** US SWPA Logistics
- **Guadalcanal (p2611):** US Detachment
- **Espiritu Santo (p2313):** Detachment
- **Tutuila (p2221):** US Detachment
- **Townsville (p2106):** Detachment

- **Noumea (p1913):** French Detachment
- **Brisbane (p1609):** 1× 0-1-0 [Bris]
- **Auckland (p1516):** 1× 0-1-0 [Auck]
- **Melbourne (p1106):** 1× 0-1-0 [Mel]
- **Sian (a4920):** 1× Szechwan 0-1-0 [Sian]
- **a4921:** 1× Szechwan 1-2-1 [2]
- **Chengchow (a4922):** 1× Kiangsu 2-3-1 [3], 1× Kiangsu 0-1-0 [Cheng], 1× Szechwan 1-1-1 [Exp]
- **a4721:** 1× Szechwan 1-2-1 [5]
- **Chungking (a4620):** 1× Nationalist China 0-2-1 [KMT], 1× Szechwan 0-1-0 [Chung]
- **a4622:** 1× Kiangsu 1-2-1 [9]
- **Kweiyang (a4519):** 1× Yunnan 1-2-1 [6]
- **a4520:** 1× Kiangsu 1-2-1 [1]
- **Imphal (a4415):** 1× 1-2-1 colonial [Ind]
- **Kunming (a4418):** 1× Yunnan 0-1-0 [Kun]
- **Dacca (a4313):** 1× Western 2-3-1 [re: CBI]
- **a4314:** 1× 1-2-1 colonial [Ind]
- **a4317:** 1× Yunnan 1-1-1 [Exp]
- **a4318:** 1× Yunnan 1-2-1 [4]
- **Calcutta (a4213):** 1× 0-1-0 [Cal]
- **a4214:** 1× 4-4-1 [re: 14]
- **Bombay (a4106):** 1× 0-1-0 [Bom]
- **Trincomalee (a3509):** 1× 0-1-0 [Cey]
- **In any Naval Zone Convoys Boxes:** 2× Convoys, 4× US Convoys

On Turn Track:

- **June–July 1944:** 1× US Air Force [5], 1× US Sub Fleet [Pacific], 1× US Fleet Train Convoy
- **July–Aug 1944:** 1× US Air Force [10], 1× US Bomber [20], US Intensive Bombing
- **Aug–Sept 1944:** 1× US CV Fleet [TF38]

Force Pool:

- 4× 1-1-1 [2]
- 1× 1-2-1 [FE]
- 3× 1-2-1 colonial [Ind]
- 1× 1-1-2 colonial [Afr]
- 1× 2-2-1 [FE]
- 1× 2-3-1 [re: 11]
- 1× 0-2-0 [Sing]
- 1× 0-1-0 [HK]
- 2× 2-1-2 colonial [Aus, Ind]
- 2× US 1-1-1 [2]
- 1× US 1-2-2 [2]
- 3× US 1-1-1 colonial [Phil]
- 1× US 2-2-2 [5Mar]
- 3× US 2-1-2 [2]
- 1× US 2-2-1 [FE]
- 1× US 0-1-0 [Man]
- 1× French 0-1-1 colonial [Col]
- 1× French 0-1-0 [Saig]
- 3× Kiangsu 0-1-1 [Res, re: 7, 10]
- 1× Kiangsu 1-1-1 [Exp]
- 3× Kiangsu 0-1-0 [Can, Nan, Wu]

- 2× Szechwan 0-1-1 ☒ [Res, re: S-K]
- 1× Yunnan 0-1-1 ☒ [Res]
- 1× Western 1-2-2 ☒ [Chin]
- 1× CV Fleet [Force H]
- 1× Surf Fleet [Eastern]
- 1× Air Force [FE]
- 2× US CV Fleet [TF11, TF17]
- 4× US Surf Fleet [Pacific, 3, 5, 7]
- 2× US Air Force [7, 13]
- 1× US Bomber [14]
- 1× Western Beachhead

Conditional Events Box:

- **Aid to Nationalist China:** Western Aid to China

*European War Display:

- ***European Holding Box:** US Surface Fleet [Atlantic], 1× Bomber [BC]

Option Cards:

- **Removed from Deck:** 1–10, 15–20, 22–23, 25–27, 29–31, 33–35, 37–38, 40–43, 47
- **Pending Card:** 44 (*Operation Forager*)

- **Selection Requirements Met:** 1a (*Kuling Declaration*), 2 (*League of Nations*), 3a (*Commonwealth Rearmament*), 4a (*American Rearmament*), 15 (*Riviera Conference*), 20 (*Relocate Chinese Industries*), 43a (*Sextant Conference*).

48.4 SOVIET FACTION SETUP

On Map:

- **Strategic Warfare Box:** Soviet Minor Country Production +1
- **Vladivostok (p5301):** 1× 0-3-0 □ [Vlad]
- **In Russia, within three hexes of Khabarovsk (p5603) or Blagoveshchensk (a5727):** 1× 3-3-1 ☒ [1FE], 4× 3-3-1 ☒ [1, 2, 15, 25]
- **In Russia or Mongolia, within three hexes of Chita (a5824):** 1× 3-3-2 ☒ [Plv], 2× 3-3-1 ☒ [17, 35], 1× 1-2-2 ☒, 1× Mongolian 1-1-2 ☒ [Exp]
- **a5221:** 1× Kansu 1-1-2 ☒ [Exp], 1× Kansu 1-1-1 ☒ [Exp]
- **a5120:** 1× Kansu 2-3-1 ☒ [8]
- **a5020:** 1× Communist China 0-2-1 ☒ [CCP]
- **Yenan (a5021):** 1× Kansu 1-2-1 ☒ [N4], 1× Kansu 0-1-0 ☒ [Yen]

On Turn Track:

- **Aug–Sept 1944:** 1× Kansu 0-1-1 ☒ [re: H-C]

Force Pool:

- 4× 0-1-1 ☒
- 6× 1-1-1 ☒ [re: 5, 16, 24, 36, 39, 53]
- 1× 1-2-2 ☒
- 1× Mongolian 0-1-1 ☒ [Res]
- 1× Kansu 0-1-1 ☒ [Res]
- 1× Logistics [Far East]
- 1× Soviet Beachhead

Conditional Events Box:

- **Russian Far Eastern Forces:** 1× 2-2-1 ☒ [re: 2FE], 1× Air Force [1FE], 1× Convoy

*European War Display:

- ***European Holding Box:** 1× Interceptor [IA-PVO], 1× Air Force [1By]

Option Cards:

- **Removed from Deck:** 1–9, 11–14, 19a–b, 25–27, 29–32, 37–39
- **Pending Card:** 28 (*Chinese Insurgency*)
- **Selection Requirements Met:** 5 (*New Five-Year Plan*), 7 (*War Progress 2*), 9 (*War Progress 4*). A Soviet War Progress card has been played for 1944.

PLAYERS NOTES

The notes in this section will help you better understand each faction's strategic choices inherent within its deck of cards. You'll also find a storyboard of what cards they played historically and when. Feel free to refer here often as you learn the game!

AXIS FACTION PLAYER NOTES



PRE-WAR DECISIONS

Ah, good. You have decided to step up and lead the forces of Imperial Japan to victory—or die trying. Before you begin, it's best to adopt the proper fatalist mindset.

Because, let's be honest, your military position is impossible. Once you go to Total War with America, you simply won't have the forces to keep up. Even the "happy time" you enjoy before waking the giant (and filling him with terrible resolve) can be a frustrating exercise—Limited War with one of the Allied nations can result in you landing in a quagmire.

Fortunately, this is only a *game*, and it is a game you can win with sharp play, lucky breaks and a few tricks up your sleeve.

THE SHORT CALM BEFORE THE STORM

One of the most important things you can do is get started off on the right foot. Compared to *TK*, Pre-War is *short*, and the fireworks can go off very suddenly. The outbreak of war by 1938 is all but certain. . . you want to be prepared for that

eventuality at all times, and hope that when it does happen, it happens on your terms.

There are basically three ways for Limited War to break out in *DS*. The first is through a *Country Resists* result on one of your *Demand* cards. This is a desirable outcome, in that you control the timing and will presumably be positioned to take advantage of it. However, it's all but certain your war (if triggered this way) will be with China.

The second is to initiate it in 1938 through *Army Plan Adopted* or *Navy Plan Adopted*. That's also a good outcome—you have full control over the timing, and even get to pick the target to allow the utmost in strategic flexibility.

Getting to 1938 can be tricky though, because it generally means sloughing your way through some *Army* or *Navy Plots* and hoping to avoid *Gekokujo*, *Border Incident*, and *International Incident* results. These results are the third way Limited War can break out—and they can happen at any moment, including some very inconvenient times. Given that, there is something to be said for just pitching into China headlong in Summer 1937 with a *Demand Inner Mongolia* or *Demand Hainan* card.

PROGRAMS, PROGRAMS

During Pre-War, you get to pick two of the four *Program* cards you want to play. *Army Program* and *Navy Program* are clearly useful for the support units they introduce. *Economic Program* is less valuable in Limited War (when having the IGHQ Logistics marker doesn't do much for you), but it does mean you can play *Economic Expansion* later. *Political Expansion* gives you control over your Government, and the ability to combine colonial infantry units into regular Japanese forces is surprisingly useful—give it a try sometime!

As you make your picks, you'll also be discarding *Expansion* and *Imperial Directives* cards. Your card choices can be limited by your Government marker. Try to make sure that the choices you make all work together.

LIMITED WAR DECISIONS

DS is designed around the idea of telling the story of Japan's quest for *hakko ichiu*—bringing the "eight corners of the world under one roof." In game terms, it refers to the four directions you will look as you seek to expand Imperial rule: north (vs. Russia), west (vs. China), south (vs. Britain) or east (vs. the US).

Whichever direction you turn, your Limited War aims are pretty much the same: capture three Strategic Hexes to get the Axis Tide up and going. You'd *like* to avoid ending in a quagmire as the Japanese did historically, but should be prepared for your Limited War to continue all the way into Total War. Beyond that universal truth, let's look at each of those directions in turn.

MASTER PLAN: STRIKE NORTH?

A war with Russia is often high on the *DS* player's potential wish list, especially if the game is being played in conjunction with *TK*. And it does look deceptively attractive—after all, you have some powerful units in place from the get-go, while Russia starts off relatively weak.

But, just as the Japanese historically learned, a war with Russia will never be easy. For one thing, the Kwantung army limitations stop you from sending those units beyond the frontier. For a second thing, Russia certainly won't *stay* weak. In fact, the Bear can become pretty dang ferocious if the Soviet player is willing to divert sizable forces from Europe to Siberia.

MASTER PLAN: STRIKE WEST?

In comparison to the allure of a war with Russia, the historical war with China is a turn-off for many first-time players of *DS*—yet there are some good things going for it. The Chinese start off very weak, which means it's generally easy to pick up two Strategic Hexes with Peiping and Wuhan. After that, it's pretty easy to form a front line and get it stabilized; while you'll always need to maintain some forces along that line, the Chinese pose little offensive threat to retake that ground.

And yet, they can pose a constant nuisance and drain on resources. The ideal way to tackle China is to keep it divided—if you can fight only the Communists or Nationalists (but not both at once), your position is much more optimistic. Picking up a Minor Country ally or two is also a big accomplishment.

MASTER PLAN: STRIKE SOUTH OR EAST?

While both the U.S. and Britain start off with little on the board, these options involve some heavy lifting by your support units to accomplish much. That means you may not want to make a move here until 1938, well after your *Army Program* or *Navy Program* support units are in place. After that, pray for good luck in the form of short Delay rolls.

Once you've taken your initial gains and the two sides are at a support unit standstill, it may be that further gains are impossible here—especially if there's an ocean between you and the Western possessions. In this case, you won't be losing any units to combat attrition, but the Western faction will be able to continue building units through *Limited War Production*. That's not a happy development for you.

A SNEAKY TRICK

There's a curious feature of the Japanese Force Pool that's worth knowing about. You see those 2-2-1 infantry armies that make up the bulk of your army? You can break those down into 1-1-1 and 2-1-1 pieces, because the 2-1-1s aren't elite. It's a perfectly legal way to spring a little *banzai* surprise where the enemy may not be expecting it. So keep one or two of the 2-1-1 infantry units in your Force Pool if you can—you never know when a sweet opportunity to use them may come up.

EXPANSION DECISIONS

After *Limited War* breaks out, you'll face the decision of which two *Expansion* cards to play—and these are some of the most important cards in your deck. The choice you make will be guided by the status of the Government marker, so if it's not on the side you want, play *Imperial Rule Assistance Association* to get it in your direction.

Note that you need to play *both* of the *Army Expansions* or *Navy Expansions* if you want the prize support units that come down either path. If you choose *Economic Expansion* or *Political Expansion*, you give up the support unit, but you do get a nice DRM bonus or some diplomatic help instead. The combination of *First Army Expansion* and *First Navy Expansion* is not as useful, so I'd recommend against that.

AS THE SUN RISES

One final note on *Limited War*—as soon as the VP Marker reads *Axis Tide*, decide which *Neutrality Pact* to offer and get it on the table. You really don't want to give the Allies too many chances to play their *Ultimatum* cards. Russia can do so the season after *Axis Tide* is in effect. You can wait a little longer with Britain and the U.S., as they have to play *Oil Embargo* first.

TOTAL WAR DECISIONS

Generally, the onset of *Total War* in *DS* will be directly tied to when *Total War* occurs in Europe, so you need to keep that in mind as you prepare

for your date with destiny (and infamy). It's a very rare case where *Total War* will break out first on the *DS* map, and it probably means Japan is doing very, very well—in which case you won't need these notes!

Given that European *Total War* means that U.S. Entry is no more than three seasons away, you'll want to go to *Total War* a season or two after Germany kicks off the festivities. There are some advantages to going in the Autumn season immediately afterward—namely an extra season before many of the important Western support units arrive, but it also means going off a bit half-cocked yourself, since you won't have the goodies that come with your *Change of Government* card. Plus the weather in SE Asia is not conducive to an offensive then and there (though it will be better in Manchuria if that figures into your planning). All in all, waiting until Winter as the Japanese did historically is not a bad course of action; in fact, it may be necessary if you have the Japanese Government on a side you don't want.

THE OPENING SALVO

Regarding the prospects of war with the United States, Admiral Isoroku Yamamoto (architect of the Pearl Harbor strike) said: "*I shall run wild for the first six months or a year, but I have utterly no confidence for the second or third year.*"

It turns out he had a pretty good understanding of the situation, and you should go into *Total War* with that same expectation. The first year of *Total War*, you'll expand quickly with *Operation Z* and you'll enjoy a large support unit and DRM advantage over the Allies. You must make the most out of this time, so plan your opening moves carefully! In your opening attack, you want to grab as many Strategic Hexes as you can, kill as many enemy steps as possible, and put together a defensive perimeter as far away from Japan as possible.

Don't overlook a powerful weapon in your *Operation Z* arsenal: the ability to pick a Neutral Minor Country and either *Declare War* on it or roll on the Diplomatic Incident Table. You can do this *each* turn while *East Wind Rain* or *North Wind Cloudy* is your current option card.

Declaring war is a nice way to take down a Minor Country before the Allies can respond (especially in a place like Mongolia or the NEI), but don't be afraid to gamble with a Diplomatic Incident roll, especially in an independent India or Philippines. Maybe they'll stay neutral or even join the Allies in a *coup d'état*—but they

also have a chance to join your side. In our *DS* historical storyboard, Japan picks up Siam as a *Free Passage* ally on the first turn of Winter 1941–42, then declares war on NEI in the second turn.

After the opening attacks, keep the pressure on the Allies. Once the IGHQ Logistics marker arrives, don't be shy about putting it right on the front line, in Rabaul, Bangkok, or Blagoveshchensk.

HISTORICAL CARDBLAY SEQUENCE		
Season	#	Card Name
Spring 1937	3	<i>Army Program</i>
Summer	8	<i>Demand Inner Mongolia</i>
Autumn	10	<i>Diplomatic Overtures</i>
Winter	19	<i>Japanese Mobilization</i>
Spring 1938	5	<i>Navy Program</i>
Summer	24	<i>First Navy Expansion</i>
Autumn	32a	<i>Operation WU-Go</i>
Winter	20	<i>Continuing Mobilization</i>
Spring 1939	11	<i>Diplomatic Overtures</i>
Summer	25	<i>Second Navy Expansion</i>
Autumn	12	<i>Diplomatic Overtures</i>
Winter	1	<i>Food Shortages</i>
Spring 1940	33b	<i>Puppet Government</i>
Summer	13	<i>Diplomatic Overtures</i>
Autumn	27	<i>Tripartite Pact</i>
Winter	30	<i>Imperial Rule Assistance Association</i>
Spring 1941	31b	<i>Russian Neutrality Pact</i>
Summer	14	<i>Diplomatic Overtures</i>
Autumn	29	<i>Change of Government</i>
Winter	28a	<i>East Wind Rain</i>
Spring 1942	40	<i>Victory Disease</i>
Summer	41	<i>Operation MI-Go</i>
Autumn	37	<i>Tojo Expands Power</i>
Winter	38a	<i>Greater East Asia Co-Prosperity Sphere</i>
Spring 1943	39a	<i>Imperial Conference</i>
Summer	34b	<i>Puppet Government</i>
Autumn	50	<i>Asia for the Asians</i>
Winter	42	<i>Materiel Shortages</i>
Spring 1944	43	<i>Operation Ichi-Go</i>
Summer	56	<i>Imperial Directive: Naval Projects</i>
Autumn	44	<i>Sho-Go Defense Plan</i>
Winter	45	<i>Balloon Bombs</i>
Spring 1945	46	<i>Ketsu-Go Defense Plan</i>
Summer	50	<i>Asia for the Asians</i>
Autumn	36	<i>Peace Offer</i>

LETTERS FROM IWO JIMA

Assuming you're lucky enough to avoid a Midway-like disaster, you can expect to have the upper hand for the first year of Total War. In the second year, you'll be at support unit parity with the Allies—and support units are *everything* at this stage of the war—so you can expect the front line to stabilize. Now's a good time to play *Greater East Asia Co-Prosperity Sphere* to start getting those Perimeter forts and *Japanese Mandate* steps. You're going to need them.

Because, be warned—the endgame is not going to be much fun at all, especially compared to the Axis experience in *TK*. In Europe, a cornered Germany can still lash out something fierce. In comparison, your end will come with a whimper, not a bang.

As the noose tightens around you, you'll find the classic "Central Position" you enjoy isn't much of an advantage. That's because you won't have very many units that you can move to face the various threats posed by the US. So bunker up—build *Per* forts at the critical points in your defense (these are almost always multi-zone ports) and make him dig you out. You'll always want to keep a free "fire brigade" step or two if you can to reinforce those locations, especially if it means you can keep him stuck on his Beachhead for an extra turn or two.

Preserve your support units in a way that buys you time. By the third year of Total War, you may want to give away the remote points in your defense if it means you have a better chance of holding the locations close to home—Iwo Jima, the Philippines, Okinawa. Once the Americans are truly inside your perimeter and landing forces in SE Asia or (gulp!) Japan, the ending will come mighty fast. But if you can keep him running at or behind the historical timeline, then you have a good chance at winning the game. *Banzai!*

WESTERN FACTION PLAYER NOTES



It's said that Napoleon once declared, "*I would rather fight an alliance than be in one*"—but that was another century, another war, and it is certainly not your fate. Indeed, the early game for you is all about balancing the needs and wishes of the Big Three that make up your coalition: Nationalist China, Britain, and the United States.

It's likely that Japan will go to Limited War with one of those three countries. Your task will then be to play the cards that the fighting partner needs to stay in that war while *also* finding the time and space to mobilize the other two countries.

So while some of your card play will no doubt be forced in reaction to Japan's moves, the rest of your card selections must be made with the later game in mind. Many cards that might seem worthless or inconvenient at the time are pre-requisites for ones you will want to play later. Let's consider the view from each capital.

NATIONALIST CHINESE DECISIONS

With a weak Force Pool and chaotic political situation, Nationalist China is the weakest of your three countries. Given the likelihood of a Japanese war with Nationalist China, opening the game with *Sian Agreement* is a smart play—if you're successful in getting a *Chinese Incident* Political Event, you can set Nationalist China's Position to Resistance, which makes it more likely to act in concert with Communist China. (The alternative play for this card is to hold it for later in the game, when you can use it to throw a spanner in the Japanese works by introducing a Truce marker at an inconvenient time.)

Once you've set the Chinese Posture to Resistance, think about *Kuling Declaration* as

your annual Rearmament card, as you may be able to activate a Chinese Minor Country or two. And even if the Nationalist Chinese Posture remains Acceptance, it may be helpful to get this card out during Pre-War just for the units it introduces—the starting Nationalist Chinese Force Pool is very small and you may lose out on steps for lack of buildable units.

The other advantage to an early *Kuling Declaration* play is the possibility of placing some Influence markers on the other Chinese Minor Countries. It is really bad news for you if the Axis can get a Chinese Minor Country ally or two, so a bit of pre-emptive diplomacy can pay dividends later on.

WAR OF (LEAST) RESISTANCE

Once the shooting starts, you have two important cards to play as pre-requisites for other cards: *Quarantine Address* must be played before you can play *Aid to China*, and *Relocate Chinese Industries* has to be played before *Chinese War Production*. Get these cards out at your first opportunity. After you're set up to play *Chinese War Production*, you'll want to look for it every winter and summer (to maximize steps), which means working in your other cards around that schedule.

A typical China war will see the Axis make some big early gains, with the front line stabilizing after you can build your HQ and port-a-fort units. In the early going, it's not a bad idea to trade some space for time, especially if it will help you get to the Summer mud, when the front typically shuts down.

And—as long as you don't lose all of Kiangsu—it's so much the better for you if you can draw a lot of Axis forces into the Chinese interior; those forces are less likely to be extricated to face the American counterattack later on.

After the front line stabilizes, your Chinese forces really won't have the oomph to do much more than the occasional pinprick offensive—unless *Chinese Nationalism* is in play—but the occasional low-odds Exchange can help you by bleeding those Axis forces down. Be sure to keep a *Res* unit stacked with your Nationalist Chinese HQ at all times to card against a *Japan Supports Nationalists* bullet. If the Axis player can break your HQ, your front line becomes very brittle.

If Japan does not go to war with China, then *Chinese Ultimatum* is a possibility once the VP marker flips to Axis Tide. Remember, Nationalist China's position has to be set to Resistance to play this card, so you may have to lead with *Sian Agreement* (if you've held it) or *Colonial Defense*.

BRITISH DECISIONS

Getting Britain ready for war absolutely means playing *Commonwealth Mobilization*, and probably one or two of the *Additional British Bases* cards. Don't underestimate the usefulness of building bases—you'll want them to secure your line of communications and maybe even create some forward bases to threaten the Japanese perimeter.

The alternative to *Bases* are *Fortification* cards, which can present the Japanese with tougher nuts to crack in Hong Kong and Ceylon, but they also may come with some unpleasant diplomatic consequences in the form of *Japan Supports Nationalists* results.

Before you play any of your British war preparation cards however, you should try to deduce whether your Axis opponent intends a war with Russia. If he does, then he will no doubt be offering London a Neutrality Pact at first opportunity—and that will render moot any of the preparations you've made. Offering the Neutrality Pact yourself is not a good play unless you're being hard-pressed in an *AE* combined game and you want the freedom to send Commonwealth troops to fight in Europe.

DEFENDING THE EMPIRE

And what if Japan does go to war with Britain? This can happen two ways—Limited War early on, or Total War later on.

A Limited War between Britain and Japan is, typically, a *very limited* war—a true “ant war” as we like to call it. Neither side will have many ground units to use, and the all-critical support units needed to get at each other are even more limited in number. Given the central position Japan occupies between the outposts of your empire, you may well lose Rabaul and Hong Kong before you can react. Your hope is to draw a line in New Guinea and Malaysia that prevents further losses. Don't let the Axis get that third Strategic Hex.

In Total War, you can expect to be fighting on two fronts—the CBI theater and in New Guinea. You'll want to build enough Indian and Australian units to keep each front in play; that will help spread the Japanese perimeter. It's also a very good idea to make sure a US unit or two is around in each theater so the Axis can't overwhelm the limited number of British support units and defeat them in detail.

INDEPENDENCE FOR INDIA?

One other note on British strategy. Occasionally, you'll see the Axis play *Diplomatic Program* early on, which introduces the Quit India marker to the Strategic Warfare Box. This can allow you to play *Indian Independence*, which is a huge decision for you. An Axis India is a whole-scale disaster; keep that in mind. But solving the India question early can free you from having to play *Gandhi Arrested* in Total War, and those Commonwealth steps built will be very useful in preparing Britain for war. This is a high-risk, high-reward strategy. If you pursue it, be sure to use your first *Neutrals Pressured* result to place Western Influence in India.

US DECISIONS

Unlike Britain, America faces an inevitable war with Japan—so proper preparation is vital for that conflict. Like Britain, your preparation includes a *Mobilization* card and the decision between *Bases* or *Fortifications*.

But there's more work for the US to do beyond that. You also need to find time to play the trio of *Cash & Carry Bill*, *Warning to Japan*, and *Selective Service Begins*, because the armor units that come with the last card will be needed to bust Japanese island bunkers in the end game.

Oil Embargo is not quite a must-play like the three previous cards, but it's an important one for the marine unit it introduces. And putting the Axis on the hook for picking up an Oil hex to avoid the embargo's DRM effects is a definite benefit.

You'll also want to play either *Philippine Independence* or *Philippine/US Army Integration* at some point to make the Axis fight for Manila and Davao. *Independence* has the same downside here as it does in India—the danger that Japan might pick up the country as an ally. The upside is that the Filipinos will likely bring more steps to their own defense than the US will build, plus Japan will have to spend one of its *Operation Z* declarations of war or *Diplomatic Incident* rolls to get at Manila.

THE MORNING AFTER

After Total War, Western card play becomes much more uncomplicated—you have a series of “big hammer” offensive cards to start dropping, with occasional pauses for *Conferences*. That said, there are a few cards that bear special mention.

For example, you have some important cards to play to unlock later cards. These are the two

HISTORICAL CARPLAY SEQUENCE		
Season	#	Card Name
Spring 1937	10	<i>Sian Agreement</i>
Summer	1a	<i>Kuling Declaration</i>
Autumn	18a	<i>Quarantine Address</i>
Winter	20	<i>Relocate Chinese Industries</i>
Spring 1938	19a	<i>Aid to China</i>
Summer	21	<i>Chinese War Production</i>
Autumn	2	<i>League of Nations</i>
Winter	21	<i>Chinese War Production</i>
Spring 1939	31a	<i>Additional US Bases</i>
Summer	21	<i>Chinese War Production</i>
Autumn	3a	<i>Commonwealth Rearmament</i>
Winter	5	<i>Cash & Carry Bill</i>
Spring 1940	6	<i>Warning to Japan</i>
Summer	4a	<i>American Rearmament</i>
Autumn	7	<i>Selective Service Begins</i>
Winter	23a	<i>Additional British Bases</i>
Spring 1941	8b	<i>Philippine / US Army Integration</i>
Summer	17	<i>Oil Embargo</i>
Autumn	15	<i>Riviera Conference</i>
Winter	16	<i>Pacific Mobilization</i>
Spring 1942	34a	<i>Doolittle Raid</i>
Summer	35a	<i>Arsenal of Democracy</i>
Autumn	9b	<i>Gandhi Arrested</i>
Winter	40a	<i>Symbol Conference</i>
Spring 1943	26	<i>Operation Longcloth</i>
Summer	41a	<i>Elkton Plan</i>
Autumn	42	<i>Operation Galvanic</i>
Winter	43a	<i>Sextant Conference</i>
Spring 1944	47	<i>Intensive Bombing</i>
Summer	44	<i>Operation Forager</i>
Autumn	45	<i>Operation King</i>
Winter	48a	<i>Cricket Conference</i>
Spring 1945	49	<i>Operation Iceberg</i>
Summer	50	<i>Operation Oboe</i>
Autumn	52	<i>Manhattan Project</i>

early pairs of *Doolittle Raid/War Plan Orange* and *Arsenal of Democracy/US Victory Program*, plus *Elkton Plan* later on.

Other cards have European implications, either in terms of ESV levels or preserving the ability to use them in *TK* in a combined game. These include *Operation Husky*, *Operation Avalanche*, and *Intensive Bombing*. The first two are probably best employed in Europe (you'll only need *Avalanche* to take down an Axis India, for example), while *Intensive Bombing* is very useful for helping to tame Japanese support units.

One final card that might be useful is *Operation Matador*, which is the *DS* version of *TK*'s *Operation Torch*. If the Axis has left a neutral Siam, NEI, or independent Philippines to guard its flank, this card can allow you to open that flank very quickly.

THE ROADS TO TOKYO

In the first year of Total War with Japan (barring a series of Midway-like results), the Axis will enjoy a support unit advantage due to its DRM edge. Year two will see both sides at parity. The tide will start to turn in your favor (and remarkably so) in year three. But unfortunately, you only have four years to work with—so waiting is not an option.

As soon as you can, you'll want to threaten at least one avenue of advance. True island-hopping usually isn't possible in the early going, as that will put your Surface Fleet units at risk to long delays inflicted by Axis Air Force units. It's far better to pick an island chain with a series of [Air Bases](#) within three hexes of each other and start there.

Starting from the eastern edge of the map, there are three routes in front of you. From north to south, they are the Aleutians, the Marshalls/Carolines, and the Solomons/New Guinea. Let's look quickly at each of these.

The Aleutians can be a tough slog, as it's occasionally interrupted by Winter ice and will require additional Convoy units to provide supply. But it's also the shortest direct route to the Japanese Home Islands, so it's worthwhile to at least threaten an advance here.

The Marshalls/Carolines are an even tougher nut to crack than the Aleutians, as there are some breaks in the chain that require island-hopping, and you may run into a fort or two along the way at Truk and/or Saipan.

The historical route, the Solomons/New Guinea, has good weather until you get to

New Guinea and requires putting fewer naval support units at risk. On the downside, the Axis can take it out of the picture diplomatically (by signing a Neutrality Pact with Britain). If the Axis does leave it in play, expect this route to be heavily contested.

Early in Total War, you may be limited to fighting along one avenue of advance—but it's not a bad idea to threaten elsewhere in order to spread the Axis thin. And later in Total War, you can definitely start to work along multiple axes.

Wherever you go, try to always bring overwhelming force in the initial landing. Since you only have once Beachhead marker to use, getting stuck on a beach will mean an end to your advances elsewhere—so don't get stuck on a beach if you can help it! Eventually, you'll come to some tough Japanese island fortresses that require a turn or two to break down—but hopefully by then you'll have made good progress toward the home islands and the Emperor's signature on a treaty on the decks of the USS *Missouri*.

SOVIET FACTION PLAYER NOTES



RUSSIAN DECISIONS

Your first decision out of the gate will be whether to fortify the Manchurian frontier with *Eastern Line* or to pave the way toward picking up a friendly neighbor with *Mongol Purges*. Strategically, *Mongol Purges* has a lot going for it. A Soviet Mongolia stretches the front line in any war with Japan, and that's something that will eventually play more to your benefit than to the Axis. It also provides a direct route to

intervene in Communist China that doesn't go through Manchuria. In contrast, *Eastern Line* is a very defensive opening that is only useful if you're certain the Axis is going to war with you in 1937 or '38.

With your opening Rearmament card out of the way, your next card choices—assuming you're not in a shooting war with Japan—will be fairly predictable. You'll want to play *Asian Diplomacy* at a time that's favorable for activating Mongolia and possibly one or two other Communist Chinese countries, like Hopeh or Sinkiang. You'll want to sign a *Pact with China* and then send *Aid to China* if that's needed. And you'll want to play your annual Rearmament cards as you go.

The one vexing question you might face is whether to build additional steps with a *Pre-War Production* card or two. Each of those cards comes at an ESV cost, and it behooves you to keep the ESV at zero or less. (The interest payments on high ESV levels can rack up fast and make the end-game that much tougher for you.) From the larger Allied perspective, there's an opportunity cost for building these Russian steps. If the Axis player doesn't go to war with you, the steps you've built will be rendered useless, while your Western ally may well wish you'd left him the ESV margin to play *Commonwealth Support*.

WARTIME PRODUCTION

If you do get into a Limited War shooting match with the Axis, the diplomatic priorities must give way to your troop-building needs. Again though, you don't want to over-produce and give away the game in Europe.

As you fight, understand that your supply situation is a delicate one. The Trans-Siberian Railway is a very thin line that can be easily cut. It's okay to lose a Strategic Hex or two to the Axis faction during Limited War, but you'll want to draw the line there before the Axis takes Irkutsk. That hex is a natural fortress—fight for it as hard as you can. It's definitely in your best interest to keep the Axis mired within an Asian land war.

Once in Total War, you'll be able to build a few more units and maybe even battle your way back. But in both *DS* alone and in *AE*, try to make do with limited resources. "Germany First" is your motto.

THE LITTLE SPANNER IN THE LARGER AXIS WORKS

Although it's ultimately not a large issue, the game may present you an opportunity that can freak Axis players out, so it's worth discussing—and that's the possibility for a *Neutrals Pressured* result giving you a Soviet Influence marker to play with. A Soviet Influence marker in Siam or NEI can pose an interesting problem to the Axis.

Assuming there's a Neutrality Pact between you and Japan, he won't be able to invade the Influenced country without going to war with you. (And a three- or four-front war for the Axis in *DS* is a short and certain Allied victory.) Yet, that same Influence result won't prevent the West from invading that country with *Operation Matador*—and that can really punch a hole in the Axis line!

The Axis does have the ability to negate this spanner; the free *Neutrals Pressured* result during *Operation Z* will usually do the trick. Even so, Soviet Influence in Southeast Asia is always worth a shot to try and derail the Axis plans.

COMMUNIST CHINESE DECISIONS

If Russian strategies are limited in *DS*, those afforded to the minor Soviet partner are even more so. You'll likely only have Kansu to work with, maybe Hopeh, Sinkiang, or Szechwan on a rare day. Your Force Pool is not plentiful (especially until *Pact with China* is played), but your units are *tough*.

Essentially, your task will be to bleed what Japanese steps you can. Do whatever it takes to engineer a war with Japan, then make occasional 1–3 and 1–2 attacks. Yes, you'll lose far more steps than you kill. Take time between "offensives" to lick your wounds and rebuild, then go at it again. If you get into a situation where you need a longer ceasefire to rebuild, a well-timed *Lanchow Agreement* can provide some relief. Every Axis step you kill is of benefit to the Allied cause.

HISTORICAL CARDPLAY SEQUENCE

Season	#	Card Name
Spring 1937	1a	<i>Mongol Purges</i>
Summer	13	<i>Pact with China</i>
Autumn	26	<i>Aid to China</i>
Winter	14	<i>Asian Diplomacy</i>
Spring 1938	5	<i>New Five-Year Plan</i>
Summer	28	<i>Chinese Insurgency</i>
Autumn	2	<i>Russian Rearmament</i>
Winter	28	<i>Chinese Insurgency</i>
Spring 1939	15	<i>Pre-War Production</i>
Summer	3	<i>Continuing Rearmament</i>
Autumn	28	<i>Chinese Insurgency</i>
Winter	16	<i>Border Defense</i>
Spring 1940	4	<i>Russian Mobilization</i>
Summer	28	<i>Chinese Insurgency</i>
Autumn	16	<i>Border Defense</i>
Winter	28	<i>Chinese Insurgency</i>
Spring 1941	16	<i>Border Defense</i>
Summer	28	<i>Chinese Insurgency</i>
Autumn	6	<i>War Progress 1</i>
Winter	11a	<i>Siberian Troop Transfer</i>
Spring 1942	7	<i>War Progress 2</i>
Summer	28	<i>Chinese Insurgency</i>
Autumn	16	<i>Border Defense</i>
Winter	28	<i>Chinese Insurgency</i>
Spring 1943	8	<i>War Progress 3</i>
Summer	12	<i>Lanchow Agreement</i>
Autumn	16	<i>Border Defense</i>
Winter	17	<i>Border Disputes</i>
Spring 1944	9	<i>War Progress 4</i>
Summer	28	<i>Chinese Insurgency</i>
Autumn	22	<i>Demand Tannu Tuva</i>
Winter	16	<i>Border Defense</i>
Spring 1945	24	<i>Limited War Production</i>
Summer	10	<i>War Progress 5</i>
Autumn	33	<i>Red Banner Offensive</i>

DESIGNER'S NOTES

By Thomas Prowell

If you played the 2011 version of *DS*, you may know that players discovered the Axis faction could break the game by aggressively pursuing certain strategies. I owe you a hefty *mea culpa*—we tried to check for that in playtesting, honestly. We just didn't control for how hard some hair-on-fire Axis players were willing to push.

So the main focus on this new version of *DS* was, first and foremost, reining in Japan's capabilities and making sure our game was better balanced and on better historical footing. I think I can say "mission accomplished" with this edition. Knock on wood.

In terms of designers notes beyond that... while this edition of *AE* represents a fourth go at *TK*, it's only the second coming of *DS*. So I'll spend a little more time noting what makes this game different from all the other PTO games out there, for those of you who are new to the party. I really believe that, with *DS*, we can tell the story of the Pacific War in a way that hasn't been told before.

There have been a lot of *great* games on the Pacific War published over the years. But pretty much all of them follow the same script: it starts on December 7, 1941 and ends at whatever point the inevitable American superiority over Japan makes the game boring. (And note that in SPI's original *USN* and Avalon Hill's *Victory in the Pacific*, this end point was well before 1945!)

Most of those other games also have intricate air-naval systems that made for some dramatic battles and operational engagements—but don't necessarily let players see the bigger picture. Designer Mark Herman admitted as much in his masterful monster, *Pacific War*—eschewing politics and production, that game was basically about giving players guns and someone to point them at.

We wanted *DS* to be a true strategic game, one that would tell the story from Japan's point of view and let players explore the paths *not* taken. So our game starts in 1937 and focuses on Japan's efforts to achieve *hakko ichiu*—bringing "the eight corners of the world" under the Imperial roof. In the 1930s, Japan's imperial ambitions looked in all directions: north (at Russia), west (at China), south (at Britain and the other European colonial powers) and east (at the US). War with any—and even all—of those compass points seemed like a certainty, and a desirable one at that, to elements of the Japanese leadership.

If you're interested in further reading about the story *DS* is trying to tell, here are some books to pick up—each was instrumental to the design of this game: *Japan's War* by Edwin Palmer Hoyt, *A Gathering Darkness* by Haruo Tohmatsu and H.P. Willmott, and *The Rising Sun* by John Toland.

Another story we wanted to capture in *DS* was the nature of Japan's conflicted leadership. This seemed like a story that would be natural for the game to tell—after all, that same sense of "who's in charge?" was present in the game system as far back as *Krieg!*, where events didn't always unfold exactly as players might want.

For *DS*, we wanted even more of that sense of working within a bureaucracy. Like the Emperor, you will occasionally have to deal with out-of-control military factions co-opting your smooth-running, consensus-style government. These factions (represented by the Japanese Government marker) will sometimes take the wheel and drive events; you'll have to hold on for the bumpy ride. You can choose to work within the status quo and follow the whims and dictates of the faction with the upper hand—or you can work against the system and try to grab the wheel yourself by playing

an *Army Plot* or *Navy Plot*. Those can be a real pain in terms of timing and lead to unintended consequences similar to the wave of coup attempts and assassinations that plagued Japan in the early 1930s. You can even pursue an alt-history *Political Program* to see what a more "enlightened" (yet still very militaristic) Japanese leadership might have accomplished.

One final note of distinction: early in the *DS* design process, we decided to stay committed to *Krieg!*'s original concept of abstract support units. For certain Pacific war enthusiasts out there, I know this decision has always raised eyebrows. After all, what's a Pacific war game without all the boats and planes?

The choice comes down to a matter of design focus. As I said, *DS* isn't primarily about the air-naval war between the US and Japan; there are many other games that tell that story.

Here, the support unit rules keep players focused on the big picture, where you'll be asking yourself "Where are the bases to support this drive?" and "What assets do I have?" rather than "How many cruisers do I need to provide flak coverage for this carrier task force?" Of course, for those who want that level of detail, now we have the long-awaited *Schiffskrieg* air/naval module for you to enjoy. I aim to please.

I also remain committed to supporting this game until I drop. If you have questions about anything *DS*-related, *please ask me*. I'm easy to find—just hit me up on *Consim World* (talk.consimworld.com) and *Board Game Geek* (boardgamegeek.com).



CREDITS

Many, many people have helped shape the *Axis Empires* game system over the last 25+ years. Because of the passage of time and my spotty memory, this section cannot possibly name all of you who were involved. So I'm sure what follows will contain an unintended oversight or two. If so, please accept my apologies in advance and know that you guys were instrumental in creating this game. Thank you for your help, care and faith.

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