

JAPAN SPECIAL RULES

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

JAPAN SNEAK ATTACK (1 per game)

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

CHINA RULES FOR JAPAN

- **Unit Entry:** unrestricted.
- **Supply:** **normal** Supply rules.

PARTISAN SUPPRESSION

During a friendly **Command Phase**, **Japan can expend one Command to enable [multiple] Partisan Suppressions during Combat:**

1. Turn Suppressing units (not Forts) face up.
2. If Guerrilla Warfare ☐ Partisans fire 1st @ G1.
3. Suppressing units *must* Fire (@ G):
 - a. Each Hit eliminates 1 Partisan.
 - b. Then, each 6 *creates* 1 Partisan.

SNEAK REBASING: ANS in a Sneak Attack can always ReBase to an undisputed friendly Land area even if this involves "Sneak" movement through Enemy/Battle areas.

AGGRESSIONS IN CHINA

VoNs IN CHINA

- Foreign VoNs award Rivals 1 World Reaction card (Fort CV=Muster Value).
- Proxy Power VoNs trigger *no* World Reaction Cards.

VIOLATION OF A PROXY POWER (VoPP)

First Foreign Aggression on a Proxy Power or its Protectorates or entry into an area containing its units. When a Proxy Power is Violated:

- It draws **2** World Reaction cards.
- Its Loyalty (KMT/CPC) rises one level and it becomes an Enemy of the Violator.
- **8.31 CHIANG KAI SHEK comes into effect.**

AIR FORCE✈️[Air Unit] [ANS]

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

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

A3/N1/G1/S1Air Move : 2 (Land & Sea)

SUBMARINE🚢[Submarine Unit] [ANS]

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

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

A0/N1/G0/S1Land Move: 1 (along Coast)Sea Move : 2

FORTRESS🏰[Ground Unit]

A superior combatant but completely immobile.

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

A2/N3/G4/S3Land Move: n/aSea Move : n/a

TANK🚗[Ground Unit]

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

A0/NO/G2/S0Land Move: 3Sea Move : 2 (Convoy)

CONVOY☒☒🚢[Ground Unit] at Sea

A Ground Unit at Sea becomes a Convoy.

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

A0/NO/G0/S0Land Move: n/aSea Move : 2

CARRIER✈️[Naval Unit] [ANS]

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

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

A2/N2*/G1/S2Land Move: 1 (along Coast)Sea Move : 3

FLEET🚢[Naval Unit] [ANS]

The brawler of the high seas.

A1/N3/G1/S2Land Move: 1 (along Coast)Sea Move : 3

ANS units

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

INFANTRY☒[Ground Unit]

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

A1/N1/G3/S0Land Move: 2Sea Move : 2 (Convoy)

MARINES / SNLFs🚢[Ground Unit | Infantry]

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

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

A0/NO/G2/S0Land Move: 2Sea Move : 2 (Convoy)

MILITIA☒[Ground Unit | Infantry]

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

A0/NO/G2/S0Land Move: 2Sea Move : n/a

CONQUEST & CONSEQUENCE

ASIAN BALANCE OF POWER 1936-1945

SEQUENCE OF PLAY

NEW YEAR

YEAR START [≥ 25 VPs= Economic Victory]

1. Advance Year Marker
2. New Year Resolutions (USA/Soviets only)
3. Reshuffle Decks | Award Peace Dividends
4. Turn Order

PRODUCTION PHASE

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

GOVERNMENT PHASE (CARD PLAY)

- Card Play (one of below options):
 - 1 Diplo or 1 Intel card
 - 2 matching Tech cards*
 - (Soviets): 2 matching China Diplo cards*
 - Factory cards ≥ Industry Cost
 - Factory cards ≥ Loyalty Cost
 - * Can go in Secret Vault
- OR: Pass (3 in a row ends card play)

1. Resolve Diplomacy (adjust POP/RES)
2. HandSize Compliance (discard)

SEASONS (SPRING/SUMMER/FALL)

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

WINTER SEASON

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

Japan Player Aid

1. TIME MARKERS

Place YEAR in 1936 and PHASE/SEASON in New Year

2. UNIT PLACEMENT

See unit setup on central pages of this Player Aid

COMBAT SEQUENCE

DECLARE ALL ACTIVE BATTLES

Active Player turns all units face-up (compulsory following Aggression).

RESOLVE ACTIVE BATTLES (RAIDS FIRST)

Active Player selects Active Battle to Resolve.

COMBAT ROUNDS (N/A TO CONVOYS / SEA INVADERS)

In Priority order, units take Combat Actions (Defenders first unless Surprise/FirstFire):

- Fire: Select Target Class, roll & apply Hits;
- OR Retreat to adj. Undisputed Friendly Area
- OR (ANS Only) ReBase to Undisputed Friendly Land Area in Range

RESOLVING LAND BATTLES

After all units have taken a Combat Action or when only one side remains in the Area:

1. ANS w/o Ground Support *must* Retreat (AFs by ReBasing)
2. Active ANS may ReBase
3. Return Owner/victorious units upright;
4. Battle is resolved. Select next Active Battle

RESOLVING SEA BATTLES

After all units have taken a Combat Action:

1. All participating AFs *must* ReBase.
2. Subs may Escape [turn them face-down].
3. If Battle has not ended, begin new Round.

If at any time during the Round only one side remains (ignoring Escaped Subs):

1. Return victorious Units upright
2. Victorious ANS units may ReBase
3. Battle is resolved. Select next Active Battle

COMBAT PHASE ENDS

When all Active Battles are Resolved the Active Player's Combat Phase ends.

AREA CONTROL TABLE

	Control	Supply Line	Trade Route
Land Areas	Friendly	🟢	🟢
	Neutral	🟡	🟢
	Rival	🟡	🟡
Sea Areas	Enemy	🔴	🔴
	Open	🟢	🟢
	Enemy	🔴	🔴

🟢= only if no Escaped Enemy Subs present.
🟡= only through Straits.

STRATEGIC MOVEMENT

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

Tech	Benefit
Air Defense Radar	AFs 2A3 (Friendly Territory)
AmphTracks	Combat Action for Invaders; Marine FirstFire
Atomic Research	Can achieve next stage
AutoCannons	Fleets A2 & Carriers A3
Dive Bombing	AFs fire N2
Heavy Bombers	AFs Movement Range is 3
Improved Torps	Subs fire N2
Incendiaries	AFs Strategic Bomb @ I1
Jets	AFs FirstFire
Naval Radar	Fleets FirstFire

Guerrilla Warfare Partisans defend first @ G1

Land ReformCPC Loyalty Cost drops to 4

PropagandaPartisans Recruited with 5/6



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P.O. Box 1308
Hanford, CA 93232-1308
www.GMTGames.com



3. MARKERS ON PROD TRACKS

IND: 6 | POP: 11 | RES: 10

NatCities: 4* | KMT: 1

IND: 11 | POP: 10 | RES: 5

IND: 4 | POP: 6 | RES: 8

RedMuster: 2 | CPC: 3

4. DIPLOMACY MARKERS

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

5. ACTION CARDS

USA: Draw 12

JAPAN: Draw 7

SOVIETS: Draw 6

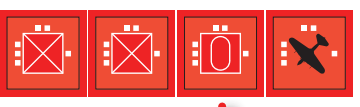
*5 in Rising Sun

SETUP GUIDE

JAPAN TOTAL UNITS
30 units/37 CV

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

RUSSIAN RESERVES



In '45 or the next New Year after DoW on Soviets in Novo-sibirsk or Taskent.

RUSSIA TOTAL UNITS
9 units/9 CV

RedChina TOTAL UNITS
2 units/4 CV



US DoW REACTION FORCES



In the next 3 New Years after the US is DoWed

US NAVAL CONSTRUCTION



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

RISING SUN (2 PLAYERS):
• Add in Sian: Nat Fort 2 CV + Nat Militia 2 CV.
• Cadre in Punjab is a permanent Fort (cannot be disbanded).

US TOTAL UNITS
11 units/18 CV

NatChina TOTAL UNITS
8 units/12 CV

BritEmp TOTAL UNITS
7 units/7 CV

SOVIET SPECIAL RULES

- Emergency Command: 2 Unit-moves.
- Russian Reserves: AF, Tank, & 2 Infantry Cadres arrive at New Year '45 or in the New Year following a Rival DoW.
- Russian Winter Turns: Command card for any Season allows Winter Movement/Combat and Supply Checks *within Russia only!*

CHINA RULES FOR RUSSIA

- Unit Entry: only if at War with Japan.
 - Manchuria: *not* Foster Faction Intrusion.
 - Other (Foster Faction Intrusion): if so CCW VPs = lesser of CPC/RedMuster.
- Note: *no penalty if Siberia was invaded.*
- Supply: **normal Supply rules.**

AGGRESSIONS IN CHINA

VoNs IN CHINA

- Foreign VoNs award Rivals 1 World Reaction card (Fort CV=Muster Value).
- Proxy Power VoNs trigger *no* World Reaction Cards.

VIOLATION OF A PROXY POWER (VoPP)

First Foreign Aggression on a Proxy Power or its Protectorates or entry into an area containing its units. When a Proxy Power is Violated:

- It draws 2 World Reaction cards.
- Its Loyalty (KMT/CPC) rises one level and it becomes an Enemy of the Violator.
- 8.31 CHIANG KAI SHEK comes into effect.

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

AIR FORCE✈️[Air Unit] [ANS]

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

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

A3/N1/G1/S1Air Move : 2 (Land & Sea)

SUBMARINE🚢[Submarine Unit] [ANS]

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

- May move through Enemy units (11.2).
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A superior combatant but completely immobile.

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

A2/N3/G4/S3Land Move: n/aSea Move : n/a

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

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CONVOY🚢🚢[Ground Unit] at Sea

A Ground Unit at Sea becomes a Convoy.

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- Can Sea Invade (11.221) on to Enemy Land.
- Cannot Engage or Disengage at Sea (11.22).
- Cannot Fire or Retreat (12.72).
- Separately Targetable at "N" Firepower (12.72).
- Lose 2 CV per Hit taken (12.44).

A0/NO/G0/S0Land Move: n/aSea Move : 2

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ANS units

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

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

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

A0/NO/G2/S0Land Move: 2Sea Move : 2 (Convoy)

MILITIA👤[Ground Unit | Infantry]

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

A0/NO/G2/S0Land Move: 2Sea Move : n/a

CONQUEST & CONSEQUENCE

ASIAN BALANCE OF POWER 1936-1945

SEQUENCE OF PLAY

NEW YEAR

YEAR START [≥ 25 VPs = Economic Victory]

- Advance Year Marker
- New Year Resolution (USA/*Soviets* only)
 - Russian Reserves (Novosibirsk/Tashkent)
- Reshuffle Decks | Award Peace Dividends
- Turn Order

PRODUCTION PHASE

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

GOVERNMENT PHASE (CARD PLAY)

- Card Play (one of below options):
 - 1 Diplo or 1 Intel card
 - 2 matching Tech cards*
 - (Soviets): 2 matching China Diplo cards*
 - Factory cards ≥ Industry Cost
 - Factory cards ≥ Loyalty Cost
- * Can go in Secret Vault
- OR: Pass (3 in a row ends card play)

- Resolve Diplomacy (adjust POP/RES)
- HandSize Compliance (discard)

SEASONS (SPRING/SUMMER/FALL)

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

WINTER SEASON

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

1. TIME MARKERS

Place YEAR in 1936 and PHASE/SEASON in New Year

2. UNIT PLACEMENT

See unit setup on central pages of this Player Aid

COMBAT SEQUENCE

DECLARE ALL ACTIVE BATTLES

Active Player turns all units face-up (compulsory following Aggression).

RESOLVE ACTIVE BATTLES (RAIDS FIRST)

Active Player selects Active Battle to Resolve.

COMBAT ROUNDS (N/A TO CONVOYS / SEA INVADERS)

In Priority order, units take Combat Actions (Defenders first unless Surprise/FirstFire):

- Fire: Select Target Class, roll & apply Hits;
- OR Retreat to adj. Undisputed Friendly Area
- OR (ANS Only) ReBase to Undisputed Friendly Land Area in Range

RESOLVING LAND BATTLES

After all units have taken a Combat Action or when only one side remains in the Area:

- ANS w/o Ground Support *must* Retreat (AFs by ReBasing)
- Active ANS may ReBase
- Return Owner/victorious units upright;
- Battle is resolved. Select next Active Battle

RESOLVING SEA BATTLES

After all units have taken a Combat Action:

- All participating AFs *must* ReBase.
- Subs may Escape [turn them face-down].
- If Battle has not ended, begin new Round.

If at any time during the Round only one side remains (ignoring Escaped Subs):

- Return victorious Units upright
- Victorious ANS units side may ReBase
- Battle is resolved. Select next Active Battle

COMBAT PHASE ENDS

When all Active Battles are Resolved the Active Player's Combat Phase ends.

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GMT Games, LLC

P.O. Box 1308

Hanford, CA 93232-1308

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	Open	🟢	🟢
	Enemy	🔴	🔴

🟢 = only if no Escaped Enemy Subs present.
🟡 = only through Straits.

STRATEGIC MOVEMENT

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

PARTISAN / INSURGENT CREATION

DURING GOVERNMENT PHASE

- Play and discard a Diplo Card for a Chinese Province to place a Partisan there.
- Play and discard a Diplo WildCard to place a Partisan in either Partisan Option.
- INSURGENTS: Play 2 matching Provincial Diplo Cards into your Secret Vault.

DURING SEASONS (FRIENDLY PLAYER TURN)

During the Movement Phase:

- INSURGENT UPRISING (1 Command): reveal Insurgent card-pair in your Secret Vault and place a 2 CV Militia in that Province.
- PARTISAN MILITARIZATION (1 Command): convert a Partisan into 1 CV of Militia (step or Cadre). Multiple Partisans can be Militarized per Province in the same Phase.
- PARTISAN RECRUITING (with unused Commands at end of Movement Phase): for 1 Command roll 1d6 (up to # Restive Provinces) 🎲 each 6 (5/6 with Propaganda) creates a new Partisan in any Restive Province (max 1/Province).

3. MARKERS ON PROD TRACKS

IND: 6POP: 11RES: 10

NatCities: 4*KMT: 1

IND: 11POP: 10RES: 5

IND: 4POP: 6RES: 8

RedMuster: 2CPC: 3

4. DIPLOMACY MARKERS

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

5. ACTION CARDS

USA: Draw 12

JAPAN: Draw 7

SOVIETS: Draw 6

SETUP GUIDE

*5 in Rising Sun

JAPAN TOTAL UNITS
30 units/37 CV

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

RUSSIAN RESERVES



In '45 or the next New Year after DoW on Soviets in Novo-sibirsk or Taskent.

RUSSIA TOTAL UNITS
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US DoW REACTION FORCES



In the next 3 New Years after the US is DoWed

US NAVAL CONSTRUCTION



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

RISING SUN (2 PLAYERS):
• Add in Sian: Nat Fort 2 CV + Nat Militia 2 CV.
• Cadre in Punjab is a permanent Fort (cannot be disbanded).

US TOTAL UNITS
11 units/18 CV

NatChina TOTAL UNITS
8 units/12 CV

BritEmp TOTAL UNITS
7 units/7 CV

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

AGGRESSIONS IN CHINA

VoNs IN CHINA

- Foreign VoNs award Rivals 1 World Reaction card (Fort CV=Muster Value).
- Proxy Power VoNs trigger *no* World Reaction Cards.

VIOLATION OF A PROXY POWER (VoPP)

First Foreign Aggression on a Proxy Power or its Protectorates or entry into an area containing its units. When a Proxy Power is Violated:

- It draws 2 World Reaction cards.
- Its Loyalty (KMT/CPC) rises one level and it becomes an Enemy of the Violator.
- 8.31 CHIANG KAI SHEK comes into effect.

CHINA RULES FOR USA

- Diplomacy:** After a VoPP, WildCards place TWO Nat Influence markers in China.
- USA Unit Entry:** only if at War with Japan; if so CCW VPs = lesser of KMT/NatCities *unless USA/BrE Home Territory was invaded.*
- USA Supply:** normal Supply rules.

PARTISAN SUPPRESSION

During a friendly Command Phase, USA must expend one Command to enable [multiple] Partisan Suppressions during Combat:

- Turn Suppressing units (not Forts) face up.
- If Guerrilla Warfare □ Partisans fire 1st @ G1.
- Suppressing units *must* Fire (@ G):
 - Each Hit eliminates 1 Partisan.
 - Then, each 6 creates 1 Partisan.

2 PLAYERS RULES FOR THE USA

UNITED CHINA [UC] PRODUCTION

- Enlistment: maximum +1 CV / Province.
- Activism: Draw Action cards = KMT, *face up*. If playable Diplomatically, place 1 Influence marker there. If not, **discard**.

MAO TSE TUNG

- UC can use *Soviet* values on Diplomatic WildCards w/ double Influence in China *if UC has been VoPPed*.
- Intimidation: adjacent to Russia = adjacent.

INSURRECTION: during Movement expend 1 Command to play a China Diplomacy card (WildCards: use Partisan Options only). and place a 1CV Militia there (may constitute Aggression). Discard the card.

AIR FORCE✈️[Air Unit] [ANS]

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

- May move through Enemy units (11.3).
- When starting at Sea may move to Friendly Territory only (11.3).
- Strategic Movement cannot start/end in a Sea Area (11.4).
- Must Retreat by ReBasing (12.51).
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Limited in combat but hard to kill; perfect for Blockade duty.

- May move through Enemy units (11.2).
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A superior combatant but completely immobile.

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- Cannot Engage or Disengage at Sea (11.22).
- Cannot Fire or Retreat (12.72).
- Separately* Targetable at "N" Firepower (12.72).
- Lose 2 CV per Hit taken (12.44).

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A1/N3/G1/S2Land Move: 1 (along Coast)Sea Move : 3

ANS units

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

INFANTRY👤[Ground Unit]

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

A1/N1/G3/S0Land Move: 2Sea Move : 2 (Convoy)

MARINES / SLNFs🚢[Ground Unit | Infantry]

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

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

A0/NO/G2/S0Land Move: 2Sea Move : 2 (Convoy)

MILITIA🚧[Ground Unit | Infantry]

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

A0/NO/G2/S0Land Move: 2Sea Move : n/a

CONQUEST & CONSEQUENCE

ASIAN BALANCE OF POWER 1936-1945

SEQUENCE OF PLAY

NEW YEAR

YEAR START [≥ 25 VPs = Economic Victory]

- Advance Year Marker
- New Year Resolution (*USA*/Soviets only)
 - '39/'40/'41: +1 Influence on BritEmp
 - US Naval Construction + Reaction Forces
- Reshuffle Decks | Award Peace Dividends
- Turn Order

PRODUCTION PHASE

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

GOVERNMENT PHASE (CARD PLAY)

- Card Play (one of below options):
 - 1 Diplo or 1 Intel card
 - 2 matching Tech cards*
 - (Soviets): 2 matching China Diplo cards*
 - Factory cards ≥ Industry Cost
 - Factory cards ≥ Loyalty Cost
 - * Can go in Secret Vault
- OR: Pass (3 in a row ends card play)

- Resolve Diplomacy (adjust POP/RES)
- HandSize Compliance (discard)

SEASONS (SPRING/SUMMER/FALL)

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

WINTER SEASON

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

1. TIME MARKERS

Place YEAR in 1936 and PHASE/SEASON in New Year

2. UNIT PLACEMENT

See unit setup on central pages of this Player Aid

COMBAT SEQUENCE

DECLARE ALL ACTIVE BATTLES

Active Player turns all units face-up (compulsory following Aggression).

RESOLVE ACTIVE BATTLES (RAIDS FIRST)

Active Player selects Active Battle to Resolve.

COMBAT ROUNDS (N/A TO CONVOYS / SEA INVADERS)

In Priority order, units take Combat Actions (Defenders first unless Surprise/FirstFire):

- Fire: Select Target Class, roll & apply Hits;
- OR Retreat to adj. Undisputed Friendly Area
- OR (ANS Only) ReBase to Undisputed Friendly Land Area in Range

RESOLVING LAND BATTLES

After all units have taken a Combat Action or when only one side remains in the Area:

- ANS w/o Ground Support *must* Retreat (AFs by ReBasing)
- Active ANS may ReBase
- Return Owner/victorious units upright;
- Battle is resolved. Select next Active Battle

RESOLVING SEA BATTLES

After all units have taken a Combat Action:

- All participating AFs *must* ReBase.
- Subs may Escape [turn them face-down].
- If Battle has not ended, begin new Round.

If at any time during the Round only one side remains (ignoring Escaped Subs):

- Return victorious Units upright
- Victorious ANS units side may ReBase
- Battle is resolved. Select next Active Battle

COMBAT PHASE ENDS

When all Active Battles are Resolved the Active Player's Combat Phase ends.

STRATEGIC MOVEMENT

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

AREA CONTROL TABLE			
	Control	Supply Line	Trade Route
Land Areas	Friendly	🟢	🟢
	Neutral	🟡	🟢
	Rival	🟡	🟡
Sea Areas	Enemy	🔴	🔴
	Open	🟢	🟢
	Enemy	🔴	🔴

🟢 = only if no Escaped Enemy Subs present.
🟡 = only through Straits.

USA SPECIAL RULES

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

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

3. MARKERS ON PROD TRACKS

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

4. DIPLOMACY MARKERS

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

5. ACTION CARDS

USA: Draw 12

JAPAN: Draw 7

SOVIETS: Draw 6

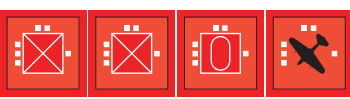
*5 in Rising Sun

SETUP GUIDE

JAPAN TOTAL UNITS
30 units/37 CV

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

RUSSIAN RESERVES



In '45 or the next New Year after DoW on Soviets in Novo-sibirsk or Taskent.

RUSSIA TOTAL UNITS
9 units/9 CV

RedChina TOTAL UNITS
2 units/4 CV



US DoW REACTION FORCES



In the next 3 New Years after the US is DoWed

US NAVAL CONSTRUCTION



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

RISING SUN (2 PLAYERS):
• Add in Sian: Nat Fort 2 CV + Nat Militia 2 CV.
• Cadre in Punjab is a permanent Fort (cannot be disbanded).

US TOTAL UNITS
11 units/18 CV

NatChina TOTAL UNITS
8 units/12 CV

BritEmp TOTAL UNITS
7 units/7 CV